



MAGIC SCHOOL MYSTERIES

ABOUT

In this lighthearted storytelling-focused roleplaying game you'll play as a group of teen wizards studying at a magic school and solving mysteries in the style of Harry Potter, Scooby Doo, and Gravity Falls. You'll improvise mysteries from scratch, with no preparation.

BEFORE THE GAME

Choose the setting for the adventure (or invent your own):

Arcane Academy: the school of witchcraft and wizardry

Familiars: play as pets of the students of a magic school

Nethervale: a school for monsters and magic creatures

Protectorate: school for superheroes and supervillains

Duskfall Institute: steampunk school for inventors

Each player names 1-3 things they'd like to see in the story - characters, locations, objects, magics, events, challenges, etc. We'll try to include these elements as we play.

Mix-and-match the prompts on the next page to make up a mystery you'd like to solve. Decide where the story begins.

PLAYING AS A PLAYER

- Describe what your character says and does.
- Establish locations - choose where you go next.
- Say "yes and", and play to find out what happens.
- Be proactive, curious, and eager to investigate.
- Actively contribute ideas to the story.

PLAYING AS A NARRATOR

Each scene, a new player becomes a **Narrator**. They will describe the world around the heroes, the consequences of their actions, and play the roles of non-player characters.

Your goals:

- Introduce clues and suspects.
- Introduce something mysterious or unexpected.
- Introduce challenges, obstacles, and complications.

When you need help or aren't sure what happens next - ask questions and let the players tell you what happens.

*What do you want to do now?
Something unusual is going on here. What is it?
What's weird about the potion's master behavior?
What's the spookiest thing you see in this dungeon?
What clue did you find that reveals the frog's location?*

RESOURCES

Come join our Discord community and play with us:

<https://rpgadventures.io/discord>

Character sheets and examples of premade characters:

<https://rpgadventures.io/character-sheets>



IMPROVISING A MYSTERY

THE FIRST SCENE

The players describe where the heroes are, and what they are doing when they encounter the mystery.

Then the Narrator introduces a mysterious event the heroes encounter, and makes up a couple of leads (clues that give the players ideas where to begin their investigation).

Mystery: The heroes are in the study room, a student asks them to help him find his missing pet frog.

Lead: He has last seen his frog in the greenhouses.

THEORIES AND CLUES

Each player privately makes up a **theory** about what's going on, why is it happening, how did it happen, and who is behind it. Update your theory every time you encounter a new clue.

Theory: The frog ate something that turned it invisible.

When it's your turn to be the Narrator, you'll introduce **clues** based on your theory and speculations.

INVESTIGATION SCENES

The players describe what they do to investigate this mystery - establish the location they go to, what kind of clues they're looking for, and what they hope to learn about the mystery.

The Narrator introduces a challenge - makes up some obstacle or a complication that makes the investigation difficult.

If the players overcome it, the Narrator reveals a clue based on their theory (without revealing the whole theory).

Players go to the greenhouses where the frog was last seen.

Challenge: A magical carnivorous plant is attacking you.

Clue: A half-eaten magic clover (after further investigation the players can learn that this is an invisibility clover).

SOLVE THE MYSTERY

Investigate the mystery until someone is ready to reveal the truth, explain what's going on, who's behind it, and establish the location where climax of the story will take place.

Roll the number of dice equal to the number of clues this theory explains. If at least one rolls 10+, the theory is correct.

Otherwise, continue investigating and discover a new theory.

The frog ate an invisibility clover, it's footprints lead to the Enchanted Forest. We better catch it before someone eats it.

STORY CLIMAX

Once the truth is revealed, the investigation story transforms into a mission-based save-the-day scenario. If there's a culprit, their evil scheme is nearly complete.

The players rush to confront the culprit, help the person in need, or have some other dramatic resolution to the story.

The Narrator comes up with the final challenge the players must overcome in order to succeed.

The frog footprints lead to the swamp where chupacabras live. The invisibility has worn off, and we witness the frog being hunted by a chupacabra. We rescue it.



CREATE A CHARACTER

DESCRIPTION

What is your name, appearance, personality, backstory, flaws? What is your motivation (what do you want and why)?

Fame, justice, mischief, friendship, curiosity, honor, wealth, freedom, power, revenge, security, knowledge, etc.

TALENTS

Choose 3 talents from the list, or invent your own.

Strong

Nimble

Tough

Sneaky

Cunning

Booksmart

Perceptive

Charming

Brave

Crafty

Helpful

Artistic

Persuasion

Deception

Intimidation

Insight

Nature

Technology

Magic

Investigation

ABILITIES

Abilities are anything that enables you to do extraordinary things: your magic spells, items, potions, powers, pets, etc.

Invent 5 abilities, use the examples below for inspiration.

Telekinesis: Levitate objects no larger or heavier than a bucket of water, within 30 meters, in line of sight.

Invisibility: Once per adventure, brew an invisibility potion (enough for 60 minutes of invisibility).

Wildshape: Turn into any land mammal no smaller than a rat and no larger than a horse. 3 uses per day, lasts 1 hour.

Superstrength: Become as strong as Hulk for a moment, but for the next hour you'll feel extremely weak and tired.

Cloak of Disguise: Enables you to assume appearance of any humanoid creature you've seen (up to 3 hours per day).

Familiar: A trained pet who follows your commands and can communicate with you.

Clearly define what your abilities enable you to do. If an ability seems overpowered - add some costs or limitations.

Takes time to use, attracts attention, unpredictable, can backfire, has limited impact, expensive, has limited number of uses, has negative side effects, works only under certain conditions, only on specific targets, 3 uses per day, etc.

RELATIONSHIPS

Establish a relationship with another player's character. What do you think about each other? How do you know each other? What do you want from them?

Favor, forgiveness, friendship, trust, truth about their past, respect, mentorship, protection, help, etc.



PLAY THE GAME

ROLLING DICE

When you attempt something challenging, risky, or opposed by another character - roll the dice.

If you beat the **difficulty number** (set by the Narrator) - you succeed, otherwise you encounter a setback or a complication.

The Narrator sets the difficulty number based on how likely they think you are to succeed at this task.

