

# Magicomaker

Listen: you're unemployed, you're three months late with the 8999 magic-dollar rent on your wizard apartment, and your highest qualification is a certificate from a 3 week cheesemaking course. If you can't find a job soon, your landlord's gonna kick you out and you'll probably have to go live in a tree or something. But don't worry too much! The World of Magic presents all kinds of opportunities, as long as you're willing to journey to the local temp agency and take whatever career the job placement spell picks for you. And you lucky soul, the job placement spell has decided you'll make an excellent Security Guard!

That's right! A Security Guard for the illustrious Dörwall Community College, the preeminent wizarding school of the greater Dörwall metropolitan area! Now you can enjoy the many luxuries of employment, such as magical adventures, the quiet disdain of your co-workers, and a semi-regular paycheck!

Work your way up through the ranks by completing various chores, I mean, important job duties, fetching items, clearing out monster infestations, and dealing with the scheming of the recently-fired teacher Azazel. You'll need to hold onto the job for at least 30 days, as that is when your initial paycheck is due. If you die, or worse, get fired before then, your Gauntlet will end, and you'll have to go to prize calculation with whatever you've accomplished at that point.

Naturally, as you are completely unqualified, you will be starting with **+0 CP**, and you will enter this gauntlet with only your Body Mod. No perks, items, or companions for you. Can you make something of yourself during your time here?

Let's find out.

## Progression

There are five 'zones' around Dörwall that you will complete tasks in during your time here, accessed via portals scattered around the campus.

- Forest Zone - A tangled mess of trees and foliage, teeming with goblins, fairies, bees, and angry flowers. A particularly large plant monster is the boss of the zone.
- Desert Zone - A sandy desert, filled with numerous half-buried ruins. Angry harpies swarm the skies, and toxic lamia squirm through the ruins. A massive sand worm serves as the boss of this zone.
- Cavern Zone - A large frozen cavern, filled with frozen gargoyles and massive sentient snowballs. The gargoyles will thaw and attack when you get close, and down in the depths, a sealed horror awaits you as the boss of the zone.
- Castle Zone - A ghost-infested castle, crawling with spiders and skeletons and obscured by a near-impenetrable darkness. A massive ghost knight slumbers, serving as the boss of the zone when awakened.
- Temple Zone - A massive, vine-encrusted ruin, filled with a wide-variety of traps and a variety of enemies. An unkillable guardian will shadow your steps, kept at bay only by massive crystals, and you will have to seal the guardian away to finish the zone.

You will be given jobs to complete by venturing into each Zone. These jobs will be assigned to a difficulty level, ranging from Associate's, to Bachelor's, to Master's, to Doctorate. With each rise in difficulty, the job requirements will get more complex, and the enemies you will face within the zone will become much stronger and more difficult to handle. Once a job of a given level has been completed, you can return to that zone at that level of difficulty to try and train or gather more resources to prepare yourself for the higher levels.

After 30 days, the headmaster will call you into his office, with a task for you to complete on The Laser Mountains of Dethdedly. However, before he can finish explaining how this job is definitely not a suicide mission to get out of paying you, the former teacher Azazel will appear and kidnap the headmaster, before blowing up the entire school. You will have to make your way back through a mysterious limbo, and then, after returning, climb up the tower that Azazel has created to serve as her Academy for the Monstrously Gifted. Climb to the top of the tower, confront Azazel, and defeat her once and for all, and the Gauntlet will end.

## Drawbacks

You can take any number of drawbacks to gain some CP.

**Portals Galore (+100 CP)** - *Can be taken up to four times.* Ordinarily, you will have five zones that you need to perform jobs in. Beating a given difficulty level in each zone will earn you that difficulty level's prize. Now, however, you have more portals leading to more zones. Maybe there will be a pirate island themed zone, or a floating cloud zone, or a zone set inside the body of the headmaster. The first time you take this, it will add two zones. The second time will add three, the third will add four, and the fourth will add six. This will leave you with a total of twenty zones if this is taken four times.

**Randomizer (+100 CP)** - *Can be taken up to three times.* Ordinarily, while you will occasionally be forced to use a specific material for a job, you will typically have full control over what combination of materials you will use. Now, this will not always be the case. On at least one job per difficulty level, you will have to select a 'randomize' option when entering the portal. This will completely scramble the materials assigned to your wand, spells, and robe, as well as whatever artifact you have brought with you. You will have to complete the job with whatever selection this gives you. This randomization will take any 'job requirements' into account, so it won't cause you to fail that way, and will prioritize using your best quality of a given material. If you take this a second time, you will have to randomize on three jobs per difficulty level, and if you take it a third time, you will have to randomize on every job. If this is taken with Portals Galore, you will have to randomize on one-fifth of the jobs per difficulty level, rounded up, if this is taken once, and half of the jobs, rounded up, if this is taken twice.

**Secret Searcher (+100 CP)** - Within each level, there will be things that are slightly out of place. Chairs shaped slightly different to others in the level, bricks that are a different color, candles burning slightly bigger, etc. If you come up and touch these items, a stone or essence will be released. There will be anywhere from one to three such items in each level, and you will have to find each of them to complete the level. You will have a sense when you have found all the secrets.

**Bag of Spilling (+100 CP)** - You are a bit of a butterfingers when you get hurt. Whenever you get injured during a level, you will randomly drop one of the material, stones, or essence that you have collected in that level, and it will bounce off wildly into the level for you to find.

**Plug And Play (+100 CP)** - Whenever you pick up a material in a level, it will randomly replace one of the material you have slotted on your spells or robe. This replacement won't count as a violation of Randomizer or Unique As A Snowflake, but if you try to manually change things after such a replacement occurs, you'd have to take those drawbacks into account.

**Pretty Pretty Particles (+100 CP)** - Every spell that you cast will cause a burst of bright and useless particles to be released around you, obscuring your vision. These particles will have no effect on enemies you are facing.

