By the time it happened, he had almost lost hope. His friends were all dead. Dirac had drowned crossing the delta; Dedekind had been cut apart - even Euclid had succumbed to the elements. But one day, deep in the deadly jungles of Platonia, he pushed his way into a clearing and there it was.

After years of searching, Georg Cantor had finally found the largest cardinal.

DUNGEONS & DISCOURSE

Third Edition -- by Scott Alexander

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Introduction

Dungeons and Discourse is an epic role-playing game based on science and philosophy, inspired by the Dresden Codak comic of the same name. It does not have official endorsement by Dresden Codak and maybe kinda shouldn't be using this particular title. If you see Aaron Diaz around, act natural and deny everything

Dungeons and Discourse is set in the world of Sophia, where knowledge is literally power, and ideas and philosophical problems take incarnate form. The heroes of Sophia are the thinkers and philosophers who defend humanity from marauding fallacies and confusions.

This guide is a *working prototype.* It might generously be said to be in beta-testing. There are probably a bunch of ways to munchkin yourself to infinite power, many more which are merely unbalanced, and a lot of mechanics which are so annoying you will house rule them away after a few hours. Attempts to play *Dungeons and Discourse* will require a good DM who is able to preemptively figure out where her own campaign is going to depart from the rulebook and guide things around the inevitable minefields.

The dice in this game are kind of, well, dicey. I've tried to include mostly normal dice. but there's also a a d0. Rather than some sort of geometrical abomination, this is a number chosen randomly between 10 and -10. d20 – 10 makes a pretty good approximation.

The plan is to eventually adapt this guide to Wiki format, then edit the heck out of it as results from people playing the game come in. If you are a person playing the game, send me your results (things that need changing, things that were annoying, house rules that seemed to work a bit better, ideas for new features or items) at scott@shireroth.org.

Special thanks to Aaron Diaz for inspiration; Mike Blume, Alicorn, Masato Yamaguchi, and Ari Rahikkala for technical support on the first campaign; and the readers of www.slatestarcodex.com and www.lesswrong.com for ideas and playtesting.

Any future updates and supplementary material will be released at www.slatestarcodex.com.

Setting

Whatever their religion or irreligion, all the people of Sophia share a belief in two gods or demiurges or angels or aliens or whatever: Aleithos, God of Truth, and Kallista, Goddess of Beauty. It was they who forged the world of Sophia from the primordial matter and shaped its features. When the time came for the creation of Humankind, Aleithos refused, saying that they would reject his gifts and lapse into falsehood. But Kallista, undeterred, breathed in the breath of Aleithos while he was sleeping, and by mingling their breaths created Humankind all on her own. And for a while they lived in harmony and happiness.

But Aleithos' words proved prescient, and Humankind fell into error. The clamor of their many falsehoods drove the God of Truth insane, and he fell from Heaven with a resounding crash, hiding himself away.

Kallista then spoke with a great voice to all the prophets of Humankind, charging them to find Truth wherever he might be, and to heal him, so that the two gods might be reunited and the world made whole once again.

So the ancestors of Humankind went forth into the far places of the land. There they encountered many misshapen creatures, for truly is it written that "the sleep of Reason produces monsters". But they found that the world itself quickened to the signs of its fallen master, and that each new bit of Truth they discovered gave them new powers with which to fight.

After many years, most of the world was pacified, and mighty kingdoms were founded. In the center of the Cartesian Plain, at the confluence of the two rivers Ordinate and Abcissa, there rose the great city of Origin, which brought peace all the way from Cyberia in the north to the borders of the Platonic Realm in the far south. Gradually, people began to grow complacent, and the tales of fallen gods and strange monsters were dismissed as legends.

Now a series of events and prodigies have cast those old tales in a different light. As one of the sages or students of Origin, it is your job to go forth and join in the endless search for Truth.

Character Creation

A character needs a race, a set of beliefs, a class, various statistics, and of course a backstory. There is a fancy high-tech character sheet available for NBOS Character Sheet Viewer at http://slatestarcodex.com/Stuff/Dungeons_Discourse.csd , and a boring old printable character sheet at the back of this rulebook

RACE

There are five main races that characters can play as. In addition, there are several other races for NPCs, villains, and players who want something a little different. Each race has synergies and conflicts with certain classes and styles of play. Some artifacts, spells, and bonuses apply only to characters of a certain race.

ANGLO-AMERICANS follow the philosophical tradition of England, the United States, and the rest of the English-speaking world. They tend to focus on empirical evidence, sensation, and the role of language in philosophy. Anglo-Americans get +1 Rationality. Their generally capitalist economic philosophy gives all Anglo-Americans +2 Oikonomia.

CONTINENTALS follow the philosophical tradition of France, Germany, and other continental European countries. They are often phenomenologists, post-modernists, or some form of academic Marxist. Continentals get +1 Bullshytte, and take -1/10% (interpret as "-1 or -10%, whichever is greater") damage from Rightist and Libertarian attacks.

ASIANS may follow non-dualist philosophies like Buddhism or Taoism that eschew the material world. In addition to their usual book limit, they may carry one additional book of Eastern philosophy.

GREEKS are the original philosophers. Strong believers in a sound mind in a sound body, they start with +1 Strength, and take -1/10% damage from Empiricist attacks (going out and looking at things is slave work!) Greeks also start with fifty experience points in the Utopian class. Greek characters take triple damage from hemlock.

ELVES cannot be left out of a role-playing game under any circumstances. The Elves of D&Dis got tired of slaving away in Santa's workshop for the benefit of others, and adopted Objectivism *en masse*. Now they preach elf-reliance and the virtue of elfishness. Elves get benefits based on their wealth: in particular, they get +(L-3) Rationality, Merit, and Bullshytte,

where L is their current wealth level, and may carry an extra copy of *Atlas Shrugged* in addition to their usual two books. However, they start at -1 Association.

CHARACTER CLASSES

Character Classes are offered by the University of Sophia in a helpful correspondence course format to allow study by busy adventurers. You may choose to take classes in any of six subjects: Ethics, Metaphysics, Politics, Logic, Science, and Religion

Passing classes gains you new powers and abilities. Some raise your basic stats. Others give you Feats that make you stronger or more skillful. Most have associated spells you can cast. However, not all the advantages of a class go to every successful student. Most classes give different benefits depending on your beliefs. Thus, a Catholic who passes sixth-level Religion learns the Summon Papal Bull spell, but a Protestant who passes the same class learns a completely different spell, Total Depravity. You may want to choose your classes based on your existing beliefs, or you may want to change your beliefs based on what you learn in classes.

Classes in a few subjects are set up a little differently. Logic is the purest of the disciplines, and does not permit alternate opinions; all students of logic learn the same spells regardless of their beliefs. Likewise, scientists do not need different opinions, but they do specialize in one of the three major scientific subfields of D&Dis: Physics, Chemistry, and Biology. A character specializing in one scientific subfield may take classes in other subfields subject to the same restrictions as apply to taking a different class. Note that this means it is possible to learn *all* the spells in the Science subject, unlike more controversial subjects like Politics and Metaphysics.

The University of Sophia requires that you major in one of the six main subjects. You must remain at least two classes higher in your major than in any other subject. For example, a character who majors in Politics may not take Level 1 Apologist until she is at least a Level 3 Utopian; a character who majors in Religion may not take Level 4 Utopian until she is at least a Level 6 Apologist.

Subject to this restriction, you may take as many classes as you want - for example, a Level 6 Apologist may also be a Level 4 Scientist, a Level 4 Utopian, a Level 3 Biologist, a Level 3 Chemist, and a Level 1 Logician, but she may not progress to Level 5 in a non-Apologist category until she is a Level 7 Apologist.

You can major in any of the following classes:

LOGICIANS practice the arts of logic and mathematics. In their quest for absolute certainty, they unleash devastating lemmas, axioms, and corollaries. Starting with simple addition and subtraction, they build their way up to non-Euclidean and Bayesian methods that can dissolve even the toughest paradox. Most likely cause of death: accidentally dividing by zero.

EMPIRICISTS are masters of experimentation and discovery. Starting with simple physics, they can develop more and more complicated machines that allow them to harness the forces of the atoms themselves. Most likely cause of death: summoning Schrodinger's Cat without checking to see whether it was Undead.

METAPHYSICIANS deal with the deep structure of the world and the meaning of reality itself. They also focus on the mind, consciousness, and on the division between body and soul. Most likely cause of death: voluntarily turning into a vampire in an attempt to find out what it is like to be a bat.

ETHICISTS want to know: what is the good? At their best, they can be the moral guiding light of a team. But when they go evil, they are known for nefarious deeds like hijacking trolleys and sending them through crowded streets in order to prove a point, or setting people adrift on tiny rafts to see whether they will cannibalize one another. Most likely cause of death: run over by trolley.

UTOPIANS analyze political and economic systems to try to create the perfect state. Evil utopians are Dystopians, who try to design the perfect tyranny that will never be overthrown. Starting with simple rules of Supply and Demand, they can mold thousands of people to their will, and even summon the dreaded Leviathan. Most likely cause of death: ripped apart by Ricardo's Iron Claw of Mages.

APOLOGISTS try to rationalize faith in God to an ever more dubious world. In their spare time, they act as the healers of most parties. When their faith is strong, they can be one of the team's most important spellcasters, but when they lose faith due to repeated rational attacks, their power goes with it. Most likely cause of death: caught between horns of trilemma.

In general, Logicians are very good at dealing mental damage and Scientists are very good at dealing bodily damage; both need high Rationality. Metaphysicians are a compromise class who can deal both bodily and mental damage and who can use either Rationality or Bullshytte. Ethicists can deal damage based on their morality or can turn the evil ways of their enemies against them; their spells are often based on phronesis. Utopians are a wild card

and can do all sorts of unusual things, including levying taxes, taking control of other players' characters, and passing laws. Apologists are strong healers and summoners (ie typical cleric) and can work miracles with a high enough Virtue score.

BELIEFS

Beliefs are a character's opinions about philosophy. For example, some characters may be Materialists and others may be Dualists. Each of these opinions carry certain benefits and costs. A character may also choose to remain Agnostic on certain beliefs, which of course has neither costs nor benefits.

A character may switch beliefs at any time during the game. This requires a one-day period of soul-searching. During this period, you are agnostic; you lose your previous belief but do not yet get the benefits of the new one.

A few beliefs (right now just religious) depend on previous beliefs. For example, you can't choose to believe in Catholicism unless you first believe in Theism.

Although most beliefs make some minor changes to statistics, they are most important in what new spells they unlock and how they treat your interactions with other characters in game. For example, a Catholic character may be welcome in a cathedral, but a Protestant character might have to sneak in through a back entrance.

THEISM: +1 Merit, -1 Rationality, may cast Apologist spells, go to Heaven or Hell after death
AGNOSTICISM: +1 Bullshytte, -50% damage from Dilemmas and Trilemmas
ATHEISM: - 1 Merit, -5% cost to Empiricist courses, take - 1/10% damage from Apologist attacks, no afterlife but can be revived by mad science

FIDEISM *(rq Theism)*: Take -1/10% damage from Empirical/Logical attacks, +5% cost non-Apologist courses
EVIDENTIALISM *(rq Theism)*: Deal +1/10% damage when attacking Atheists

CATHOLICISM *(rq Theism)* +1 on your tithing attempts against others
PROTESTANTISM *(rq Theism)* -1 on others' tithing attempts against you

MATERIALISM: Take -1/10% damage from mental attacks, +1/10% damage from physical attacks

IDEALISM: Take -1/10% damage from physical attacks, +1/10% damage from mental attacks
DUALISM: Deal +2/20% damage with dualist attacks

ABSOLUTISM: -1 Merit, you may break Influence ties in your favor
LIBERALISM: +1 Oikonomia
ANARCHISM: -1 Phronesis, +2 Influence over yourself, State Laws have -50% Sanctity, -1 on others' taxation attempts against you

LEFTISM: +2 on your taxation attempts against others, +1 Influence on anyone 3+ levels above you
RIGHTISM: -2 on others' taxation attempts against you, +1 Influence on anyone 3+ levels below you
LIBERTARIANISM: +2 Oikonomia. -1 on others' taxation attempts against you

CAPITALISM: +2 Oikonomia, -1 Merit
COMMUNISM: +1 Strength, -2 Oikonomia

DEONTOLOGY: Moral Laws have +50% Sanctity, -2/20% damage from Kantian spells
UTILITARIANISM: 2x opportunities to gain Virtue by donating to charity

DETERMINISM: -1 Influence over yourself, +1 Rationality
FREE WILL: +1 Merit, +1/10% damage from all Ethicist attacks
COMPATIBILISM: +1 Bullshytte

STATISTICS

Like psychology, D&Dis features a Big Five. In our case, these are a set of important statistics that determine your skill at most in-game tasks. One good way to generate your Big Five statistics during character building is to start with 50 + d10 points to distribute among the five statistics however you want. These statistics increase as you level up; see *Levels and XP* for more detail.

RATIONALITY (R) – your skill at using reason to ascertain Truth, and your willingness to follow its dictates. Rationality is opposed not only to Faith, but also to Phronesis. Do you trust what your reason tells you, or plain old common sense? Logicians, Empiricists and Metaphysicians need high rationality scores, and Apologists may find it has synergy with their other strengths.

PHRONESIS (P) – is the technical term for common sense. Common sense may not be able to teach you transcendent truths about the deepest levels of existence, but it can keep you from getting misled by subtle and complicated logical proofs that 2+2 = 5. This statistic usually gives you a save, and is most useful on defense.

MERIT (M) – the strength of your adherence to your ideals. Apologists may find Merit in following the will of their deity; secularists may find it in following some impersonal moral code like the Categorical Imperative or the Principle of Utility. To be Meritorious, you need follow only your own values, not those of society: a meritorious Objectivist is one who doesn't help other people. This statistic should properly be named Virtue Set Point. Your Virtue starts equal to your merit. Every time you do something good or bad, you get awarded the appropriate number of Virtue points. Every day, your Virtue then decreases or increases by one point, until it reaches equality with your Merit again.

BULLSHYTTE (B) – the unsung hero of most philosophical systems, this is not the vulgar term for excrement, but the similar-sounding refined technical jargon of Stephenson's *Anathem* monks. When all else fails, spouting bullshytte can fake your way out of a tight spot, or confuse your opponents into defeat.

STRENGTH (S) – muscle is not only aesthetically pleasing, but brings you one step closer to the Nietzschean ideal of the superman. You can also use it to smash stuff.

Unlike psychology, D&Dis supplements the Big Five with a Slightly Smaller Six. Starting values for these are more hard-coded. You can ask your DM to make some exceptions, but generally HP will start at 20, speed at 0, Will at 8, Luck at 0, Association at 2, and Influence (self) at 5. Some of these statistics increase as you level up; see *Levels and XP* for more detail.

HIT POINTS (HP) - This is the amount of damage you can take. Like D&D, at 0 HP you fall unconscious and begin losing 1 HP per turn. At -10 HP, you die.

SPEED (Z) - Most people have speed 0, which represents normal human speed. Some creatures have positive or negative speed, and certain effects can change your own speed. In combat, creatures with higher speed usually get to go first; see the combat section for more information.

WILL (W) - Will allows you to cast difficult spells. Each spell has a Will cost. When you run out of Will points, you may no longer cast spells. Will replenishes at the end of each day; so the number represents the number of spells you can cast daily.

LUCK (L) - This somewhat mysterious quality usually accrues to those who have gained the favor of divine beings or otherwise gotten on the Universe's good side. For each extra Luck point, a character may add (or subtract, if more appropriate) 1 to every one of their dice rolls.

ASSOCIATION (A) - This is a measure of their link with the other members of their party. It primarily affects area spells, ie spells that have an effect on everyone in the vicinity. Beneficial area spells usually help the caster's own party (for example, a healing spell restores everyone's hit points) and detrimental area spells usually hurt the enemy party (for example an attack that deals damage to all foes). When Association is 2 (its starting value), both beneficial and detrimental area spells work normally; the character can cast beneficial spells that help the rest of her party, she benefits from other party members' beneficial spells, she can cast detrimental spells without hurting her own party, and she is not hurt by other party members' detrimental spells. When Association decreases to 1, she loses the benefits from beneficial spells: other party members' beneficial spells do not affect her, and her beneficial spells do not affect the rest of the party. When Association decreases to 0, she loses the benefits from detrimental spells: her detrimental spells now harm the rest of her party (in addition to her enemies) and her party members' detrimental spells now harm her (in addition to their enemies). Association numbers greater than 2 or less than 0 work the same as 2 or 0.

INFLUENCE (I) - Influence is a measure of whether a creature controls itself or is being controlled by someone else. Sapient creatures usually start with Influence 5 over themselves, animals usually start with Influence 3 over themselves, and a summoner usually starts with Influence 2 over a summoned creature (summoned creatures have Influence 0 over themselves). By gaining Influence over another creature, you can eventually "mind control" that other creature and decide its actions. See the Combat section for more detail.

SKILLS

Skills are minor statistics not worthy of inclusion in the pantheon with the Big Five. An average person has a level of about two in each skill: you start with zero, but have 15 + 2d10 points to distribute among the ten of them. You also gain skill points every time you gain a level.

Erudition - Book-learning. Characters with high erudition are likely to have heard at least vague legends about the places and hazards they encounter.

Rhetoric - Ability to speak persuasively. Characters with high rhetoric are likely to be able to

convince others to aid them.

Sophistry - Ability to deceive others. Not *quite* the same as Bullshytte or Rhetoric, Sophistry is your ability to lie convincingly and come up with more complicated forms of deception like forgery or cons.

Sense Perception - Ability to discern stimuli. Characters with high sense perception are likely to find small clues and hear people sneaking up on them.

Precision - Includes both manual and mental dexterity. Useful in shooting arrows, among other things.

Theory of Mind - Ability to discern another person's intentions, especially whether or not they're lying.

Research - Ability to obtain knowledge, whether from a library or from a tavern full of locals.

Semiotics - Ability to understand and use language and codes. Often used to determine a character's general skill at languages; you can also specify which languages your character is best at.

Techne - Ability to craft material objects: for example, woodworking, or blacksmithy.   This represents a general talent at craftsmanship, but you can specify which crafts your character is best at.

Poiesis - Ability to create art. Represents general artistic talent, but you can specify which arts your character is best at.

VIRTUES

A character starts with two virtues they are trying to cultivate. These can be very vague things like "honesty" or "compassion", or they can be more specific, like "filial piety" or "ability to resist cognitive bias". Characters reading *Nichomachean Ethics* get two extra virtues beyond these.

Moral successes in the character's target virtues (eg someone who chooses compassion successfully caring for another person) and moral failures in the target virtues (eg someone who chooses compassion acting callously) have double the effect on their Virtue score as

virtues the character is not deliberately trying to cultivate do.

Combat

Combat consists of a series of turns in which the combatants exchange Basic Actions and Spells until one side perishes, surrenders, or runs away.

TURNS

When two parties join in combat, the creatures with the highest speed attack first, followed by the creatures with the next highest speed, and so on. If more than one creature has the same speed, creatures from the attacking party get precedence over creatures from the defending party. If more than one creature in the same party has the same speed, you can randomize it, use alphabetical order, or whatever.

Unless a creature has lost its turn for some reason, combat goes through all characters, from the fastest to the slowest, and then repeats again with the fastest. One such cycle of combat is called one "round".

The description of most spells and actions includes a statistic called "timing". Timing is how many rounds an action takes. A timing:0 action is instantaneous. A timing:1 is successfully completed in one round. You can do two timing:0.5 actions per round. And so on.

If a creature decides to run away, their part in the battle ends unless opposing creatures pursue. For each turn of pursuit, roll a d0 and add (runner speed - pursuer speed) * 5. If the result is positive, the runner loses two Will points but escapes; if the result is negative or zero, the runner loses two Will points and combat continues. After five rounds of combat the runner can try to run away again. Needless to say, this depends on conditions; you can't run away from a prison cell.

DAMAGE AND HIT POINTS

Each creature starts with a certain number of hit points. The creature's enemies may deal either of two kinds of damage: mental and physical. Both decrease the creature's hit points *unless* the creature has some kind of special ability. For example, Platonic Forms are entirely mental and so immune to physical damage; p-zombies are entirely physical and so immune to mental damage. Some character beliefs grant reductions to one or the other kind of damage, so striking a creature with the kind of damage it is most vulnerable to may finish it

off more quickly.

Some attacks, called dualist attacks, deal damage independently of physical or mental hit points; these attacks are equally effective no matter what the creature's special abilities regarding physical or mental attacks are.

When a creature reaches zero hit points, it is knocked unconscious and is unable to take any actions. Every turn a creature is unconscious, it loses one hit point; when it loses ten hit points, it dies. Attacking an unconscious creature kills it more quickly, but may cost virtue points.

BASIC COMBAT

Basic combat are the actions (almost) anyone can take without risking any Will points:

SMASH: Add your Strength to a d10 and subtract your opponent's Strength plus a d10. If the result is positive, your opponent takes that much physical damage. You cannot smash purely mental creatures like Platonic Forms.

DEBATE: Add your Rationality or your Bullshytte (your choice) plus a d10. Compare to your opponent's Rationality or Bullshytte (their choice) + d10. If the result is positive, your opponent takes that much mental damage. You cannot debate purely physical creatures like p-zombies.

THE BATTLEFIELD

The battlefield is meant to be pretty simple to understand and deal with so you can get back to pondering life's mysteries.

Instead of a grid, the battlefield is divided into four rows, like so:

[Your Back Row, Your Front Row, Their Front Row, Their Back Row]

Characters can generally choose in which of their side's two rows they want to start a battle unless they've been spectacularly ambushed, in which case everyone is in the Front Row. Moving between the two rows is a timing:1 action (see below for more on battlefield timing).

It's easy to target the row just beside you, and these attacks and spells have their full effect. So for someone in Your Back Row, it would be easy to target Your Front Row and nowhere else. For someone in Their Front Row, it would be easy to target Your Front Row and Their Back Row.

It's much harder to target a row that's two spaces away, and impossible to target a row that's three spaces away. So Your Back Row will have trouble targeting Their Front Row, and targeting Their Back Row is out of the question. Also, you can never Smash Attack someone more than one row away.

When targeting a row two spaces away, your attack or spell has a 50% chance of missing completely, plus a 25% chance of hitting the row in between instead. So if someone in Your Front Row casts Gamma Ray Burst on Their Back Row, it has a 50% chance of doing nothing and a 25% chance of hitting Their Front Row. Notice that this means that if someone from Your Back Row attacks Their Front Row, there's a 25% chance the spell will accidentally damage your own front-row allies!

Some spells, weapons, and attacks are marked as type:long-range. They suffer no penalties for being used from several rows away, and will never misfire or hit someone in the same row.

If everyone in the Front Row is dead, has run away, or has retreated to the Back Row, the Back Row becomes the new Front Row. Some of these new Front Row creatures may then retreat to form a new Back Row. Under no circumstances may one side's Front Row ever be empty – that doesn't make sense.

This system allows a very small amount of battlefield strategy. Try to keep the injured, your healers, and people performing rituals or casting area spells in the Back Row to protect them. Then stick the people you expect to be dealing the actual damage in your Front Row to mow down the enemy.