The player tries to jump between buildings. They are not very athletic, buildings are far apart, and they didn't invent some clever approach that would make this task easier. If I saw this scene in a movie, I'd expect the character to fail, so I'll set a pretty high difficulty number.

ADVANTAGE AND DISADVANTAGE

If you have advantage, roll multiple dice (up to 4) and take the best result. If you have disadvantage, take the worst result.

Gain advantage dice when you:

- Use talents relevant to the action you're attempting.
- Creatively use the environment to your benefit.
- Get some help from your friends.

Gain disadvantage dice for each:

- Condition that would impede the task you're attempting.
- Aspect of the scene that puts you at a disadvantage.

Advantage and Disadvantage dice cancel each other out:

I try to jump between buildings. I have a talent "Nimble", I built a makeshift trampoline, and my friend will double-bounce me - I add 3 advantage dice. But I have a "Fear of heights" condition, and the roofs are covered in ice - that gives me 2 disadvantages, so I add only one advantage die.

CONDITIONS

If you fail a roll in a dangerous situation, you gain a condition:

Injured, cursed, angry, tangled, distracted, tired, sand in the eyes, cornered, sneezing, embarrassed, jealous.

Severity of conditions gradually increases, for example:

| Scared → cornered → injured → unconscious.

To get rid of a condition, do something that would fix it.

Use a bandage, rest, cut the entangling vines, run away in fear, get comforted by a friend, break something to release your anger, act cool to improve your reputation, etc.

To defeat opponents (in action scenes or social situations), inflict conditions on them until they lose or run away.

If someone tries to inflict a condition on you - describe how you defend yourself, and roll the dice to see if you succeed.

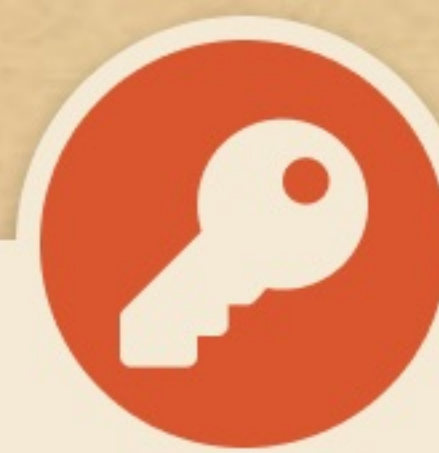
LEVELING UP

Gain a new ability at the end of each adventure. Gain new abilities by learning from the books you read, people you meet, or by finding new cool items. Instead of gaining a new ability, you can make an existing one more powerful (or reduce its limitations). Gain a new talent at the end of a major story arc.



MYSTERIES

SUBJECT	MYSTERIOUS EVENT
Faculty member	Is missing
Odd Professor	Is acting strange
Valuable object	Was stolen
Student's project	Was sabotaged
A student	Turned into a creature
First-year students	Were kidnapped
Magic plants	Turned carnivorous
Headmaster	Suddenly falls ill
Student's pet	Has disappeared
Magical creatures	Have escaped confinement
Strange monster	Is roaming the castle
Shady figure	Is stalking someone
Someone innocent	Accused of a crime
Gargoyle statue	Moved overnight
Zombies	Walk the grounds at night
Acid slugs	Grow and multiply
School mascot	Found under your bed
Invisible entity	Writes messages on walls
Janitor's cat	Floats when it shouldn't
Abandoned laboratory	Glowes at night
Living portrait	Is acting nervous
Magical items	Lost their magic
Ancient artifact	Is behaving erratically
Mysterious footprints	Appeared overnight
Poltergeist	Is unusually polite
Rival professors	Have switched places
Sentient book	Is missing memories
Suit of armor	Is stalking someone
Statue	Went berserk
School's parrot	Is telling lies
School's floor	Is forbidden
Secret Society	Is up to no good
Treasure	Is lost
Potion cauldron	Is causing trouble
School's founder	Reappeared after centuries
Astronomy tower	Attracts creatures
Group of first-years	Has gained superpowers
Room of Requirements	Is malfunctioning
Student's pet	Spontaneously teleports
Headmaster's hat	Has been cursed
Grumpy troll	Rainy cloud floats above him
Friendly house elf	Sighted in two places at once
School's trophy	Radiates a sense of doom
The school owl	Delivers ominous messages
Greenhouse	Sprouts strange plants
The astronomy professor	Developed an unusual appetite
A student's bag	Bursts into song
Half-giant groundskeeper	Is being followed
Famous Professor	Appears in places it shouldn't
Guardian dragon	Shrunk to the size of a rat
School's Vampire	Has a doppelgänger
Local Troll	Acts against their nature
Tinkerer's new inventions	Fail to perform their purpose
Venus flytrap	Sprouts feathers
School's dragon egg	Mysteriously multiplies



CLUES

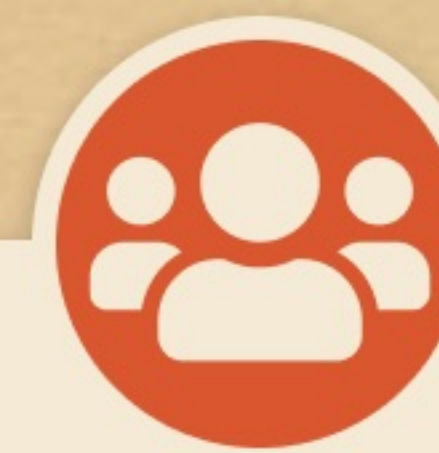
CLUE TYPE	CLUE
Witness talking about	Magical creature
Overheard conversation about	Hidden treasure
Rumors or gossip about	Cursed artifact
Book or journal describing	Midnight gatherings
Letter or note about	Secret chambers
Tale or legend about	Disappeared student
Map showing the location of	Hidden corridor
A blueprint of	A new gadget
Drawings of	Famous Dark Wizard
A newspaper article about	An immortal phoenix
Your knowledge about	An abandoned room
Sudden appearance of	The serpentine sculpture
Offhand comment about	Forbidden experiments
Alarming report about	School owls
Sudden vanishing of	Astronomy tower
Strange behavior of	The school's suits of armor
Advanced manuscript on	Whispering gargoyles
Surveillance footage of	Ghost haunting the tower
Startling transformation of	The groundskeeper's pet
Official records of	Statue that comes to life
A lost or missing	Priceless plant
People complaining about	A peculiar staff member
Mysterious sighting of	Levitating furniture
Magical mishap involving	Unknown potion ingredient
Unexpected discovery of	Old dueling grounds
Scattered remains of	A magical experiment
Peculiar habits of	The headmaster's familiar

