



THE CREATION OF BELIEF

Optional rules of Casting Spells

CREATING BELIEF AND THE COST OF MAGIC

To cast a successful spell one must make the world believe that what is happening is in fact, happening. One way of thinking about this is that, while it is entirely possible to use magic by only using *Narrativium*¹ points, that is tinkering with the underlying weave of reality, the seasoned wizard or witch knows that the strongest magical component is belief itself. By making the onlookers really believe in the magic performed boosts and supports the effects intended by the caster and the *Narrativium* of the universe congregates in order to make it real. These congregations of belief cause the effort needed by the person doing magic to vary, which means that the cost of the magic varies by the amount of *thaumic energy*² that is currently flowing through the area, in wizard lingo, this is referred to as the Cost-Effect Correlation or C.E.C.

COST-EFFECT CORRELATION OR 'C.E.C.' (1D8)

- | | |
|---------------------------|----------------------------|
| 1. No correlation (+4) | 5. Extreme correlation (0) |
| 2. Minor correlation (+3) | 6. High correlation (-1) |
| 3. Some correlation (+2) | 7. Some correlation (-2) |
| 4. High correlation (+1) | 8. No correlation (-4) |

The cost-effect correlation (CEC) can be used as a modifier to the narrativium cost of the spell strength, the cost can never be negative and the caster can never gain narrativium by this. The caster rolls the C.E.C. before deciding on the amount of Narrativium to use when casting. This rule can be used with or without the Types of magic usage found below.

OPTIONAL TYPES OF MAGIC USAGE

The ways that practitioners of magic work with magic differ depending on culture and on preference. The following sections outline rules for those who wish to play a more magic-focused game, with a bit more 'crunch' to the rules

regarding this particular particularity of the Discworld³. These rules provide an alternative to spending Narrativium points to increase casting strength. ***The caster still has to spend one point of narrativium in order to cast any spell, but the strength is decided by the following rules.*** Before casting a spell you choose which approach you will use when casting the spell.

SACRIFICIAL MAGIC

A usual way of creating belief is by making sacrifices, surely a seemingly impossible thing must be possible if someone is willing to make sacrifices in order to make it happen? Sacrifices are the go-to method for priests of the various divine entities. Rules of belief stipulate that in order for a sacrifice to suffice it has to be of the right kind of sacrifice. The right kind of sacrifice is defined by the entity one is sacrificing to, and if that entity is nowhere to be found it is defined by the clergy* of that diety.

SACRIFICIAL COSTS (BASED ON C.E.C. RESULT)

- | | |
|--|--|
| +4: An arm and a leg, something life altering or life ending has to be sacrificed. | -1: Something symbolic has to be sacrificed. |
| +3: Something invaluable has to be sacrificed | -2: No sacrifice needed, and the effect gets a bonus; the auditor decides a reasonable bonus effect. |
| +2: Something personally valuable has to be given. | -4: Nothing has to be sacrificed, it's a miracle! The caster gains 1 Narrativium point. |
| +1: Something of importance has to be sacrificed. | |
| 0: Something valuable has to | |

CONSERVING ENERGY

The principle of energy conservation works by doing a smaller spell aimed at doing something opposite or drawing energy from something else and then relaying that effect to the actually intended result. An example can be drawing the life force from a shrubbery or a herring in order to rejuvenate a friend who recently has contracted a small flesh wound. This makes logical sense and is

*This could also be referred to as a Cult leader or a Guru depending on the type of belief structure the diety has developed, if you find yourself in this particular position you will be the person defining what is a suitable sacrifice.

¹ S. T. Pratchett, 'The Science of Discworld (I, II & III)', 1999, 2002, 2005.

² S. T. Pratchett, 'The Science of Discworld (I, II & III)', 1999, 2002, 2005.

³ The Discworld is a trademarked name of the book series written by Sir Terry Pratchett

therefore a possible chance to increase the effects of spells. The descriptions in the table are to be considered thematic examples, not hard-boiled rules.