SPELLS

A character who meets the requirements may choose to cast a spell.

Most spells have a Will cost. Sometimes the spell will also have factors that modify the Will cost. To cast a spell, make sure you satisfy the requirements, then pay the Will cost. If you have insufficient Will left, you may not cast the spell.

DIALECTIC

In a combat where both sides have nonzero Rationality, you may choose to associate an attack with a question or comment about some aspect of your opponent's beliefs or behavior. This will start a Dialectic.

On each turn, a character may, in addition to their usual activity, contribute a few sentences expressing their view on the discussion. At DM discretion, good points in the dialectic will increase the power of a character's attacks, and being soundly beaten in the dialectic will decrease their power and make them more vulnerable. This effect is magnified for Debate attacks, in which the debate is considered subsumed into the general dialectic.

If a character is completely defeated in a dialectic, she may give up, in which case she misses her next turn.

INFLUENCE

Influence is a measure of whether a creature controls itself or is being controlled by someone else. A sapient creature usually starts with Influence 5 over itself ("self-control"), an animal usually starts with Influence 3 over itself, and a summoner usually starts with Influence 2 over a summoned creature (summoned creatures have Influence 0 over themselves).

Influence points may be thought of as "shares of stock" in a person. The owners of Influence points can "vote" to determine that creature's actions. The creature herself breaks all ties, but a creature never attacks a party with a non-minority share of control of that creature.

For example, consider the case of a good Apologist who summons an evil demon, and orders it to attack an evil wizard. There are two Influence points over the demon, and both belong to the Apologist; therefore, the Apologist has a 100% stake in the demon and the demon does as the Apologist orders.

However, on the next turn, the evil wizard casts a spell that grants him two Influence points over the demon. Now both parties have a 50% share, and voting is deadlocked. The demon itself gets the tie-breaking vote. Since it is evil, it chooses to support the evil wizard. But because the Apologist has a 50% share in it (not a minority share!), it cannot directly attack the Apologist or his party. It must content itself with hurting her indirectly, by (for example)

healing the wizard.

On the next turn, one of the wizard's Evil henchmen casts another spell that grants one Influence point over the demon. Now shares in the demon are (good Apologist: 40%, evil wizard: 40%; evil henchman 20%). The wizard and the henchman both vote to have the demon attack the Apologist, who is outnumbered. Because the Apologist no longer has a non-minority share in the demon, the demon attacks the Apologist and her party.

Without strong magic saying otherwise, all Influence except the creature's own disappears when the creature goes more than about a hundred meters from the controller or when the creature sleeps.

STATUS EFFECTS

The following status effects can be inflicted on a creature by spells or other events. If the event that inflicts them does not specify a length of time, roll a d0 each night. If positive, the creature loses the status effect the next morning.
BLEEDING: Creature loses 1 HP (physical) per turn.
BLINDNESS: Creature cannot see, and so cannot cast Targeted spells or Smash attacks.
COMATOSE: Creature cannot take physical or mental actions or communicate
FEAR: Creature retreats to the back row and refuses to attack the source of the Fear.
INJURY: Creature loses 1 Speed
INSANITY: Creature acts randomly (under DM control), sometimes even attacking teammates
PARALYZED: Creature cannot take physical actions
SICKNESS: Creature loses 5 Strength
STUNNED: Creature cannot take physical or mental actions

AKRASIA: Creature cannot take non-trivial actions (other than walking, sleeping, talking, etc) unless its life is in immediate danger
CARTESIAN DOUBT: Creature temporarily loses all Beliefs and cannot cast spells based on them
DEPRESSION: Creature misses one turn, and then every second turn after that.
ENNUI: Creature cannot cast spells
NIHILISM: Creature's Virtue becomes undefined
PARALYSIS: Creature cannot move
SUFFERING: Creature loses 5 Rationality and 5 Phronesis

Miscellaneous Mechanics

These are some of the less important or more complicated mechanics in Dungeons and Discourse.

MONEY

Value on Sophia is generally exchanged in the form of benthamite coins; each contains about a gram of benthamite, a mysterious substance made of pure utility. The symbol for a one gram benthamite coin is β . You can get these coins in many of the same ways you get XP: killing monsters, solving puzzles, and playing games. Money is useful for buying items and for casting certain spells relating to economics.

Here is a list of wealth levels useful for certain spells:

1 (Lumpenproletariat): Less than 10β .
2 (Prole): Less than 50β
3 (Middle Class): Less than 100β
4 (Petty Bourgeois): Less than 200β
5 (Bourgeois): Less than 500β
6 (Wealthy): Less than 1000β
7 (Rich): Less than 3000β
8 (Plutocrat): Less than 5000β
9 (Carnegiesque): Less than 10000β
10 (Croesian): More than 10000β

Some players have bonuses to a trait called Oikonomia (Greek for approximately "economic management skills"). These characters get a percent bonus on all money they receive. For example, Capitalists get +20% Oikonomia; if someone pays a capitalist 100β for completing a task, thanks to her superior investment skills the money instantaneously becomes 120β. Yes, there are obvious ways to exploit this (have a Capitalist give someone some money, then have them give it back to the Capitalist, and so on, with the sum multiplying each time). It is the DM's responsibility not to let this be abused.

If you need Virtue in a hurry, you can donate money to charity if you can find one (most towns and cities will have a charity donation box, but if you stumble across a beggar in the forest she's also fair game). A donation of 10% of your net worth earns you one Virtue point.

You may do this at most once per day (twice per day if you are a Utilitarian), and Level 1 and 2 characters may not donate money to charity.

Some monsters are bribe-able. If you offer them money, they will leave you alone. If they think you have a lot of money, or they don't like you, they might raise their price. Other monsters are not bribe-able.

LAWS

There has been much debate over the centuries on the meaning of Law. In D&Dis, the meaning of Law is simple: it is whatever is written on a Legal Parchment. Legal Parchments are enchanted pieces of paper that compel everyone within a certain radius (or everyone named on the parchment) to follow the command written upon them. A certain amount of magic must go into forging a legal parchment, and the strength of the Law that can be written upon it depends on the amount of magic that went into it, so it's not like one guy with a Legal Parchment can take over the world or anything.

In D&Dis, you will mostly encounter Laws in one of two ways. First, you may enter areas with pre-existing Laws; for example, a religious community may have a Law against blasphemy. Second, you may get your own Legal Parchments that you can carry around with you to shape your local reality. For example, you may get a parchment that allows you to ban a spell; you can choose a spell you don't like, fill it in, and prevent your enemies from using that spell against you.

Different types of Laws carry different penalties for violation. Most Laws have a Sanctity, which represents the certainty and severity of the punishment.

NATURAL LAWS are the laws of science and mathematics. These laws are impossible to violate.

MORAL LAWS are injunctions for or against actions based on their moral value. Moral laws have a Sanctity value, often between one and one hundred (for example, 50). This is the percentage chance that you lose a Virtue point by breaking the law (roll a d10 for results). If the number is for example 120, you automatically lose a Virtue point and have a 20 percent chance of losing a second one. Moral laws are especially important to Kantians, and moral laws are effectively at +50% sanctity for these players.

STATE LAWS are rules set by human governments. State laws have a value, often between

one and one hundred (for example, 50). This is the percentage chance that you summon a hostile policeman by breaking the law (roll a d10 for results). If the number is for example 120, you automatically summon one policeman and have a 20 percent chance of summoning a second one. To avoid excessive policemen in one encounter, 300 points of state law strength summon a powerful police sergeant instead of three policemen, and 900 points of state law strength summon a more powerful police chief instead of three police sergeants. Oddly enough, there are no legal penalties for killing policemen. State Laws have -50% Sanctity for Anarchists.

RELIGIOUS LAWS are laws set by God. Religious laws have a value, often between one and one hundred (for example, 50). This is the percentage chance that you lose a Luck point by breaking the law (roll a d10 for results). If the number is for example 120, you automatically lose a luck point and have a 20 percent chance of losing a second one. God does not expect good behavior from Atheists, so religious laws have -50% Sanctity for them.

State Laws, Religious Laws, and Moral Laws must be written on a piece of Legal Parchment by a competent lawyer. Most Parchments have already been drafted by lawyers in a general form, and only require the player to fill in the specific target - for example, a player may purchase a pre-written form banning a spell, and the player need only fill in the spell name. However, a law which non-lawyer characters have filled in has only 50% the normal Sanctity; for full Sanctity they must find a lawyer ro write even the optional part. Burning a Legal Parchment (by dealing five points Fire damage to the holder) rescinds the Law.

SAVING THROWS

A saving throw is a free chance to avoid the effects of a spell or attack.

Many saving throws are against spells. For example, a spell might say DEFENSE: R(S) > 8. That means a Rationality Saving Throw of greater than 8 grants you immunity to the effect of the spell (the caster still loses the price in Will).

To make a Saving Throw, add d0 + (stat – 10)/2. For example, if you have Rationality 20, and you roll a d0 and get a 1, your R(S) is 1 + 5 = 6. Since 6 is not greater than 8, you fail the saving throw and suffer the effects of the spell.

ITEMS

Throughout a game, a character may purchase and use various types of items. A character may carry items in two ways: "equipped" on the body, or held in the hands.

The body has room for about the number of items you would expect, eg a character with one head can equip one hat. She could try equipping two hats, but she would probably look very silly, and only the hat directly touching the head would confer any special powers. You can equip one weapon and one shield at a time.

All characters start the game with a book bag, a weapon belt, and a quiver. The book bag can carry seven items and two books; the weapon belt can carry one weapon and one shield; the quiver can carry an unlimited amount of magic arrows. A character can try storing weapons in her book bag, but it takes one round to take something out of a book bag, so this will probably give her a disadvantage in combat.

If a character wants to carry more items than her book bag can hold, she'll have to use her hands; each hand can hold one extra item. Not having your hands free is about as annoying as you would expect, especially when trying to climb or swim.

You can choose to discard an item at any time; you can also try to sell items when you are in commercial centers. Selling an item usually earns you about 50% of the asking price plus your Oikonomia. For example, a character with +20% Oikonomia trying to sell a scalene triangle that cost 100β new will probably earn about 70β - more in big cities, less in small towns.

FEATS

Successful coursework is rewarded with graduation to higher level classes. The most common benefit of being in a higher-level class is access to new spells, but some classes also include feats.

A feat is something that just happens. It doesn't cost any will points, you don't have to choose it - it's a freebie. For example, Level 4 Metaphysicians get the Chinese Room feat, which allows them to speak (but not understand) any language.

You may choose not to take a particular feat, after which you may change your mind and take it at any point (as long as you still quality). Whether or not you may voluntarily give up a feat you have taken is up to DM discretion.

VIRTUE LEVELS

Merit is a perfectly normal statistic as stable as any of the other members of the Big Five. However, in game it is expressed primarily in terms of Virtue, which is highly variable.

Each character starts off with a set of moral beliefs. These usually start with one of the three major labels for moral beliefs in D&Dis - utilitarianism, Kantianism, or immoralism - but can become more complex depending on how detailed the player wants to get. Maybe you want to take your Kantianism in the direction of a Lockean notion of natural property rights, or maybe you want to go all the way with the Categorical Imperative; maybe a utilitarian wants to be a pure Benthamite who identifies utility with pleasure, or maybe she wants to be a preference or desire utilitarian. Immoralism can range anywhere from Rand's promotion of selfishness, to Nietzsche's promotion of the "master ethic". If you want to start from a different position, like virtue ethics, that's okay too although there may be fewer game mechanics based around it.

In any case, once the player has developed a morality, they start with Virtue equal to their Merit score (which begins around 10). A character can gain or lose Merit the same way she gains or loses any of the other Big Five statistics: new items, effects from spells, or leveling up. Each time her Merit changes, she gets the corresponding change to her Virtue; even if the Virtue and Merit are different numbers. For example, if a character has Merit 10 but has been sinful recently and only has Virtue 3, and then she levels up and becomes Merit 12, her new Virtue is now 5.

Virtue changes on a day-to-day basis to reflect how well the player follows her own morality. This is idiosyncratic to her own choice: if the player's morality says it is morally right to eat babies, then she gains Virtue for every baby she eats. Of course, in most moral systems, committing serious crimes will severely lower your Virtue.

All of these Virtue changes are temporary. Every day, Virtue increments one point toward Merit. So in the last example, where a character had Merit 12 and Virtue 5, after one night she would have Virtue 6, after two nights Virtue 7, and so on, unless she does some other morally relevant action that changes Virtue directly.

Unlike most other statistics, Virtue can go negative. When that happens, it's usually bad news.

Virtue is divided into a series of levels with in-game effects:

Level -2 (Villainous): Below -10 Virtue
Level -1 (Depraved): -10 to -1 Virtue
Level 0 (Unsavory): 0 to +6 Virtue
Level 1 (Decent): +7 to +12 Virtue
Level 2 (Respectable): +13 to +18 Virtue
Level 3 (Upright): +19 to +24 Virtue
Level 4 (Honorable): +25 to +30 Virtue
Level 5 (Exemplary): +31 to +34 Virtue
Level 6 (Saintly): +35 to +40 Virtue
Level 7 (Angelic): Above +40 Virtue

Along with its specific applications, virtue produces certain general effects:

* The gods loathe Depraved and Villainous characters, and curse them with a luck penalty equal to their virtue level.

* Villainous characters are unable to sleep well at night, and cannot recover HP by sleeping. In addition, Apologist healing spells are only half as effective.

* The gods bless Saintly and Angelic characters with +1 luck. Divine creatures will not attack Saintly or Angelic characters who share a morality consistent with the divine creature.

* All good creatures respect and admire Angelic characters. An Angelic character may take one level of control over any ensouled creature whose righteousness is Respectable or above.

* Characters who are Upright or above get a 10% discount when buying Apologist or Ethicist levels; characters who are Exemplary or above get a 20% discount.

* All else being equal, theist characters who are Respectable or above tend to go to Heaven when they die, and theist characters who are Unsavory or below tend to go to Hell. Decent characters could go either way.

SLEEP

Sleep restores hit points. After a good night's sleep, you recover a number of hit points equal to (hours of sleep) * (level), up to a maximum of eight hours of sleep per 24 hour day. Sleep also resets those temporary and ephemeral changes that need resetting.

Any character who sleeps one hour or less in a 24 hour period gets -3 Rationality, -3 Phronesis, and -3 Strength; this penalty is cumulative over several days, so if you go a week without any sleep, you are at -21R, -21P, -21S. Don't do this. Any character who sleeps less than five hours in a 24-hour period is still at -3R, -3P, -3S, but as long as you have slept more than one hour it isn't cumulative; you can get 2 hours sleep per night for an entire week and still only be at -3R, -3P, -3S.
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Greater than five hours sleep also restores Will points, has a chance of removing bad status effects, and moves your Virtue closer to your Merit.

TAXATION AND TITHING

It's called taxes when a Utopian does it and tithes when an Apologist does it, but they're the same thing.

Taxation is a way to get things other creatures have in the middle of combat (if you defeat them in combat you can loot the bodies, but it might be useful to get a powerful item during combat rather than spend the battle suffering its effects, and taking an economist's money is a good way to neutralize her.)

To tax an enemy, a character needs at least one Influence point over that character. The character begins by casting a taxation-related spell (see the Character Class Syllabus), then rolls a d0. Add your and your target's modifiers to the roll:

Tax Modifiers (negative modifiers decrease chance of successful taxation):
- 2 if the target is a rightist
- 1 if the target is an anarchist
- 1 if the target is a libertarian
- 1 if the target is an elf
- 1 for every target wealth level below 5 if the tax collector is Liberal
- 1 for every target wealth level above 5 if the tax collector is Conservative
+ 2 if tax collector is a leftist
+ 2 for each additional Influence point beyond the first of collector over target

Tithe Modifiers (negative modifiers decrease chance of successful tithing):
- 5 if target is explicitly of a different religion than collector
- 8 if target is atheist

- 1 if target is Protestant
+1 if collector is Catholic or Fideist (not cumulative)
+5 if target is of same religion as collector
+1 for each collector righteousness level above 4
+2 for each additional Influence point beyond the first of collector over target

A tax succeeds if the result is greater than your target's Level.

For example, a Level 3 Leftist Utopian taxes a Level 2 Elvish Metaphysician with wealth level 5. She uses a generic tax spell and rolls a 4. The Utopian gets +2 points as a Leftist, but the target gets -1 points as an Elf. Therefore, the total roll is 5 (4+2-1). Since 5 is greater than 2, the tax succeeds.

If a tax is successful, the taxer may take an item of her choice from the victim. "All their money" counts as an item. If the victim later wins the combat, she can of course take the item back.

Paying taxes or a tithe to an enemy gives a Deontologist +1 Virtue.

LEVELS AND XP

Players pass character classes by accumulating course credits (mysteriously abbreviated as XP). These are handed out for defeating monsters, solving puzzles, and completing quests. Each course requires more credits than the last, like so:

Level 1: 0 - 50 XP
Level 2: 50 - 100 XP
Level 3: 100 - 200 XP
Level 4: 200 - 500 XP
Level 5: 500 - 1,000 XP
Level 6: 1,000 - 2,000 XP
Level 7: 2,000 - 5,000 XP
Level 8: 5,000 - 10,000 XP
Level 9: 10,000 - 20,000 XP
Level 10: Above 20,000 XP

So someone with 6,000 XP invested in a particular specialty would be Level 8; they would need 4,000 more XP to progress to Level 9.

Classes outside your specialty are more costly. It takes an initial 100 XP investment just to get Level 1 in a class outside your specialty. After that, all costs are doubled, so someone with 6,000 XP invested in a second specialty would be only Level 7 (which is now 4,000 - 10,000, rather than 2,000 - 5,000), and it will take her 4,000 more XP to reach Level 8 (which now costs 10,000 instead of 5,000).

To "level up" is to gain a new level in your specialty; levels outside your specialty don't count. When spells refer to an "nth level character", they are referring to how many levels you have in your specialty.

You may increase your basic stats every time you level up. Upon achieving level n, take n points and distribute them among your Rationality, Bullshytte, Phronesis, Merit, and Strength statistics. A new second-level character gets two points to distribute, a new third-level character gets three, and a new sixth-level character six. No more than half your new points (rounded up) may go to the same statistic on any level.

You also gain an extra two skill points, ten HP and n Will with each level.

DEATH AND RESURRECTION

Sometimes, through poor planning or bad luck, a character ends up dead. This isn't the end of the world. In the Dungeons and Discourse universe, there are various ways to return to life if you can get a little help from your friends.

Dead theists usually go to Heaven or Hell. Their exact direction depends mostly on their virtue level: Respectable or above tend to go to Heaven when they die, and Unsavory or below tend to go to Hell, Decent characters could go either way. Liberals might not believe in Hell so much, and so may end up in Heaven by default. The final fate of your soul is up to the DM.

If a character's soul is in Heaven, her party members will have to bargain with God to get it back. God usually speaks through a priest, prophet, or oracle, and wants people to be righteous and just. In practice, He will demand characters accumulate a certain number of Virtue points for Him, after which He will restore their friend to life. God is usually willing to grant favors for those who were pious during their lifetime, so the exact number is usually lower when the petitioner (or the deceased herself) is/was a righteous person: from around 40V for someone decent to 10 or 20V for someone Angelic. Usually, the priest gives the party a

Holy Vessel, and when they earn Virtue points they may choose to stick them in the Vessel instead of adding them to their statistics; Virtue points in a vessel do not decay towards a Merit set point. When the full Vessel is returned to a priest or temple, the character comes back to life.

If a character's soul is in Hell, her party members will have to bargain with the Devil. The Devil may cut a deal for evil acts - innocents murdered, temples burnt, saints convinced of the nonexistence of God, or the like - but this will place the rest of the party's own souls in mortal danger. More likely, you can bargain the Devil down to plain old money, which he likes as much as anyone. But he'll want a lot of it. 1000 - 10000 β seems like a fair price; the more corrupt the soul was, the more money the Devil will want for it.

Any character who returns from Heaven or Hell will be the same level as before, but minus their items and surplus experience points. If they were in Heaven, they may have become a bit befuddled by their exposure to Divine Glory, and so are at a permanent -1 (or more, depending on context and length of stay) Phronesis. If they were in Hell, they may be a bit damaged by their suffering, and so they are at a permanent -10% (or more) HP.

Dead atheists are more complicated. If you want to resurrect a dead atheist, you'll need her brain. Your friendly neighborhood mad scientist can probably grow her a new body and bring her back to life for a nominal fee (much less than God or the Devil want), but depending on how long the brain was dead, how much damage it suffered on the way to the mad scientist, and how good the mad scientist is, the atheist may lose a few levels (at least one). Some atheists may have ways of cryopreserving their brain against this eventuality.

Some characters, especially those of type:buddhist or type:eastern, may be naturally reincarnated when their time has come. Characters are not necessarily resurrected in a temporally linear way; a character's reincarnation may be walking around years or decades before they even die, conveniently allowing them to meet up with the rest of the party at an age where they can participate in the adventure.

A reincarnated character may not necessarily by the same age, gender, or background as the original character. She will have only vague memories of her past life, maybe thinking some of the rest of the party "looks very familiar" but not being able to explain details of past adventures. She will keep many of the same mental abilities (can be changed with DM consent) but will be in a new body (and so have different physical stats and abilities). The reincarnated character will usually be somewhere between the same level as the dead character or maybe one level below – talk to the DM.

In summary, you have four ways of resurrecting dead characters, each of which has a different small but significant cost. You can resurrect them from Heaven, but will have to spend lots of time doing good deeds first. You can resurrect them from Hell, but you'll have to either do evil deeds or find a lot of money. You can resurrect them with mad science, but you may lose a character level or two. And you can reincarnate them, but it will be a different character and they'll lose any unusual physical abilities they may have developed.

Spells

Along with basic attacks, spells form the backbone of combat in *Dungeons and Discourse*. Spells may have a type, a cost, a timing, a duration, and a defense. All spells also have an effect.

The type combines several different kinds of information. The style – which can be "targeted", "area", "self", "summons", "metamagic", "feat", "item", or "noncombat", tells you how to cast the spell. Targeted spells must be cast on a particular creature, item spells on a particular item, and metamagic on a particular other spell. Area spells are automatically cast on the whole battlefield (or a nearby portion thereof), self spells are automatically cast on you, and summons spells are automatically cast on a particular type of summonable creature. Feats aren't really cast at all; they're just things that happen to you when you gain access to them, and you can either accept or reject them. Noncombat spells are usually cast outside of combat and can have a variety of effects; see the effect text for more details.

The type also includes information about who can cast the spell. If the type lists a particular belief (for example, "materialist") or a specific subdiscipline of Empiricism (for example, "chemist"), then only creatures with that belief or school can access the spell in the normal way (other creatures can still access the spell eg through scrolls or books). Note that this is limited to spells: items that list a belief or subdiscipline are just noting their characteristics, and can be used by anyone who fulfills their prerequisites.

One more interesting type is noncumulative. Type:noncumulative spells can't be cast more than once toward the same goal. All other spells are considered fair game, at least until the DM hastily writes type:noncumulative into the margin of her rulebook.