**Ugly Uniform (+100 CP)** - You have been issued a uniform for your position as security guard. This uniform consists of a headache-inducingly garish robe in a mishmash of clashing colors, which you will be required to wear throughout your duties. Fail to do so, and you'll be fired.

**Drop Damage (+100 CP)** - Ordinarily, you can fall from practically any height, and land without a scratch (unless some rocks happen to fall on you when you land). Now, however, you will take damage when falling for long distances. Longer falls lead to greater damage, and sufficiently long falls can actually end up killing you.

**Bottom of the Totem Pole (+100 CP)** - As the security guard, you are at the very bottom of the ladder in the college. Everyone mistreats you, teachers and students alike, and you can't do anything about it or you'll get fired. You just have to suck it up and endure the pranks and taunts and insults.

**That's Not Fine (+100 CP)** - The Headmaster doesn't want to have to clean up messes when you do jobs. So, he will be charging a fine whenever you cause 'unnecessary' damage during jobs, or when wandering around the university. As you are penniless, these fines will take the form of materials, stones, or essences that you will have to give up. CP-Backed material can't be used to pay for this.

**Periwinkle Delusions (+100 CP)** - You might not be queen of the fairies, but you do think that you are a magical creature of some kind other than human. You could believe you are an elf, goblin, centaur, whatever. You're not actually that species, but absolutely nothing will be able to convince you of that.

**The Legend of Terry Porter (+100 CP)** - Terry Porter, self-proclaimed prodigy and 'actual protagonist'. As part of your job duties, you have to keep Terry from being annoyi- I mean, you have to go on adventures with Terry twice weekly. This will typically just result in things like helping him throw a firework in someone's potion and then escaping. Just follow his lead, and try not to give into your annoyance with him.

**Difficulty Curve (+200 CP)** - *Can be taken twice.* Ordinarily, the various enemies that you face will grow roughly three to four times stronger with each increase in difficulty level. Enemies that you could defeat with a single spell at Associates level would take four hits at Bachelors, sixteen at Masters, and so on. Now, the difficulty will increase far faster. Enemies will grow eight to ten times stronger between each difficulty level, and those at Associates level are already three to four times stronger than they ordinarily would have been. If this is taken twice, enemies will increase in strength at a rate of sixteen to twenty times stronger between difficulty levels, and they will gain some new ability or tactic at each difficulty level as well.

**Slow Casting (+200 CP)** - Whenever you cast a spell, you will begin to build up a chance to 'backfire'. If you spell backfires, it will typically result in you taking some damage, and possibly getting knocked around a bit. This chance will rise when your spell is used in rapid succession, and will fade when you space out your casting over several seconds.

**Target Practice (+200 CP)** - In addition to the missions you must complete at each difficulty level, you will now have to participate in seven different 'target practice' courses. These courses are based on the various zones, with various targets that you have to hit and break to complete the course. You can earn various medals, depending on how quickly you complete each course. Finishing in around 30 seconds will typically earn you a Bronze, 15 to 20 seconds a Silver, 5 to 8 seconds a Gold, and 1 to 3 seconds a Platinum. You will have to earn medals on each course to complete a given difficulty level. Bronzes on all courses to complete Associates, Silvers to complete Bachelors, Gold to complete Masters, and Platinum to complete Doctorate.

**Go Cheetahs (+200 CP)** - In addition to the missions you must complete at each difficulty level, you will now have to participate in seven different 'race' courses. These courses are based on the various zones, requiring you to race through the course to a finish line to complete it. You can earn various medals, depending on how quickly you complete each course. Finishing in around 30 seconds will typically earn you a Bronze, 15 to 20 seconds a Silver, 5 to 8 seconds a Gold, and 1 to 3 seconds a Platinum. You will have to earn medals on each course to complete a given difficulty level. Bronzes on all courses to complete Associates, Silvers to complete Bachelors, Gold to complete Masters, and Platinum to complete Doctorate.

**Destructive Resonance (+200 CP)** - Ordinarily, you can stack multiple copies of a material on a given spell to amplify its effect. Now, however, trying to use multiple copies of a given material, even on different spells or on a spell and your robe or wand will cause a destructive resonance, causing a lot of damage to you very quickly, even when you aren't casting. If taken with Randomizer, it will take this drawback into account.

**Wear and Tear (+200 CP)** - We're adding a durability mechanic! Don't you love it? Materials will now degrade with usage and can break over time. Higher grades of materials will last longer, and degradation will only occur when a material's effects come into play. If a CP-backed material breaks, CP-backed material of that grade and type will be unavailable for a day or two, but ordinary versions of that material could replace it.

**Unique As A Snowflake (+200 CP)** - There are over two million different possible combinations you can make, so why stick with just one or two. Now, you are forced to make fresh combinations with each job, as you can only use a given combination of materials on a single job. Using a combination on a spell and on a robe do count as different combinations for this purpose.

**Tipsy With Topsy (+200 CP)** - You've been hanging out with Topsy, and he has definitely rubbed off on you. Put simply, you drunk. Constantly. On the plus side, you aren't going to suffer a hangover, but that is because you will never stop being drunk during your time here.

**One Strike Rule (+300 CP)** - Ordinarily, if you were to fail in a given quest, or even to die while trying to complete one, you would simply end up getting thrown back out of the portal with whatever scraps of material you managed to gather, and you'd be allowed to try again. Now, one chance is all you get on any job. If you fail a quest or die, you'll be fired from your position as a security guard and your Gauntlet ends. Head straight to prize calculation.

**Wandering Bosses (+300 CP)** - Ordinarily, each of the bosses that you will fight during a job will be confined to a specific room, so you can prepare yourself before going to face them. Now, each of them will be wandering freely throughout the level, and can end up attacking you at any time. For the Temple Zone specifically, this will take the form of the crystals that would ordinarily drive off the Guardian being far less effective, only keeping them away when you are standing right next to the crystal.

