



A Spell for All

Your journey awaits...

In the early days of Pennsylvania, there existed a town known as Glenvale where lived a Warlock by the name of Kurndorf. Using a spellbook known as the 'Book of Control' he was able to create a cult around himself who soon dominated the entire town and lived in hedonistic glory. Kurndorf was even said to consort with demons through an area called the 'Hellgate', an opening between this world and the world of demons. A combination of letters from those who hadn't been taken control of yet and a rogue witch wishing revenge on Kurndorf eventually resulted in his death at the hands of a lone gunman, the disbanding of his cult, and the razing of the original town.

Since then, the town has been rebuilt and the Book of Control long lost to the ages. The town's occult history has long been its claim to fame and many occultists of various stripes travel there in order to learn more, and in the shadows those descended from the Warlock himself pass down trinkets he had given his followers as well as scraps of occult knowledge. On the outskirts of town lay a Church that keeps watch over the Hellgate, while an old family of magic users who fought against Kurndorf do their best to defend the town from other supernatural threats.

Soon, a young man will seek out the Sacred Book of Control for his own uses, and work to bring the town under his control for his own reasons.

This is the world of A Spell for All, and where you will be spending the next year.

Origins:

Gender is the same as your previous jump, and your age is either 18 if you desire to be a student or 18+2d8 for an adult. Either can be changed for 50 CP. All origins can be taken as a drop-in.

Apprentice

Similar to the protagonist of this story, you are someone with great potential in the magical arts, and many of the older spellcasters in this town will be more than happy to teach their arts to you as long as you at least put up a facade of being a normal person in front of them. Perhaps you should consider checking out the Gates Mansion on the outskirts of town?

Old Family

Much like the esteemed Gates of Glenvale, your family is old and prestigious. Unknown to most is your family's long tradition of magical use in order to protect the innocents of the world against the depredations of the supernatural, especially those like Kurndorf and his ilk. Will you continue this long tradition or will you break away from your role as protector?

Descendant of Kurndorf

You are directly descended from the warlock Kurndorf, the man who once held the entire town in his grasp. Locally prestigious like the Halliways, or forgotten to time like the Stears, your family has likely kept some trinkets or secrets of magic to themselves in order to one day reclaim their place. Will you follow your blood's call to dominate or rise above?

Student of the Occult

Several others who are otherwise unaffiliated with the historical battle frequent Glenvale, either those who became enraptured by the history of their town after moving here or those who learned of the occult before coming here due to the vast amount of occult knowledge hidden. You are the wild card in the battles to come, but beware not to be caught in the crossfire.

Location:

Due to the action taking place in a relatively small town, your options are fairly limited. You either start within the Wild Ranges, a portion of the park with ancient rock like a mini-Stonehenge if you drop-in, or in your home otherwise.

Perks:

All Origins have discounts on their respective perks, with 100 CP being free.

General

Puzzle Solver [Free/100 CP] - For whatever reason it seems many magic users in this world favor puzzles and riddles, and often hide their arcane secrets behind them.

Even modern practitioners will test you using riddles when they get the chance. Since some of these can be difficult, you will find you have a natural affinity for these while you are in this jump, though keeping said expertise will cost you **100 CP**.

Model Select [Free/200/300 CP] - Many of the people in this world seem to have two distinct physical shapes they can take, almost as if they were models you could select. At the start of this jump you may freely choose between the available models for each major character. By spending **200 CP** you may retain this ability for future jumps, able to choose 'alternative' looks for characters at the start of a jump if there are multiple depictions of them. Spending a further **100 CP** this extends to even fanwork interpretations.

Apprentice

Fruitful Research [100 CP] - For whatever reason research you perform or ask others to perform for you is always fruitful, even if some of these things shouldn't be written down. Interested in an ancient book of magic or an ancient gem? As long as you have an idea of where to look you will eventually find references to the book or gem and perhaps even an intact tale about what they are. You might also be able to extrapolate where they might be located by who else also searched or accessed these references.

