PATHS OF MAGIC

CEREMONIAL

• Anytime a magical spell requires time, expensive reagents, or multiple practitioners it is Ceremonial.
• Anytime a magical spell is being used to affect something the practitioner cannot see (such as a person or place), it is Ceremonial.
• Anytime magic is being used to bolster or increase an item's capabilities, it is Ceremonial.

ASPECTS

Enchantment: Create an Item to boost a person or thing.
Linking: Increase practitioner Spell Die.
Ritual: Long form spell casting to affect something you cannot see.

CRYPT

• Anytime a practitioner interacts with a spirit, it is Crypt.
• Anytime a practitioner interacts with a cryptid, it is Crypt.
• Anytime a practitioner interacts with the Myst, it is Crypt.

ASPECTS

Cryptids: Interacting with or having knowledge of a cryptid.
Myst: Sensing or manipulating a myst
Spirits: Sensing, interacting with, or having knowledge of a spirit.

HEX

• Anytime you wish to directly harm a person, cryptid, or object it is Hex.
• Anytime you wish to cast a spell that causes harm over time or delays a harmful outcome until triggered by you or an event it is Hex.
• Anytime you need a spell to protect yourself and allies from harm it is Hex.

ASPECTS

Curse: Causing a mishap or misfortune.
Death: Instant harm.
Protection: Personal shield against specified harm.

CREATION

• Anytime a spell is required to mend a broken bone, flesh, or mundane object it is Creation.
• Anytime a spell attempts to summon an object from somewhere else in the world, or create it from nothing, it is Creation.
• Anytime a spell is used to bring something back to life, or create false life, it is Creation.

ASPECTS

Healing: Healing injuries from a person or mending a thing.
Illusion: Creating false sensory objects.
Simulacrum: Creating false life or temporary inanimate objects.

FOLK

• Anytime a practitioner wishes to remove spirits it is Folk.
• Anytime a practitioner requires a tea, brew, potion, or food it is Folk.
• Anytime a practitioner requires a ward to protect themselves and allies from spirits it is Folk.
• Anytime a practitioner needs to attempt an auguary it is Folk.

ASPECTS

Cleansing: Removing the taint of the Crypt from a person or object.
Preparations: Making eatable goods that boost magical abilities.
Warding: Stopping a spirit or cryptid from entering a specified area.

RESOLUTION MECHANIC

The Roll

The player rolls three dice: Spell Die, Path Die, and the Imposition Die. Depending on the difficulty of the task, this die may range anywhere from a d4 up to a d12. The Crypt Keeper sets this die against the player after a short discussion to determine an agreed upon difficulty.

Full success: The Spell and Path die are greater than the Imposition Die. The practitioner gets exactly what they were going for.
Partial success: The value of the ID is greater than or equal to any one of the other dice. You have achieved your goal, but it comes with a consequence.
Failure: If the ID is greater than both the Spell and Path dice. The consequences for which can be minor setbacks to downright fatal.

Applying Aptitude

Lower the Imposition Die a number of steps equal to the number of dots associated with an Aspect that is being used to cast a spell to a minimum of a d4.

Constant Imposition

This type of Imposition is applied after Aptitude.

Irresistible Imposition

Aptitude cannot be applied to this type of Imposition.

Stress

Spend Stress before a roll to further lower the Imposition by a number of levels equal to the amount of stress consumed. This includes Irresistible Imposition, Constant Imposition, or a Wizard's Duel.

Damage

Being wounded takes not only a physical toll, but a mental toll on the practitioner, preventing them from being able to resist Imposition using their Aptitude. Each time the final box of a level is filled in it reduces the PC's ability to use their Aptitude by a set amount; minor wounds by 1 point, medium by 2 points, major by 3 points. This equals a total reduction of 6 points, down to a minimum of zero, when all wound boxes are filled in.

Taking an additional wound when all boxes are filled means the character dies.