After these three important things, the type field also includes a long list of characteristics. These aren't very important for casting the spell, but might determine what other spells affect them. For example, reading *Euclid's Elements* makes you especially vulnerable to non-Euclidean spells, which will be those that have type:non-Euclidean. If a spell obviously should have a type but for some reason doesn't, trust your common sense over what's written down.

Cost is the number of Will points you need to cast the spell. Various metamagic and special abilities may lower Cost; very little will ever raise it. Very rarely, a spell costs some resource other than Will, like Virtue points or money.

Timing is the number of turns it takes to cast the spell. Almost all spells are timing:1, meaning they take an entire turn to cast – which means you may not do anything else with nonzero timing that turn. Timing:0 spells can be cast instantaneously and without effort (though you still have to pay the cost) and so you can cast any number of them, plus one timing:1 spell per turn. Basic attacks are always timing:1. A very few spells are timing > 1. These are usually called Rituals, and require several turns. Usually, if the ritual is disrupted by the caster taking damage, the spell fails, so be sure to protect your ritual casters well.

Defense tells the target of the spell how to defend against it. Usually this is a saving throw of some sort. See the section Saving Throws above for more details.

Duration tells you how long the spell lasts. Most spells have no duration, which means they do one thing instantaneously and then stop. Other spells that cause prolonged effects do have a duration. For example, the duration of most Summon spells is 3, meaning that the summoned creature remains and fights for three turns, then disappears. Duration always starts on the turn you cast the spell, and increments each time your turn arrives.

Effects just tells you the effects of the spell. This could be nearly anything.

LOGICIAN

Level One

OPERATOR: ADD
TYPE: targeted, noncumulative, operator, arithmetic
COST: W
TIMING: Free
SPELL: *Add 1 to a dice roll during combat.*

OPERATOR: SUBTRACT
TYPE: targeted, operator, arithmetic
COST: W
TIMING: 1
SPELL: *Subtract 5 mental HP from the target. This is not damage, and armor, etc do not decrease its effects. Nullity token negates, Negativity Token reverses.*

OPERATOR: MULTIPLY

TYPE: metamagic, noncumulative, operator, arithmetic
COST: W
TIMING: Free
SPELL: *Cast upon a non-cumulative spell. The spell becomes cumulative with one additional spell. This spell may not be cast upon itself (but see Operator: Exponentiate)*

OPERATOR: DIVIDE

TYPE: targeted, operator, arithmetic
COST: W
TIMING: 1
SPELL: *Cast upon an enemy creature. If successful (Phronesis save throw >0), the creature loses one Level of Association with its team. Unity token negates. Nullity token summons a hostile Paradox Beast on negative d0.*

Level Two

OPERATOR: SQRT

TYPE: targeted, operator, arithmetic
COST: W
TIMING: 1
DEFENSE: $R(S) > \sqrt{5}$
SPELL: *Turn a target creature Irrational (0 rationality) for d3 turns. The creature must respond to debates using its Bullshytte abilities. Targets who are Level 1, Level 4, or Level 9 are immune to this effect. Negativity Token cancels the effect of the spell and summons a hostile Paradox Beast on $R(S) < 5$.*

SIN WAVE

TYPE: targeted, trigonometry
COST: 2W
TIMING: 1
DEFENSE: $P(S) > 2$
SPELL: *Waves of sin emanate from your body, decreasing the target's Virtue by two points.*

SIN^{-1} WAVE

TYPE: metamagic, trigonometry
COST: 2W
TIMING: Free
SPELL: *Cast immediately after an enemy player casts sin waves. The effect of the sin waves is immediately negated and the caster takes eight mental damage.*

PROOF BY INDUCTION
TYPE: targeted, energy
COST: W
TIMING: 1
SPELL: *Zap an enemy with electric current, dealing 5 physical damage (type: electricity)*

Level Three

PEIRCE'S ARROW
TYPE: targeted, long-range, logic
COST: W
TIMING: 1
DEFENSE: Z(S) > 5
SPELL: Deal 10 + d0 mental damage.

OPERATOR: EXPONENTIATE
TYPE: metamagic, operator
COST: 2W
TIMING: Free
SPELL: Cast on a Multiply spell to make it cumulative with one additional instance of itself.

DISMISS TRIVIA
TYPE: targeted
COST: W
TIMING: 1
SPELL: *Once per day, when asked a question in a dialectic, you may reply "The answer to this question is trivial, and is left as an exercise for the reader." Make a successful Bullshytte save (B(S) > 3) and the dialectic ends without penalty.*

Level Four

OPERATOR: D/DX
TYPE: targeted, operator, calculus
COST: 2W
TIMING: 1
DEFENSE: R(S) > 5 resists differentiation
SPELL: *Deals 5 mental damage. The target is differentiated for one turn. Differentiated characters have the constant portion of all their spells and attacks reduced to zero; they may only use variable (eg*

dice-roll based) spells and attacks. e^x token negates.

OPERATOR: D/DY
TYPE: targeted, operator, calculus
COST: 4W
TIMING: 1
DEFENSE: R(S) > 5 resists differentiation
SPELL: *Deals 5 mental damage. The target is differentiated for one turn. Differentiated characters have the constant portion of all their spells and attacks reduced to zero; they may only use variable (eg dice-roll based) spells and attacks. e^x token does NOT negate, and holders of e^x tokens take an additional 5 mental damage.*

OPERATOR: INTEGRATE
TYPE: metamatic, noncumulative, operator, calculus
COST: 2W
TIMING: Free
SPELL: *You may cast twice as many timing-limited Logician spells (eg two Timing: 1 spells) simultaneously this turn.*

Level Five

BANISH PARADOX BEAST
TYPE: targeted, banishment
COST: W, 4 mental damage to self
TIMING: 1
SPELL: *Cast on a Paradox Beast. Roll a d0 and add your R modifider. On >5, the Paradox Beast disappears. Does not work on Dire Paradox Beasts.*

DEDEKIND CUT
TYPE: targeted
COST: 2W
TIMING: 1
DEFENSE: Z(S) > 5
SPELL: *The dedekindest cut of all. Deal 20 + d0 mental damage.*

UNIVERSAL QUANTIFIER
TYPE: metamagic, logic
COST: 4W

TIMING: Free
SPELL: *Cast on your own or another player's Targeted spell to turn it into an Area spell.*

Level Six

MORNINGSTAR OF FREGE
TYPE: self, logic
COST: 2W
TIMING: 1
DURATION: 5
SPELL: *Summons an enchanted mace. While you wield the Morningstar of Frege, your Smash attacks deal an extra 12 points fire damage.*

POWER WORD: CO-
TYPE: area
COST: W
TIMING: Free
SPELL: *Reverses all arrows.*

NO-GHOST THEOREM
TYPE: area
COST: W
TIMING: 1
DEFENSE: S(S) > your level
SPELL: *All Spectres in the battle must make their save or immediately disappear. 2d20 mental damage to any spectre that successfully makes its save. All undead in the battle must make their save or take 2d20 mental damage.*

Level Seven

LAPLACE'S HARMONIOUS SPHERE
TYPE: area
COST: 3W
TIMING: 1
SPELL: *Deal mental damage equal to half your Rationality + d10.*

FOURIER TRANSFORMATION
TYPE: self
COST: 5W

TIMING: Free
DURATION: 3
SPELL: *Transform into a character of a different class. You gain access to spells of Level 7 and below in the target class, but lose access to all your Logician spells for the duration. This spell does not affect your Beliefs or the normal depletion of Will. If transforming into an Empiricist, you may choose your Scientific Specialty.*

SIEVE OF ERATOSTHENES
TYPE: targeted, number theory
COST: 4W
TIMING: 1
DURATION: 3
SPELL: *Cast on yourself or another player. While the Sieve is in place, only attacks that deal a prime number amount of damage affect the target.*

Level Eight

CORNUCOPIA OF BANACH-TARSKI
TYPE: item-based
COST: 2W
TIMING: 2
DURATION: 10
SPELL: *Cast on an object you possess to shatter that object into pieces. Next turn, re-arrange those pieces into two identical copies of the object. The spell lasts one minute. When it ends, roll a d0. If <9, the second object disintegrates, leaving the original. If 9 or 10, both the original and the copy disintegrate.*

NON-EUCLIDEAN TRANSFORM
TYPE: area, non-euclidean
COST: 2W
TIMING: 1
DURATION: 3
SPELL: *The space around you becomes non-Euclidean. Issues of range, front-row characters, and back-row characters no longer have any effect. All spells deal full damage regardless of distance, and become type:non-euclidean.*

CANTOR'S DIAGONAL SLASH
TYPE: targeted, infinite, long-range
COST: 2W

TIMING: 1

SPELL: *Deal 32+d3 mental damage. If the damage total of Cantor's Diagonal Slash is the same number as the damage total of any other use of Cantor's Diagonal Slash today, add 10 to the damage total. Repeat until Cantor's Diagonal Slash returns a unique total damage. +20 damage against Paradox Beasts. You may cast this spell one time as a cost:0 timing:0 action upon a hostile character who teleports to your location using Infinite Egress.*

Level Nine

INFINITE EGRESS
TYPE: self, infinite
COST: 4W
TIMING: 1
SPELL: *Teleport instantaneously to anywhere in the universe. Presence of Thermodynamic Stability or other anti-teleportation spell may block.*

EMPIRICIST

Level One

REJECT NULL
TYPE: self, statistical, frequentist, methodological
COST: Free
TIMING: Free
SPELL: *If upon rolling the dice an attack ends up dealing zero damage, you may re-roll the dice to get a non-zero result. You may only use this action once per dice-roll.*

Level Two

STANDARDIZE TEMPERATURE AND PRESSURE
TYPE: area, chemist, methodological
COST: W
TIMING: 1
DURATION: 100
SPELL: *A sphere of radius five meters from the caster becomes 20 degrees C and 1 atmosphere pressure. This affects only ambient conditions; it does not, for example, neutralize spells that deal heat- or cold-based damage.*

ACID STRIKE
TYPE: targeted, chemist
COST: W
TIMING: 1
DEFENSE: P(S) > 3 if cast on basic attack
SPELL: Deal 10 physical damage to an enemy. Or: cast as a free action immediately after an enemy makes a basic attack on you. If the enemy fails her saving throw, the acid strike and basic attack neutralize, producing salt and water, and neither side takes damage.

CURE DISEASE
TYPE: targeted, biologist, healing, medical
COST: W
TIMING: 1
SPELL: *On positive d0 + R modifier, cures status effects Sick and Bleeding.*

LYZE
TYPE: targeted, biologist
COST: W
TIMING: 1
SPELL: *Begins to dissolve an organism, dealing d10+1 physical damage. No effect on inorganic creatures.*

INCREASE ENTROPY
TYPE: targeted, physicist, thermodynamic
COST: W
TIMING: 1
SPELL: *Increases disorder in a target creature, dealing 2d10 physical damage.*

Level Three

SUMMON: HYDROGEN ELEMENTAL
TYPE: summon, chemist, elemental
COST: 2W
TIMING: 1
DURATION: 50
SPELL: *Summons a Hydrogen Elemental*

BECOME: DOCTOR
TYPE: feat, biologist, medical

SPELL: *+3 to all attempts to Cure Disease. You may prescribe medication.*

SPONTANEOUS GENERATION
TYPE: summon, biologist
COST: 2W
TIMING: 1
DURATION: 3
SPELL: *Summons d3 different Tier One animals of your choice.*

FEAT: THERMODYNAMIC STABILITY
TYPE: feat, metamagic, physicist, thermodynamic
COST: W
TIMING: 0
SPELL: *As a timing:0 action, you may attempt to block any spell that creates or destroys matter, including summons. Roll a d0. If the result is above the caster level of the spell, the spell fails.*

MASS-ENERGY CONVERSION
TYPE: targeted, physicist, energy
COST: W
TIMING: 1
SPELL: *Convert a portion of the target's mass to energy, dealing 16 physical damage.*

Level Four

PHASE TRANSITION: LIQUID
TYPE: self, chemist
COST: 3W
TIMING: 1
DURATION: 50
SPELL: *You (and your clothes and equipment) turn into a liquid. You retain full sensory perception and rationality. You have some control over your own flow, but cannot speak, spellcast, or be attacked. At the end of the spell's duration, if possible you freeze back into solid form; otherwise you remain a liquid. If you have been damaged in some way (mixed with another liquid, boiled) you take a corresponding amount of physical damage.*

ANIMATE FOSSIL
TYPE: summon, biologist, paleontological
COST: W
TIMING: 1

DURATION: 60 (ten minutes)
SPELL: *Cast on a fossil or skeleton. It becomes an Undead version of whatever creature it was during life as a summon under your control.*

HOMEOSTASIS FIELD
TYPE: biologist, targeted
COST: 2W
TIMING: 1
DURATION: 10
SPELL: *Cast on a teammate afflicted by a condition that makes her lose hit points each turn. The teammate does not lose hit points each turn while the field is active. At the end of three turns, you may sacrifice an additional W as a timing:0 action to maintain the field another ten turns.*

SUMMON: MAXWELL'S DEMON
TYPE: summon, physicist, demonic, thermodynamic
COST: 2W
TIMING: 1
DURATION: 3
SPELL: *Summon a Maxwell's Demon*

Level Five

SUMMON: TITANIUM ELEMENTAL
TYPE: summon, chemist
COST: 2W
TIMING: 1
DURATION: 3
SPELL: *Summon a Titanium Elemental.*

PHASE TRANSITION: GAS
TYPE: self, chemist
COST: 3W
TIMING: 1
DURATION: 50
SPELL: *Turn into a gas, along with your clothing and equipment. The gas is colorless, odorless, and otherwise undetectable. It retains full possession of the caster's senses and rationality, but cannot speak, fight, or cast spells. The gas cannot be attacked. The caster generally controls its movement through all three dimensions, though it can be blown around by strong winds. When the spell ends, the caster rematerializes as a human; if the gas has been damaged in some way (for example, parts have*

been separated) the caster takes an appropriate amount of physical damage.

SKINNER BOX
TYPE: biologist, targeted, noncumulative, psychological, behaviorist
COST: W
TIMING: 1
DEFENSE: P(S) > 4
DURATION: 3
SPELL: *Take +1 Influence point over a hostile animal or Materialist.*

MUTATE
TYPE: biologist, targeted, noncumulative, evolutionary
COST: 2W
TIMING: 1
SPELL: *Transform an animal into the most closely related animal on the next highest Tier.*

DILATE TIME
TYPE: physicist, self, temporal
COST: 4W
TIMING: Free
SPELL: *Take an extra turn of combat immediately*

Level Six

SUMMON: RADON ELEMENTAL
TYPE: summon, chemist
COST: 2W
TIMING: 1
SPELL: *Summon a Radon Elemental*

OXIDIZE
TYPE: targeted, chemist, electrical
COST: 2W
TIMING: 1
SPELL: *"Reduce" (get it?) an enemy's hit points by 2d20 (damage type:physical,electrical). 2x damage against creatures made of metal. In addition, the creature may not use their metallic items next turn.*

SUMMON: STAPHYLOCOCCUS AUREUS
TYPE: biologist, targeted, medical, microbiological

COST: 2W
TIMING: 1
DEFENSE: S(S) > 7
DURATION: 7
SPELL: *Target becomes Sick and takes 4 physical damage (type: microbiological) per turn. Curing the Sickness prevents further damage loss.*

ALL CREATURES GREAT AND SMALL
TYPE: biologist, summon
COST: 2W
TIMING: 1
DURATION: 3
SPELL: *Summon d3 Tier Two animals of your choice.*

PRESCRIBE PLACEBO
TYPE: biologist, targeted, medical
COST: 2W
TIMING: 1
SPELL: *If your B(S) > target's R(S), target heals 20 HP.*

GAMMA RAY BURST
TYPE: physicist, targeted, energy, long-range
COST: 4W
TIMING: 1
SPELL: *Deal 35 physical damage.*

FARADAY CAGE
TYPE: physicist, targeted
COST: W
TIMING: 1
DURATION: 3
SPELL: *Place a Faraday Cage around a target that renders it immune to energy and radiation damage.*

Level Seven

ENANTIOMERIZE
TYPE: chemist, targeted
COST: 2W
TIMING: 1

DEFENSE: S(S) > 8
DURATION: 3
SPELL: *Cast on a creature to invert its orientation relative to yourself - for example, a creature north of you would end up south of you. This may not kill the creature directly - ie you cannot enantiomerize a creature into a pit of lava or off a cliff, but it can trap a creature (for example, encasing it in stone). Furthermore, while enantiomerized, all Liberal creatures become Conservative and vice versa. Effects expire after three rounds.*

CRYOPRESERVE
TYPE: biologist, targeted, ice, transhumanist
COST: 2W
TIMING: 1
SPELL: *Cast within X turns of a character's death, where X is your level as a Biologist - 5. That character is now Cryopreserved. Her brain will not decay, and any attempt to revive it through Mad Science will not cost levels or skills. If the preserved brain takes five or more fire damage, the cryopreservation is lost, and you have X turns to restore it before it reaches normal levels of death damage.*

SUMMON: DIRE C ELEGANS
TYPE: biologist, summon, microbiological
COST: 3W
TIMING: 1
SPELL: *Summon a dire C. Elegans*

GRAVITATIONAL WAVE
TYPE: physicist, targeted, relativistic, long-range
COST: W
TIMING: 1
DEFENSE: S(S) > 8
SPELL: *Draw an object or creature towards you. When cast on an object, the spell can draw 100 kg ten meters in one turn, or draw larger masses a lesser distance. If you are less than ten meters from the target, it will collide with you, dealing an appropriate amount of physical damage both to you and to itself. When cast on a back-row creature in combat, it will drag that creature into the front row.*

Level Eight

SUMMON: URANIUM ELEMENTAL
TYPE: chemist, summon
COST: 3W

TIMING: 1
SPELL: *Summon a Uranium Elemental*

SPLICE GENOME
TYPE: biologist, targeted, evolutionary, genetic
COST: 4W
TIMING: 1
SPELL: *Genetic engineering gives you more power than trusting in natural Mutation. Change the target animal to its nearest relative in the Tier above it, and mix and match as many qualities, spells, and statistics from other animals in the same Tier as you wish.*

QUANTUM TUNNEL
TYPE: self, physicist, metamagic, quantum
COST: 3W
TIMING: Free
SPELL: *Teleport up to ten meters, including through a solid barrier. Or, cast this as metamagic upon another spell to make it long-range.*

HEISENBERG'S UNCERTAINTY CLOAK
TYPE: physicist, self, quantum
COST: 3W
TIMING: 1
DURATION: 3
SPELL: *Loudly proclaim your speed. This makes it impossible for any other creature to know your location. When a hostile creature attacks you or casts a spell upon you, roll a d3. If the roll comes up 1 or 2, the creature has missed your location and the spell fails.*

Level Nine

SUMMON: SAGAN'S INVISIBLE DRAGON
TYPE: physicist, summon, skeptical
COST: 3W
TIMING: 1
DURATION: 3
SPELL: *Summons an invisible dragon. For each action the dragon takes visible to anyone besides yourself, you must come up with an alternative (non-dragon based) explanation for how it could have conceivably occurred or else the dragon disappears, or lose W.*

PHASE TRANSITION: PLASMA

TYPE: chemist, self
COST: 5W
TIMING: 1
DURATION: 10
SPELL: *Finally, a phase transition that doesn't suck! While a plasma, you retain your senses, rationality, powers of speech, and ability to attack and cast spells. You may move freely in three dimensions, bend your shape as desired, and spread out to a greater or lesser extent. You are blindingly bright; any creature that attacks you must make S(S) > 3 or be Blinded for three turns, after which they are immune to this effect. Add 15 energy damage to each of your physical attacks while you are in plasma form.*

ENDLESS FORMS MOST BEAUTIFUL
TYPE: biologist, summon
COST: 5W
TIMING: 1
DURATION: 3
SPELL: *Summon d3 Tier One animals of your choice, d3 Tier Two animals of your choice, and d3 Tier Three animals of your choice.*

FEAT: TEGMARK'S ULTIMATE ENSEMBLE
TYPE: physicist, feat
SPELL: *You awake to the existence of the infinite multiverse; each time you die only concentrates your measure, and your experience, in world-branches where the death did not occur. From your own subjective perspective, anything that would kill you simply fails to happen. The GM must always work events out in a way such that you remain alive.*

ETHICIST

Level One:

ECCE HOME
TYPE: immoralist, targeted
COST: 2W
TIMING: 1
DEFENSE: B > [(caster's Virtue) - 5]
SPELL: *You behold a creature's true self. Learn its level, class, remaining will, and remaining hit points.*

DIOGENES' MAGIC LANTERN
TYPE: kantian or utilitarian, targeted, noncumulative
COST: W
TIMING: 1
DEFENSE: B +d0 > [(caster's Virtue) - 5]
SPELL: *If the target creature's last assertion was truthful, the Magic Lantern settles upon the creature with a beautiful golden glow. If the target creature's last assertion was false, their face briefly darkens. This effect is obviously noticeable to the target and so difficult to disguise. If the target's assertion was technically correct but misleading, the lantern treats still treats it as a true statement. If the target makes its Bullshytte save, the target may choose which result the lantern gives. You may not cast this spell more than once on the same target about the same (or related) statement.*

Level Two:

ARMOR FATI
TYPE: immoralist, self
COST: 2W
TIMING: 1
DURATION: 3
SPELL: *Your willingness to accept fate limits protects you from damage from mental attacks. While the Armor exists, it can absorb an amount of mental damage equal to your Virtue.*

Level Three:

SUMMON: TROLLEY
TYPE: targeted
COST: W
TIMING: 1
DURATION: 3
SPELL: *You summon a trolley that can only be redirected by those willing to sacrifice their principles. Cast on a target and place three counters. At the end of each turn, remove one counter. When all counters are gone, a runaway ethereal trolley hits the target, dealing 20 mental and 10 physical damage. However, at any time, any character with a morality can "bid" Virtue points to redirect the trolley to a new target. The target the trolley hits is the one that has garnered the highest Virtue bid when the last counter is removed.*

SUMMON: FAT MAN
TYPE: targeted, utilitarian

COST: One virtue point
TIMING: Free
DURATION: 3
SPELL: *Summons a fat man whose only purpose is to stand in front of the target and soak up damage. He has ten mental and ten physical hit points. The target may cast specials and attacks through him, but all specials and attacks aimed at the target hit the fat man first.*

BECOME: NIETZSCHEAN CAMEL
TYPE: self, feat, immoralist
SPELL: *As part of your philosophical progress, take on a spirit like that of a camel. You gain +S to bear the many burdens you will take upon yourself, and +W as you develop the fortitude to toil ceaselessly. Additionally, you may safely go V days without food or water.*

CATATONIC IMPERATIVE
TYPE: targeted, kantian
COST: 2W
DEFENSE: B +d0 > [(caster's Virtue) - 5]
TIMING: 1
SPELL: *Target goes catatonic for d3 turns.*

Level Four:

RETRIBUTIVE JUSTICE
TYPE: targeted, not utilitarian
COST: W
TIMING: 0
SPELL: *Cast just before you attack a creature that dealt damage to you last turn. You have a +5 luck bonus to the attack, and the attack does +50% damage.*

REPUGNANT CONTUSION
TYPE: targeted
COST: W
TIMING: 1
SPELL: *Deal a nasty-looking bruise to your target, taking away 14 physical hit points.*

Level Five:

SUMMON: DILEMMA
TYPE: summon

COST: W
TIMING: 1
DURATION: 3
SPELL: *Summons a Dilemma..*

BECOME: NIETZSCHEAN LION
TYPE: self, feat, immoralist
SPELL: *As part of your philosophical progress, take on a spirit like that of a lion. You gain +2S for your heroic strength, and +W to aid you in your battle against the forces of conformity. In addition, your catlike physiology gives you +1 sense-perception and +1 precision.*

TRANSPLANT ORGAN
TYPE: targeted, utilitarian
COST: W
TIMING: 2
SPELL: *Choose an amount of HP, X, between 1 and 25. On turn one, take an organ from a consenting team-mate , dealing X + d0 + 5 damage. On turn two, transplant the organ into a consenting team-mate, restoring X + d0 HP. The two d0s should be rolled individually. If there is a Doctor in your party, she may supervise the transplant operation as a free action, removing the extra 5 point cost to the donor. You may also attempt Transplant Organ on a non-consenting team-mate of lower Strength than you. This succeeds on positive d0, deals an extra 5 points damage to the recipient (again, unless supervised by a doctor) and costs V.*

ARROW IMPOSSIBILITY THEOREM
TYPE: area, utilitarian
COST: W
TIMING: 1
DURATION: 3
SPELL: *No creature may use arrows or similar projectile weapons.*

BECOME: END IN ITSELF
TYPE: self, feat, kantian
SPELL: *Become an end in yourself, with an inherent moral value that resists being used as part of other people's plans. You gain +1 Influence over yourself, and may add +1 Luck bonuses to your saving throws when you reach Virtue Levels 4, 5, and 7.*

Level Six:

SUMMON: PARASITIC VIOLINIST

TYPE: targeted, noncumulative
COST: 2W
TIMING: 1
DURATION: 10
SPELL: *Cast on an enemy. Summons a parasitic violinist with 10 HP who attaches herself to the target. Each turn after the first, the violinist sucks 4 HP from the target, regardless of armor or other defenses. After ten turns, the violinist recovers her health and leaves the target, and the target gets +3 Virtue and (as a gift of gratitude) a Magic Violin, which allows one casting of the spell* Senseless Violins. *Alternately, the target may also kill the parasitic violinist before this point by dealing 10 damage, thus avoiding the HP loss. This costs the target -3 Virtue.*

NIETZSCHE'S MONSTROUS MIRROR
TYPE: targeted/self, immoralist
COST: 5W
TIMING: 1
DURATION: 3
SPELL: *Cast when fighting a monster. You become that monster yourself. You keep your own mental qualities, but take the monster's shape, special physical abilities, and Strength. When you take the monster's form, you get the monster's max HP, but each point damage done to you in monstrous form carries over to your human form upon expiration of the spell. This may mean you die instantly upon the spell expiring, so beware!*

CLUB OF GRUNDLEGUNG
TYPE: targeted, kantian
COST: 2W
DEFENSE: R(S) > 8
TIMING: 1
SPELL: *Summon the club of the monstrous Kantian ogre Grundlegung, which bashes the targeted creature for 22 mental damage.*

PETER SONG
TYPE: area, utilitarian
COST: 3W
TIMING: 1
DURATION: 3
SPELL: *A peter singer feels deep empathy for animals and so gains +2 Influence over all non-human animals within hearing range.*

Level Seven:

SICKNESS UNTO DEATH
TYPE: targeted, existentialist, christian
COST: W
TIMING: 1
SPELL: *Deals mental damage equal to your Virtue and makes the target creature Sick. As a free action, a doctor may halve the damage imposed by this spell.*

BECOME: NIETZSCHEAN CHILD
TYPE: self, feat, immoralist
SPELL*: As part of your philosophical progress, take on a spirit like that of a child. You gain +2B for your fertile imagination and +2W from increased energy. In addition, you may carry one extra open book beyond the normal limit of your bookbag.*

SUMMON: ARCHANGEL
TYPE: summon, utilitarian
COST: 3W
TIMING: 1
DURATION: 3
SPELL*: Summon an Archangel.*

Level Eight:

ETERNAL RECURRENCE
TYPE: metamagic
COST: W
TIMING: Free
DURATION: Until a player's Will is exhausted; see below
SPELL: *Cast when either you or another member of your party casts a spell of at least cost:1. The spell occurs as normal, but continues to occur on all succeeding turns. The spell does not require time or effort to cast, and you may cast other spells in the interim, but each recurrence drains the caster (of the other spell)'s will points as usual. You may not manually stop Eternal Recurrence; it continues until the spellcaster's Will is exhausted, then stops of its own accord.*

SUMMON BENTHAMITE GOLEM
TYPE: summon, utilitarian
COST: W + benthamite
TIMING: 1

DURATION: 10

SPELL: *Summon a benthamite golem. See the Summons section for more on the cost of this spell.*

Level Nine:

BECOME: NIETZSCHEAN UBERMENSCH

TYPE: self, feat, immoralist

SPELL: *Become the Ubermensch, a paragon of human excellence. You gain +5S and +W. Your will is so strong that even the mightiest of deeds no longer seem daunting to you: therefore, the cost of every spell is reduced by W. Spells that previously cost W are now free!*

PANOPTICON

TYPE: utilitarian, scrying

COST: 2W visual only, 3W visual and auditory

TIMING: 10

DURATION: V

SPELL: *You may see (and for an extra W, hear) what is going on anywhere in the world. How specific you have to be about the location for the spell to work is up to DM discretion: if you know the exact location (eg "Show me the king's throne room so I can see what he's saying") this is completely acceptable, but if you are using Panopticon to find a location (eg "Show me the place where the hidden treasure is, so I can see if I recognize the terrain") this is extremely sketchy.*

CATACLYSMIC IMPERATIVE

TYPE: kantian, area

COST: 5W

TIMING: 1

SPELL: *Causes a massive earthquake, dealing 15 physical + 15 mental damage to all enemy creatures in the area.*

APOLOGIST

Level One:

HEAL

TYPE: targeted, healing

COST: W

TIMING: 1

SPELL: *Restore HP equal to one-third your Virtue to a single player other than yourself.*

PRAY
TYPE: metamagic, noncumulative
COST: W
TIMING: Free
SPELL: *+1/-1 to any dice roll by any player including yourself. This spell must be cast just before the roll takes place.*

Level Two:

KENOSIS
TYPE: targeted, noncumulative
COST: W
TIMING: 1
DEFENSE: V(S) > 4
SPELL: *Drains the mental substance of an enemy in preparation for the entrance of God into their heart. Deals mental damage equal to half your Virtue; if damage > 9 and saving throw fails, also costs the target 1 Influence over themselves.*

FOSSIL GAP
TYPE: area, paleontological, creationist
COST: W
TIMING: 1
DEFENSE: S(S) > your level
SPELL: *Cast on an animated fossil to break the animation and restore it to quiescence.*

EXORCISE
TYPE: targeted
COST: 2W
TIMING: 2
DEFENSE: S(S) > your level
SPELL: *Cast on a Demon. If the Demon can deal mental damage to you the next turn, you lose your concentration and the ritual fails. If you complete the ritual on the second turn, the Demon is Banished and disappears forever unless it makes its save. If it makes its save, deal mental damage to the Demon equal to your Virtue.*

TITHE
TYPE: targeted, economic
COST: W

TIMING: 1
SPELL: *Attempt to collect Tithes from another player. See the section: Taxation and Tithing for details. You may not cast this against the same player more than once a week.*

Level Three:

BAPTIZE
TYPE: targeted
COST: 2W
TIMING: 3
SPELL: *Remove a player's sins by pouring water upon them. Cast near a water source upon a consenting player whose Virtue is less than their Merit. Upon completion of the ritual, their Virtue becomes equal to their Merit once again. The player gains the Theist belief if they did not already have it. The same Apologist may not baptize the same sinner more than once.*

BECOME: PRIEST
TYPE: feat, Catholic, clerical
COST: Free
TIMING: One day
SPELL: *Receive the sacrament from an existing member of the clergy, then spend a day in meditation and prayer. You are now a Priest. You get +1 to tithing rolls, +1 to exorcism rolls, +1 Merit, and +1 Influence over lay Catholics. However, you lose Virtue for any violations of celibacy at DM's discretion. Although game mechanics do not explicitly prohibit women to take this Feat, in practice it should be very hard (maybe impossible) to find an existing member of the clergy willing to give them the sacrament.*

BECOME: PENTECOSTALIST
TYPE: feat, Protestant, denominational
COST: Free
SPELL: *You learn the principles of the Pentecostal sect of Christianity. -100% damage from snakes, -100% poison damage from poisoned weapons, -50% damage from other poisons.*

GIFT OF TONGUES
TYPE: self
COST: W
TIMING: 1
DURATION: 180 (30 minutes)
SPELL: *God grants you the gift of tongues in order to spread the Gospel. You may speak, understand, read, or write any language, even those you have never encountered before. This does not allow you to*

speak to non-sentient animals nor inanimate objects, nor does it ensure the other party will listen to you or care what you have to say. You may not use Gift of Tongues to learn programming languages.

Level Four:

AGAPE
TYPE: area
COST: W
TIMING: 1
SPELL: *Your party gains +1 Association, and one active enemy Influence is removed from each member of your party.*

CALVIN'S PREDESTINED HELLFIRE
TYPE: targeted, long-range, protestant, denominational
COST: W
TIMING: 1
SPELL: *Deals fire damage equal to (Caster's Virtue - Target's Virtue). Because the spell is predestined, it cannot be resisted by armor or defensive magic and is not limited by range.*

INVERSE COMMUNION
TYPE: targeted, catholic
COST: W
TIMING: 1
SPELL: *Transforms the victim's body to bread and their blood into wine, doing physical damage equal to your Virtue. Any enemy killed by this spell turns into high-quality edible supplies.*

Level Five:

SUMMON: CHRIST METAPHOR
TYPE: summon
COST: W
TIMING: 1
DURATION: 3
SPELL: *Summons an Ensouled Lion.*

LAY ON HANDS
TYPE: targeted
COST: W

TIMING: 2
SPELL: *Lay hands on a friendly character. On the first turn, heal damage equal to half your Virtue. On the second turn, once again heal damage equal to half your Virtue.*

FEAR AND TREMBLING
TYPE: targeted, existentialist
COST: W
TIMING: 1
DEFENSE: V > 5
SPELL: *Target character becomes Afraid.*

Level Six:

SUMMON: ARCHANGEL
TYPE: summon, angelic
COST: 3W
TIMING: 1
DURATION: 3
SPELL*: Summon an Archangel.*

BECOME: BISHOP
TYPE: feat, Catholic, clerical
COST: Free
TIMING: One day
SPELL: *Spend a day in meditation and prayer. You are now a Bishop. Your priestly bonuses are replaced by new episcopal bonuses: +3 to tithing rolls, +3 to exorcism rolls, +2 Merit, +2 Influence over lay Catholics, and +3 Influence over Priests. Also, your Catholic summons last an extra turn.*

TOTAL DEPRAVITY
TYPE: targeted, protestant
COST: W
TIMING: 1
DEFENSE: V(S) > 4
DURATION: 3
SPELL: *Target's Virtue is set to 0 for the duration of the spell. When the spell expires, it returns to its natural level.*

Level Seven:

ANGELIC DOCTOR
TYPE: targeted, scholastic
COST: 3W
TIMING: 1
SPELL: *Heal damage equal to your Virtue in a single party member. This spell also dispels all bad status effects if your Virtue > 20.*

RECITE ATHANASIAN CREED
TYPE: targeted
COST: W
TIMING: 3
SPELL: *Cast on three identical enemies to "unite" them into a single enemy of the same type. This spell takes three turns to cast; if the caster takes 10 points damage during the ritual, the ritual stops and the caster must try again.*

NOAH'S FLASH FLOOD
TYPE: area, protestant, creationist
COST: 3W
TIMING: 1
SPELL: *A wall of water rushes in a direction of your choice. Everyone hit by the water takes physical water damage equal to your Virtue and is pushed to the back combat row. The water does not harm any righteous men (defined as characters with Virtue > 20) or their families, nor does it harm the first two of any type of animal.*

SUMMON: PAPAL BULL
TYPE: summon, Catholic, papal
COST: W
TIMING: 1
DURATION: 3
SPELL: *Summons an Ensouled Dire Bull that deals double damage against Protestants.*

Level Eight:

SUMMON BONUM
TYPE: summon, scholastic
COST: 3W
TIMING: 1
DURATION: 3

SPELL: Summon d3 Archangels and d3 Ensouled Lions. For the duration of the spell, your Virtue is +10.

SUMMON: COLLEGE OF CARDINALS
TYPE: summon, catholic, papal
COST: W
TIMING: 1
DURATION: 3
SPELL: *Summon (1d4 + your Virtue level) Ensouled birds that deal double damage to Protestants. Each bird may cast the spell Pray once per turn, though the spell remains non-cumulative.*

CALL HURRICANE
TYPE: noncombat, protestant
COST: 3W
TIMING: 1
SPELL: *Summon a hurricane to punish an area for its sinful ways. Roll a d0 and add your Virtue level. On > 10, the hurricane arrives immediately. On 7-9, the hurricane arrives in d4 hours. On 5-6, the hurricane arrives in d4 days. On <5, the hurricane does not arrive. Fideists may add +3 to this roll.*

Level Nine:

BECOME: POPE
TYPE: feat, catholic, papal
COST: Free
TIMING: One day
SPELL: *Spend a day in meditation and prayer. You are now the Pope. Your episcopal bonuses are replaced by the following papal bonuses:*
- +5 to tithing rolls, +5 to exorcism rolls, +3 Merit, +3 Influence over lay Catholics, +4 Influence over Priests, and +5 Influence over Bishops.
- +1 Influence over Rightists, cumulative with the above.
- Your Catholic summons continue to last an extra turn
- You may cast all papal spells as timing:0.
- Once per day, you may speak infallibly during an argument; when speaking infallibly, the other side automatically concedes the point.
Upon becoming Pope, you must choose a new, appropriate Papal name. There may only be one Pope per continent; if two Popes meet, either one must voluntarily relinquish the title (cannot reclaim it for one month) or they must fight to the death.

SEVEN DAYS OF CREATION

TYPE: ritual, protestant, creationist
COST: 7W
TIMING: 7
SPELL: *A ritual that takes place over seven turns. Dealing 49 damage to the caster in a single turn ends the ritual, bringing it directly to the "rest" stage, but does not banish summoned creatures.*
- Turn 1: ("Let there be light") Create a light of dazzling intensity. All enemy creatures must make a save (V(S) > 7) or be Blinded for three turns.
- Turn 2: ("division of the waters") As the spell "Noah's Flash Flood"
- Turn 3: ("creation of plants") Give alternative medication of your choice to target of your choice.
- Turn 4: ("creation of sun and moon"). As the spell "Gamma Ray Burst" at target of your choice
- Turn 5: ("creation of birds"). As the spell "Spontaneous Generation"
- Turn 6: ("creation of animals"). As the spell "Endless Forms Most Beautiful"
- Turn 7: ("rest"). You collapse, Comatose, for d4 turns (if a Fideist, for only one turn).

METAPHYSICIAN

Level One

BILLIARD BALL STRIKE
TYPE: targeted, materialist
COST: W
TIMING: 1
SPELL: *Hits a single opponent with a perfectly predictable material object for seven physical damage.*

DESCARTES' RAPIER
TYPE: targeted, dualist, cartesian
COST: W
TIMING: 1
SPELL: *Uses the classic weapon of the dualist to inflict four dualist damage*

NOUMENAL STRIKE
TYPE: targeted, idealist, kantian
COST: W
TIMING: 1
SPELL: *Strikes the true essence of a target for five mental damage, unmodified by defensive bonuses.*
TURING TEST
TYPE: targeted, computers, technology
COST: W

TIMING: 1
DEFENSE: B(S) > Your level + 2
SPELL: *Differentiate a true human from a convincing simulacrum. On successfully casting this spell, the DM will tell you whether the target creature has a mind (and so is capable of taking mental damage) or whether it is a robot, clockwork creature, or p-zombie (and so can only be harmed by physical damage). On a successful save, target can choose what result it wants.*

Level Two

PYRRHOKINESIS
TYPE: targeted, skeptical
COST: W
TIMING: 1
DEFENSE: P(S) > 4
SPELL: *Telepathically manipulates a target's skepticism, driving them into a state of total Cartesian doubt and dealing 5 mental damage.*

CLINAMEN
TYPE: metamagic, epicurean
COST: W
TIMING: Free
SPELL: *Invoke the unpredictable swerve of atoms to add randomness to the universe. Cast this as metamagic on a spell to add 2d0 to the effect of the spell. You may cast this multiple times, each time cumulative with itself, but each instance will require a different dice roll. Note that an attack spell that inflicts negative damage becomes a healing spell, and vice versa!*

BANISH PLATONIC FORM
TYPE: targeted, materialist, banishment
COST: 2W
TIMING: 2
DEFENSE: R(S) > your level
SPELL: *Cast on a Platonic Form. If the Form can deal mental damage to you the next turn, you lose your concentration and the ritual fails. If you complete the ritual on the second turn, the Form is Banished and disappears forever unless it makes its save. If it makes its save, deal mental damage to the Form equal to your Rationality.*

INSTANTIATE PLATONIC FORM
TYPE: targeted, idealist, platonic
COST: 2W

TIMING: 2
DURATION: 3
BONUS: If Greek, you may subtract one from your roll.
SPELL: *On the first turn, cast on a friendly creature and roll a d10. If the creature's Virtue Level is greater than the result, the creature temporarily becomes a Platonic Form, immune to physical damage. Skip the subsequent turn to speculate on the metaphysical implications of your action.*

COGITO
TYPE: targeted, dualist, cartesian
COST: W
TIMING: 1
SPELL: *Give a creature a self-evidently true maxim as a first principle from which to rebuild its metaphysics. Cures Cartesian Doubt and all other negative mental status effects, and restores four mental HP.*

Level Three

FEAT: CHINESE ROOM
TYPE: self, feat
COST: Free
SPELL: *You can speak all foreign languages you would not otherwise know, but do not understand any of them. When spoken to in a foreign language, you will give a reasonable response that satisfies your conversation partner and serves your purposes, but you will have no idea what the question was or what your response meant.*

GROUND METAPHYSICS
TYPE: area
COST: 2W
TIMING: 1
DEFENSE: P(S) > 6
SPELL: *Release a shockwave that knocks all enemy metaphysicians to the ground, stunning them for one turn.*

SUMMON MONAD
TYPE: targeted, dualist, leibnizean
COST: W
TIMING: 1
SPELL: *Summons a monad (soul) into a previously soul-less creature, making it vulnerable to mental damage.*

ZENO'S SEQUENTIAL BARRIER
TYPE: targeted, paradoxical
COST: W
TIMING: 1
DURATION: 3
SPELL: *Cast in front of yourself or a teammate. Each turn, spells and projectiles that hit Zeno's Sequential Barrier cover half the remaining distance between themselves and their target. When the barrier dissolves, they cover the remaining distance, hitting the target all at once. The overall effect is to delay (though not prevent) damage for three turns.*

Level Four

PRINCIPLE OF CHARITY
TYPE: targeted
COST: 2W
TIMING: 1
DURATION: 3
SPELL: *Cast on an ally to force enemies to interpret their arguments as charitably as possible. That ally's debate attacks all do maximum possible damage (ie as if they had rolled 10 on their d10) for the duration of the spell.*

DECONSTRUCT
TYPE: dualist, idealist, metamagic, postmodern
COST: W
TIMING: cast during an opponent's turn, then lose your next turn
DEFENSE: R(S) > 6
SPELL: *Explain how the subtext of an opponent's argument covertly challenges and undermines itself. Cast on an opponent's Debate attack. That attack now damages the creature who made it instead of the target.*

REDUCE
TYPE: materialist
COST: W
TIMING: 1
SPELL: *Reduce a creature to its component atoms, dealing 16 physical damage.*

Level Five

MOORE'S SELF-EVIDENT HAND

TYPE: area

COST: 2W

TIMING: 1

SPELL: *Here is a hand - a giant hand which smashes your enemies, dealing each a damage equal to their Bullshytte level.*

SUMMON INVISIBLE PINK UNICORN

TYPE: materialist, skeptical

COST: W

TIMING: 1

DURATION: 3, as far as you know

SPELL: *No observable effect, but if you want to claim it summons an invisible pink unicorn, then with sufficient ingenuity there will be no way to prove you wrong.*

HUME'S FORK

TYPE: self, materialist, positivist

COST: W

TIMING: 1

DURATION: 3

SPELL: *Summons a magic fork into your hands that allows the holder to separate matters of fact from relations of ideas. You may transfer this fork to another player once per turn. When held by a Logician, they are impervious to damage from Empiricist spells; when held by an Empiricist, the converse is true.*

BERKELEY'S DIVINE FOG

TYPE: idealist, theistic

COST: W

TIMING: 1

DURATION: 3

SPELL: *Cast on a creature to surround them with a fog that hides them from the sight of God and therefore causes them to temporarily cease to exist. While in the fog, they can neither act nor be acted upon. Upon dissolution of the fog the creature returns exactly as before.*

PRE-ORDAINED HARMONICS

TYPE: dualist, leibnizean, theistic

COST: 2W

TIMING: 1

DURATION: 3

SPELL: *Perfectly sync physical and mental events through the grace of God. All your physical attacks do an equal amount of mental damage, and vice versa.*

Level Six

SEPARATE MAGISTERIA
TYPE: area
COST: W
TIMING: 1
DURATION: 3
SPELL: *Separate science and religion into two completely different spheres that have no legitimate interaction with each other – after all, science can only answer "what?", not "why?". While this spell is in effect, Apologist spells cannot harm Empiricists, and vice versa.*

WITTGENSTEIN'S LADDER
TYPE: non-combat, philosophy of language
COST: W
TIMING: 1
DURATION: 180
SPELL: *Create an arbitrarily high ladder, After you have finished climbing, throw it away.*

CHURCHLAND'S PSYCHIC ELIMINATION
TYPE: targeted, materialist
COST: W
TIMING: 1
SPELL: Eliminates a target's mental states, dealing 5d10 mental damage.

RAISE P-ZOMBIE
TYPE: dualist, summon, non-combat
COST: significant; see below
TIMING: 30
DURATION: unlimited
SPELL: *Cast on a corpse that has not yet completely decayed. The corpse reanimates as a p-zombie, exactly identical to the creature that created it except without a consciousness or internal experience. That is, it has no mental hit points and cannot be harmed by mental damage. The creature is under your control in the same way as any other summons; that is, it will do what it thinks you want it to do as best it understands your wishes. Casting this spell requires a temporary investment of W equal to the p-zombie's level during life. This temporary investment is lost as long as the p-zombie continues to exist and you continue to control it. If the p-zombie dies, or you choose to stop controlling it, you*

recover your investment of W except for d4 will points, which are lost forever. You may not use other spells to optimize the result of this d4.