Consequence Free [200 CP]- You seem to be immune to consequences of some of your actions, though there is a limit. Blindly using magic to enthrall dozens of people under the guise of wanting to protect them, or just saying you fell to temptation? That's understandable. Accidentally resummon your mentor's centuries old enemy? Why of course lad, that's okay, just try to do better. Note this does not protect you from legal consequences if you break the law, and there is an upper limit. Don't try to enslave your benefactor's family or staff, for example.

Dai Chu (Charm) [400 CP]- Increases another's desire and friendliness towards you, but only if someone is not under magical influence of someone else. You must know the person's name as well. You can cast this on both men and women by default, but you can only charm a person broadly, making them desire you and be obedient, largely based on their nature. The way you initially speak with or treat the person under the effect of this spell will strongly influence how they feel and react to you. Something as simple as mentioning love could condition people into thinking they are your girlfriend or lover, while saying they forgot something could turn them into a total bimbo. Each cast of this will strengthen your magical abilities and slowly make you a stronger magician even if logically you shouldn't be getting better at all kinds of magic by just casting a single spell (think of it as getting EXP in a typical RPG). With Model Select your available options will potentially increase greatly, as you can now shift their mental state into one that matches their personality in any media that features them, and can change it at any time. Though they will always greatly desire you and be highly obedient.

Perfect Apprentice [600 CP] - Something about you just seems to make people think you are perfect for whatever they are looking for. An old man looking for an apprentice, or an old warlock looking for a convenient new body. They will seem to favor you greatly and will be almost eager to teach you their secrets in order to prepare you for the future. Even items that would otherwise only work for a certain bloodline or specific wielder will seem to accept you as a worthy user.

Old Family

Modern Nobility [100 CP]- Your family is old, ancient even. Perhaps you are descended from nobility of some kind, or came from a long line of influential people. Whatever the reason, people seem to think you are kind of a big deal, and chances are you have something like a family estate and/or a large inheritance. Even if not the sheer importance of your family will grant you some measure of respect. This applies in future jumps, and if there already exists a noble family you can utilize this perk in order to join them.

Clairvoyance [200 CP] - Allows you to detect things that are hidden or invisible near you when you cast at no mana cost. This also gives you a vague sense of where to go or what to do in order to accomplish a goal of yours, no matter how vague it is. Even thinking "what should I do next" will lead you to something that you would be interested in. By meditating in front of a source of water you are able to use this spell in order to tap into the art of Hydromancy, a power that lets you receive visions of the past, present, and future. What exactly appears will depend on the mental state of the user and where they are performing Hydromancy.

Familiar-Blooded [400 CP] - You are born of creatures on the other side of the veil, the barrier between this world and others, most likely some kind of fey creature. These feytouched were used as familiars, due to their greater ability to manipulate mana that most spellcasters yet unable to generate it on their own. This gives you an affinity for mana, allowing you to sense people nearby with mana and magical potential as well as modify spells cast by a friendly caster, and unlike normal you aren't more susceptible to spells nor are you barred from generating your own mana. You have an animal form as a boon of this, which is your familiar form. You can also manifest animal traits as a human, such as cat ears if you are a cat. You have some inherited behaviors from your animal blood but they are easily suppressed.

Guardian Magic [600 CP] - Your family has been magic users for generations, and you have been trained in that long tradition. Unlike the warlock Kurndorf, your magic is less focused on enslavement, demons, and the like, and more on barriers, exorcisms, and generally things that are designed to help and not harm. This also includes a method to permanently seal away your enemies by utilizing a tablet of scripture at their burial site once they are deceased, as long as you make sure they are not given their last rights. You are also a deft hand at exorcizing demons, assuming you have the proper materials.

Descendant of Kurndorf

Witchblood [100 CP] - Descended from those the Warlock Kurndorf took to his bed, your blood is dubiously blessed thanks to his magical gift. Unlike many others in this world, you naturally generate mana each day instead of needing to drain it from objects or the environment. The amount starts small but it grows with your magical strength, and replenishes at either midnight your local time or when you wake refreshed from sleep. If you would already be restored by sleep then the mana from this perk is added to an overflow that is utilized first.