**Friendly Fire (+300 CP)** - For the most part, anyone you meet during a job will be an enemy, meaning there will be no consequences to blasting them with a spell. Now, however, there will be multiple friendly beings scattered throughout each level, and if you hit them with a spell, it could end up costing you your job. For lower difficulties, only killing them would cause you to fail, but on higher difficulties, even a simple injury will botch the job for you.

**Azazel's Initiative (+300 CP)** - Azazel has a dream, to allow all monsters everywhere to learn magic, without being discriminated against for their 'monster-ness'. Ordinarily, you'd bump into Azazel occasionally while she is trying to make her dream a reality, but she wouldn't pay you much attention. Now, however, Azazel recognizes you as a potential threat, and so she will be actively working to sabotage your missions. This could involve her sending her goblin students to steal things you are trying to retrieve, or her intervening personally to empower a boss you are about to fight. She may even show up as a 'mini-boss' during some levels, fighting you and then running away if you prove strong enough to survive. Beware.

## Perks

Here are some perks that you can take. Spellslinger is free and mandatory for everyone.

**Spellslinger (FREE)** - You have a basic ability to cast magic. When not using any materials, this takes the form of you being able to shoot out a small sphere of magical energy, which flies at roughly 20 meters per second for 1 second, and causes a moderate amount of damage. This basic shot eats up roughly a sixth of your base mana pool. You are able to combine various materials into your spells, altering them in various ways. To start with, you have three slots for materials for each spell, and you can save two spells at once and have them prepped to cast.

**More Options (100 CP)** - You start with five combination slots for materials instead of three. Applies to your wand and robe as well.

**Too Many Options (200 CP)** - You start with seven combination slots for materials instead of three. Applies to your wand and robe as well.

**More Spells (100 CP)** - You can save three spells at once. Your wand can hold two spells, and your robe can toggle between two sets of effects.

**Too Many Spells (200 CP)** - You can save five spells at once. Your wand can hold three spells, and your robe can toggle between three sets of effects.

**Free Scribe (300 CP)** - You can take a few moments to meditate in the field, and reassign your materials to your spells, wand, or robe.

**Keen Aim (100 CP)** - You have good aim, especially when aiming at a moving target or aiming while moving yourself. You find it simple to lead your attacks and predict where an enemy will be.

**Duck And Dodge (100 CP)** - You are good at dodging, and at maintaining an awareness of your surroundings, even when a lot of things are happening around you at once. You can narrow your focus to ignore attacks that are irrelevant or which will miss you, unless they would get in the way of your dodging, allowing you to see which attacks you will actually need to dodge.

**Studied Eye (100 CP)** - Ordinarily, you would need to wait for an enemy to attack for you to figure out their attack pattern or abilities. Now, you can get a sense for how an enemy will attack and what abilities they have just by focusing on them and observing them.

**Resource Gatherer (200 CP)** - You can sit and meditate for a few minutes to gather energy from your surroundings, and cause a stone or essence for use in Alchemy to spontaneously appear in your lap. It will take longer for each successive item to gather in the same place, as the energy will become thinner and need time to regenerate

**Quiet Healer (200 CP)** - When you are not near an enemy, your health will regenerate at the same speed that you regain mana, allowing you to go from near death to full health in less than a minute.

**New Game + (400 CP)** - Ordinarily, you have only a month to train to face Azazel, and you can only gain a single new slot each for your wand, spells, and robe while completing your various jobs. Now, you have another option. At any point during your time here, you can choose to start over. You will retain all of the materials, stones, essences, and artifacts you've collected, and any improvements you've gained to the number of slots that you have. You can then begin again. The difficulty of each level will rise as well, but the prizes you will receive at the end will be based on the highest difficulty level you managed to reach ever, even if it happened on your earliest run. You can restart like this three times, before you will have to face Azazel. In future Jumps, you can use this to go back up to 30 days three times each Jump, with a similar retention of gained materials and training. You can't go back further than you went in any previous 'New Game +', so you can't use this to chain backwards for more than 30 days.



## Materials

Materials are the centerpiece to this entire Gauntlet. Materials come in one of five grades: A, B, C, D, and F. F is the lowest grade, and A is the highest. Materials are used to improve your spells and your robe, and have a different effect depending on which they are used on.

In this section, you will be able to purchase an infinite supply of selected materials of a certain quality. If you purchase a supply of 'low quality' material, you will have an infinite amount of F-grade of that particular material. If you purchase a supply of 'medium quality' material, you will have an infinite amount of C, D, and F-grade of that particular material. And if you purchase a supply of 'high quality' material, you will have an infinite amount of all grades of that particular material.

Depending on how much you spend, you can get multiple materials of a given quality. The table below shows how much it costs to gain a certain number of materials of a given quality.

<u>Cost</u>	<u>Low Quality</u>	<u>Medium Quality</u>	<u>High Quality</u>
<b>50 CP</b>	1 Material	X	X
<b>100 CP</b>	3 Materials	1 Material	X
<b>200 CP</b>	8 Materials	3 Materials	1 Materials
<b>400 CP</b>	20 Materials	8 Materials	3 Materials
<b>800 CP</b>	45 Materials	20 Materials	8 Materials
<b>1600 CP</b>	X	45 Materials	20 Materials
<b>3200 CP</b>	X	X	45 Materials

The following is the listing of potential materials. When numbers or effects are listed in [] brackets, they are listing the effect of the material by grade [A/B/C/D/F]. Those numbers are also what will increase if multiple copies of a material are stacked on a single spell or robe. For comparison purposes, the average human wizard will have 100 Health and 100 Mana.



**Artichoke** - A mixture of Earth Stone and Pink Essence. When added to spells, it gives them a 5% + [25%/20%/15%/10%/5%] chance to deal quadruple damage. When added to robes, it allows healing effects to temporarily boost you beyond your maximum health, allowing [150/120/90/60/30] health to be stored to act as a shield against damage. 'Overheal' shielding decays over the course of 20 minutes.