ODD BEHAVIOR	SECRET
Obsessively checks a clock	Stole something valuable
Nervously glances at a tower	Has keys to all locked rooms
Attends secret meetings	Secretly planted an item
Speaks to invisible entity	Has a rare magical artifact
Acts strangely nervous	Knows school's defense spell
Suddenly acts very serious	Guards a hidden path
Attempts to enter a passage	Built an invisibility device
Keeps pacing in front of a wall	Discovered a dangerous item
Disappears for days at a time	Knows the school's founder
Seen where they don't belong	Knows a secret passage
Stays awake at night	Knows about a hidden room
Challenges statues to duels	Searches for a magic item
Hides behind curtains	Knows Headmaster's secret
Works tirelessly without rest	Conceals a famous identity
Seen in restricted areas	Has a piece of a treasure map
Talks to their cauldron	Can transform into creatures
Moves when no one watches	Has an unusual pet
Always carries a strange bag	Is not a wizard
Smells of different potions	Did a prank that went wrong
Hisses at certain students	Knows every owl's destination
Disappears during full moon	Stole a wand from a teacher
Always wears a cloak	Can communicate with spirits
Afraid of a harmless creature	Is building a secret tunnel
Has strange glowing eyes	Stole the master key
Seen giggling in dark corners	Is being blackmailed
Seen testing strange gadgets	Has read a forbidden book
Changes outfit everyday	Found a lost potion recipe



LOCATIONS

ADJECTIVE	PLACE	OCCUPANTS
Cozy	Studyroom	Students
Official	Faculty Lounge	Professors
Haunted	Library	Floating books
Secret	Lair	Cloaked Figures
Headmaster's	Sanctum	Living portraits
Professor's	Office	Secret papers
Crowded	Tavern	Adventurers
Dangerous	Moving Vehicle	Rebels
Hidden	Passage	Insects
Dusty	Stables	Magic creatures
Forbidden	Corridor	Spider webs
Gloomy	Dungeons	Glowing Fungi
Frightening	Abyss	Shadows
Ancient	Hall	Ghosts
Secluded	Tower	Owls
Unvisited	Classroom	Strange sounds
Sacred	Grove	Spirits
Spooky	Ritual Chamber	Demons
Creepy	Crypts	Undead
Guarded	Vault	Magic Artifacts
Enchanted	Forest	Sentient Trees
Heated	Forge	Golems
Terrifying	Nest	Spiders
Overgrown	Greenhouses	Magic plants
Dimly-lit	Witch's Hut	Familiars
Foggy	Swamp	Chupacabras
Disgusting	Troll Den	Snoring Trolls
Romantic	Balcony	Student Couple
Exclusive	Clubhouse	Prefects
Unvisited	Trophy room	Holy Grail
Candle-lit	Alchemy Lab	Potions
Ancient	Ruins	Old hermit
Opulent	Kitchens	House Elves
Serpentine	Basilisk Cave	Snakes
Bustling	Train Station	Travelers
Ornate	Luxury Room	Buerocrats
Fiery	Dragon's Lair	Baby Dragon
Hidden	Underground Lake	Brain Slugs
Goopy	Slime Lab	Bubbling Slimes
Infested	Rat Den	Rat King
Dusky	Bat Barn	Bats
Buzzing	Clone Factory	Doppelgängers
Creepy	Voodoo Classroom	Witch Doctors
Humming	Hivemind Nest	Sentient Spiders
Spectral	Ghost Ship	Lost Sailor Spirits
Ramshackle	Goblin Lair	Goblins
Chaotic	Kobold Labs	Kobolds
Gloomy	Vampire Crypt	Vampires
Smoke-filled	Hut	Shaman
Frosty	Cave	Playful Yetis
Majestic	Ancient Tree	Bird People
Ominous	Dark Tower	Lonesome Lich
Golden	Pyramid	Cursed Mummy
Moonlit	Cemetery	Skeletons
Isolated	Clearing	Werewolves



CHARACTERS

ADJECTIVE	OCCUPATION	MOTIVATION
Odd	Professor	Keep secret
Mysterious	Outsider	Obtain object
Arrogant	Rival	Prove superiority
Rebellious	Rule-breaker	Defy Authority
Nefarious	Potions Master	Reclaim Respect
Shrouded	Cloaked figure	Complete mission
Enigmatic	Janitor	Protect treasure
Compassionate	Groundskeeper	Conceal creature
Obnoxious	Journalist	Obtain information
Eager	Teacher's Pet	Gain Favor
Cunning	House Ghost	Settle old score
Zealous	Necromancer	Revive someone
Eccentric	Inventor	Build something
Secretive	Librarian	Guard information
Dutiful	House Elf	Follow orders
Giggly	Schoolgirl	Gossip
Flamboyant	Drama Teacher	Put on play
Reckless	School Bully	Gain power
Rumored	Monster	Hunt
Honorable	Champion	Defend title
Rugged	Dragon Keeper	Tame beasts
Daring	Treasure Hunter	Find riches
Grim	Necromancer	Revive someone
Reckless	Witch	Unleash magic
Curious	First-year	Trespass
Condescending	Artist	Get attention
Flustered	Apprentice	Hide a mishap
Frantic	Werewolf	Conceal condition
Shifty	Potions seller	Make a profit
Aloof	Popular kid	Maintain status
Dedicated	Prefect	Enforce rules
Mischievous	Poltergeist	Wreak havoc
Peculiar	Creature	Satisfy curiosity
Ambitious	Merlin's Heir	Gain magic power
Fiery	Athlete	Win competition
Meddling	Bureaucrat	Interfere
Eccentric	Seer	Prove themselves
Naive	New Hire	Gain authority
Rugged	Beastmaster	Tame beasts
Lonely	Unicorn	Find love
Arrogant	Heir	Claim legacy
Compassionate	Groundskeeper	Conceal creature
Fanatical	Ghost Hunter	Discredit ghosts
Cautious	Dark Wizard	Make amends
Suspicious	Mad Wizard	Expose a fraud
Motivated	Collector	Capture a creature
Shy	Half-monster	Break the curse
Perceptive	Traveling Wizard	Obtain an item
Eccentric	Druid	Rescue a creature
Novice	Secret agent	Spy on someone
Expert	Thief	Smuggle a thing
Attractive	Witch	Fix a spell
Evasive	Shapeshifter	Hide identity
Charismatic	Head Boy	Secure votes
Prodigy	Student	Show off

CHALLENGES

ACTION CHALLENGES

Defeat, obtain, rescue, protect, chase, capture, escape, destroy, repair, retrieve, subdue, intercept, sabotage, build, repair.