PARMENIDES' STASIS HEX
TYPE: idealist, targeted, paradoxical, long-range
COST: 2W
TIMING: 1
DEFENSE: P(S) > 7
DURATION: 3
SPELL: *Cast on a character to prove that their apparent motion is in fact illusory. That character may not move, fight, or cast spells. They may continue to speak.*

Level Seven:

LACANTHROPY
TYPE: self, postmodern
COST: 2W
TIMING: 1
DURATION: 1 hour
SPELL: *Has been defined as "the transformation, under the influence of the full moon, of a dubious psychological theory into a dubious social theory". Cast on yourself at night to take the physical form of a wolf. All silver weapons score 2x damage on you. While so transformed, you have +4 Bullshytte and -8 Phronesis.*

CREATE PRIVATE LANGUAGE
TYPE: self, philosophy of language
COST: W
TIMING: 1
DURATION: 3
DEFENSE: R(S) > 10
SPELL: *Develop a private language in which it is impossible even in principle for you to communicate with other beings. Your spells and attacks can no longer directly affect others and their spells and attacks can no longer directly affect you. An enemy creature may attack you despite the private language by making their rationality save; you may not try the same against them.*

BANISH P-ZOMBIE
TYPE: targeted, materialist
COST: 2W
TIMING: 2

DEFENSE: R(S) > your level

SPELL: *Cast on a p-zombie. If the zombie can deal mental damage to you the next turn, you lose your concentration and the ritual fails. If you complete the ritual on the second turn, the zombie catches fire and is burnt to a crisp unless it makes its save. If it makes its save, deal physical damage to the zombie equal to your Rationality.*

BECOME: DAVIDSON'S SWAMPMAN

TYPE: self, noncombat

COST: 3W

TIMING: 1

DURATION: 1 day

SPELL: *Upon casting this spell, you take on a vague unformed appearance like that of mud in human shape. Touch any person or being to gain their appearance. At the end of the spell you revert to your normal appearance again.*

Level Eight:

BECOME: CLOCKWORK

TYPE: feat, materialist

COST: Free

TIMING: One day

SPELL: *You become a mechanical creature with undefined mental hit points; you cannot be damaged by mental attacks! You also gain +15 physical hit points, +5 strength, and immunity to sickness and poison. You take half damage from fire and radioactivity, but double damage from electricity, which interferes with your mechanisms.*

BECOME: PLATONIC FORM

TYPE: feat, idealist, platonic

COST: Free

TIMING: One day

SPELL: *You become a Platonic form with undefined physical hit points: you cannot be damaged by physical attacks! You also gain +20 mental hit points and may cast Logician spells from one level below the usual prerequisite (ie you can cast 4th level Logician spells when you are a 3rd level Logician).*

BECOME: NAGELIAN VAMPIRE

TYPE: feat, dualist

COST: Free

TIMING: One day

SPELL: *You may also suck the blood of anyone whose blood you can get to (a willing victim or an*

immobilized enemy) to drain ten points mental and physical health from them and restore ten points mental and physical health to yourself. You may, as a ritual requiring five rounds, transform to or back from a bat (see Nagelian Bat on the Monsters list). Direct sunlight deals 2 physical + 2 mental damage per round to the bat.

Level Nine

PANGLOSS' OPTIMIZATION HEX
TYPE: idealist, leibnizean
COST: 8W
TIMING: 1
DURATION: 3
SPELL: *Briefly instantiates the best of all possible worlds. While this spell is in effect, you may choose the outcome of all dice rolls.*

DASEIN
TYPE: ???
COST: W
TIMING: 1
DURATION: ???
DEFENSE: ???
SPELL: *No one has any idea what Dasein is, and this spell is no exception. When this spell is cast, the DM will randomly choose any three other spells and randomly cast them upon three randomly chosen targets on the current battlefield – two of your opponents and one of your allies. These could be weak Level 1 spells, super-powerful Level 9 spells, healing spells, harming spells, et cetera.*

UTOPIAN

Level One

TAX
TYPE: targeted, economic
COST: β
TIMING: 1
SPELL: *Attempt to collect Taxes from another player. See the section: Taxation and Tithing for details. You may not cast this against the same player more than once a week.*

HAMMER SMASH
TYPE: targeted, communist
COST: W
TIMING: 1
SPELL: *Smash an enemy with one of the symbols of Communism for d10 physical damage.*

Level Two

PATRIOTIC FERVOR
TYPE: area, rightist
COST: W
TIMING: 1
DURATION: 10
SPELL: *The racial bonuses of everyone on your team are doubled. Your racial penalties are not affected.*

RACIAL HARMONY
TYPE: area, leftist
COST: W
TIMING: 1
DURATION: 10
All members of the opposing party lose their racial benefits for one turn. This applies only to direct stat benefits of the same small level as human/elven benefits, not to the ability to fly, breathe underwater, or cast major spells. GM discretion advised.

FEAT: DECENTRALIZED MEDICINE
TYPE: feat, libertarian, medical
SPELL: *Break the monopolistic guild that forms the medical establishment. You no longer need a prescription to take prescription drugs for their full benefit, and may "prescribe" such drugs to others. However, each time you take a drug or "prescribe" a drug, roll a d10. On a 1, the drug is unsafe and the user takes d10 physical damage and receives no benefits.*

INCREASE LIQUIDITY
TYPE: targeted, capitalist, economic
COST: 5β
TIMING: 1
SPELL: *Casts a wall of heat that melts an opponent. Deals 7 physical damage (type: fire) to an opponent. Deals triple damage against an opponent made of metal, and quintuple damage against an opponent made of ice. Also can be used to melt ice outside of battle (succeeds automatically, melts ten cubic meters of ice per casting) and metal outside of battle (removes one cubic meter of metal per three*

castings, each such casting takes ~10 rounds).

SICKLE SLASH
TYPE: targeted, communist
COST: W
TIMING: 1
SPELL: *Slice an enemy with another symbol of Communism for 2d10 physical damage. If you roll an 8,9, or 10 on your Hammer Smash damage roll and know this spell, you may choose to immediately cast this spell (for normal Will cost) as a Timing 0 action.*

FEAT: FIREARMS LICENSE
TYPE: feat, rightist
SPELL: *You may legally fire a gun in jurisdictions that require a Firearms License.*

Level Three

DEMON'S AUCTION
TYPE: summons, economic
COST: W
TIMING: 1
SPELL: *A ball of dark energy appears over the head of the caster, capable of causing 10 physical and 15 mental damage (type:long-range) to whoever it hits. All players involved in the battle, friendly or enemy, may (without consulting each other) offer the demon controlling the energy benthamite or other valuable items to direct the energy at the target of their choice. The demon is rather evil and will also accept Virtue points as payment. The GM controls the demon and accepts the most lucrative offer (or it may accept no offer at all if it is unimpressed). If directed at the caster, the ball does only half damage.*

HOSTILE TAKEOVER
TYPE: targeted, capitalist, economic
COST: 20β
TIMING: 1
DEFENSE: P(S) > 5
SPELL: *Gain +2 Influence over an enemy creature.*

GENERAL STRIKE
TYPE: targeted, leftist
COST: 20β
TIMING: 1
SPELL: *Attack via no particular method, dealing 12 physical damage to an enemy.*

RITE TO BEAR ARMS

TYPE: self, rightist

COST: W

TIMING: 3

SPELL: *Chant the text of the Second Amendment to the US Constitution to summon a gun for your own use. At Level 5, you may summon a Machine Gun instead; at Level 8 you may materialize a Raygun. Attempts to use the gun for any plan more complicated than shooting people (eg giving it to someone else, selling it) cause it to dematerialize. You may only have one such gun at a time. Taking more than 5 points physical damage during the ritual causes the ritual to end immediately without result.*

Level Four

ARROW IMPOSSIBILITY THEOREM

TYPE: area

COST: W

TIMING: 1

DURATION: 3

SPELL: *Prove the impossibility of an ideal voting system, a result with surprising effects for archery. No creature may shoot arrows or other nonmagical projectile weapons.*

LOB BOMB

TYPE: targeted, anarchist, long-range

COST: W

TIMING: 1

SPELL: *Throw a bomb at the target creature, dealing 15 points physical damage.*

SUMMON: BIG BROTHER

TYPE: summons, absolutist

COST: W

TIMING: 1

DURATION: 3

SPELL: *Summons a floating eye which reports back to the summoner on what it sees. The eye has twenty ranks in the Sense Perception skill, and is capable of flying, passing through solid objects, and seeing through illusions and invisibility spells if the caster's level is greater than or equal to the caster level of those spells. The floating eye is about the size of a normal human eyeball and hard to notice. You may extend the lifespan of the eye by spending W per three extra turns.*

SMITE CAPITALISM
TYPE: targeted, metamagic, communist
COST: W
TIMING: 1
SPELL: *Cast on your Basic Attack against anyone with Capitalist beliefs. That Basic Attack does 2x normal damage.*

SMITE COMMUNISM
TYPE: targeted, metamagic, libertarian
COST: 25β
TIMING: 1
SPELL: *Cast on your Basic Attack against anyone with Communist beliefs. That Basic Attack does 2x normal damage.*

LAY RED TAPE
TYPE: noncombat, leftist
COST: W
TIMING: See text
DURATION: 10
SPELL: *The caster may place red tape at a rate of one meter per round. Any creature trying to cross the red tape must spend one round at the tape filling in forms, during which point it cannot attack, cast spells, or take any other action.*

Level Five

SCREW THE POOR
TYPE: area, rightist
COST: W
TIMING: 1
SPELL: *The lowest-level creature enemy creature in the combat takes mental damage equal to d10*the level difference between it and the highest level creature in the combat..*

FLEECE THE RICH
TYPE: area, leftist
COST: W
TIMING: 1
SPELL: *The highest level enemy creature in the combat takes mental damage equal to [(d10+2)*the level difference between it and the lowest-level creature in the combat]*

ATOMIC INDIVIDUAL
TYPE: feat, libertarian, radioactive
SPELL: *Add one physical damage (type: radioactivity) to all your successful attacks.*

RAISE TRADE BARRIER
TYPE: area, economic
COST: W
TIMING: 1
SPELL: *Create a wall of force between you and the enemy party. No Utopian may pass through, and all Economic spells fizzle out when they hit the barrier. Characters without Utopian class and non-economic spells are not affected.*

SUMMON INVISIBLE HAND
TYPE: area, capitalist, economic
COST: 60β
TIMING: 1
SPELL: *An invisible hand smashes your enemies, dealing damage based on the inescapable law of supply and demand. To be specific, it does (your wealth level) – (enemy's wealth level) * 2d10 physical damage to each enemy. Enemies wealthier than you are not affected.*

TEMPORARY AUTONOMOUS ZONE
TYPE: area, anarchist, cumulative
COST: W
TIMING: 1
DURATION: 3
DEFENSE: P(S) > 6
SPELL: *Establish a Temporary Autonomous Zone across the current battlefield. All parties are at -1 Association.*

RAIN OF TERROR
TYPE: area, absolutist
COST: W
TIMING: 1
SPELL: *A rain of burning fire that deals 12 physical damage (type: fire) to all creatures and structures within fifty meters, friendly or enemy, not protected from the elements.*

Level Six

FEAT: DEFICIT SPEND

TYPE: feat, economic
SPELL: *When out of will points, you can "deficit spend" up to five points that you do not have. However, if an economic spell damages you after such spending, it does X times normal damage, where X is one plus your daily deficit of will points. All deficits are forgiven at the end of a day.*

FEAT: SIN TAX
TYPE: feat, leftist, economic
SPELL: *Add +1 to your taxation rolls for each Virtue Level by which you outrank the target.*

ARBITRAGED ATTACK
TYPE: metamagic, capitalist, economic
COST: 50β
TIMING: 1
SPELL: *You may choose any spell one of your teammates can cast and cast it yourself (for the usual cost, in addition to the cost of this spell)*

STATE OF NATURE
TYPE: area, libertarian, hobbesian
COST: 3W
TIMING: 1
DURATION: 3
SPELL: *The opposing party loses 2 Association.*

Level Seven

OVERTON'S WINDOW
TYPE: noncombat
COST: W
TIMING: 1
DURATION: 10
SPELL: *Create a 1 meter x 1 meter magic window. This window may be moved to any location, potentially allowing transit through solid objects. The window is at most one meter thick.*

FEAT: MARK OF KEYNES
TYPE: feat, liberal, economic
SPELL: *Take the Mark of Keynes, a highly visible mark upon the forehead that cannot be disguised by magical means but can be hidden by eg headgear. Anyone who casts a Leftist or Communist spell upon one with the Mark of Keynes has equal damage rebound upon the caster.*

SUMMON: AVATAR OF MARKET
TYPE: summon, economic
COST: 150β
TIMING: 1
DURATION: 3
SPELL: *Roll a d0, then add your level as a Utopian to the result. For each point above zero, summon one friendly Bull (three Bulls = one Dire Bull). For each pint below zero, summon one hostile Bear (three Bears = one Dire Bear).*

GORILLA WARFARE
TYPE: summons, communist
COST: 2W
TIMING: 1
SPELL: *Summon d4 gorillas.*

Level Eight

CURSE OF THRASYMACHUS
TYPE: area
COST: 3W
TIMING: 1
DURATION: 3
SPELL: *Turn the strongest creature in the current combat Insane.*

FEAT: MORNING IN AMERICA
TYPE: feat, rightist
SPELL: *You may use Rayguns. Rite To Bear Arms produces a Raygun instead of a regular gun.*

Level Nine

BECOME PHILOSOPHER KING
TYPE: feat, absolutist or rightist
SPELL: *As a free action, you may take 1 Influence over a creature of Level 7 or below for any of the following reasons. Each reason is cumulative with the others, but not with itself:*
> *a) Because it is a Utopian*
> *b) Because it is a Platonic Form*
> *c) Because it is an Idealist*
> *d) Because it is an Absolutist*
> *e) Because it is Greek, or serves a Greek*

f) Because you defeated it in a Debate or Dialectic within the last three turns

g) Because it has Morality <10, and so is incapable of governing itself

Taking this feat disqualifies you from being a Sovereign Individual or the New Soviet Man

BECOME SOVEREIGN INDIVIDUAL

TYPE: feat, libertarian or anarchist

SPELL*: No one of lower level may take any Influence over you or your summonses. No one of lower level may tax or tithe you. You are immune to all State Laws. You are not affected by any area-effect spells that also affect other people on your team. Absolutist attacks have a fifty percent chance of passing directly through you without incident. You do not need licenses to shoot firearms, prescribe medicines, or do anything else, nor do you suffer any losses from their absence. You gain something similar to invisibility when disobeying authority or doing things you are not supposed to, and characters must make a Sense-Perception check to notice you, even if you are very obvious. Your precision when firing guns is +3. You may grant yourself a ridiculous title, like (if your name is Bob) Grand Duke Bob of Bobland, and people must call you that. Taking this feat disqualifies you from becoming a Philosopher-King or the New Soviet Man*

BECOME NEW SOVIET MAN

TYPE: feat, leftist or communist

SPELL: *Become a new species of humanity constitutionally suited to the collectivism of a communist society. Gain +3 Rationality, +4 Strength, and +5 Merit. No one may disrupt your Association. You may take +1 Influence over any Leftist or Communist. You gain access to all Leftist and Communist spells, and can cast Hammer Smash, Sickle Slash, and Smite Capitalism for no cost. -50% damage from all Apologists, celestials, and demons. Taking this feat disqualifies you from becoming a Philosopher-King or Sovereign Individual.*

INDEPENDENT STUDY

ASSUME FORM

TYPE: self

COST: 0

TIMING: 1

SPELL: *The caster may touch a creature to take its form. The creature must be within one meter of the caster, and must have available skin (eg not be completely covered in armor). The caster's statistics, except her bodily and mental hit points, become identical to those of the creature who has been copied (including spellcasting ability), and the caster gains duplicates of all the creature's nonmagical weapons, armor, and items. The caster keeps the Assume Form and Revert Form spells. Once the caster has taken a form, she has it in her "form library" and can retake it at any point, even if she is not*

touching the creature.

AUTOMATE TASK
TYPE: metamagic, self
COST: 5W
TIMING: 1
SPELL: *Cast on a timing:1 spell you know. If you have open slots in your Task Queue, you add that spell, reducing the number of open slots by one. Spells in your Task Queue may be cast as timing:0.5. You may not remove tasks from your Queue except by burning the book that gave you access to the Task Queue and replacing it with another. Characters of Level 6 or below may only place Logician spells in their Queue; characters of Level 7 or greater may use spells from any class.*

BACKGROUND RADIOACTIVITY
TYPE: area, radioactive
COST: Free
TIMING: 1
SPELL: *Once per turn, cause four points of Radiation physical damage to any creature within five meters (including teammates). Casting this spell emits a flash of green light that reveals the location of otherwise invisible creatures.*

BEGIN AGE OF AQUARIUS
TYPE: area, new age
COST: 5W
TIMING: 1
DURATION: 3
SPELL: *Start a new age, when squares and oppressors can no longer use boring dualistic reason to keep everyone else down. While this spell is in effect, creatures can only debate using their Bullshytte, not their Rationality.*

BREATHE FIRE
TYPE: targeted
COST: W
TIMING: 1
SPELL: *Deal 50 Fire damage minus 4 for each meter of distance (horizontal or vertical). The victim may avoid effects with Z(S) > 1*

CHANNEL CRYSTAL ENERGY
TYPE: item, new age

COST: W
TIMING: 1
Cast on an alternative medicine to double its efficacy. Can only be performed once on a single potion.

CHUANGTZU'S SOMNOLENT TRANSFORMATION
TYPE: self, eastern, taoist
COST: W
TIMING: 1
DURATION: See below
SPELL: *At night, roll a d0 and add your Level, your number of open books of Eastern philosophy, and +2 if Asian. If successful, you transform between your normal form and a Butterfly. In the morning, make a similar roll. If positive, you transform back to your normal form. If not, you lose the ability to awaken as a human and must cast this spell a second time (or have it cast on you) in order to change back. You may cast this spell at most once per day.*

CONCENTRATE HEAT
TYPE: targeted, thermodynamic
COST: 3W
TIMING: 1
SPELL: *The caster concentrates all the heat in the surrounding air into a fireball and launches it at a creature. The base damage of the fireball is 4d20 physical fire damage, but this is modified by the amount of heat the caster has to draw on - minus 1d20 if inside, minus 2d20 if in a small room, minus 1d20 if it is particularly cold, minus 2d20 if it is freezing, and so on. Each time a creature uses this spell, it lowers the temperature a bit, depending on the size of the room the battle is in. Low ambient temperature may make this spell less useful, but if it becomes excessive it can also deal cold damage to the players.*

CONVERT UTILITARIAN
TYPE: targeted, utilitarian
COST: 4W
TIMING: 1
SPELL: *Targets one utilitarian within 8s. If the player fails a saving throw (choose between Rationality > 30 OR Phronesis > 22), the caster gains five levels of control over the target.*

CRUSH
TYPE: targeted
COST: W
TIMING: 1

SPELL: *If caster has higher base physical hit points than target, deals physical damage equal to half the difference between the caster's base physical hit points and the target's base physical hit points. Target gets a speed save (Z(S) > 3) and can add any positive difference in speed between the target and the caster to her save value.*

DEATH RAY
TYPE: targeted, geometric
COST: 2W
TIMING: 1
SPELL: *A ray starting from a single point in the caster's hand and extending infinitely out in the direction of an attacker. Deals 12 mental damage to anyone in its path who cannot explain the difference between a ray, a line, and a segment; otherwise deals 6 mental damage.*

DEBUG
TYPE: targeted
COST: W
TIMING: 1
DEFENSE: Target level >= your Logician level
SPELL: *Targeted type:insect animal ceases to exist.*

DECLARE PRIOR
TYPE: self
COST: W
TIMING: 0
Once per day, after rolling a die, you may declare the result of the dice roll to be your prior probability. Mention new evidence that should alter the prior probability, and then roll again for the posterior probability. After generating a posterior, you *must* replace the prior, even if the posterior is worse.

DRAW BENTHAMITE
TYPE: targeted, utilitarian
COST: W
TIMING: 0
SPELL: *Target any item made of benthamite within 10m. The item flies into the hands of the caster, who can use it immediately.*

DRAW POLYGON
TYPE: targeted, geometric
COST: W

TIMING: 0
SPELL: *Instantaneously take a polygon (including Triangles and Quadrilaterals) from any player within 10s.*

FREUDIAN SLIP
TYPE: targeted, psychological
COST: Free
TIMING: 0
SPELL: *If an enemy character makes a typo (if the game is being played online) or mispronounces a word (if the game is being played in person), point this out as a free action. That player takes 10 mental damage and slips, causing them to be Stunned for one turn and Injured for five turns.*

GATELESS GATE
TYPE: eastern, buddhist
COST: 2W
TIMING: 1
SPELL: *Teleport not more than 20m.*

GENOCIDE
TYPE: targeted, fascist
COST: W
TIMING: 1
SPELL: *For the rest of the battle, all your Basic Attacks, and the Basic Attacks of all allied Racist characters do damage not just to the target player, but to all players of the same (human) race as the target in the battle.*

GOOD VIBRATIONS
TYPE: area, healing, new age
COST: W
TIMING: 1
SPELL: *Cures Suffering, Ennui, and Nihilism in all members of your party, and removes up to one enemy level of control from a party member of your choice.*

GORE
TYPE: targeted
COST: W
TIMING: 1
SPELL: *The animal deals physical damage equal to 1/3 its strength, and the victim must make a Speed save (Z(S) > 2) or be left Bleeding. Range: 1s*

HEAD EXPLODE
TYPE: targeted, paradoxical
COST: 2W
TIMING: 1
DEFENSE: P(S) > 2
SPELL: *Target character goes into a state of Cartesian total doubt for three turns and suffers 1d6 physical damage.*

INFERENCE INFERNO
TYPE: targeted, bayesian, probabilistic
COST: 2W
TIMING: 1
Add your Empiricist level to your Logician level to your Rationality to d20 to get a number, X. There is an X% chance (roll a d100) your target bursts into flames, taking 2d20 fire damage.

INSPIRE ENNUI
TYPE: targeted
COST: W
TIMING: 1
DEFENSE: P(S) > (your Bullshytte)/5
DURATION: 3
SPELL: *Target character experiences Ennui (see Status Effects).*

INSPIRE FEAR
TYPE: targeted
COST: W
TIMING: 1
DEFENSE: P(S) or R(S) > 2
DURATION: 3
SPELL: *Target character becomes Afraid of you (see Status Effects). You may not cast on a character two or more levels higher than you.*

KURZWEIL'S EXPONENTIAL CRESCENDO
TYPE: targeted
COST: W
TIMING: ?
SPELL: *Deal 2^(n+1) mental damage to the target creature, where n is the number of consecutive turns you have cast Kurzweil's Exponential Crescendo. Thus, this spell deals 4 damage on the first*

casting, 8 damage on the second casting, and so on to 1024 damage on the 9th casting. N may not exceed your Level. If you take > 10 damage in a debate with a hostile Logician, you begin to doubt the accuracy of your theory of exponential growth, and n returns to 0.