**Bouncy Ball** - A mixture of Earth Stone and Yellow Essence. When added to spells, it allows them to bounce off of solid surfaces multiple times ( $1 + [5/4/3/2/1]$ ), with the spell acting as if it was cast from the bounce point, renewing its duration and range. When added to robes, it allows you to tense yourself to gain a 70% +  $[25\%/20\%/15\%/10\%/5\%]$  increase to elasticity, allowing you to deform and bounce off surfaces.



**Caustic Ichor** - A mixture of Water Stone and Black Essence. When added to spells, it causes the spell to mark the enemy, making them take 10% +  $[100\%/80\%/60\%/40\%/20\%]$  more damage from the next source of damage that hits them. When added to robes, it will mark the nearest enemy every 3 seconds, causing them to take 25% +  $[125\%/100\%/75\%/50\%/25\%]$  more damage from you.



**Chaos Butterfly** - A mixture of Fire Stone and Black Essence. When added to spells, it causes the spell to randomly change direction by up to 60 degrees every 0.6 -  $[0.5/0.4/0.3/0.2/0.1]$  seconds (minimum 0.1 seconds), gaining a 20% boost in general power each time. When added to robes, it will provide a random boost  $[50\%/40\%/30\%/20\%/10\%]$  to damage, defenses, or movement speed every 5 seconds.



**Crystal Ball** - A mixture of Energy Stone and Yellow Essence. When added to spells, it causes them to home in on the nearest enemy, with an acceleration towards the enemy of  $25 + [125/100/75/50/25]$  meters per second squared. This doesn't affect the spell's maximum speed. Materials of Grade C or greater can allow you to choose a target from your five nearest enemies, and Materials of Grade A can shift their acceleration somewhat intelligently to move around obstacles to reach their target. When added to robes, it will create lines only you can see, pointing towards valuable items within  $[60/50/40/30/20]$  meters. Higher value will result in thicker lines.



**Diamond** - A mixture of Earth Stone and Purple Essence. When added to spells, it allows the spell to penetrate through a number of enemy targets ( $1 + [5/4/3/2/1]$ ) and continue onward to strike additional targets beyond them. The spell's duration and range is renewed with each pierce. When added to robes, it reduces knockback from impacts or recoil by 10% +  $[100\%/80\%/60\%/40\%/20\%]$  while moving, and eliminates knockback completely when standing still.



**Ectoplasm** - A mixture of Energy Stone and Orange Essence. When added to spells, it causes the spell to return  $[50\%/40\%/30\%/20\%/10\%]$  of the caster's maximum mana pool upon a successful kill, while increasing the cost of the spell by  $[15/12/9/6/3]$  Mana. When added to robes, it increases the size of the wearer's mana pool by  $[100/80/60/40/20]$  Mana.



**Evercold Ice** - A mixture of Water Stone and White Essence. When added to spells, it causes the spell to decrease the target's movement and action speed by 10% + [67.5%/60%/52.5%/45%/37.5%] for several seconds. When added to robes, it creates a shield that is equivalent to [25/20/15/10/5] Health, breaking while intercepting an equivalent amount of damage. Regenerates at a rate of 5 Health per second after not taking damage for 3 seconds.



**Explosive Powder** - A mixture of Water Stone and Red Essence. When added to spells, it causes the spell to explode on impact, spreading the spell's damage and effect within a 2 + [5/4/3/2/1] meter radius area. When added to robes, it causes the wearer to explode 3 seconds after being killed, causing damage equivalent to [500/400/300/200/100] Health. If this explosion kills an enemy, the wearer will be fully revived.



**Extract of Monday** - A mixture of Water Stone and Pink Essence. When added to spells, it causes the spell to start slow, and gradually ramp up to full speed over 0.5 + [2.5/2/1.5/1/0.5] seconds, granting a [100%/80%/60%/40%/20%] boost to overall power in the process. When added to robes, it creates a raincloud 5 meters overhead, extending outward for 3 meters on a side, which drops raindrops which cause damage to enemies equivalent to [5/4/3/2/1] Health Damage per drop.



**Fairy Wing** - A mixture of Water Stone and Green Essence. When added to spells, it increases the rate they can be fired at by [3.75/3/2.25/1.5/0.75] shots per second, with a decrease in damage of [5/4/3/2/1] Damage per spell. When added to robes, it allows the wearer to make [5/4/3/2/1] additional jumps while in mid-air.



**Fire Crystal** - A mixture of Fire Stone and Red Essence. When added to spells, it causes them to light a target on fire, causing 5 + [90/72/54/36/18] Health Damage over the course of 5 seconds. When added to robes, it allows the wearer to leave a trail of flames behind them, with the flames lasting for 3 seconds, and hot enough to cause damage equivalent to [125/100/75/50/25] Health per second.



**Green Belt** - A mixture of Air Stone and Pink Essence. When added to spells, it decreases their damage by [50%/40%/30%/20%/10%], and causes every third hit with that spell to deal an extra amount of damage equivalent to [250/200/150/100/50] Health. When added to robes, it causes the wearer's movement speed to double after running for 10 meters, and triggers an explosion centered on the wearer when they stop running, dealing damage equivalent to [125/100/75/50/25] Health.



**Guillotine Blade** - A mixture of Fire Stone and Purple Essence. When added to spells, it causes each spell to generate 'execution buildup' equivalent to [50/40/30/20/10] Health in the target. Once the execution buildup has surpassed the target's health, the target will instantly be killed. Execution buildup decays at a rate equivalent to 5 Health per second. When added to robes, it increases the wearer's maximum health pool by [100/80/60/40/20] Health.



**Harpy Feather** - A mixture of Air Stone and Blue Essence. When added to spells, it causes them to knock the target back [15/12/9/6/3] meters, dealing damage equivalent to 10x the distance remaining in Health if they strike a solid surface. When added to robes, it reduces fall speed of the wearer by 55% + [50%/40%/30%/20%/10%].