ROLEPLAYING CHALLENGES

Persuade, befriend, impress, gain trust, negotiate, recruit, tame, manipulate, intimidate, outwit.

ENVIRONMENTAL CHALLENGES

Journey, explore, overcome, bypass, break in, break out, survive, endure, navigate, invade, liberate.

STEALTH CHALLENGES

Steal, spy, sneak, swindle, hide, plant, smuggle, infiltrate, distract, get away with, solve, investigate, locate.

TARGETS

Person, creature, object, information, location, vehicle, event.

MODIFIERS

Help someone to [accomplish a challenge]

Stop someone from [accomplishing a challenge]

Combine two challenges.

PREMISES

MAGICS

Portals, possession, mind control, illusions, clones, voodoo, hivemind, truth serum, shapeshifting, prophecies, invisibility, memory alteration, dream invasion, parallel dimensions, size alteration, body swapping, magical contracts, transmutation, intangibility, spirit realm, telepathic links, necromancy, mimicry, living shadows.

PEOPLE

Goblins, Kobolds, Vampires, Ghosts, Pirates, Ninjas, Secret agents, Assassins, Spies, Fugitives, Witches, Clones, Shamans, Demons, Spirits, Yeti, Ape People, Talking Animals, Sentient items, Body Snatchers, Shapeshifters, Mutants, Centaurs, Giants, Liches, Lizardfolk, Minotaurs, Mummies, Unicorns, Living Skeletons, Trolls, Werewolves, Mad Scientists, Thieves, Barbarians, Cowboys, Knights, Rebels, Vikings, Warlocks, Inquisitors, Monks, Doppelgangers, Poltergeists, Steampunk Inventors, Superheroes, Merfolk.

CREATURES

Zombies, Eldritch Horrors, Sand Worms, Hivemind, Dinosaurs, Ghouls, Golems, Gremlins, Griffons, Kraken, Ogres, Phoenixes, Chupacabras, Basilisks, Harpies, Sphinxes, Giant spiders, Shdow beasts, Sentient Fog, Dementors, Giant rats, Carnivorous plants, Dragons.

NAMES

FIRST NAMES

Aria, Baelin, Corwin, Dax, Elara, Fergus, Gideon, Halia, Iris, Jareth, Kael, Lyra, Maelis, Nix, Oriana, Pax, Quinlan, Rune, Sylas, Thalia, Ursa, Varis, Wren, Xander, Yara, Zephyr, Bram, Seraphina, Torin, Lissandra, Gavin, Orin, Maris, Elowen, Percival, Halcyon, Kestrel, Iolanthe, Quill, Verity, Dorian, Elysia, Farah, Lior, Naia, Ophira, Pyrrhus, Raelin, Soren, Tamsin, Ulysses, Vega, Willem, Xylia, Yorick, Zinnia, Arlen, Beatrix, Cyra, Doran, Evander, Faelan, Galadriel, Hestia, Ivo, Janus, Kira, Lysander, Maia, Niamh, Osric, Pippin, Querida, Roshan, Sariel, Teagan, Uri, Vesper, Wynter, Xenon, Yseult, Zephyra, Abelard, Calliope, Draven, Eamon, Faye, Giselle, Isolde, Jovan, Keira, Lucan.

LAST NAMES

Abing, Amber, Bentham, Brontë, Caldicott, Crestwood, Davenport, Denshaw, Dewsbury, Duckworth, Eldridge, Esholt, Fairburn, Faringdon, Farleigh, Foxglade, Galewind, Godstow, Grassington, Graystorm, Greenleaf, Hapton, Haverford, Hawkshead, Holloway, Ilkley, Inglewood, Irongate, Jarrow, Jetfire, Kenwick, Langley, Loxley, Ludlow, Malham, Morley, Mowbray, Newby, Oakenshield, Onyxfire, Overton, Paxford, Penrose, Quinby, Rawdon, Redhill, Sedbergh, Southwell, Sunseeker, Twyford, Vane, Verrill, Waddesdon, Wendover, Wensley, Yardley, Yeadon, Zamora.

CONDITIONS

PHYSICAL

Sprained, frozen, poisoned, deafened, silenced, immobilized, encumbered, paralyzed, sickened, overheated, chilled, soaked, sticky, disarmed, trapped, falling, floating, drenched in oil, entangled in webs, covered in mud, bitten by insects, mired in quicksand, dazed, sunburned, shackled, slowed, petrified, grappling, unbalanced, sleep-deprived, strangled, sinking, turned into a frog, hiccuping, covered in slime, hair on fire, extra-bouncy, itching uncontrollably, glowing, clothes turned inside out, stuck in a bucket, hands glued together, stuck in a high tree, uncontrollable giggling, turned to color blue, rubber legs, honking like a goose, uncontrollably tap dancing, can only speak in rhymes, wearing squeaky boots, teeth turned into candy, uncontrollable flatulence, shrunk to the size of a mouse, can't stop moonwalking, tongue stuck to a frozen pole, clothes shrinking, hat glued to head, turned into a living shadow, smells like a skunk, swallowed a harmonica.

EMOTIONAL

Guilty, panicked, desperate, frustrated, paranoid, shocked, homesick, envious, humiliated, confused, regretful, horrified, overwhelmed, anxious, smitten, resentful, disgusted, can't stop laughing, thinks they're a chicken, terrified of the color purple, convinced everyone else is a secret agent, overly suspicious of hats.