Spell Eater [200 CP]- An extremely rare spell, by chanting (you can make up your own chant) you are able to break any spell cast upon others though it requires them to be both physically close and in your eyesight, drawing the mana from the spells into your body. You can also use it to siphon or drain the mana of others when cast, though not all at once as you must repeatedly cast it on those with large pools of mana. Can also be used to drain mana from objects. Cannot be used on yourself, you will have to find a way to protect yourself from magic another way.

Devilish Dealing [400 CP] - Similar to Kurndorf himself or Mistress Jade, you are knowledgeable in the art of Demonology and seem to have a knack for it they lack. You can easily call them to this world from where they reside to follow your commands, though demons are notoriously independent and capricious so they may only pay attention for a brief while. You are extremely skilled at making contracts with them in your own favor, and even one that seems stacked in their favor will somehow work out better for you in the long run. This extends to demons in future jumps, and creatures closely related to them like devils and fiends.

Ghost Form [600 CP] - If you die, you turn into a ghost with the ability to manifest visibly, perform weak spells, and rarely even talk. You also know of a ritual to resurrect yourself from this state in someone else's body if you can get them to perform it. What exactly it requires varies depending on the current world you are in but generally it requires a chalice, chalk, and the ritual user's blood. While normally if you possess a host without access to magic you wouldn't have access to it, your own variant of the ritual bypasses this and will allow you to resurrect with magic regardless. You will chainfail if you reach the end of a jump as a ghost, but not if you are possessing someone else.

Student of the Occult

Occult Researcher [100 CP]- You have long studied the occult, and are familiar with many of its legends, myths, and stories. While you don't necessarily know any spells, you do know how to do things like gather mana, and you are well-versed in all the methods sorcerers, mages, warlocks, and the like use to encode their spells allowing you to effortlessly decipher them. This even extends to foreign languages, you can expertly translate them as long as they have to do with magic or are written by someone magical.

Hypnotic Skill [200 CP] - You are talented in the art of hypnosis, a somewhat bastardized form of control that nevertheless could be useful in your adventures. There are several rules to it, however. Not everyone can be hypnotized, they must trust you at least a little, and you can only ask or tell them to do something they would be willing to do, though with skill you can get them to do things they do not know they would be willing to. Having something for them to focus on like a spiral, or the stereotypical watch, would aid in putting them under. You've also mastered Mr. Beasley's augmented hypnosis, a combination of a gesture, touch, and words that instantly induces someone at the cost of a miniscule amount of mana and making them even more receptive to your suggestions.

AI Mass (Transform) [400 CP] - A spell designed to transform a person physically.

While normally this would require a soul-bound crystal, this restriction is lifted for you as well as the high mana cost. You only have very minor control over the process, equal to selecting from a preset list as what this can turn people into is limited to their own nature, though there will always be a genderbend option at the very least. This can also be used to force shapechangers into an animal form and keep them locked within it for a brief period. If taken with Model Select your transformations will include all different interpretations of a person that exists and can be freely changed to a different one with a simple cast.

Mental Shielding [600 CP] - You are trained in the mental arts, your mind is like a fortress and you know a chant you can speak to spike those mental defenses even higher, being nigh impenetrable though only for a few minutes and at the cost of a chunk of mana. In addition you are somewhat trained as a psychic, can recognize vague auras around people and supernatural that can be used to identify the supernatural or outright evil (or good/holy, if you need to), and also read minds to a limited degree. This will never progress to the point of mind control with this perk alone.

Items:

All Origins have discounts on their respective items, with 100 CP being free.

General

Cellphone [Free/100 CP] - You automatically get a cellphone for the duration of a jump, though it can't normally connect to the internet. This phone will automatically record the information of anyone you meet, and will update said information the more you know about them such as their address, but as long as they have a phone it will automatically know their number. Asking someone where they are will always prompt a response with this phone, as long as they are physically able to answer. Asking for a selfie will also result in them sending you one, again as long as they are able. Even people who don't really like you will be compelled to do this. If you want to keep the phone past this jump, it costs 100 CP.