MAUL
TYPE: targeted
COST: W
TIMING: 1
SPELL: *The animal deals physical damage equal to 1/3 its strength, and the victim must make a Speed save (Z(S) > 3) or be Lamed for one day.*

PASCAL'S WAGER
TYPE: targeted, probabilistic
COST: W
TIMING: 1
SPELL: *Roll a d10 four times. If it rolls a 10 every time, do ten thousand mental and ten thousand physical damage to the target. You may not use metamagic on this spell.*

POISON
TYPE: targeted
COST: W
TIMING: 1
SPELL: *The animal deals physical damage (type:poison) equal to 1/3 its strength, and the victim must make a Speed save Z(S) > 0 or be left Sick and Suffering for one day. Range: 1s*

PRINCIPLE OF EXPLOSION
TYPE: targeted, summons, logic, paradoxical
COST: 3W
TIMING: 1
SPELL: *Causes an explosion at some point within 50m (1d6 fire damage to all characters within 10m) and summons a Paradox Beast to that spot. This Paradox Beast exists for three rounds, and cannot itself cast Principle of Explosion.*

PRINCIPLE OF EXPLOSION, GREATER
TYPE: targeted, summons, logic, paradoxical
COST: 3W
TIMING: 1
SPELL: *Causes an explosion at some point within 50m (3d6 fire damage to all characters within 10m) and summons a Paradox Beast to that spot. This Beast exists for three rounds, and may freely cast any*

spell in its repertoire.

REVERT FORM
TYPE: self
COST: Free
TIMING: 1
SPELL: *If the caster has previously used the Assume Form spell, she returns to her natural form.*

SEEDS OF DOUBT
TYPE: targeted, atheist
COST: 2W
TIMING: 1
Compare your Rationality + d10 to an enemy Apologist's Virtue + d10. If your result is higher, you shake the faith of your opponent, who loses 2 Virtue and cannot cast Apologist spells for three turns.. On the other hand, if your opponent wins, you briefly doubt your atheism, and cannot cast any Empiricist spells your next turn.

SENSELESS VIOLINS
TYPE: area
COST: free
TIMING: 1
SPELL: *You launch a discordant violin concerto that drives all who hear it mad. For each enemy within range, roll a d10. If the result is less than your rank in Poesis, that enemy goes Insane for one turn.*

SLAP
TYPE: targeted
COST: W
TIMING: 1
SPELL: *Deals 4 * level physical damage to a character of lower strength than the caster and sends her flying back d4 meters.*

SMITE PATRIARCHY
TYPE: targeted, metamagic, feminist
COST: W
TIMING: 1
SPELL: *Cast on your Basic Attack against any male Theist or Rightist of equal or higher level than yourself. That Basic Attack does 2x normal damage.*

SUCK HEAT
TYPE: targeted
COST: W
TIMING: 1
SPELL: *Deals d20 cold damage to a player by sucking out their life heat. Brain freeze does d20 additional mental damage.*

SUMMON NAZI
TYPE: summons, fascist
COST: 2W
TIMING: 1
SPELL: *Summons a Nazi (see Summonses).*

SUMMON SEED AI
TYPE: summons, technological, transhumanist
COST: 20W
TIMING: 1
SPELL: *Summons a Seed AI (this mechanic is still being developed; DM discretion on effects.)*

TRANSFORM
TYPE: self
COST: 4W
TIMING: 3
SPELL: *The caster transforms into a different form. She keeps all of her mental statistics and special powers, but takes on the new form's physical statistics, strength-based spells, and ability to traverse terrain. As a free action, she may revert to normal form at any time (though it might be a bad idea to revert while flying or underwater). This spell ends automatically after one day, or if the caster goes into a state of Cartesian total doubt.*

TURN TO FIRE
TYPE: targeted
COST: 3W
TIMING: 1
DEFENSE: Z(S) > 5
SPELL: *Range of 5s. The target catches fire, causing d10 fire damage per turn unless the target puts it out (by taking water damage, going in water, or rolling on the ground for one turn).*

TURN TO WATER
TYPE: targeted

COST: 5W
TIMING: 1
SPELL: *Use against person or object upon contact. If d10 > 5, objects smaller than 2m in size turn to water (unmeltable but otherwise normal ice that retains all magical properties) and people turn into water elementals for one day (their base stats become the same as those of water elementals, but their identities and learned skills remain intact). People get additional saving throw phronesis/empiricism > 18. Water elemental critical success (d10 = 10) means person becomes water elemental permanently (or until curse is lifted).*

WEB OF BELIEF
TYPE: targeted, philosophy of language
COST: W
TIMING: 1
DEFENSE: R(S) > 5
SPELL: *Targeted character within 4s is caught in a web of belief. While in the web, she is unable to move (though may attack), and takes 2 mental damage per turn, starting on the turn the web is first spun. The physical of a Quinean Spider is +5 against any character caught in a web. All webs disappear when the caster is killed. Other free characters can take two rounds (two rounds per one character, or one round for two characters) to free a character caught in a web.*

WEB OF BELIEF, GREATER
TYPE: noncombat, philosophy of language
COST: Free
TIMING: 1
SPELL: *Spins a semi-permanent web across an area in 1 hour per meter of web. Characters that enter the web are unable to move, take 2 mental damage per turn, and are vulnerable to the physical attack of a Quinean Spider (+5 to spider's smash roll). All webs disappear when the caster is killed. Other free characters can take two rounds (two rounds per one character, or one round for two characters) to free a character caught in a web. Characters with triangles or other tools can cut through a web at about a meter per minute.*

WEI WU WEI
TYPE: self, metamagic, taoist, eastern
COST: W
TIMING: 0
SPELL: *You learn to act without action. Cast after a basic attack. You may cast a small (1W cost) non-targeted timing:1 action this turn as well.*

Creatures

This section lists *some basic ideas for* creatures that adventurers can encounter on their way. In a real campaign, you might have to tweak these numbers somewhat to come up with level-appropriate enemies or just make them more interesting than their vanilla versions. Most creatures are described in the following format:

NAME (level)
Flavor and description
TYPE: (type_1, type_2, etc.)
TERRAIN: The creature's favored TERRAIN
STATS: Rat/Mer/Phron/Bull/Strength   HP/Speed
SPELLS: Spells available to the creature (special rules on how it uses the spell)
SPECIAL: *Description of special rules relating to the creature.*
GOODIES: The items and money the creature usually has.

ANIMALS

ALLIGATOR (1)
TYPE: animal, crocodilian, Tier 1
TERRAIN: land, bog, water
STATS: X/X/X/X/16   X/20/1
SPELLS: Make Allegation
GOODIES: d10 β

ANACONDA (3)
TYPE: animal, serpent, Tier 2
TERRAIN: land, trees, bog
STATS: X/X/X/X/24   X/20/2
SPELLS: Poison, Inspire Fear
GOODIES: d20 β

BARRACUDA (1)
TYPE: animal, aquatic, Tier 1
TERRAIN: water

STATS: X/X/X/X/12   X/10/1
GOODIES: d10 β

BAT (1)
TYPE: animal, bat, Tier 1
TERRAIN: air, cave
STATS: X/X/X/X/6   X/6/3
SPELLS: Suck Blood
GOODIES: d10 β

BEAR (4)
TYPE: animal, beast, Tier 2
TERRAIN: land
STATS: X/X/X/X/28   X/60/0
SPELLS: Maul
GOODIES: d20 β

BIRD (1)
TYPE: animal, bird, Tier 1
TERRAIN: air, land, trees
STATS: X/X/X/X/6   X/6/3
GOODIES: d10 β

BULL (3)
TYPE: animal, ungulate, Tier 1
TERRAIN: land
STATS: X/X/X/X/24   X/30/1
SPELLS: Gore
GOODIES: d20 β

BUTTERFLY (1)
TYPE: animal, insect, Tier 1
TERRAIN: hover
STATS: X/X/X/X/1   X/2/3
SPECIAL: *Butterflies are so small that they get +20 to avoiding smash attacks, and are best killed with an area attack spell.*
GOODIES: None. You killed a butterfly. Do you want a frickin' medal?

CROCODILE (3)
TYPE: animal, crocodilian, Tier 2
TERRAIN: land, water, bog
STATS: X/X/X/X/26   X/30/1
SPECIAL: *Can make allegations*
GOODIES: d20 β

DILEMMA (4)
TYPE: animal, ungulate, ethicist
TERRAIN: land
STATS: X/X/X/X/24   X/30/1
SPELLS: Gore
SPECIAL: *Can attack twice per turn*
GOODIES: d20 β

DRAGON (7)
TYPE: animal, serpent, mythic, Tier 3
TERRAIN: land, air
STATS: X/X/X/X/48   X/100/3
SPELLS: Breathe Fire, Inspire Fear
GOODIES: 50d20 β, jewels, small chance of Legendary Item

EAGLE (3)
TYPE: animal, bird, Tier 2
TERRAIN: air, land
STATS: X/X/X/X/24   X/20/3
SPECIAL: *Rightists and libertarians lose 1 Virtue for killing an eagle*
GOODIES: d20 β

GIANT SQUID (6)
TYPE: animal, aquatic, Tier 3
TERRAIN: sea
STATS: X/X/X/X/36   X/80/2
GOODIES: 5d20 β

GORILLA (3)
TYPE: animal, Tier 2
TERRAIN: land
STATS: X/X/X/X/26   X/40/0

SPECIAL: *Can use simple weapons*
GOODIES: d20 β, club

HIPPO (4)
TYPE: animal, ungulate (sic), Tier 2
TERRAIN: land, bog
STATS: X/X/X/X/28   X/60/0
SPELLS: Crush
GOODIES: 2d20 β

HORSE (1)
TYPE: animal, ungulate, Tier 1
TERRAIN: land
STATS: X/X/X/X/14   X/20/2
SPELLS:
SPECIAL: *You may ride tame horses, or wild horses over which you have at least 1 Influence.*
GOODIES: d20 β

LION (2)
TYPE: animal, beast, Tier 1
TERRAIN: land
STATS: X/X/X/X/22   X/30/1
SPELLS: Maul
GOODIES: d20 β

MAMMOTH (6)
TYPE: animal, ungulate (sic), beast, Tier 3
TERRAIN: land
STATS: X/X/X/X/42   X/150/-1
SPELLS: Gore
GOODIES: 10d20 β

ROC (6)
TYPE: animal, bird, mythic, Tier 3
TERRAIN: land, air
STATS: X/X/X/X/24   X/40/4
GOODIES: 5d20 β

SHARK (3)

TYPE: animal, aquatic, Tier 2
TERRAIN: water
STATS: X/X/X/X/28　　　　　　X/30/1
SPELLS: Inspire Fear
GOODIES: d20 β

SNAKE (1)
TYPE: animal, serpent, Tier 1
TERRAIN: land, trees
STATS: X/X/X/X/10　　　X/20/1
SPELLS: Poison, Inspire Fear
GOODIES: d10 β

TRILEMMA (4)
TYPE: animal, ungulate, apologist
TERRAIN: land
STATS: X/X/X/X/24　　　　　X/30/1
SPELLS: Gore
SPECIAL: *Can attack three times per turn*
GOODIES: d20 β

WHALE (6)
TYPE: animal, aquatic, Tier 3
TERRAIN: sea
STATS: X/X/X/X/30　　　　　X/250/1
SPECIAL: *Leftists lose 3 Virtue for killing a whale*
GOODIES: 5d20 β

WASP (1)
TYPE: animal, insect, Tier 1
TERRAIN: hover
STATS: X/X/X/X/3　　　X/1/2
SPELLS: Poison
SPECIAL: *Wasps are so small that they get +10 to avoiding smash attacks, and are best killed with an area attack spell. They may sting one enemy (cast Poison once, from one meter away), then die (sic). Dire wasps can sting two enemies before dying.*
GOODIES: None

WOLF (1)

TYPE: animal, beast, Tier 1
TERRAIN: land
STATS: X/X/X/X/18   X/20/1
SPELLS: Maul
GOODIES: d10 β

TIGER (3)
TYPE: animal, Tier 2
TERRAIN: land
STATS: X/X/X/X/24   X/40/2
SPELLS: Maul
GOODIES: d20 β

SUMMONS

Summons are creatures that appear because of a summoning spell. If not otherwise specified, they appear within three meters of the summoner, do anything the summoner commands, remain in existence until a battle is over, then vanish.

Summoners start with 2 Influence over their summoned creatures; summoned creatures start without any Influence over themselves. If an opponent takes Influence control over a summoned creature, she may "convert" the creature to her side. See the section on Influence for details.

The most common summoned creatures are listed below. Some of these creatures may appear naturally, and some natural creatures may get summoned at different points; this section is just for convenience when looking for common summons.

ARCHANGEL (5)
TYPE: theist, christian, celestial, angelic, platonic form
TERRAIN: hover
STATS: 20/40/12/5/X   25/1
SPELLS: Pray, Agape, Fear and Trembling, Kenosis
SPECIAL: *May only cast Kenosis once every three turns.*

BENTHAMITE GOLEM (???)
A creature of pure utility, creating benthamite golems can be an expensive undertaking as they are literally made of money.

TYPE: golem, utilitarian, ethicist
TERRAIN: land
STATS: ?/?/?/?/? ?/-1
SPELLS: Draw Benthamite
SPECIAL: *A benthamite golem's Big Five stats are all 5 * W, where W is the wealth level corresponding to the amount of money you placed into creating the benthamite golem. It has 12W hit points.*

DIRE C ELEGANS (4)

The not-so-common nematode. A good model organism for biologists. Non-dire TYPE not included here.
TYPE: animal, microbiological, dire
TERRAIN: land, bog
STATS: X/X/X/X/26   X/50/-1
SPECIAL: *This animal's genome and phenotype are so well understood that "Mutate" and "Genetic Splice" may be cast on it for 1W less than the normal cost.*

DAVIDSON'S SWAMPMAN (4)

A creature that arises from primordial ooze to take the form of anyone it encounters. It begins by looking like a hideous, jet-black, ooze-covered humanoid, but can touch a person or creature to gain his or her characteristics.
TYPE: metaphysicist, philosophy of mind, philosophy of language
TERRAIN: land, bog
STATS: 10/10/10/10/10   60/60/1
SPELLS: Assume Form (once per turn) Revert Form (once per turn)
CONUNDRUM: If a lightning strike in a swamp created from primordial ooze a creature exactly identical, atom for atom, with yourself, would that creature be you? Would it truly "remember" your experiences and "recognize" your friends?

DOCTOR (1)

TYPE: medical, empiricist, biologist
TERRAIN: land
STATS: 14/16/16/10/10   20/20/1
SPELLS: Cure (as 9th level Empiricist), Prescribe Medication
SPECIAL: The Doctor cannot attack. She is only there to heal players and prescribe medication. The doctor can be killed by enemy attacks, but killing or disabling a doctor may cost Virtue points, at GM discretion.

EUCLIDEAN ELEMENTAL (4)

TYPE: elemental, mathematical, logician
TERRAIN: hover
STATS: 20/10/12/8/20   30/20/1
SPELLS: Draw Polygon (as free action once per turn), Death Ray
SPECIAL: *The Euclidean Elemental can ignore enemy polygons; eg triangles do not deal extra damage and quadrilateral shields do not deflect damage. It can carry as many polygons as it wants, although it can only equip the normal amount. Non-Euclidean attacks do triple damage against the Euclidean Elemental.*

HYDROGEN ELEMENTAL (1)
TYPE: elemental, gas
TERRAIN: air
STATS: X/X/X/X/X   X/X/2
SPECIAL: *Hydrogen elementals are invisible, inaudible, odorless, tasteless, and otherwise undetectable except by magical or technological means. They are essentially Flying, and can travel through water in the form of bubbles. However, they cannot deal any damage, either physical or mental, nor can they perform any actions impossible for a being that is essentially hydrogen gas. They may telepathically relay what they see to their summoner. Hydrogen elementals cannot be destroyed (although they can be vacuumed up, confined in containers, et cetera) with one exception - if a hydrogen elemental takes even a single point of fire damage, it combusts, dealing ten physical damage to everything within a five meter radius. If a caster develops a habit of combusting hydrogen elementals, further elementals may refuse her summons (at GM discretion).*

MAXWELL'S DEMON (9)
TYPE: empiricist (8), physicist
TERRAIN: hover
STATS: 32/14/16/19/22   90/70/3
SPELLS: Concentrate Heat, Suck Heat, Feat: Thermodynamic Stability

RADON ELEMENTAL (4)
"Radon is my favorite element. It's noble but deadly, like Vlad the Impaler" - Lore Sjoberg
TYPE: elemental, gas, radioactive
TERRAIN: air
STATS: 8/8/8/8/30   20/X/4
SPELLS: Background Radioactivity
SPECIAL: *Radon elementals are gaseous and Flying. They are immune to physical damage, but can take mental damage, and can also be contained by any process capable of containing a gas (vacuum, sticking in container, etc). Radon elementals are invisible.*

TITANIUM ELEMENTAL (2)
TYPE: elemental, metal
TERRAIN: land
STATS: 8/8/8/8/30   20/70/-2
SPECIAL: *When a titanium elemental is killed, it breaks down into nuggets of elemental titanium, which are worth 100β. If a caster deliberately kills a titanium elemental, future titanium elementals may refuse to answer her call at GM discretion.*

URANIUM ELEMENTAL (6)
Looks a little bit like Dr. Manhattan from Watchmen
TYPE: elemental, radioactive
TERRAIN: land
STATS: 22/12/14/12/30   40/40/0
SPELLS: Background Radioactivity

MONSTERS

Or not. Monster is kind of a loaded term. These are just the creatures that are neither animals nor common summons.

BAYESIAN MONK (6)
One of the scholars of the Rational Bayesian Priory
TYPE: logician (4), empiricist (4), bayesian empiromancer, atheist, materialist
STATS: 25/12/12/10/14   60/60/0
GOODIES: 2d20 β, Right Triangle, Quadrilateral, Probability Theory: The Language of Science

BURIDAN'S ASSASSIN (2)
A cold-hearted killer out for blood - if he could only decide whose
TYPE: metaphysician, medieval, scholastic
STATS: 16/16/16/16/20   20/20/1
SPELLS: Poison
SPECIAL: *Buridan's Assassin will attack the closest enemy character. If two enemy characters are equidistant from the assassin, it will attack neither and take 4 mental hit points from confusion. If one character makes herself a more obvious target, this may break the assassin's indecision (GM discretion).*
CONUNDRUM: "How would an ass stuck between two identical bales of hay ever decide which to eat before starving to death?"
GOODIES: 3d20 β

DIRE GAVAGAI (3)

A dire rabbit, or dire rabbitness, or a phrase exclaimed upon seeing a dire rabbit.

TYPE: animal, philosophy of language

TERRAIN: land

STATS: X/X/X/X/20 X/20/1

CONUNDRUM: "Given that the meanings of all words depend on other words, how can we ever be certain we know the true meaning of language and not merely its empirical correlates?"

GOODIES: 4d10β

GRUE (4)

A monster that attacks only in complete darkness until Jan 1, 2020, when it will attack only in bright sunlight..

TYPE: monster, metaphysicist, epistemology

TERRAIN: land, caves

STATS: X/X/X/X/40 X/50/2

SPECIAL: *Grues originally exist only in complete darkness. Upon exposure to light, they turn to stone (cannot move, but cannot be harmed by anything that does not destroy stone). However, in their stone form they may transform (ritual, takes one hour, can be disrupted by any kind of disruption like hitting the stone) to become able to move in light, but stony in complete darkness. A second transformation an hour later will change them back.*

CONUNDRUM: "How can we distinguish, using only empirical evidence, between a seemingly green object simply being green, and it being 'grue', defined as 'green until January 1, 2020, and then blue afterwards'?"

GOODIES: 2d20β

GRUNDLEGUNG (9)

A gigantic Kantian troll with a massive spiked club and the power to ground morality

TYPE: Kantian, Ethicist (8), Metaphysicist (6), orc

TERRAIN: land

SPELLS: Club of Grundlegung (as cost: 0)

STATS: 45/35/25/25/45 150/150/-1

FEATHERLESS BIPED (1)

Erect-standing scaly reptilian creature which Platonists constantly and inexplicably mistake for human

TYPE: monster

TERRAIN: land

STATS: 1 hit counter
SPECIAL: *Featherless bipeds have impenetrable scaly armor and cannot be killed with combat. Instead, they play the Featherless Biped Game (see Games).*
GOODIES: d20 β

HOBBESGOBLIN (1)
Like life in a state of nature, these creatures are nasty, brutish, and short
TYPE: utopian, absolutist, orc
TERRAIN: land, bog
STATS: 8/5/8/10/14   15/15/-1
SPECIAL: *Hobbesgoblins are immune to the State of Nature spell, as they are already in a State of Nature.*
CONUNDRUM: If every human being is selfish, why should human society not collapse into a war of all against all?
GOODIES: d10 β

NAZI (2)
TYPE: human, continental, racist, evil, absolutist
TERRAIN: land
STATS: 10/10/10/10/14   25/25/0
GOODIES: d10 β, firearms license, gun, bullets, Mein Kampf

NORMAL HUMAN (1)
TYPE: human
TERRAIN: land
STATS: 10/10/10/10/10   20/20/0
SPECIAL: *The statistics given here are average for an untrained human with no special skills or abilities. Needless to say, there is significant variation among humans.*
GOODIES: d10 β

PARADOX BEAST (4)
If there's one thing we've learned from Doctor Who – and there is! - it's that causing a logical paradox inevitably results in the appearance of black, pterodactyl-like creatures.
TYPE: logician, paradoxical, beast
TERRAIN: air, land
STATS: 24/12/12/16/23 40/40/1
SPELLS: Principle of Explosion, Head Explode
CONUNDRUM: "Is 'this statement is false' true or false?".
GOODIES: 2d20 β, mathematical tokens

PHILOSORAPTOR (5)
Jurassic-era thinker whose teeth are almost as sharp as its mind
TYPE: beast
TERRAIN: land
STATS:: 22/12/18/16/24 50/50/2
SPECIAL: *The Philosoraptor is fast, and can make one physical attack and one rationality/conundrum attack in the same turn.*
CONUNDRUM: Choose from the pictures on
http://knowyourmeme.com/memes/philosoraptor
GOODIES: 2d20 β

POLICEMAN (1)
TYPE: human, utopian, law enforcement
TERRAIN: land
STATS: 10/10/10/10/10   20/20/0
SPECIAL: *Precision 5*
GOODIES: firearms license, gun, bullets, police uniform

POLICE SERGEANT (3)
TYPE: human, utopian, law enforcement
TERRAIN: land
STATS: 14/14/14/14/16   40/40/0
SPECIAL: *Precision 7*
GOODIES: firearms license, gun, bullets, police uniform

POLICE CHIEF (6)
TYPE: human, utopian, law enforcement
TERRAIN: land
STATS: 17/17/17/17/20   80/80/1
SPECIAL: *Precision 9*
GOODIES: firearms license, gun, bullets, police uniform

QUEEN PARADOX BEAST (8)
Even worse than a paradox beast? That's almost a contradiction in terms...oh, wait.
TYPE: logical, paradoxical, beast
STATS: 36/16/16/24/32   70/70/2
SPELLS: Principle of Explosion, Head Explode
CONUNDRUM: "Is the set of all sets that are not members of themselves a member of itself?"