SKILLS

Pick Locks
Pick any ordinary lock within 5 minutes.

Leap
Jump up to 20 times the normal distance.

Hide in Shadows
Three times per adventure you can hide so well as to become completely invisible.

Polyglot
You can speak and understand any language, including ancient or long-forgotten tongues.

Boy Scout
You're always prepared! Search through your pockets and find any mundane item of your choice (it should be believable that you have prepared in advance).

Improvised Weapons
Create effective makeshift weapons from your surroundings. Roll the dice, when you roll below 4 the weapon breaks or backfires (your choice).

Mimic Sound
You can imitate any speech or sound with perfect accuracy.

Unbreakable
Three times per adventure you can avoid any injury or attack and escape completely unscathed.

Eagle Eye
Once per day, you can see and observe details from an incredible distance, as if you were standing right next to the object or person.

Master Pilot
You can expertly pilot any vehicle.

Escape Artist
You can easily escape from ropes, chains, and other restraints, as well as locked doors and windows.

Tinkerer
Once per adventure you can repair or modify weapons, armor, and other equipment, improving their performance or adding new capabilities.

Tactical Retreat
Once per adventure you can help your team to safely escape from any combat situation.

Forger
Once per adventure you can make a flawless forgery of any document, signature, or an item (non-functional, but indistinguishable from the original at a glance).

Silver Tongue
Once per adventure, you can deliver a speech that convinces your audience of your point of view (you have to actually make a speech as a player).

Tracker
You can follow any trail, even if it's days old or obscured by weather.

Beast Tamer
You can tame and train animals to follow your commands. Works 3 times per adventure. For extremely powerful or intelligent animals the effect is limited to 5 minutes.

Power Napper
Heal all your injuries by taking a 5 minute nap. Works 3 times per adventure.

Master of Traps
You can design, create, and disarm various traps, making it easier for your group to secure an area or hinder your enemies.

Healer
You can heal any moderate injury up to 3 times per adventure.

Encyclopedic Knowledge
You have a vast store of general knowledge, allowing you to recall information on a wide range of topics.

Sprinter
For the next 5 minutes you can run as fast as a horse. Works once per scene.

Superhuman Strength
Once per day you can become as strong as Hulk.

Inspire
Give your friend an inspiring speech, and they will have an advantage on the next roll. Works once per scene.

Well-Connected
Once per adventure you can find a helpful ally in just the right place.

Reputation
You are well known. Choose what reputation you have in a specific region (Hero, Villain, Honest, Sex Symbol, Philanthropist, Impeccable Taste, etc.)

Spread the Word
Spread any rumor. Say a couple of sentences, and they go viral. Not everyone believes it, but everyone is talking about it.

Identify
Figure out properties of any object and how to use it. Learn whether the object is affected by spells and what they are.

Master Musician
When you're playing a musical instrument - roll the dice. If you roll above 10, everybody around you can't resist dancing.

Spider Climb
You can climb any surface.

Land On Your Feet
Like a cat, you are able to fall from great heights without excessive harm.

Escapist
Once per day you can successfully flee from any conflict or escape from bonds.

Deadeye
You could shoot a penny from the opposite side of a football field. You can make one extremely precise shot once per scene.

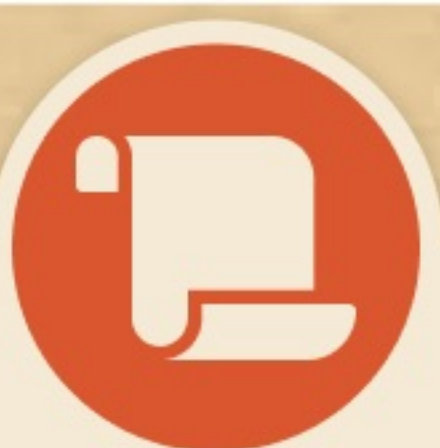
Battle Stomp
Smash your weapon into the ground, knock down everyone around you.

Redirect Attack
Once per scene you may force your opponent to attack another one of your enemies instead of you or one of your allies.

Darkvision
You can see in pitch darkness as if it's an overcast day.

Copycat
Once per day you can copy a skill you have seen used in the past hour.

Strong Back
You can carry heavy loads without being encumbered.



SPELLS

Message
Telepathically send a message to the nearby creature, they can respond.

Illusion
Create an illusory object no larger than a horse, complete with sounds, smells, movement. Within 50 meters, in your line of sight.

Telekinesis
Levitate small objects, no larger or heavier than a bucket of water.

Pet Pal
You can speak with animals.

Summon Familiar
Summon a small creature who will be your pet and a friend. You can communicate with it telepathically, give it commands, see through its eyes, hear what it hears, cast spells through it. If the creature takes damage it disappears until you resummon it. Works once per day.

Familiar Transposition
Swap places with your familiar.

Charm Person
The person regards you as their friend for 1 hour. Everyone around knows that they've been charmed. When the spell ends, they know they've been charmed.

Enlarge/Reduce
Make the object or a creature grow or shrink to 4 times its size.

Sense Magic
Sense the magic auras within 200 meters around you, get a vague sense of what and where they are.

Change Momentum
Halt, decrease, increase, or reverse the momentum of a moving object. Can apply enough force to suspend a falling boulder for 10 minutes.

Animate Object
Object will obey your commands as best it can. Requires a sacrifice.

Spider Web
Your wrists can shoot thick webbing (like Spider Man).

Misty Step
Instantly teleport a short-distance (a stone's throw, line of sight. Think Nightcrawler from X-Men).

Elasticity
You can do what Elastigirl from Incredibles can do.

Phobia
A target creature becomes terrified of an object of your choice.

Greed
The target creature develops an overwhelming urge to possess a visible item of your choice. Lasts 30 minutes.

Wall of Ice
Once per hour you can create an ice wall, 10x10 meters. Window is optional.

Minecraftsman's Delight
Once per second you may summon or banish a 3-meter-wide cube of earth.

Paralyze
Once per scene you can paralyze one creature for a minute by making uninterrupted physical contact with it for 20 seconds.