Apprentice

Letter of Credit [100 CP] - A letter of credit from a very respectable family or person, this can be exchanged at any local bank or equivalent in order to get \$100 in local currency. One will automatically appear on your person if at any time you have less than \$20 and no Letter of Credit. Even if you were to sit at a bank repeatedly cashing these in and putting the money in your account no one will find it strange.

Quartz Crystal [200 CP] - A quartz crystal that pulses with a dark light and has the spirit and power of an old warlock trapped inside. It functions as a magical focus and greatly enhances the powers of your magic while also allowing you to cast spells that require said focus such as Transformation, once you obtain it of course.

Your Familiar [400 CP] - Congratulations, during your magical explorations you have managed to obtain your very own familiar, a person with fey blood in their veins who were bred to help magicians of all kinds in their work. While your familiar can't generate or keep mana of their own, they can shape yours much more precisely and manipulate it for you, allowing you to accomplish much more with what you have. You may freely choose what animal they can turn into, and they can utilize this animal form to spy for you if you desire. They also have a half-animal form. Even if you don't have a method to charm someone, they will start the jump irrevocably bound to you.

Sacred Book of Control [600 CP] - The legendary book itself, or at least a copy of it. As your magical powers increase this book will begin to give off a faint heat and, assuming you can decipher its passages, will teach you new magic and upgrades to existing magic. It covers all the spells and upgrades the main character can learn, as well as several others that may one day allow you to surpass Kurndorf. In future jumps this book will also adapt and hold spells and upgrades relevant to the local magical system, assuming there is one. Does not cover certain extras or powers given by perks, see Notes.

Old Family

Old Stone [100 CP] - An old gray stone, almost sculpture-like in its appearance. You can drain mana from it (reducing it to dust) in order to restore your own mana pool. Even if you have a mana pool from another setting that is full this mana will go into an overflow and will not be used until you eventually cast. Other people can also drain the mana from these if you teach them how. Each week you get a box of ten of these stones regardless of if you used them or not.

Personal Chauffeur [200 CP] - Your own personal driver, they will eagerly take you anywhere any time you want. By default they have a black limo, but if you have any other vehicles that can fit a passenger they will drive that if you prefer. They have also been fully trained in both sailing if you need someone to captain a boat, and in piloting if you need to take a plane somewhere. Anything more advanced than that will need to be trained, but they will retain said experience between jumps.

Holy Relic [400 CP]- A relic stolen from the church, while normally you'd have to anoint it in Holy Water just before giving it to a demon this one instead acts as if it was always recently anointed. Any demon who takes hold over this relic will be bound inside of it, no matter what defenses they might have had otherwise.. Demons do not notice the fact it is anointed, and instead seem to covet it for the chance to corrupt it. By using it as a magical focus you are able to restore corrupted and damaged souls who were harmed by the demons held within. Can store basically infinite demons.

Sacred Clearing [600 CP] - A clearing among trees with small stones circling it, with markings on the stones from what you guess are druids or witches. Apparently it used to be the site of an old settlement that was decorated with mystical stones later, inadvertently sanctifying it. This is a mystical Place of Power, you will find any spells you cast here to be dramatically empowered. It will fit in neatly in a hidden area in future jumps and will be largely unknown to others.

Descendant of Kurndorf

Crystal Ring [100 CP] - A ring made from quartz crystal, passed down in your family since the days when you served Kurndorf. One of your ancestor's bound a ghost to this ring, and as long as you wear it she will travel with you. While she does offer some minor protection from the supernatural, the main use of her is to 'commune' (read: have sex with) her in order to generate mana. You could also just talk to her normally if you are bored or lonely.

Blue Bottle [200 CP] - An ancient family heirloom, it's a blue colored bottle that is completely empty. It can be used to seal within anyone's magical powers you wish, though you must be close by to them in order to make it work, and said magic will take the form of a liquid inside the bottle. Depending on the type of magic you have sealed within it, it will have a different smell to it, such as a person who was heavily involved with demons would smell of brimstone. Anyone can drink from this bottle to unseal a person's power and take it as their own gaining only a smidge of the original owner's talent and/or knowledge, but the raw power they had will be given fully.