GOODIES: Legendary items, mathematical tokens

QUINEAN SPIDER (2)
Giant arachnid that spins the web of belief.
TYPE: beast, insect (sic)
TERRAIN: land, caves
STATS: 12/8/12/8/22 20/20/0
SPELLS: Web of Belief, Greater Web of Belief, Poison
CONUNDRUM: "Of what use is the analytic/synthetic distinction when considering
     synthetic statements with univerally known collateral information?"
GOODIES: d20 β

SCHRODINGER'S DIRE CAT (4)
An undead feline out for revenge against the physicists who may or may not have killed it
TYPE: undead*, empiricist, physicist, quantum, paradoxical, animal
TERRAIN: land
STATS: 18/7/6/16/24   40*/40/1
SPECIAL: *In any attack or defense that works differently against alive and undead, treat Schrodinger's Dire Cat as whichever status is more advantageous to itself. When determining whether or not Schrodinger's Dire Cat has defined or undefined mental hit points, treat it as whichever status is more advantageous to itself. +4 strength attack against physicists.*
GOODIES: 4d20 β, mathematical tokens
CONUNDRUM: "If a cat was placed in a box, and its fate linked to the state of an atom
     in quantum superposition, would the cat be both alive and dead at the same time?"

SPECTRE OF RELATIVISM (4)
Summoned from its unquiet grave to frighten people out of postmodernist beliefs.
TYPE: undead, nonmaterial, postmodernist, ethicist, metaphysicist
TERRAIN: hover
STATS: 18/20/11/17/X 35/X/0
SPECIAL: *The Spectre of Relativism can be summoned by certain SPELLS and feats, but can also be placed as a surprise addition to any battle by the DM whenever a player, in the course of an argument, says something like "But that's just moral relativism" or "If moral relativism were true, then things like murder and slavery would be okay as long as it was culturally accepted." Depending on what the DM thinks of the argument, it can either support the players or oppose them. +4 bonus against atheist and agnostic characters.*
CONUNDRUM: If the Spectre was summoned in response to a player's raising the spectre of relativism during an argument, it may disappear or take damage if another player can point out why the allusion to relativism was invalid.

GOODIES: 3d20 β

SPECTRE OF COMMUNISM (4)
A spectre is haunting Europe...the Spectre of Communism!
TYPE: undead, nonmaterial, leftist, communist
TERRAIN: hover
STATS: 20/18/12/14/X   35/X/14
SPECIAL: T*he Spectre of Communism can be summoned by certain SPECIALs and feats, but can also be placed as a surprise addition to any battle by the DM whenever a player, in the course of an argument, says something like "But that's on a slippery slope that would lead to communism" or "Government intervention in the economy is equivalent to Marxism" Depending on what the DM thinks of the argument, it can either support the players or oppose them. The Spectre of Communism is +4 against any leftist (but not explicitly communist) player.*
CONUNDRUM: If the Spectre was summoned in response to a player's raising the spectre of communism during an argument, it will at GM discretion disappear or take damage if another player can point out why the allusion to communism was invalid.
GOODIES: 3d20 β, copy of Communist Manifesto

SPECTRE OF HITLER (6)
Summoned from his grave beneath a Berlin bunker to forever serve as an example in moral philosophy
TYPE: undead, nonmaterial, rightist, absolutist, continental, racist
TERRAIN: hover
STATS: 14/20/12/20/X 55/X/0
SPELLS: Genocide, Summon Nazi.
SPECIAL: *The Spectre of Hitler can be summoned by certain SPECIALs and feats, but can also be placed as a surprise addition to any battle by the DM whenever a player, in the course of an argument, says something like "But that's what Hitler and the Nazis did" or "But how would your moral theory treat the example of Hitler?" Depending on what the DM thinks of the argument, it can either support the players or oppose them. The Spectre of Hitler receives race-based bonuses on all attacks and SPELLS: +8 against Elves, +6 against Asians, +0 against Greeks, and -2 against Anglo-Americans. It will never fight Continentals, but its summoned creatures might.*
CONUNDRUM: If the Spectre was summoned in response to a player's raising the spectre of Hitler during an argument, it will lose two turns if another player can point out why the allusion to Hitler was invalid.
GOODIES: 5d20 β, copy of Mein Kampf

UTILITY MONSTER (7)
A green, scaly beast with such intense experience that its needs outweigh those of all other beings.
TYPE: utilitarian, ethicist (4), monster

TERRAIN: land
STATS: 20/40/12/18/26 80/80/0
SPELLS: Convert Utilitarian, Draw Benthamite
SPECIAL: *Rationality attacks are -4 against Kantians and Elves.*
CONUNDRUM: "If utilitarians seek to increase the happiness of all living beings, wouldn't beings who have greater capacity for happiness and suffering gain a disproportionate share of resources and attention?"
GOODIES: 20d20 β, benthamite staff

VAMPIRE (5)
TYPE: undead, philosophy of mind, metaphysicist (4)
TERRAIN: land
STATS: 20/10/15/17/18   30/40/1
SPELLS: Transform: Bat, Suck Blood
SPECIAL: *Take 4 dualist damage per round from sunlight or contact with religious artifacts. Anyone damaged by a Vampire's Suck Blood spell is at risk of becoming a Vampire herself.*
GOODIES: 3d20 β, Isoceles Triangle

MONSTER VARIETIES

Like humans, monsters come in many different shapes and sizes. Some are better or worse than others, or have special talent. This list gives a few attributes you can add to your monsters to differentiate them from one another (for another way to differentiate monsters, see the Level 4 Logician spells).

DIRE
A particularly large version of an animal straight from the primaeval wilderness
Applies to: animals, beasts
Powers: +50% strength, +50% physical hit points

P-ZOMBIE
Their complete similarity to normal humans only makes them more terrifying
Applies to: Characters who would normally have mental hit points
Powers: Mental hit points become undefined, gain type: undead.

PLATONIC FORM
An idealized, universal version of a creature
Applies to: Characters who would normally have physical hit points

Powers: Physical hit points become undefined. Mental hit points +50%. Gain type:form, type:classical.

ENSOULED

A normally irrational beast that has magically acquired a soul.

Applies to: Characters who would normally have undefined mental hit points or rationality; usually animals.

Powers: Character gains R/E/P/B equal to 10+level, mental hit points equal to her physical hit points, and the ability to speak and reason.

MECHANICAL

A robot or automaton version of the creature

Applies to: Anything not normally mechanical

Powers: Takes four times damage from electricity; immune to poison, radioactivity, and death. No mental hit points.

ITEMS

POLYGONS

Polygons are relatively weak items, mostly used by Logicians, which provide a small boost in mathematical debate as well as a few other bonuses. They are a compensation for Logicians' inability to subspecialize into certain belief groups. A Logician may equip one triangle and one quadrilateral at a time; she may not weapons in the middle of combat.

SCALENE TRIANGLE
The most basic type of pointy object. Useful in a fight, but barely demonstrates any elegant geometric principles at all.
PREREQUISITES: Logician of at least Level 3.
EFFECTS: +1 damage dealt in smash attacks
PRICE: 100β

ISOCELES TRIANGLE
Stick people with the pointy end, admire the congruence of the other two angles
PREREQUISITES: Logician of at least Level 3.
EFFECTS: +5 damage dealt in smash attacks
PRICE: 200β

RIGHT TRIANGLE
Stick people with the pointy end, use the hypotenuse to demonstrate Pythagoras' theorem
PREREQUISITES: Logician of at least Level 3
EFFECTS: +5 damage dealt in debate attacks, +1 damage dealt in smash attacks
PRICE: 200β

EQUILATERAL TRIANGLE
This precisely constructed weapon exhibits trilateral symmetry and is perfect in every respect
PREREQUISITES: Logician of at least Level 3
EFFECTS: +2 rationality, +1 damage dealt in smash attacks
PRICE: 200β

QUADRILATERAL
A basic four-sided figure. Hold it in front of you to soak up damage.
PREREQUISITES: Logician of at least Level 4

EFFECTS: -1 damage from physical attacks
PRICE: 100β

RHOMBUS
PREREQUISITES: Logician of at least Level 4
EFFECTS: -1 damage from physical attacks, +1 rationality
PRICE: 200β

TRAPEZOID
PREREQUISITES: Logician of at least Level 4
EFFECTS: -5 damage from physical attacks
PRICE: 200β

RECTANGLE
PREREQUISITES: Logician of at least Level 4
EFFECTS: -1 damage from physical attacks, -4 damage from mental attacks
PRICE: 200β

GOLDEN RECTANGLE
PREREQUISITES: Logician of at least Level 4
EFFECTS: -1 damage from physical attacks, -4 damage from mental attacks, +1 Virtue (+2 if Greek)
PRICE: 800β

SQUARE
PREREQUISITES: Logician of at least Level 4
EFFECTS: -1 damage from physical attacks, -4 damage from mental attacks, +1 rationality
PRICE: 1000β

PENTAGON
PREREQUISITES: Logician of at least Level 5.
EFFECTS: Use in place of either a triangle or a quadrilateral. -20% damage from magical attacks.
PRICE: 1000β

MATHEMATICAL TOKENS

These tokens may be held by anyone, although many need Logician spells to unleash their

full powers. They have complex and interacting effects mostly based on the mathematical functions they represent. A few of the more powerful run a risk of summoning Paradox Beasts, so be warned!

E^X TOKEN

A small red stone with the phrase "e^x" written on it in crushed azurite.
EFFECTS: Grants immunity to derivation and other calculus operators.
PRICE: 400β

NEGATIVITY TOKEN

A small purple stone with a minus sign written on it in crushed silver.
EFFECTS: Helps cast or block several logical and mathematical specials.
PRICE: 100β

NULLITY TOKEN

A small white stone with the numeral "zero" written on it in blood.
EFFECTS: Helps cast or block several logical and mathematical specials. In certain situations, can be used to summon a Paradox Beast.
PRICE: 50β

UNITY TOKEN

A small black stone with the numeral "one" written on it in crushed gold.
EFFECTS: Helps cast or block several logical and mathematical specials.
PRICE: 50β

GUNS

Guns are an easy way to deal some quick guaranteed physical damage from far away. You can fire them in combat as a timing:1 action to deal type:long-range,physical damage equal to (your Precision * d4 * 2).

In most areas, Sanctity:50 State Law says you need a Firearms License to fire (not possess) a gun. You can pick up a Firearms License at various places in Sophia, or you can become a Level 2 Rightist Utopian, who gets one as part of their character class.

Finally, you can't fire a gun without bullets. Usually characters buy a Bandolier capable of holding 20 bullets and fill it back up each time they come into a town. Characters with access to non-Euclidean or transfinite space might be able to do better; they can also carry extra

bullets as items.

GUN
"Good, bad, I'm the guy with the gun." - Ash on moral philosophy
EFFECTS: Fires a bullet at an enemy.
PRICE: 200β

MACHINE GUN
EFFECTS: Fires up to five bullets at an enemy in one round.
PRICE: 1000β

RAYGUN
PREREQUISITES: The "Morning In America" feat.
EFFECTS: Damages an enemy with energy. You do not need bullets to fire a Raygun.
PRICE: 5000β

ARROWS

These are all magic arrows; don't worry about a bow. And each character automatically carries a magic quiver too, so don't worry about that either.

Each magic arrow has at its core one of the major logical fallacies. You can get them in two ways – by buying or finding existing arrows (arrows usually cost around 50-100β), or by creating them yourself out of a fallacy you see or hear. To do the latter, simply note the fallacy, and the GM, if she agrees with your identification, will award you the arrow in your quiver. You may not deliberately make fallacies or convince someone else to do so in order to obtain magic arrows.

An arrow reaches its target on the same round it is fired, although the target has a chance to use free actions like metamagic to block it first. The target also gets a Rationality save against the arrow (each arrow lists the difficulty class). It then deals damage equal to [your level * sqrt(Precision) * d4], sometimes plus a bonus. All arrows are type:long-range, so watch out.

Certain arrows can only be fired against certain targets, so be aware of your arrows' limitations!

ARROW AD ABSURDUM
TARGET: Any creature that doesn't exist in the real world

DAMAGE: Add a bonus for especially absurd creatures.

ARROW AD ANTIQUITATEM
TARGET: Any creature based on philosophy from before 1500 AD, or any extinct animal
DAMAGE: Add a bonus for especially old creatures.

ARROW AD BACULUM
TARGET: Any creature with a weapon.
DAMAGE: As usual

ARROW AD HOMINEM
TARGET: Any human.
DAMAGE: As usual

ARROW AD HOMINEM TU QUOQUE
TARGET: Any human.
DAMAGE: Also deals half damage to all other creatures in the target's party.

ARROW AD IGNORANTIUM
TARGET: Any character with defined Rationality < 12
DAMAGE: Add a bonus for especially irrational creatures.

ARROW AD NAUSEUM
TARGET: Any character who is Sick or has a similar physical status effect
DAMAGE: As usual

ARROW AD VERECUNDIAM
TARGET: Any character with at least 1 Influence over you.
DAMAGE: Multiplied by number of Influence points, with reasonable limits.

ARROW EX SILENTIO
TARGET: Any creature who cannot speak
DAMAGE: As usual

MEDICATIONS AND POTIONS

Unless otherwise stated, each of these take the form of small bottles of pills or potions that are expended after a single use. Prescription medications may not be used unless prescribed

specifically to you by a Doctor (or someone with the Decentralized Medicine feat).

MORPHINE
TYPE: prescription
EFFECTS:
- Recover 3 * level hit points (physical).
- Cures Suffering
PRICE: 50β

MODAFINIL
TYPE: prescription
EFFECTS:
- Recover 3 * level mental hit points (mental)
- Cures Akrasia
PRICE: 50β

PIRACETAM
TYPE: prescription
EFFECTS:
- +3 rationality for the next day
- Cures Confused
PRICE: 50β

FLUOXETINE
TYPE: prescription
EFFECTS:
- +3 phronesis for the next day
- Cures Depression
PRICE: 50β

MESCALINE
TYPE: prescription
EFFECTS: +3 bullshytte for the next day
PRICE: 50β

TESTOSTERONE
TYPE: prescription
EFFECTS: +3 strength for the next day
PRICE 50β

PENICILLIN
TYPE: prescription
EFFECTS: Cures Sickness
PRICE: 50β

ANTIVENOM
TYPE: prescription
EFFECTS:
- Cures bad status effects from poison.
- If administered within three turns, reverses any HP loss from poison damage.
PRICE: 50β

WILLOW BARK
TYPE: alternative
EFFECTS: Recover 1*level hit points
Cures Suffering
PRICE: 50β

GUARANA
TYPE: alternative
EFFECTS: Recover 1*level hit points (mental)
PRICE: 50β

GINGKO BILOBA
TYPE: alternative
EFFECTS: +1 rationality for the next day
Cures Confused
PRICE: 50β

ST. JOHN'S WORT
TYPE: alternative
EFFECTS: +1 phronesis for the next day
Cures Depression
PRICE: 50β

ALCOHOL
TYPE: alternative
EFFECTS: +1 bullshytte for the next day

Cures Ennui
PRICE: 50β

EPHEDRA
TYPE: alternative
EFFECTS: +1 strength for the next day
Price: 50β

UNIVERSAL CURING MACHINE
A mysterious device said to be potent against all medical ills
EFFECTS: The UCM contains five charges. Each charge can cure Sickness, Lamed, Bleeding, Confusion, Depression, Ennui, Paralyzed, Nihilism, Suffering, or   Akrasia. A charge can also be used to recover thirty hit points (or you may use multiple charges at once to recover more hit points.) Expending charges from the UCM is a free action. According to legend, there may be ways to add more charges to a UCM, but it is unclear what these are.
Price: At LEAST 2000β, if you can find one at all.

FIRST AID KIT
EFFECTS: Any creature with a First Aid Kit and nonzero rationality can take one turn to cure Bleeding or Injury. This does not expend the First Aid Kit.
Price: 50β

HEMLOCK
A neurotoxin from the conium plant, especially dangerous to Greek philosophers
EFFECTS: Place on a weapon. That weapon's next successful hit does +5 extra physical damage (type: poison) and may leave the victim Paralyzed for five rounds (S(S) > 12). Or, put in food or drink. The person who consumes it takes 40 physical damage and may be paralyzed and suffering for one day (S(S) > 14)
Price: 200β

BAGS AND PACKS

BOOK BAG
PREREQUISITES: Anyone. All player characters start with one of these.
EFFECTS: Worn on the shoulder. Can hold seven items plus two open books.
PRICE: 30β

NON-EUCLIDEAN BOOK BAG
PREREQUISITES: A character of Level 4 or above. May not have type: euclidean

EFFECTS: Worn on the shoulder. Can hold fourteen items plus two open books
PRICE: 500β

TRANSFINITE BOOK BAG
PREREQUISITES: A character of Level 8 or above.
EFFECTS: Worn on the shoulder. Can hold twenty items plus three open books
PRICE: 1500β

BANDOLIER
EFFECTS: Worn on the shoulder. Stores up to twenty bullets.
PRICE: 100β

LEGENDARY ITEMS

AMULET OF ALCOR
This small silver necklace states that you are signed up for cryonics after death. And since it's a magic amulet, it also does the hard work of freezing you itself.
PREREQUISITES: Non-believer in afterlife or reincarnation
EFFECTS: Automatically casts *Cryopreserve* on you at the time of your death.
PRICE: 1,000β

CHARITY BRACELET
This armband grants mastery of the Principle of Charity, allowing you to understand your opponents' arguments nearly as well as your own.
PREREQUISITES: None
EFFECTS: You may cast all level-appropriate spells in your class, even the ones that require beliefs you are opposed to ("counter-attitudinal spells"). For example, a materialist may cast idealist spells, or a Catholic cast Protestant spells. However, counter-attitudinal spells take much more mental effort to understand, and so cost 2x the usual amount of Will. In addition, no counter-attitudinal spell may ever cost less than 3W, including spells that are usually free. You may not take counter-attitudinal feats.
PRICE: 5,000β

DEAD WIGHT MAIL
Ancient silver chain mail gained by killing a Barrow Wight, said to be laden with special magic
PREREQUISITES: Non-Asian Rightist.
EFFECTS:
- Halves all damage taken from Asians, women, and 20th-century Legendary philosophers.

- All Rightist spells that cost 3W or more are -1W cost while you wear Dead Wight Mail.
- Targeted leftist spells cast *against* you that cost 2W or more are also -1W for caster.
PRICE: Unlikely to be sold; must steal from barrow tomb

PHILOSOPHERS' STONE
A small greenish stone that can convert base metal to gold or restore the dead to life
PREREQUISITES: Anyone
EFFECTS:
- Once per day, apply to a piece of base metal; the metal will be transformed to your choice of silver, gold, or benthamite, which can be sold at the usual rate. Any magical properties of the metal are erased in the transformation.
- Any creature with the Philosopher's Stone can resurrect a dead character from the corpse without having to bargain with deities or pay levels. If you don't have the corpse you will have to go the normal route.
PRICE: Why would someone who already owns the Philosophers' Stone need more money?

RICARDO'S IRON CLAW OF MAGES
An iron glove with knife-like claws sticking out and powerful financial magic..
PREREQUISITES: A character wielding the Claw must be at least a Level 2 Utopian.
EFFECTS:
- Gain an extra +2W/day you can use for any economic spell.
- Smashing an opponent with the Claw deals +5 physical damage (+ an extra 3 if the player is a Capitalist) and allows you to perform an economic spell on the same turn.
- If an enemy is killed by the Claw (ie a player wearing the Claw dealt the killing blow) instead of rolling for treasure you automatically get the minimum allowable treasure for that enemy type.
PRICE: 16,000β

SHROUD OF TURING
Burial cloth laced with flexible microprocessors containing the uploaded mind of Alan Turing.
PREREQUISITES: Logician of Level 2 or above
EFFECTS:
- Ability to perform complex computations with minimal effort mean all Logician spells that would normally cost more than 2W now cost only 2W (exception: Universal Quantifier).
- +50 skill points to any task that involves programming a computer.
- Wearer is immune to *Turing Test*; she may choose what result the test returns.
PRICE: 14,000β

RING OF GYGES

A magic ring that allows its user to become invisible
PREREQUISITES: Anyone
EFFECTS:
- At will, adjust the ring on your finger. You become invisible. You still make noise, smell, move objects by your passing, and can otherwise be detected through non-visual means.
- Each day you use the ring, lose one Merit (not Virtue!).
- You also lose double Virtue for evil actions committed while invisible.
PRICE: 10,000β

VIENNA CIRCLET

A small white bracelet that protects the wearer from metaphysical attacks
PREREQUISITES: No one with Level 1 or greater in Metaphysician may wear the Vienna Circlet. Any Metaphysician who touches the Circlet, even accidentally, will feel as if it is burning hot, and take mental damage per round equal to her level in Metaphysics until she breaks contact.
EFFECTS:
- Metaphysicist spells have no effect upon the wearer of the Vienna Circlet.
- +3 to all saving throws against Bullshytte.
PRICE: 8,000β

WITTGENSTEIN'S POKER

A firebrand housing the spirit of the most formidable of the Analytics
PREREQUISITES: A character wielding the poker must be at least a Level 4 Logician. Anyone else is burned by its touch as if it were, well, a hot poker.
EFFECTS:
- Can be swung as a combined strength+rationality attack. Roll a normal strength attack for bodily damage and a normal rationality attack for mental damage, and then inflict both on the same turn.
- All physical damage dealt by the Poker is fire damage.
- You may cast *Wittengstein's Ladder* and *Create Private Language* as free actions.
PRICE: 14,000β

PENDANTS

Pendants bring power at a price. While wearing a pendant, you must conform to its Rule, usually a demand to speak or act in certain complicated ways. If you succeed, you will enjoy the power of the pendant unmolested. If you fail, the penalties the pendant exacts may cost more than you are willing to pay.

Putting on a pendant is a free action, but taking a pendant off costs 4W. If you don't have 4W, you may not take the pendant off until you do.

PENDANT OF CARNAP

TYPE: positivist, reductionist

RULE: All your statements must be either statements of fact about sense-perception or tautological definitions. If challenged, you must be able to explain which of these two categories any given statement of yours falls into, and why. Each time you fail, suffer four mental damage.

EFFECTS:

- +2 Rationality

- Once per day, you may summon a *Vienna Circlet* for three turns.

- Your opponents suffer -6 penalty if they try to debate you using Bullshytte. Rationality debates are unaffected.

PRICE: 20β

PENDANT OF DIOGENES

TYPE: truth

RULE: You may not intentionally lie, speak deceptively, or even imply false statements. Each time you do, lose 2W.