Summon Item
Mark an object or an item (no larger than 2x2 meters). Whenever you cast this spell, it will teleport to your hand (or in front of you) from wherever it is.

Invisible Tether
Two objects within 5 meters of each other cannot be moved more than 5 meters apart. Lasts 30 minutes.

Suggestion
The target obeys a single, three-word suggestion that sounds reasonable. After spell ends, you're susceptible to suggestions from other people.

Produce Emotion
Make the target feel happy, sad, angry, smitten, afraid, insecure, etc.

Sery
You can see through the eyes of a creature you touched earlier today.

Technomancy
Control mechanical and electrical devices with your mind.

Befuddle
The target creature is unable to form new short-term memories for the next 15 minutes. But neither can you.

Disassemble
Any of your body parts may be detached and reattached at will, without causing pain or damage. You can still control them.

Grease
Cover an object or a surface in grease, making it frictionless and flammable.

Levitate
Slowly lifts the target vertically above the ground, up to 15 meters. The target can weigh up to 300 kg.

Calm Emotions
Make the target indifferent about the creatures of your choice.

Veil
Create a static illusion no larger than 100 meters in any direction. Like a building, an oasis, a pile of treasure, etc. When anything touches the illusion, it is dispelled.

Intwine
Use nearby grass, vines, and tree branches as if they were your own limbs.

Accio
Summon any object within your line of sight and within 300 meters towards you.

Counterspell
Three times per adventure you can dispel any spell or a magical effect on a target.

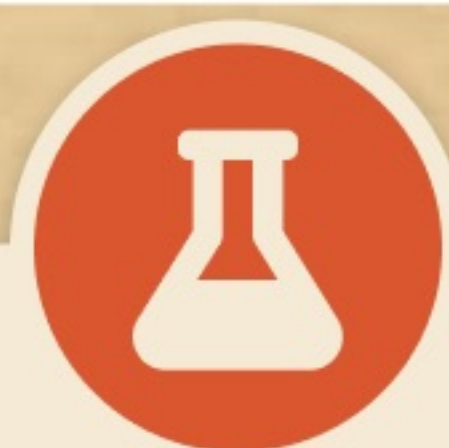
Secret Message
Write a message visible only to the people you choose.

Skywrite
Cause up to 10 words to form in the sky you can see (made of clouds).

Pyromancer
Create and manipulate flame, as large as campfire.

Firehose
A stream of water pours out of your hand as if it's a firehose.

Frost Powers
You can do what Frozone from Incredibles can do.



ITEMS

Bag of Gold
Spend it to do something a rich person can do (throw a lavish party, bribe someone, hire an assassin, etc.), or trade it for another item of your choice.

Familiar
A trained creature who follows your commands and can communicate with you.

Weapon
A simple melee or ranged weapon of your choice.

Grappling Hook Gun
Shoots the grappling hook to the distance of up to 50 meters, in line of sight. Supports weight of 1 person.

Cloak of Disguise
Enables you to assume an appearance of any humanoid creature you've seen. For 1 hour, up to 3 times per day.

Ropey
A sentient piece of rope. 50ft. As smart as a puppy. Obeys simple commands.

Immovable rod
Activating it makes it magically fixed in place. Until someone deactivates it, the rod doesn't move, even if it is defying gravity.

All or nothing coin
Once per day instead of rolling a die you flip a coin. Heads critical success, tails critical failure.

Horseshoe of Attraction
Turns into a powerful magnet when activated. Can switch polarity and repel metal objects instead. Can be activated telepathically, from a distance of up to 50 meters.

Blanket of Silence
No sound can escape from under it.

Superglue
Permanently glues objects together.

Bottomless Mug
Can hold a swimming-pool-worth of any liquid.

Fairy Dust
Allows you to imbue an item with one of the spells you know. The item will be able to cast the spell once per day. Consumable, can be used only once.

Pokeball
Stores a friendly or defeated animal.

Ring of Tracking
The owner of the ring always knows its location.

Gravity Orb
When shattered, it reverses the gravity in a 10 meter radius around it.

Adventurer's Journal
When you write down 1-2 paragraphs of notes that describe what happened in the previous session from your character's perspective, you gain a free ability.

Illusory Minion
A small pearl that turns into an illusory person or a creature when it's activated. The illusion can perform simple tasks you give it. It lives for a day, and can travel any distance away from you. When it's nearby, you can control it telepathically.

Velocity Ward Scroll
Nothing can move faster than a falling feather within a sphere of 15 meter radius for the next 15 minutes.

Portable Monster
A small wooden figure. When activated, it turns into the animal it depicts.

Auto-Spell-Activator
Imbue it with a spell you know. When a specified condition is met within the 15-meter-radius, the spell will be cast.

Conman's Paper
A sheet of paper, can be transformed to appear like any official document. Transformation is permanent, can't be used more than once.

Jack's Compass
Will point in the direction of the object of your choice as long as that object is within 300 meters of you.

Magic Mirrors
A set of two small mirrors. When activated, the mirror transmits sounds and images from it's counterpart (works like Skype).

Ring of Sending
You can see Send a telepathic 25-word message to anyone you have ever met. The recipient can send you a 25-word reply. Works twice per day. the eyes of a creature you touched earlier today.

Portable Hole
A round black piece of fine silk, 5 meters in diameter. When unfolded creates a 5-meter-deep hole.

Invisibility Potion
Turns you invisible. The bottle has enough potion for 100 minutes of invisibility, then it runs out.

Catnip
When spilled attracts all the cats within 100km radius. Has enough for 10 uses.

Smoke Potion
Creates a huge cloud of black smoke when spilled.

Anti-Gravity Potion
The drinker isn't affected by gravity for an hour.

Potion of Many Eyes
Drinking it enables you to see through the eyes of all living creatures in a 150 meter radius around you for the next 10 minutes.

Animorph Potion
Add a hair or a claw of a non-magical creature. Drinking this potion will turn you into this creature for an hour.