Enthralled Vampyre [400 CP] - Ages ago a member of your family managed to ensnare a Vampyre, a type of undead that seems to bubble up occasionally from the Sacred Clearing, due to its nature as a thin place between worlds. This vampyre was recently passed on to your control. They drink blood and are talented at seduction and fighting other supernatural beings, making her a potent protector. However she does need some blood in her system in order to function at peak, and feeding her your blood will not work. She requires a single 'feeding' of blood to be at 100%, and can store multiple feedings at a time at the cost of making her stronger. Be warned, overfeeding her too much risks her breaking the control you have over her, and her wrath will be terrible indeed.

Hellgate [600 CP] - A literal gate to hell, though it may not be exactly obvious at first glance due to it perhaps not even being physical. It could be anything to an actual gate to a clearing where the air feels off to a normal person. It weakens the barrier to the world of demons and allows anyone skilled in demonology to easily summon them over to this world and make contracts with them, for demons seem to crave to exist in our world. You also know a ritual that will bind a person to the date requiring much blood and death, and render them functionally immortal though unable to leave the space near the gate, only being able to go about a town away. Those bound are ignored by the Demons for hosts, but act as beacons to witches and warlocks. It will appear in a somewhat hidden location in future jumps should you wish.

Student of the Occult

Anti-Magic Bindings [100 CP]- A set of steel and black leather BDSM gear, or at least that is what it looks like. In reality this is a potent set of bindings that will suppress the magical powers of anyone bound by them. This includes cuffs, collars, chains that can be linked between them and each other or some hook on a nearby surface, and a ball gag. A person doesn't necessarily have to wear all of them to have their magic suppressed, but why not go the whole way?

Ring of the Arae [200 CP] - A silver ring with an interesting design on it in the shape of a winged woman. It is said to have been the ring of the furies, said to invoke and lift curses or other enchantments. You aren't really sure how to do any invoking of curses with it, but lifting them is easy enough. It seems to eagerly destroy any kind of curse or enchantment of something you point it at with said purpose in mind, and drains some of the mana of said curse or enchantment back into you.

Dragon Gem [400 CP] - A blue gem with a flaming dragon on one of its sides that is said to contain great evil and power. It allows you to cast the spell Neo One (Shielded), an upgraded form of the Dai Chu (Charm) spell that creates a zone around the spelled target that will make everyone lose interest in what is happening in it during the charm process. While it works on both males and females it does not have any of the other bonuses of the Dai Chu perk, and cannot be upgraded by increasing your magical power. It can also be used as a well of magical power if you know a way to drain magic from something, always refilling itself. Anyone but you who tries to grab it will be burned by it to the point their very flesh will be seared away.

Twin Souls [600 CP] - An ancient necklace studded with gems that has a small engraving with the words Twin Souls. It can be split into two in order to make two bracelets, intended for both you and the metaphorical other half of your soul, or soulmate for those who prefer plain English. While it is said to be the 'perfect defense' it is really largely only effective against magic, nearly entirely negating the effect of any hostile spell targeted at you. For some reason it doesn't seem to work all that well on mind control.

Companions:

Import [50 CP, 300 CP for 8] - You may bring your close companions with you to the town of Glenvale, hopefully they have some mental protection or you plan on buying them some. They can be either students or adults and start with an origin of their choice and get 600 CP to spend on Perks and Items each.

Canon [50 CP] - Due to the nature of this jump, selection this option will ensure that you meet a selected canon character and they will remain uncharmed, even if they were originally charmed. If you charm or otherwise enslave them yourself, they will follow you along your chain no matter what. If for some reason you are mind controlling people this will just ensure a favorable meeting, and they will have to agree to travel with you.

Drawbacks:

They've Got Black Taxis. Black Taxis. [0 CP] - Swaps the location from New England to (Old) England. Doesn't change much, in all honesty. Maybe it makes characters look different and speak oddly.

Heir of Kurndorf [0 CP] - By taking this, you replace the unnamed main protagonist of the game, who will soon discover the Sacred Book of Control he has been hunting for and get drawn into a world much more dangerous than he initially imagined.