**Illusion Dust** - A mixture of Air Stone and Green Essence. When added to spells, it causes additional copies [5/4/3/2/1] of the spell to be released, while decreasing overall potency of the spell by 20% + [22.5%/18%/13.5%/9%/4.5%]. When added to robes, it will cause every Xth spell, with X defined as 6 - [5/4/3/2/1], to doublecast at no additional cost.



**Lightning Rod** - A mixture of Energy Stone and Green Essence. When added to spells, it will cause the spell to release arcs on impact that will spread the spell's effects with 25% less potency to the nearest enemy. These arcs will have a range of 4 + [10/8/6/4/2] meters. When added to robes, it causes the robes to generate a shield while walking that will destroy hostile projectiles. The shield expands at a rate of 1 meter radius per 10 meters walked, shrinks depending on the power of the projectiles destroyed, and has a maximum radius of 2 + [7.5/5/4/2.5/1.5] meters.



**Magic Boomerang** - A mixture of Air Stone and Yellow Essence. When added to spells, it causes the spell to release a boomerang back towards you, which will refund 10% + [50%/40%/30%/20%/10%] of the spell's mana cost if caught. When added to robes, it causes the robes to generate a shield which will strongly knock back an enemy that gets close, using up a charge to do so. The shield generates one charge every two seconds, and has a maximum of 5 + [25/20/15/10/5] charges.



**Miniature Sun** - A mixture of Air Stone and Red Essence. When added to spells, it causes the spell to generate a damaging aura with a radius of 5 meters around it, dealing [50/40/30/20/10] Health worth of damage each second. When added to robes, it creates an aura around the wearer with a radius of 6 meters that deals [75/60/45/30/15] Health worth of damage each second to enemies within the aura.



**Necrom-nomicon** - A mixture of Energy Stone and Purple Essence. When added to spells, it causes the spell to summon a slime minion upon expiring. The minion will have [10/8/6/4/2] Health, and deal [5/4/3/2/1] Damage per second of attacking. When added to robes, it will cause a flock of 3 + [10/8/6/4/2] crows to follow you and attack enemies for 1 Damage per second.



**Ninja Sword** - A mixture of Earth Stone and Red Essence. When added to spells, it transforms the spell into a melee attack, with a base range of roughly 2 meters. The damage of the spell is increased by [100%/80%/60%/40%/20%]. When added to robes, it allows the wearer to a quick dash over 5 + [2.5/2/1.5/1/0.5] meters every half-second, causing [125/100/75/50/25] damage to enemies they dash through..



**Noxious Spore** - A mixture of Air Stone and Purple Essence. When added to spells, it causes the spell to inflict poison for 5 seconds, which does 5 + [50/40/30/20/10] Health worth of damage over that time. When added to robes, it causes the wearer to leave behind poisonous clouds when moving, which last for 3 seconds and cause [50/40/30/20/10] Health worth of damage per second.



**One-Sided Coin** - A mixture of Energy Stone and Pink Essence. When added to spells, it causes them to inflict a curse on the target, making the target explode upon death. Each hit of the spell adds [95/76/57/38/19] damage to the eventual explosion, which has a radius of 5 + [5/4/3/2/1] meters. When added to robes, it provides a shield that grants immunity to a negative status effect. It takes 11 - [5/4/3/2/1] seconds for the shield to charge once used. Charge time can't be negative.



**Optic Lens** - A mixture of Energy Stone and Red Essence. When added to spells, it turns the spell into a constant laser, which hits enemies for damage and effect 10 times per second. This laser will be 15 meters long and [1.6/1.3/0.9/0.6/0.3] meters wide. When added to robes, it creates a beam of illuminating light in a 90 degree cone in the direction you are facing, which is 1.5 + [20/16/12/8/4] meters long.



**Owlbear Trap** - A mixture of Air Stone and White Essence. When added to spells, it causes the spell to leave behind a trap on contact, which lasts for 2 + [5/4/3/2/1] minutes and which is used up to inflict the spell's effect when contacted by an enemy. When added to robes, it reduces incoming damage by [75%/60%/45%/30%/15%] while standing still.



**Philosopher Stone** - A mixture of Air Stone and Orange Essence. When added to spells, it raises their mana cost by [37.5/30/22.5/15/7.5] to give them a [250%/200%/150%/100%/50%] boost in damage and overall potency. When added to robes, it creates a shield that redirects 25% + [75%/60%/45%/30%/15%] of incoming damage to the wearer's mana pool, rather than their health.





**Quicksilver Gear** - A mixture of Water Stone and Blue Essence. When added to spells, it increases their speed by [25/20/15/10/5] meters per second, allowing them to fly farther while they persist. When added to robes, it increases the wearer's movement speed by [10/8/6/4/2] meters per second.



**Quiver** - A mixture of Fire Stone and Pink Essence. When added to spells, it reduces their mana cost by 15, and provides 'ammunition', which can be used when casting to cover 15 mana worth of the spell's cost. Ammo drops after the spell hits, and can be picked up and reused. Grants a starting ammo pool of 1 + [5/4/3/2/1] ammo. When added to robes, it creates a shield that will use up a charge to negate an incoming attack that would have damaged the wearer. Starts with 2 + [5/4/3/2/1] charges, and regenerates them at a rate of 1 per hour, or completely when at the school or a safe place.



**Rainbow Prism** - A mixture of Energy Stone and White Essence. When added to spells, it increases their potency by [25%/20%/15%/10%/5%], and causes the spell to emit a shining light over a radius of 0.3 + [6/4.8/3.6/2.4/1.2] meters that can highlight hidden objects. When added to robes, it provides the wearer with clear vision in darkness, out to a distance of 0.5 + [10/8/6/4/2] meters.