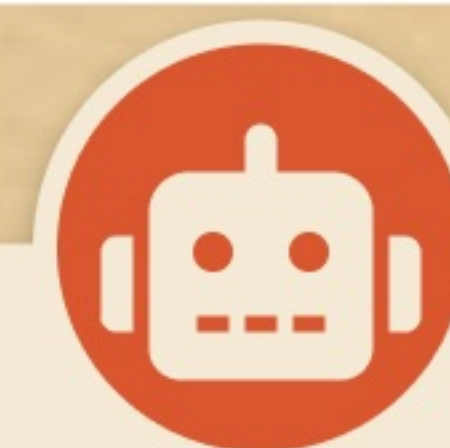
Fear Potion
Anyone who inhales it feels horrified for the next 10 minutes.

Spirit Potion
Pour it onto a dead person or a creature to summon their ghost. You can communicate with them for the next 10 minutes.

Truth Serum
One who drinks it can't tell lies for an hour.

A Potion of Telepathy
For the next 10 minutes you can read surface thoughts of any creature within 50 meters around you.

Twin Potion
Drinking it splits you into two identical clones. When a clone takes any damage it disappears, it's memories instantly merged into the remaining clones. When there's only one remains - it becomes the "original" you, keeping the memories of the copies. Lasts an hour. Can be used once per adventure.



SCI FI GEAR

Portable Force Field
Creates an immobile force field 10 meters in diameter springs up around you. It's impenetrable from the outside but not from the inside. Deactivates once you leave the area. One-time use.

Hoverboard
Floats 30 centimeters above the ground, frictionless, supports up to 100kg of weight.

Portal Gun
Works like the gun from the Portal game. Can be used up to 3 times per adventure. Portals stay open for 5 minutes, or until they transport 200kg of weight (whichever happens sooner).

Portable Hang-Glider
Slowly glide, gradually decreasing altitude.

Magnet Field Generator
Point it at a metallic object, flip the switch - it can either attract the object to you or repel it directly from you. Exerts up to 10kg of force.

Neuralizer
Click on a button, and it will wipe the last 5 minutes of memories of the person who's looking at it. Can be used once per session.

Mission impossible mask
Allows you to assume the appearance and voice of any person with a similar build.

Drone
A small drone you can pilot. Has a camera and a microphone. Can carry up to 50kg. Other devices can be attached to it.

Personal Droid
Can do what R2D2 from Star Wars can do.

Suction Boots
Enable you to walk on any surface, at any angle.

Pokeball
Stores a friendly or defeated animal.

Communicator
Can do anything a smartphone can do, but works on inter-planetary distances.

Quantum Pocket
A small device that creates a pocket dimension, allowing you to store and retrieve items up to 200kg. Items stored do not affect your carry weight. Pocket remains open for 30 seconds.

Telepathic Translator
A small earpiece that enables you to understand and communicate in any language, including alien languages, by reading the minds of willing creatures.

Time Dilation Device
Slows down time for the user, giving them the ability to react and move 10 times as fast as normal for 30 seconds. Can be used once per adventure.

Holographic Decoy
A small device that projects a realistic hologram of the user, which can move and interact with its environment. The decoy lasts for 1 minute or until destroyed. Works up to 3 times per adventure.

Gravitational Manipulator
A gauntlet that allows you to alter the gravity of objects within a 5-meter radius. Can be used to lift heavy objects or create zero-gravity environments. Limited to 3 uses per session.

Chameleon Cloak
Makes you perfectly blend in with your environment. Works for up to 10 minutes per adventure.

Nanohealer
A small, injectable device that releases nanobots into the user's bloodstream, rapidly healing wounds and restoring health. Can be used 3 times per adventure.

Teleporter Beacon
Set it up in a location. Once per session you can press a button, and you and your team can get teleported back to it.

Mind-Link Helmet
Grants the ability to communicate telepathically with other users wearing the same helmet.

Matter Transmuter
Converts a small amount of one element or material into another, with a maximum conversion of 1 kilogram per use. Limited to 3 uses per session and cannot transmute living beings.

Holographic Terrain Projector
Creates a realistic, but intangible, holographic environment within a 10-meter radius. Lasts for 5 minutes or until dispelled.

Hulk Serum
Turns you into a hulk for 5 minutes, can be used up to two times per adventure.

Thermal Vision Goggles
Allows the user to see heat signatures.

Bio-Scanner
Detects and analyzes living organisms within a 30-meter radius. Works once per adventure.

Molecular Adhesive
A substance that can bond any two surfaces together, with the bond lasting for up to 24 hours. Limited to a small amount per session and cannot be used on living tissue.

Temporal Stasis Field
Creates a small bubble where time is frozen for up to 30 seconds. Requires a full day to recharge and only affects non-living matter.

Spectral Cloak
Grants the ability to phase through walls for up to 1 minute. Can only be used once per session.

Temporal Stasis Field
Creates a small bubble where time is frozen for up to 30 seconds. Requires a full day to recharge and only affects non-living matter.

Weather Control Device
Manipulates local weather conditions within a 1-kilometer radius. Takes 30 minutes to activate and has a limited supply of energy, providing up to 3 weather changes before needing to recharge.

Memory Crystal
Stores and replays memories when held. Can only store one memory at a time and must be physically touched by the user to activate.

Temporal Stasis Field
Creates a small bubble where time is frozen for up to 30 seconds. Requires a full day to recharge and only affects non-living matter.

Cryo-Gel Spray
A portable canister that releases a gel that instantly freezes surfaces or objects upon contact. Limited to 5 uses per session and cannot be used on living beings.



IMPROVISING A MISSION

MISSION-BASED SCENARIOS

Unlike mysteries, mission-based scenarios revolve around pursuing a known goal or solving a known problem.

You'll pick an objective the characters will pursue, and then improvise through a series of challenges they overcome as they try to accomplish it, culminating in a dramatic climax.

BEFORE THE GAME

Choose the adventure recipe.

Answer the questions to customize the adventure.

Pick two things that make the objective difficult to achieve.

Adventure Recipe: Defeat the monster.

Customize: We need to defeat a basilisk who has captured a student and taken them to its lair in the Chamber of Secrets.

What makes it difficult: It can't be defeated with a regular weapon, and its lair is well-hidden.

THE ADVENTURE HOOK

The players describe where they are when the story begins.