Ten Years in Pennsylvania [0 CP] - If you desire more than a single year in this world, you may instead extend it to up to 10 years.

Untrustworthy Face [+100 CP] - Something about you screams untrustworthy, people will generally not want to interact with you at first and may even be reluctant to share basic information like their name with you. A certain man looking for an apprentice likely won't even be interested. This can be overcome by talking to them, but first impressions can be important.

Where the hell am I? [+100 CP] - The local geography of the area is confusing to you, by trying to go to a certain street you will instead end up on the wrong side of town. While you will get to where you are going eventually, this does waste quite a bit of time. Maybe you can find a magical method to get to places?

Family Control [+100 CP] - Your in-jump family has been charmed and is under the thrall of someone else, and methods such as Spell Eater and the Ring of Arae won't work to free them. You will have to work to track down whoever is controlling them if you wish to break them free. Thankfully they won't really be used against you directly, they are just charmed to keep tabs on your movements. Maybe start staying somewhere else?

Hellish Nightmares [+100 CP] - For whatever reason (maybe the literal portal to hell) you keep having nightmares about strange and horrifying things happening to you or others. You might even be visited by a demon in your dreams! Maybe someone is selling dream catchers somewhere? Taking this drawback also means you do have to sleep like a normal person.

Wanted [+200 CP] - You aren't quite sure how or why, but you are a prime suspect in a local murder case and the cops are very interested in bringing you in for questioning. Thankfully the fact that the force is heavily compromised by mind controllers means that you aren't really their top priority and you can easily dodge around them for a time while you either work to frame someone else, clear your name, or just take over the force yourself.

A Rival of Your Own [+200 CP] - Something you've done in the past has made someone here really, really not like you Jumper. They've constantly been at odds with you over just about anything including girls, school, or even the paranormal. Unfortunately for you just a week or two ago they had discovered magic themselves and have begun to work against you and charming people to build up a power base against you. While this person is beatable they are highly paranoid and will generally avoid being around you in person.

Thieves [+200 CP] - People will constantly be trying to steal from you, though not generally in person (you may get mugged once or twice at least), but while you sleep or if you get into the hospital expect attempts at your most valuable possessions. The only people who won't try to take your stuff are those you have managed to get under your thumb from either charming or some other method. This will not trigger on anything in your warehouse.

Family Curse [+200 CP] - Something in your past has upset a supernatural creature, specifically a Vampire (or Vampyre as they style themselves). They seem to be attracted to the blood of the magical, but something about your nature as a Jumper calls out to one of them. It is hunting you and desperately wants to drain you of your blood, though thankfully it only comes out at night and likes to lurk in mystically significant places. Perhaps you might be able to bring it under your control?

Game of Charms [+300 CP] - Well, this is a fine clusterfuck. It turns out multiple people have gotten in on the action of ensnaring others, and are all trying to gain control of the town from the shadows. They will be much more aggressive in charming than Davy is in the source material, and some may even utilize spell-disrupting effects in order to break the charms of others and take them for themselves. There are at least 5 other people involved in this 'game' besides you, up to 7 if you take **A Rival of Your Own** or **Kurndorf's Return**.

Kurndorf's Return [+300 CP] - It's too late, Jumper. The Warlock Kurndorf has managed to trick someone into being his vessel, and he has returned to work his foul magic once more. While he will work from the shadows initially, once he has reached a critical mass of people enslaved he will begin to act openly. Defeat him or flee in shame before he can enslave you to his will as well.

Prepare Accordingly [+300 CP] - All powers and items that you have gained outside this jump are locked away from you, except for your BodyMod. Hopefully you've made a competent build or at least obtained some mental protection, Jumper. You'll need it here.

Charmed Companions [+300 CP] - Oh dear, what a mess. It seems that in bringing you all here some of your companions have ended up under the control of other people, and will likely be used against you. Are you prepared to fight your beloved friends? Even if you don't import any companions two or three will be chosen from those you have available and brought in regardless. As a small bit of fortune, if you have taken **Prepare Accordingly** they will similarly be limited, with any non-native powers or items locked away.