**Repulsor Energy** - A mixture of Energy Stone and Blue Essence. When added to spells, it increases their potency by [50%/40%/30%/20%/10%], and adds a recoil that propels you backwards at a rate of 5 + [10/8/6/4/2] meters per second. You will inflict damage equal to your velocity if you collide with enemies thanks to this recoil. When added to robes, it increases the power of your next spell after taking damage by [100%/80%/60%/40%/20%]. Multiple instances of damage don't stack this effect.



**Rift Crystal** - A mixture of Fire Stone and Blue Essence. When added to spells, it allows you to teleport in the process of casting the spell. The actual spell projectile will remain behind and fly like normal, while you can teleport up to 3 + [6.25/5/3.75/2.5/1.25] meters in a chosen direction. When added to robes, it gives you a 7% + [15%/12%/9%/6%/3%] chance to 'flicker' out of the way of any given attack, perfectly dodging it and its effects without actually moving.



**Rock** - A mixture of Earth Stone and Black Essence. When added to spells, it allows them to pass through walls and other solid obstacles for 0.1 + [0.75/0.6/0.45/0.3/0.15] seconds worth of total 'burrowing' time. When added to robes, it allows the user to make a shockwave contact with the ground, which has a radius of 4 + [2.5/2/1.5/1/0.5] meters and causes [50/40/30/20/10] damage.



**Rune** - A mixture of Fire Stone and Orange Essence. When added to spells, it causes those hit by the spell to drop  $1 + [1.5/1.2/0.9/0.6/0.3]$  Mana worth of crystallized mana upon death. Effect stacks with each hit. When added to robes, it causes each spell cast to reduce the cost of future spells for the next minute by 1%, up to a maximum stacking reduction of 20% +  $[25\%/20\%/15\%/10\%/5\%]$ .



**Seashell** - A mixture of Fire Stone and Green Essence. When added to spells, it reduces their potency by  $[25\%/20\%/15\%/10\%/5\%]$ , but causes them to split 0.75 seconds after firing, resulting in  $[5/4/3/2/1]$  additional projectiles. Split projectiles have their duration reset. When added to robes, it allows the wearer to emit an explosion when damaged, dealing  $[50/40/30/20/10]$  Health worth of damage over a range of  $3.5 + [2.5/2/1.5/1/0.5]$  meters.



**Shade Spirit** - A mixture of Energy Stone and Black Essence. When added to spells, it causes each spell to generate 'charm buildup' equivalent to  $[150/120/90/60/30]$  Health in the target. Once the charm buildup has surpassed the target's health, the target will become allied with you for 30 seconds. Charm buildup decays at a rate equivalent to 5 Health per second. When added to robes, it allows the user to turn invisible if they have not cast a spell or taken damage in the last 6 -  $[5/4/3/2/1]$  seconds.



**Siren's Seafoam** - A mixture of Earth Stone and White Essence. When added to spells, it causes the spell to move in a wave-like pattern, swerving back and forth across a width of  $1.5 + [2.5/2/1.5/1/0.5]$  meters, and reduces the spell's Mana cost by  $[75\%/60\%/45\%/30\%/15\%]$ . When added to robes, it creates a shield that uses charges to reflect enemy projectiles. It regains a charge every 7 seconds, and it has a maximum of  $1 + [5/4/3/2/1]$  charges.



**Soul Contract** - A mixture of Earth Stone and Orange Essence. When added to spells, it allows them to be cast from health, with a cost in health that is  $37.5\% + [62.5\%/50\%/37.5\%/25\%/12.5\%]$  of the Mana cost of the spell. The potency of the spell is boosted by  $[150\%/120\%/90\%/60\%/30\%]$  when cast this way. The spell will fail if the user does not have enough health. When added to robes, it causes mana regeneration to increase by  $3 + [10/8/6/4/2]$  Mana per second when Health is below 25%.



**Spider Silk** - A mixture of Air Stone and Black Essence. When added to spells, it causes the spell to create static copies of itself that hang in the air behind it, one copy per meter moved. These copies linger for  $0.25 + [1.25/1/0.75/0.5/0.25]$  seconds, and will trigger upon contact. When added to robes, it allows the wearer to leave behind an illusory clone every  $2.075 - [0.375/0.3/0.225/0.15/0.075]$  seconds, which linger for 10 seconds and can cause  $[50/40/30/20/10]$  damage to an enemy on contact.



**Sticky Slime** - A mixture of Water Stone and Yellow Essence. When added to spells, it allows the spell to 'cling' to solid surfaces for  $1.5 + [2.5/2/1.5/1/0.5]$  seconds after collision before expiring. Clinging spells can be triggered by impact. When added to robes, it allows the wearer to walk on walls and ceilings for  $1 + [5/4/3/2/1]$  seconds. Usage of this effect will be reset upon landing on a floor or other normally walkable surface.



**Sundial** - A mixture of Earth Stone and Blue Essence. When added to spells, it produces a haste effect on the caster when casting the spell, increasing their movement and action speed by  $50\% + [30\%/24\%/18\%/12\%/6\%]$  for the next 5 seconds. This effect overwrites itself if stronger, but does not stack. When added to robes, it slows down time to 5% of its normal rate when the wearer hits half health, lasting for  $2.5 + [2.5/2/1.5/1/0.5]$  seconds and triggering every 30 seconds.



**Tonna Bricks** - A mixture of Fire Stone and Yellow Essence. When added to spells, it causes them to be  $45\% + [75\%/60\%/45\%/30\%/15\%]$  affected by gravity, instead of flying straight, and increases their potency by  $[100\%/80\%/60\%/40\%/20\%]$ . When added to robes, it increases the damage of the wearer's spells by  $[75\%/60\%/45\%/30\%/15\%]$  when standing still.