Then the Narrator chooses the adventure hook - the problem the heroes need to solve or the goal they'll strive to achieve.

Narrator introduces the hook, and we improvise the details and establish our motivations.

Hook: The players are in detention when a first-year tells them that a monster has just dragged away their friend.

OVERCOMING CHALLENGES

The players pick a challenge and decide what the next step of their plan is. They establish the location of the scene, and describe what they are doing to overcome the challenge.

The Narrator describes what makes this challenge difficult, introduces problems, obstacles, and complications.

The scene ends when the players successfully overcome the challenge and take a step closer to their goal, or fail and suffer a setback that takes them farther away from their goal.

Challenge 1: Steal the sword from the headmaster's office.

Obstacle: The headmaster's office is guarded with magic.

Challenge 2: Convince a ghost to reveal the lair's location.

Obstacle: The ghost is too afraid of the monster.

Challenge 3: Save the student.

Obstacle: The monster is just about to eat them.

CLIMAX

Once the players overcome 3 challenges, they choose the final, most difficult and important challenge they need to overcome to achieve their objective.

They describe how they overcome it, the Narrator makes it as difficult, dangerous, and exciting as possible by adding more complications and setbacks.

If the heroes can overcome the challenge, they successfully complete the mission and save the day.

Climax: An chase scene where we escape the basilisk with the rescued student, and defeat it in an epic battle.



DEFEAT THE MONSTER

CUSTOMIZE THE ADVENTURE

What kind of monster must we defeat?

What sort of problems is it causing?

Where is the monster's lair?

What makes it dangerous?

What tales are told about the monster?

WHAT MAKES IT DIFFICULT (PICK TWO)

Monster can't be defeated with a regular weapon.

Someone opposes us (they fear or worship the monster).

It's lair is remote, well-hidden, or in dangerous terrain.

The monster is fast and elusive, difficult to corner.

The monster is crafty and clever.

ADVENTURE HOOK (PICK ONE)

Someone asks us for help.

We witness the aftermath of the monster's activities.

The monster attacks us or our friends.

The monster captures someone.

Our mentor tasks us with defeating the monster.

CHALLENGES (PICK THREE)

Gather information about monster sightings.

Discover the monster's weak spot.

Obtain the weapon that can slay it.

Convince a group to help us fight it.

Discover the clue about its whereabouts.

Journey through dangerous lands.

Protect a local area from the monster.

Track the monster, discover its lair.

Find a way to enter the monster's lair.

Overcome the traps in the lair.

Defeat the monster's allies or minions.

Avoid a surprise attack from the monster.

Disrupt the source of the monster's power.

Lure the monster out of its lair.

Corner the monster.

CLIMAX (PICK ONE)

Lure the monster into a trap.

Confront the monster in an epic battle.

Perform a ritual to defeat the monster.

Find a peaceful way to deal with the monster.

Escape the monster.



PERFORM A HEIST

CUSTOMIZE THE ADVENTURE

What valuable object do we need to steal?

Why do we need to steal it?

Where is this object? In a building, on a person, on a vehicle?

Who does this object belong to?

What kind of protection or security surrounds it?

WHAT MAKES IT DIFFICULT (PICK TWO)

A rival group is also after the object.

The object is hidden, the exact location unknown.

The owner of the object is dangerous and powerful.

The object is big, dangerous, or difficult to move.

The object is sentient or capable of self-defense.

ADVENTURE HOOK (PICK ONE)

We receive a secret mission to retrieve the object.

We discover a plot that can be thwarted by stealing the object.

The object is needed to prevent a catastrophe.

We are blackmailed into stealing the object.

We stumble upon a priceless opportunity.

CHALLENGES (PICK THREE)

Obtain information about the object's location and protection.

Win the trust of someone who has access to the object.

Gather tools and resources needed for the theft.

Travel to the object's location.

Create a copy or a decoy of the object.

Approach the location without arousing suspicion.

Infiltrate the location unnoticed.

Find a safe path to the object through traps and guards.

Deal with a complication or interruption during the operation.

Locate the exact spot of the object in the location.

Deal with the sudden activation of an alarm or trap.

Secure the object without setting off the alarms.

Deactivate the object's self-defense mechanism.

Handle a rival group trying to steal the object.

Clean up the evidence of intrusion.

CLIMAX (PICK ONE)

Face off against the object's powerful owner.

Neutralize the last, unexpected guardian or protection.

Replace the stolen object with a decoy and sneak out.

Battle or bypass the object's self-defences.

Swiftly grab the object and flee.



RESCUE MISSION

CUSTOMIZE THE ADVENTURE

Who is the person or creature that needs to be rescued?

Why do they need rescuing?

Where are they located?

Who or what might prevent the rescue?

What dangers are surrounding them?

WHAT MAKES IT DIFFICULT (PICK TWO)

Their location location is unknown or constantly changing.

A powerful figure or group does not want them rescued.

They are in a dangerous or hard-to-reach place.

They are guarded or watched by enemies.

They are unaware they're in danger or don't trust the rescuers.

ADVENTURE HOOK (PICK ONE)

Someone pleads for our help to save their friend or loved one.

A scene of a recent attack with clues pointing to a kidnapping.

We witness an abduction in real-time and must react quickly.

A natural disaster occurs, trapping someone we care about.

A creature attempts to lead us to the one in need.

CHALLENGES (PICK THREE)

Obtain information about their location and its dangers.

Convince someone to help us on the mission.

Navigate through hostile territory to get closer.

Obtain information on the captor and their defenses.

Obtain special items or resources required for the rescue.

Overcome an environmental hazard.

Escape an initial confrontation with enemies.

Help a secondary character who has crucial information.

Obtain a clue or a map to the next location.

Escape or defeat the dangerous creatures.

Infiltrate the enemy stronghold.

Bypass traps and defenses.

Protect them from the danger they're in.

Distract or defeat a powerful enemy or guardian.

Handle a crisis that threatens to derail the mission.

CLIMAX (PICK ONE)

Liberate them from the location they're in.

Engage in a daring extraction under enemy fire.

Execute a carefully planned stealthy rescue strategy.

Deal with the person not wanting to be rescued.

Escape the collapsing or exploding environment.