Sexually Stolen [+200 CP] - Requires **Charmed Companions**, while even if your companions are under the control of someone else that person would never actually use them sexually, with this drawback this protection is lifted. Are you really going to sell them out for more power?

Scenario:

Master of Glenvale

The Town of Glenvale has long been fought over, and was nearly fully controlled at one point by Kurndorf. Even in this day and age there are those who wish to seize it for themselves, perhaps you would like to throw your own hat in the ring? You will need a way to control the minds of others if you plan on taking Glenvale for yourself, aside from that there are five main goals one must accomplish before one can be considered to rule the town.

Goals:

1. Successfully enthrall the Mayor, Police Chief, District Attorney, and the Bank Manager

These four are the leaders of the town, in order to successfully control it you must bring them under your control. At least two of them are under someone else's control at the start of the jump and must have said control broken by whatever means, and the District Attorney only rarely visits. Thankfully by bringing all four of them under your control you will steadily gain more money as they siphon bits of the city's budget into your own bank account as well as locate Witches in the nearby town of Somerton for you to enslave.

2. Stop Kurndorf's resurrection

Remnants of Kurndorf's Ghost still haunt the town, slowly working towards a plan to bring himself back to life in a suitably magical vessel. Even if you can defeat the ghostly remnants, there exists a Witch hidden away and bound to a restrictive prison that seeks to bring forth his deceased spirit in order to break free of her chains, that will go horribly awry if she attempts it. You must either banish the remnants of his spirit that are stringing along his descendants and future vessel and find a way to free the Witch without summoning Kurndorf's full spirit, or bring him back and somehow foil his ritual to resurrect himself in a new vessel. Accomplishing this will grant you Jessica the Witch as a follower or companion, the one responsible for bringing Kurndorf down all those years ago. Her knowledge of the occult is perhaps only rivaled by his own. If you have taken **Kurndorf's Return** this objective changes to killing Kurndorf once again, and sealing his powers away. This will likely require the help of the Witch and the Gates family as those who killed and sealed him originally.

3. Neutralize the Gates Family

The Gates family has long protected people from the depredations of the magical world, and your plan to take the town as your own will certainly stir at least Ronald Gates to action. You must either convince him you are working at his side in order to 'protect' the town, or find some way to eliminate him for his protections are too great for a Charm spell to overcome. His niece Sarah is more open to an alliance with someone who seeks to own the town themselves, but if you are truly greedy nothing is stopping you from ensnaring her mind yourself. The servants should also be controlled in order to fully gain control of their family. Neutralizing them will allow you to freely use their mansion as your own, with its potent magical protections. If you wish you may import just the mansion itself into future jumps.

4. Corrupt the Church

The local church is here to monitor a holy relic and keep an eye on the Hellgate, but knowledge of a Warlock corrupting the town reaching their superiors would be disastrous. You must corrupt the Mother Superior at the very least and bring her to your side, as well as a choice number of the Sisters. Simply killing them will not work for they will just be replaced and tip off the church that something is wrong. Be aware that Mother Superior's strong faith heavily defends her against the basic Charm spell, you will have to find a way to slowly break down her will and even that may not be enough. Successfully corrupting them will cause them to begin worshipping you as a godlike figure, and will result in a steady stream of young women to corrupt to your 'faith'.

5. Stop Legion

Legion, a demon that would have been summoned by Kurndorf originally, will find some way to break into this world even if you stop the Seance of his spirit, and will wreak havoc by possessing a suitable vessel for itself and stealing the souls of those who catch its fancy. With time it may even conquer the town for itself, making it the undisputed master of Glenvale. You will have to find a way to get rid of the Demon and stop its rampage in order to claim the town for your own. Despite its capricious nature it does seem to be hunting something, perhaps you can make a deal with it? Or maybe someone knows a way to expel its soul and send it back to hell, or otherwise trap it? Defeating Legion in any method will grant you the ability to utilize your magic to repair broken souls, or even restore lost ones to their original owners, which will be very helpful thanks to the fact those who had their souls stolen by Legion cannot normally be returned to normal.