**Trick Bullet** - A mixture of Earth Stone and Green Essence. When added to spells, it allows them to ricochet between enemies  $[5/4/3/2/1]$  times, resetting their duration each time, though overall potency decreases by 20% after each hit. When added to robes, it increases the knockback due to recoil from casting spells by  $50\% + [300\%/250\%/200\%/150\%/100\%]$ .



**Vacuum Cleaner** - A mixture of Fire Stone and White Essence. When added to spells, it causes the spell to generate a pull of 7 meters per second on enemies and loose objects within  $4 + [10/8/6/4/2]$  meters of the spell. When added to robes, it pulls valuable items within  $[25/20/15/10/5]$  meters towards the caster, even allowing them to pass through walls to arrive.



**Vampire Tooth** - A mixture of Water Stone and Orange Essence. When added to spells, it causes the spell to heal the caster by  $[25\%/20\%/15\%/10\%/5\%]$  of maximum health when the spell successfully kills a target. When added to robes, it boosts all healing the wearer receives by  $25\% + [75\%/50\%/25\%/15\%/5\%]$ .



**Vulcan Wrench** - A mixture of Water Stone and Purple Essence. When added to spells, it causes the spell to instead summon a turret at a spot within 30 meters of the caster, which will fire  $1 + [5/4/3/2/1]$  copies of the non-turret portions of the spell at targets that come within range. One turret at a time can be summoned, and it lasts until its shots are expended. When added to robes, a floating turret follows the wearer, and fires spell shots that deal  $[50/40/30/20/10]$  Damage every 2 seconds.



## Items

Aside from your Wand and Robe, the rest of these items are Artifacts. Normally, you can only use one Artifact on each of your jobs. However, if you purchase a CP-backed Artifact, it won't count towards your 'one Artifact' limit to carry it with you. CP-Backed Artifacts can be scrambled by the Randomizer Drawback. If you lose any of them during a job, it will respawn when you return to the school. Otherwise, lost or destroyed items will respawn within a day.

**Wand (FREE)** - Your wand is your weapon of last resort. This short stick is able to hold a spell, similar to the spells you can craft via your Spellslinger Perk. The primary difference is that the mana cost of this spell is reduced to zero, and the overall potency of the spell is reduced by 90%. So, you can cast this spell effectively endlessly, but it will cause far less damage than your basic spells. You can summon and dismiss your wand at will, and customize it the same way you'd customize your ordinary spells.

**Robe (FREE)** - Your robe doesn't have to be a robe. It can take the form of any set of clothing, including a hat and shoes, and you can change its appearance once per day. Your robe is able to have materials applied to it, giving it additional properties beyond normal cloth. These properties are generally passive effects, and don't require Mana to maintain.



**Jharni's Socks of Jumping (50 CP)** - A set of comfortable wooly socks, which, when worn, allow the user to crouch in place and gather energy for a couple of seconds, before jumping 10 times higher than they ordinarily could manage.



**Columbus's Compass (50 CP)** - A strange compass that always points south, which causes the holder to gain a sense for the terrain around them, even where it extends out of sight.



**Owl Medallion (50 CP)** - An owl shaped pendant that causes enemies within 10 meters or so to emit a glow, highlighting their outline. This glow is only visible to the holder of the medallion.



**Lantern of the Spectral Maid (50 CP)** - A spirit-powered lantern that emits a constant light. It can be activated every thirty seconds, to strike fear in spiritual entities caught in its light, forcing them to flee for the next 10 seconds.



**Periwinkle's Fairy Companion (50 CP)** - A small, blessedly silent fairy companion, which can fly through obstacles, and carry items back to you, one-at-a-time.



**Staff of the Maple Leaf (100 CP)** - A large curved stick, which increases your Mana Pool by 1 with each enemy you slay. During this Jump, this effect only lasts for the duration of a single level. In the future, it will persist until you go to sleep or end a Jump.



**Pocket Tombstone (100 CP)** - A small stone. When you fall below 30% health, it will cause all damage you deal to be doubled until you are healed above that threshold.



**Muka's Dustpan of Haste (100 CP)** - A small metal dustpan. Upon its holder taking damage, it increases their movement and action speed for 10 seconds.



**Coach's Stop Watch (100 CP)** - A small stopwatch. When you take damage from an enemy, it will make you temporarily invisible to other damage from enemies for 2 seconds. Doesn't affect self-inflicted or environmental damage.



**Tipsy's Mysterious Flask (100 CP)** - A flask of 'mysterious liquid', which smells remarkably like alcohol. When a mouthful is drunk from this flask, it will restore 80% of missing health. Holds enough for 3 mouthfuls, and restores its contents after each level, or after three hours in future Jumps.



**Merry's Bottle (100 CP)** - A small green bottle. It can be activated to cause a tremendous wind to be sucked into the bottle, pulling all enemies or loose objects towards the user. Once it has been filled with air, it can be activated again to cause the wind to blow outwards, pushing away all enemies or loose objects. These effects can either be omnidirectional around the user, or in a cone from the top of the bottle.



**Bibi's Chaotic Evil Ring (100 CP)** - A red ring with glowing golden runes on it. When worn, it provides an increasing boost of 1% increase in damage per enemy slain. This boost affects all damage you deal, and also affects incoming damage you take. The boost lasts until the end of the level, or for 1 day in future Jumps, and can be reset at any time.



**Pranksgiving Cornucopia (100 CP)** - A large cornucopia stuffed with fireworks. Every seven seconds, the holder can reach in and pull out a small bundle of fireworks that can be tossed out on the ground. These bundles can have a fuse of anywhere from 2 to 5 seconds, and then will go off, releasing various types of fireworks to strike at nearby targets.



**Bazel's Hourglass of Regret (200 CP)** - A small hourglass. It can be activated to leave a small, floating spectral hourglass at your current location. Afterwards, it can be activated again to instantly teleport you back to that location.



**Haht the Wizard's Wizarding Hat (200 CP)** - A large wizard's hat. When worn, every 6th spell can be cast without regards to mana or other supernatural energy costs. After this Jump, this effect can apply to other supernatural abilities besides spells.