ENERGY CONSERVATION COSTS (BASED ON C.E.C. RESULT)

- | | |
|---|--|
| <p>+4: To mend a wound take a life; to make a fire, freeze a lake.</p> <p>+3: To mend a wound, wither a field of crops; to light a fire, drain a well.</p> <p>+2: To mend a wound, cause disease; to light a fire, spoil some wine.</p> <p>+1: To mend a wound, make hunger; to light a fire, make a strong wind.</p> <p>0: To mend a wound, make something rolling come to a halt; to light a fire, make it cold.</p> | <p>-1: Mend a wound; light a fire. No extra cost.</p> <p>-2: Mend a wound, light a fire. The Auditor decides on a bonus effect.</p> <p>-4: In addition to mending that wound, heal the soul and an additional ailment; in addition to lighting that fire, the flame will burn unnaturally long. The caster gains 1 Narrativium point.</p> |
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USING MAGICAL INSTRUMENTS

The use of magical instruments is very much about imbuing a physical object with the belief of the world, in effect storing Narrativium in them. The type of object is very dependant on who's using the object, a witch will not be found wielding a wizard staff and most probably not using an ornamental, rune strewn dagger*. A wizard will not be caught using a regular set of tea leaves to tell the future, rather they will go for more extravagant types of instruments such as a contraption of intricate markings and a multitude of special effects. The harder to understand, the better, since it shows how much gathered knowledge has gone into crafting and understanding the instrument.

The usage of magical instruments is not bound by the result of the C.E.C. Instead you may at any point during the game imbue an object with a point of narrativium effectively storing it for later. This imbuing is accompanied by the need of doing a ritual. The following table is a random generator of ritual components that has to be used in the ritual in order for the storing of narrativium to be successful. Roll twice for each Narrativium point you wish to store in the instrument. Any points stored in

* It just isn't sensible enough. A butterknife or a bread knife makes a lot more sense. This is in turn tied to the witch often relying on headology as a default system of belief creation. Headology is based on doing the sensible thing. Also, it is not good to advertise that one is a witch; who knows when another wave of superstition and prejudice against witches might happen.

¹ S. T. Pratchett, 'Equal Rites', 1987, 'Wyrd Sisters', 1988, 'Witches Abroad', 1991, 'Lords and Ladies', 1992, 'Maskerade', 1995, 'Carpe Jugulum', 1998.

your instrument is available for boosting spell strength.

RITUAL COMPONENTS (xD20)

- | | |
|--------------------------|---------------------------|
| 1. A bubbling cauldron | 11. Parchment |
| 2. A string of yarn | 12. Garlic sausages |
| 3. Salt from a sea | 13. Sage |
| 4. An lock of Imps' hair | 14. A knife or a dagger |
| 5. A turnip | 15. Chalk - for drawing |
| 6. Eight dribbly candles | 16. Esoteric garments |
| 7. A knobby rock | 17. Octagonal pillow |
| 8. Cat saliva | 18. Complicated machinery |
| 9. The weapon of a hero | 19. A holy symbol |
| 10. Something given | 20. A bowl of snacks |

HEADOLOGY¹

The idea behind headology is that true magic always comes at a cost. Whether it is direct or it is indirect, there is always a cost. Better to use it, by not using it. If people believe you are wielding supreme power of the universe, things are more likely to come out in your favor. Deny shortcomings and never reveal your methods. Learn about nature and how to mend things, bodies, and materials. Make people trust you and help them, even if they don't know what is best for them.

The rules for using headology is that your magic is based on your connection to the land you are in. If you have a strong connection with your current surrounding you will be able to wield incredible power. All conditions below give the caster a bonus of -1 narrativium cost to casting strength. These bonuses stack.

- *Close to your home.*
- *In your home province.*
- *Helped 1 person/solved one problem in the area*
- *Aided the community (solved a mystery, finished an adventure or helped more than 10 persons)*

A FEW FINAL WORDS ON THE RULES OF MAGIC

A caster may use all of the above types of magic usage, or your group may decide to define what types of magic a character is able to use based on their *Description*, *Story so far*, or *Guild*.