Reward:

You are the undisputed Master of Glenvale, and as your prize you receive the very town itself, from the edges of the church to the farthest reach of the park and wild ranges. The town of Glenvale can be brought into future Jumps as a sleepy town just outside of wherever you start at, and will blend in perfectly with the world. Every person you have charmed within the town will also join you as a follower, and will continue to work and live in the town in the future. Kurndorf's 'ultimate ritual' has also worked its way into the foundations of the town, binding the town itself to you and allowing you to effortlessly cast spells within it. Anyone who steps foot in Glenvale can be charmed using whatever method you know as easily as flexing your finger.

Ending the Spell:

Your time here is coming to an end, hopefully you managed to escape unscathed mentally.

Go Back

Time for home then? You can return home with everything you've gathered on your chain so far.

Stay

An odd choice, but a choice all the same. You've decided to stay in this world of the occult, try not to lose yourself.

Continue

There's so many worlds and people left to conquer, isn't there?

Notes:

Why is the Hellgate ambiguous?

Because the storyline regarding it is incomplete.

Imports

You can freely import any item you have into a similar item.

What does the Sacred Book of Control not cover?

The ability of Dai Chu to give you magical experience, the future guide portion of Clairvoyance, the Spell Eater perk, the ability of Al Mass to keep shapechangers in one form, and the bonuses from Dai Chu and Al Mass that interact with Model Select. Magics equivalent to Guardian Magic, Ghost Form, or Mental Shielding will take decades to learn.

How much does a 'unit' of mana translate to in other works?

Fanwank.

Who is all fighting in Game of Charms?

Mr. Beasley, Davy Robins, the protagonist or someone with the same background if you replace him, Sarah Gates, and Esmeralda the Fortune Teller's mystery master.

List of spells from the game:

- Charm (Dai Chu): Increases another's desire and friendliness towards you, but only if the victim is not under the influence of someone else. A person's name is important in all forms of magic targeting a person and is a key part of casting this spell. This is a forbidden spell. Costs 10 mana.
- Clairvoyance (Tuo Duo): Allows you to detect things that are normally hidden or even invisible. If used on water, it shows visions of the future IF you learn about Hydromancy from the History Classroom. Costs 3 mana.
- Invisibility (Dest): Invoking its power cloaks the user from sight - but only sight - so one must be careful to not call too much attention to oneself while no longer visible to the naked eye. Costs 5 mana.
- Pass (Serphoni): Lets you pass through doors and other entryways. Costs 2 mana.
- Possession (Unstr Hun): Transports a spirit into another body, but only for a brief period of time. Costs 20 mana.
- Shielded Charm (Neo One): Your knowledge of the shielded charm allows you to cast this spell when in public. Costs 10 mana.
- Teleport (Shio Stin Mur): Transports you anywhere you know about but there are some limitations where you can actually teleport to. Costs 1 mana.
- Transform (Al Mass): A spell of physical transformation. Costs 20 mana.
- Unlife Enspelled (Mir Daru): It will bind the undead to the caster, making them the casters thrall. Unlike the charm spell the being's name is not essential to the success of this spell. If you do know it then the effect is significantly more powerful. Costs 10 mana.

- Wealth (Dert Pher): Materializes money from magic. Costs 1 mana and produces 10\$.

A list of trainings or upgrade you can learn in the game from the book:

- Manipulative charms: Add variations to the charm process for selected people. You can change the outcome at any moment in the game for 5 mana.
- Masculine cantrips: Ability to charm men.
- Medium powers: Ability to charm ghosts.
- Precision transitions: Can teleport with people and can inscribe your own hexagrams.
- Molding as Desired More options for the transform spell, including reversing transformations.
- Conserving magic: Spells cost 10% less mana, rounded up.
- Harnessing mana: You get 20% more mana from Stones.
- Golden gestures: You get 50% more money from the Wealth spell.
- Unseen: Invisibility lasts longer.
- Firmer Possessions Possession spell does not end when you pass through a doorway. Only when you will it or at dawn or dusk.

Changelog

-1.1

Minor clarification to Old Stone

Made it clear the scenario is still doable if you take **Kurndorf's Return**