**Spellblade of the Legion (200 CP)** - A large floating sword. With each kill you make, it stores 3 Health worth of damage. At any time, it can be activated, inflicting the full amount of stored damage to all enemies within line of sight and a hundred meters or so.



**The Heartseeker (200 CP)** - An ornate curved dagger. While held, it causes all slain enemies, and even broken objects in the environment to produce small amounts of crystallized Health, which can heal you for small amounts.



**Grudge Talisman (200 CP)** - An amulet shaped like a red eye. Upon killing a monster or enemy, it can be keyed to that target's race or job, providing a 100% damage boost to attacks against that race or job in the future. This boost will last for the current level in this Jump, and in the future, it will last for 1 day. Can only be retargeted once an

hour.



**Angry Gorgon Head (200 CP)** - A large head covered in eyes and snake hair. Can be activated to petrify all enemies within line of sight for 10 seconds. Can be activated once every 30 seconds.



**Stella's Incendiary Tome (200 CP)** - A large floating red book. Causes every attack you land to cause your target to burst into flames, taking 40 Health worth of damage for 5 seconds.



**Izzy's Bookmark (300 CP)** - A bookmark which, while on your person, can be activated to rewind time by five seconds, returning you to the position and state you were in five seconds ago. Takes five seconds to cooldown once used.



**Blessed Ancient Mystical Enchanted Cursed Voodoo Doll (400 CP)** - A small doll. When held, it will protect you from lethal damage once, restoring you to 50% Health afterwards. During this Jump, this will protect you once per level. Afterwards, it will protect you once per day.

# Prizes

Your prizes depend on two things: How high of difficulty you managed to beat, and whether or not you managed to beat Azazel.

## Difficulty Level

**Associates** - If you managed to complete at least one Associates' level job in each Zone (and achieved at least a Bronze medal in courses if you took Target Practice or Go Cheetahs), you can make 1 pick from the Prize List below.

**Bachelors** - If you managed to complete at least one Bachelors' level job in each Zone (and achieved at least a Silver medal in courses if you took Target Practice or Go Cheetahs), you can make 2 picks from the Prize List below.

**Masters** - If you managed to complete at least one Masters' level job in each Zone (and achieved at least a Gold medal in courses if you took Target Practice or Go Cheetahs), you can make 4 picks from the Prize List below.

**Doctorate** - If you managed to complete at least one Doctorate level job in each Zone (and achieved a Platinum medal in courses if you took Target Practice or Go Cheetahs), you can make 7 picks from the Prize List below.

The picks listed above do not stack (so you don't get  $1 + 2 + 4 + 7 = 14$  picks if you reached Doctorate level, you only get 7 picks). All prizes can be taken multiple times.

## Prize List

**Bonus Materials** - You gain an additional 400 CP to spend on Materials. This amount can be used to 'upgrade' a prior purchase.

**Spell Modder** - You can add materials to spells and supernatural abilities from other magic systems. The first time you take this grants you the ability to add two materials to each spell / ability. Each subsequent time you take this adds an additional material slot per spell / ability.

**Companions** - You can take up to three people you have met here as Companions, if they agree.

### Story Fulfillment

**Early Death** - If you died or were fired before you actually faced Azazel, you will get to make the prize selections above, but you will not get to keep any of the other purchases that you have made.

**Death In The Line Of Duty** - If you died while facing Azazel, or otherwise failed to prevent her dastardly plot to extend educational rights to monsters, you will get to make both the prize selection, *and* get to keep your purchases for giving things the old college try.

**Success** - If you did manage to defeat Azazel, even if it resulted in you getting crushed by falling boulders immediately afterwards, you will get your prizes, purchases, and...



**Dörwall Community College Itself!** - Dörwall is set in a very classical castle. It comes with 'spellmaking', 'wandmaking', 'robemaking', and 'alchemy' tables, and all the materials you need to train individuals to use this world's magic system, even if they don't otherwise have access to magic. It also comes with five portals that can be used to visit locations to harvest materials, stones, and essences. Portals max out at the difficulty level you actually managed to beat, making high level materials rarer if you didn't get as far. You'll have to staff it yourself if you want it to be a proper school, or you can just use it as a really, really big house, and teach people as a side gig.

## Ending and Notes

Well, you made it. Maybe. Or maybe you got squished by boulders or beat up by goblins for your lunch money. Regardless, you now have a choice. You can **Stay Here** (provided you are not dead here), **Go Home**, or **Move On**.

### Changelog

Version 1.0 - Created

### FAQ

**Q. If I took the More Options or Too Many Options upgrades to Spellslinger, can I still upgrade the number of slots I have?**

A. Yes. If you haven't taken New Game +, you can gain one additional material slot for wand, spells, and robe from however many you started with. If you have taken New Game +, then you can potentially gain up to four additional material slots.

**Q. If I take both More Options and Too Many Options, does that mean I start out with twelve slots?**

A. No. Taking both of them will just result in you having seven slots, and you having wasted 100 CP.

**Q. What about if I take both More Spells and Too Many Spells?**

A. You will again have wasted 100 CP.

**Q. What happens if I combine Optic Lens / Ninja Sword with [INSERT MATERIAL HERE]?**

A. Probably a lot of strange things. Turning your spell into a laser or a melee attack can interact with the other materials very oddly, so it is generally either up to your best guess, or you can look at the various material pages at the [Magicmaker Wiki](#) to see what the interactions are supposed to be.

**Q. If I added [INSERT MATERIAL HERE] to [INSERT SPELL/SUPERNATURAL ABILITY HERE], what would happen?**

A. I don't know, what?

**Q. I meant for you to tell me.**

A. Yeah, but I'm not going to. I can not and will not try to dictate how each Material will interact with every magic system or supernatural ability out there. I've described the Material's effects. It is now up to you to use your imagination to work out what would happen next.