EFFECTS:

- +4 Merit

- -50% damage from Paradox Beasts

- You may cast *Diogenes' Magic Lantern* as a free action.

PRICE: 20β

PENDANT OF KORZYBSKI

TYPE: logic, philosophy of language

RULE: While wearing this pendant, you may not use any form of the word "to be", including "is", "was", "are", et cetera (except in unrelated grammatical roles, for example "he was walking"). Each time you use such a form, take one mental damage.

EFFECTS:

- +2 Rationality

- -3/30% damage from mental attacks.

- Your opponents must defend against your Debate actions with their Rationality, not their Bullshytte

- Your Logical and Metaphysical summons last one turn longer.

PRICE: 20β

PENDANT OF PANGLOSS

TYPE: logic, philosophy of language

RULE: While wearing this pendant, you must act as if you genuinely believe yourself to be in "the best of all possible worlds", responding to everything with cheery optimism. Each time you fail at this, lose your next turn of combat due to Depression. If several lapses go by before your next combat, you may miss several turns.

EFFECTS:

- +1 Luck

- You may cast *Pangloss' Optimization Hex* even if you are not a Level 9 Metaphysician. If you are a Level 9 Metaphysician, you may cast it for 5W instead of 8W.

PRICE: 20β

PENDANT OF WATSON

TYPE: psychological, philosophy of mind, behaviorist

RULE: Each time you attribute an action (by yourself or another) to a person's mental state (eg "He yelled at me because he was angry") lose 1W.

EFFECTS:

- 33% of mental attacks that would otherwise affect you, whether targeted or area-based, simply pass completely through you.

PRICE: 20β

PENDANT OF ZARATHUSTRA

TYPE: immoralist, existentialist

RULE: Speak in a constantly melodramatic, bombastic tone, using long words and a poetic style. Each time you noticeably lapse out of this manner of speech, lose 1V.

EFFECTS:

- Once per day, you may temporarily Stun a Theist for d4 turns by proclaiming "God is dead!", so long as your Bullshytte is less than her Virtue.

- You may cast *Ecce Homo, Armor Fati, and Monstrous Mirror* at the appropriate level, even if you are not an Immoralist Ethicist. If you are an Immoralist Ethicist, you may cast them at half their normal Will cost.

PRICE: 20β

RINGS

Rings are a little more fun than pendants. There is no terrible price to wearing a ring. They simply give you the opportunity to get extra bonuses by noticing or doing something.

Unfortunately, rings are also hard to get. Some of them cannot be legitimately obtained and instead have to be summoned by magic.

RING OF FREUD
TYPE: psychological, freudian
EFFECTS: Whenever you hear something that could be interpreted, no matter how implausibly, as a sexual innuendo, point this out to recover Will points (amount at DM discretion, more will for better innuendos).
PRICE: 1,000β

RING OF STEINEM
TYPE: leftist, feminist
EFFECTS: Whenever you hear something that could be interpreted, no matter how implausibly, as being patriarchal or detrimental to women, point this out to recover Will points (amount at DM discretion)
PRICE: 1,000β

BOOKS

Books are the most important type of magic item in *Dungeons and Discourse.* They can vastly expand your powers, opening up entirely new "prestige classes" for you to explore.

A character can carry as many books as she has room for, but only a certain number (usually two) can be "open" at any one time. Only open books grant special powers to the reader; closed books are kept "in reserve" against their eventual use but are inactive.

Only characters who meet the prerequisites can open a book, and if another character who does not meet the prerequisites tries to open the book, it will immediately slam shut. Some books have multiple prerequisites: relatively easy prerequisites for earlier chapters, somewhat harder prerequisites for later chapters. Once a character achieves the prerequisites for the later chapters, they automatically gain the powers contained within as long as the book is open.

Opening or closing a book requires 1W. One may only open or close a single book once per day; that is, if you open a book on Tuesday, you may not close it until Wednesday; if you close it upon Wednesday, you may not open it again until Thursday. This applies across different copies of books (eg two copies of *Plato's Republic*) but not across different books (You can

close *Plato's Republic* and then immediately open *Nichomachean Ethics).*

ANALECTS, by Confucius
PREREQUISITES: Virtue > 15, not Anarchist or Leftist
TYPE: eastern, confucian
SPELLS: ---
EFFECTS:
+3 Merit
- +1 Influence over any Asian younger than you
- +1 Influence over anyone three or more Virtue Levels below you
- You may add (Virtue – 10)/2 to your Taxation and Tithing rolls
- You may trade Virtue for Will at a 1:1 ratio.
- All Rituals costing more than 1W cost -1W.

ATLAS SHRUGGED, by Ayn Rand
PREREQUISITES: Libertarian, capitalist, Level 1 Utopian.
TYPE: objectivist
SPELLS: ---
EFFECTS:
- +1 Rationality, +1 Bullshytte
- You may replenish up to three Will points per day by giving an extraordinarily long soliloquies about the virtues of capitalism in the midst of battle, with number of will points determined solely by length of soliloquy (at DM discretion).
- When a spell demands your Virtue Level, you may substitute your Wealth Level instead. This does not affect your numerical Virtue.
- At Level 9 (Level 7 if Elf) you may become a Randroid. You replace your heart, with all of its outdated pro-looter emotions like love and compassion, with a device operating on John Galt's free energy machine. If you have Atomic Individual and Smite Socialism, you can continuously auto-cast these for free, and you may cast Fleece Poor as many times as you want per turn without interfering with your ability to cast other spells (although it still costs the usual stat slots).
COST: 500β

BEING AND NOTHINGNESS, by Jean-Paul Sartre
PREREQUISITES: Not Rightist or Theist
TYPE: existentialist
SPELLS: *Inspire Ennui (2), Sickness Unto Death (7)*
EFFECTS:
- You have no essence, only existence. Lose all of your racial bonuses and penalties.

- You determine your own course in life according to only your inner values. You may multi-class as high as you like without the normal "two less than your major" rule.
- You are not controlled by other people's attempts to impose ethics on you. Ethicists start with -1 Influence on you.
- You often flirt with nihilism, though you never embrace it entirely. Once per day, with a suitably dramatic sigh of resignation, you may become a Nihilist (gain status effect: Nihilism) for three turns.
- Hell is other people. If someone casts *Calvin's Predestined Hellfire* or *Greater Predestined Hellfire* on you, roll a d4. On 2 or 3, the spell fails. On 4, you may redirect the spell to a target of your choice, including the original caster.

DHAMMAPADA, by the Buddha
PREREQUISITES: Not Catholic or Protestant
TYPE: buddhist, eastern
SPELLS: *Gateless Gate*
EFFECTS:
- +1 Phronesis, +2 Virtue if Asian.
- You are more likely to reincarnate after death.
- At Level 2, you gain the ability *Koan*. When engaged in an argument, give a potentially profound but potentially nonsensical reply (such as "A tree in the golden forest!"). You may then make a Bullshytte save (B(S) > opponent's level) against having to answer. The DM, at her discretion, may add to or subtract from the roll based on the mysteriousness of your answer. If you make the save, the argument concludes as a draw; otherwise, you lose the argument.
- At Level 4, you gain the ability *Non-Dual Awareness*. If you take dualist damage, you may reduce whichever component is lower (mental or physical) by ½.
- At Level 6, you may cast the spell *Gateless Gate*.
- At Level 9, you gain the ability *Enlightenment*. You are immune to dualist damage; the lower damage type is simply negated. Whenever someone asks you a question, you may, as a free action, hit them with a bamboo stick and roll a d0. On negative roll, this deals roll * 5 damage. On a natural 10, the creature you hit becomes enlightened (gains this feat). On any other positive roll, no effect.
- Asian characters get all of these abilities one level earlier than everyone else.
COST: 100β

ELEMENTS by Euclid
PREREQUISITES: Level 3 Logician. Greeks may open this book at Level 2.
TYPE: geometric, euclidean
SPELLS: *Draw Polygon, Death Ray, QED*

EFFECTS:
- +1 Rationality
- Double effects of all polygons
- You may take +4 Influence over any Euclidean Elemental within ten meters.
- 3x damage from non-Euclidean attacks
COST: 200β

THE GOD DELUSION, by Richard Dawkins
PREREQUISITES: Atheist, Materialist
SPELLS: *Seeds of Doubt, Summon Invisible Dragon*
EFFECTS:
- +1 Rationality
- Your Materialist Metaphysician spells deal +50% damage against Apologists
- Your Summoned animals deal +50% damage against Apologists
- You cannot be harmed by any of the spells in *Seven Days of Creation*
- Gain +2 Virtue for burning a Bible, Koran, or other holy book.
- You are immune to the negative (but not the positive!) effects of Separate Magisteria!
- Your *Summon Invisible Pink Unicorn* has +50% duration
COST: 100β

ILLUMINATUS! by Robert Anton Wilson
PREREQUISITES: Bullshytte > Rationality, not Rightist
TYPE: new age
SPELLS: *Channel Crystal Energy (2), Prescribe Placebo (3), Good Vibrations (4), Begin Age of Aquarius (9)*
- +2 Bullshytte
- Your attacks deal +2 mental damage against the Man (any Absolutist or Rightist)
- *Chopra Interpretation*: You may make an extra Bullshytte save (B(S) > 3) against all type:quantum attacks, and you get a 50% bonus when using Bullshytte to debate type:quantum creatures.

NICHOMACHEAN ETHICS, by Aristotle
PREREQUISITES: Virtue > 14, Phronesis > 14
TYPE: virtue ethics
SPELLS: ---
EFFECTS:
- +1 Virtue, +1 Strength if Greek
- You may choose two more Virtues to cultivate.
- Because virtue ethics broadens your horizons, you take -3/30% the normal damage from

Kantian or Utilitarian spells
- You may cast spells using Virtue points instead of Will points. One Virtue point equals one Will point, except in Apologetics, where one Virtue point is sufficient to cast any spell, no matter how expensive.
COST: 200β

MEIN KAMPF, by Adolf Hitler
PREREQUISITES: Absolutist, not Communist, Continental or Anglo-American
TYPE: racist, fascist, nazi
SPELLS: *Genocide, Summon Nazi*
EFFECTS:
- At Level 4, you may cast *Genocide* as a timing:0 action at the beginning of a battle.
- +2 Influence over Nazis and the Spectre of Hitler
- You may cast targeted spells against Communist characters for 1W less than their usual cost; if the spell usually costs 1W; it is free.
- You no longer lose Virtue for killing innocent people if they are a different race than yourself
- Your effective Virtue level is one less than your actual Virtue level
COST: 300β

THE ORIGIN OF SPECIES, by Charles Darwin
PREREQUISITES: not Fideist, if Theist must have Rationality > 17
TYPES: evolution
SPELLS: *Mutate (5), Splice Genome (8)*
EFFECTS:
- +1 Rationality
- You may use the spells *Mutate* and *Splice Genome* at the appropriate levels even if you would not otherwise have access to them.
- If you *do* otherwise have access to these spells (eg you are a Biologist) you may cast them as timing:0 actions and for half their normal cost in W.
- You and your summoned creatures are immune to all damage and ill effects from creationist spells.
- All your summoned animals last one extra turn.
- You may not cast *Fossil Gap* or *Seven Days of Creation* even if you would otherwise have access.
COST: 500β

THE PRINCE by Niccolo Machiavelli
PREREQUISITES: At least Level 1 Utopian. Not Deontologist or Anarchist.
TYPES: utilitarian, absolutist

SPELLS: *Rain of Terror, Inspire Fear*
EFFECTS:
- +1 Phronesis
- As a free action, you may sacrifice 1 Virtue to take +1 Influence over a creature. You may not use this more than once on the same creature if that creature is of a level equal to or greater than your own.
- Influence ties between third parties (that is, not involving the creature you're trying to Influence) break in your favor.
- If an Absolutist, you may cast all Utilitarian spells four or more levels below your Utopian level. If a Utilitarian, you may cast all Absolutist spells four or more levels below your Ethicist level.
- +1 Influence over Italians
COST: 1000β

PRINCIPIA MATHEMATICA, by Bertrand Russell and Alfred North Whitehead
PREREQUISITES: Rationality > 18. Level 4 or above Logician.
TYPES: set theory
SPELLS:
EFFECTS:
- +2 Rationality
- You may cast *Universal Quantifier* at half the normal cost!
- You may summon any mathematical token as a free action
- -50% damage from Paradox Beasts
COST: 100β

PROBABILITY THEORY: THE LOGIC OF SCIENCE by E.T. Jaynes
PREREQUISITES: Rationality > 18. Level 1 or above Logician.
TYPES: bayesian, probability
SPELLS: *Declare Prior, Inference Inferno*
EFFECTS:
- + 2 Rationality
- If an Empiricist trying to multi-class in Logic or vice-versa, you may cast spells in your less developed discipline one level above the level you actually are!
- You are immune to negative Luck modifiers.
- If an opponent tries to use the spell Reject Null, as a free action you may prevent the spell from taking effect (the opponent still pays the W cost). Explain the problems with null hypothesis significance testing to them. Your explanation deals 0-40 mental damage (at DM discretion).
COST: 600β

THE PSYCHOPATHOLOGY OF EVERYDAY LIFE, by Sigmund Freud
PREREQUISITES: Bullshytte > 16, not Rightist or Fideist, at least Level 1 Metaphysician or Empiricist
TYPES: freudian, continental philosophy, psychology
SPELLS: *Freudian Slip*
EFFECTS:
- + 1 Bullshytte (+2 if Continental)
- You are immune to *Reduce* and *Churchland's Psychic Elimination*
- You can immediately recognize p-zombies
- You may prescribe psychoactive medication (piracetam, modafinil, fluoxetine)
- As a free action, you may make a Bullshytte save (B(S) > 7) to cure a teammate's status effect Insane.
- As a free action, you may summon a *Ring of Freud* for yourself.
- You may respond to arguments by discussing what the tendency to make that argument reveals about your interlocutor's psyche.
COST: 100β

THE REPUBLIC, by Plato
PREREQUISITES: Rationality > 16, Level 1 Utopian, not Anarchist or Libertarian or Leftist
SPELLS:
- *Noble Lie*: you may lie once per day without penalty, even if you are a Deontologist.
- *Myth of Er*: If you die, you may reincarnate.
- From Level 1 to 3, you have a *Bronze Soul*, dedicated to menial labor and moneymaking. You gain +1 Oikonomia and +1W.
- From Level 4 to 7, you have a *Silver Soul*, dedicated to combat and upholding the state. You lose your bronze bonuses, but get +3 strength (+5 if Greek) and can take +1 Influence over Greek or Absolutist characters.
- From Level 8 to 9, you have a *Gold Soul*, dedicated to wise rule. Lose your silver bonuses. At Level 8, if Utopian you can use Become Philosopher King. If not Utopian, you gain access to the first 3 levels of Utopian spells. At Level 9, if Utopian you can nobly lie about your beliefs and take one Level 9 spell other than Philosopher-King, even if you would not normally qualify for it. If not Utopian, you gain access to the first 5 levels of Utopian spells.
COST: 200β

SCIENCE AND HUMAN BEHAVIOR, by B.F. Skinner
PREREQUISITES: Materialist, Atheist, not Freudian, Level 2 in either Empiricism or Metaphysics
SPELL: *Skinner Box*

TYPE: behaviorist, psychology
- You may prescribe psychoactive medication (piracetam, modafinil, fluoxetine)
- You may take +1 Influence over an animal (+2 over rats and birds) or child by causing it pain (dealing successful physical damage). This effect is not cumulative with itself.
- You may cast the spell *Skinner Box*. If you would have been able to cast it already (eg you are a Biologist), you may now cast it for 0W.
- You may summon a *Pendant of Watson* as a free action. *Pendant of Watson* is twice as effective for you (so 66% of mental attacks miss their targets).
COST: 1000β

THE SECOND SEX, by Simone de Beauvoir
PREREQUISITES: leftist, recommended female but males may use at DM discretion
TYPE: feminist, existentialist, leftist
SPELL: *Smite Patriarchy*
EFFECTS:
- As a free action, you may summon a *Ring of Steinem* for your own use.
- Your Utopian and Ethicist spells are +1/10% against men.
- All your spells are +2/20% against members of the clergy.
- +1 Influence over all female characters
- Human males are at -1 Influence over you
- You get an extra Virtue save (V(S) > caster level) against any magic relating to sex or romance.
- If any male character attacks any female character, you may cast *Retributive Justice* on them.
- If anyone makes a sexist comment, or expresses sexual or romantic interest in you, you may *Slap* them as a cost:0 timing:0 free action.
- As a free action, you can neutralize an enemy's Dead Wight Mail for the remainder of a battle.
COST: 200β

SILENT SPRING, by Rachel Carson
PREREQUISITES: Leftist
TYPE: environmentalist
SPELLS: *Smite Capitalism (6)*
EFFECTS:
- Immunity to toxic, poisonous, or radioactive damage. You may Debate anyone who casts a targeted toxic, poisonous, or radioactive spell on you as a free reflex action.
- Your animal summons last one extra turn.
- You may add +2 to all of your Taxation rolls.
- As a free action, you may cancel any opponent's attempt to Mutate or Genetically Splice

animals (R(S) > 10). They must still pay the Will cost even if they make their save. You may then Debate them as a free action.

- At Level 6, you may cast the Utopian spell *Smite Capitalism*, even if you are capitalist yourself.

- Whales, bears, eagles, elephants, hippos, gorillas, and wolves are all endangered species, and you are their friends. You may take +1 Influence over them, and even if controlled by an enemy they will refuse to harm you unless you deliberately provoke them.

COST: 100β

SINGULARITY RISING by James Miller
PREREQUISITES: materialist, not theist, at least Level 1 Logician or Empiricist
TYPE: transhumanist, computers, technology
SPELLS: *Turing Test (1), Kurzweil's Exponential Crescendo (2), Summon Seed AI (9)*
EFFECTS:
- You may cast *Cryopreserve*, substituting (your level) for (your Biologist level -5.)
- You may cast *Turing Test*. If you could already cast *Turing Test*, you may cast it as a cost:0 action.
- +2 ranks in Techne
- You may summon a free *Amulet of Alcor* for your own use.
- As a free action, take +1 Influence over Mechanical or Cybernetic creatures
- The constant progress of science gives you new Empiricist levels 2-6 at -5% cost, and the superexponential acceleration in that progress gives you new Empiricist levels 7-9 at -10% cost.

STRUCTURE AND INTEPRETATION OF COMPUTER PROGRAMS by Abelson & Sussman
PREREQUISITES: At least Level 2 Logician, not Greek
TYPES: computers, technology
SPELLS: *Turing Test (1), Automate Task (3), Debug (4)*
EFFECTS:
- +1 Rationality
- +2 ranks in Techne, +1 in Precision
- +10 to attempts to program a computer
- You may cast *Turing Test*. If you could already cast *Turing Test*, you may cast it as a cost:0 action.
- Task Queue has 2 slots at Level 3, and increases by 1 every level thereafter to 8 at Level 9
- All logical operators you know are automatically in your Task Queue and do not take up slots.
- At Level 7, you may add non-Logician spells to your Task Queue.

- As a free action, take +1 Influence over Mechanical or Cybernetic creatures
- At Level 9, you may take the feat Become:Clockwork if you have at least 3 levels in Metaphysics.

TAO TE CHING by Lao Tzu
PREREQUISITES: not Catholic or Protestant
TYPES: taoist, eastern
SPELLS: *Chuangtzu's Somnolent Transformation (3), Wei Wu Wei (6)*
EFFECTS:
- +1 Virtue, +1 Strength if Asian
- You are more likely to reincarnate after death
- At Level 2, you gain the ability *Non-Dual Awareness*. If you take dualist damage, you may reduce whichever component is lower (mental or physical) by ½. This does not stack with the Buddhist ability of the same name.
- At Level 5, heal an extra +3 hit points per day (mental) using traditional Chinese alchemy.
- At Level 8, your attempts to discover an elixir of life lead you to independently invent many of the principles of Western chemistry. You gain access to all Chemist spells of level 3 and below. If you already have access to these spells, *Standard Temperature and Pressure* is -1W cost.
- At Level 9 you may auto-cast *Wei Wu Wei* for no will cost; you may always perform a basic attack and a non-targeted 1W spell on the same turn.
COST: 100β

Character Sheet

Click to select image
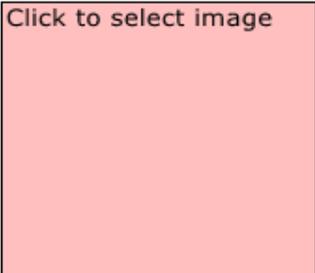
Name	Gender	Race	XP

Class	Level	Virtue 1	Virtue 2

Background

	Base	Modifiers	Total	Saving Throw
Rationality				d0 +
Phronesis				d0 +
Merit				d0 +
Bullshytte				d0 +
Strength				d0 +

	Total	Remaining		Value	Level
HP			**Virtue**		
Will			**Wealth**		

Speed		Luck		Self Control	
Tax		**Tithe**		**Oikonomia**	

Skills

- Erudition
- Rhetoric
- Sophistry
- Perception
- Precision
- T. of Mind
- Research
- Semiotics
- Techne
- Poiesis

Beliefs

- Religion
  - Denomination
  - Epistemology
- Mind-Body
- Government
- Politics
- Economics
- Ethics
- Agency

Items

- Book 1
- Book 2
- Item
- Item
- Item
- Item
- Item
- Item
- Item

Spells

Notes

Sample Campaign: King Under The Mountain

King Under The Mountain was the first campaign played under the old Second Edition rules. Organized via www.lesswrong.com, it developed into the somewhat new genre of "philosophy RPG musical" with the help of some songs written and put together by various nifty people from the Internet.

Special thanks go to the long-suffering players of King Under The Mountain. I don't have permission to throw their full names at the entire Internet, but their Less Wrong handles are Emile (Nomophilos, blog), Muflax (Phaidros), Charlie (Ephraim), Karl (Macx). Emile blogs at http://rationalparent.blogspot.com/, and Muflax at http://muflax.com/.

BACKGROUND

The known world has many sects and religions, but all contain shadowy legends of two primeval deities: Kallista, Goddess of Beauty; and Aleithos, God of Truth. When Kallista announced her plan to create thinking, rational beings, Aleithos objected, declaring that they would fall into error and produce endless falsehoods. Kallista ignored her brother's objections and created humankind. But Aleithos' fears proved well-founded: humankind fell into error and produced endless falsehoods, and their clamor drove the God of Truth insane.

The once mighty Aleithos fell from heaven, and all of his angelic servants turned into Paradox Beasts, arachnoid monstrosities that sought and devoured those who challenged the laws of logic. Over centuries, most of the Paradox Beasts were banished, but Aleithos himself remained missing. And though thousands of seekers set off to all the corners of the world in search of Truth, the Mad God keeps his own counsel, if He still even exists at all.

The Truth God's madness had one other effect; the laws of physics, once inviolable, turned fluid, and those sufficiently advanced in the study of Truth gained apparently magical abilities. With knowledge literally being power, great philosophers and scientists built mighty cities and empires.

In the middle of the Cartesian Plain at the confluence of the rivers Ordinate and Abcissa stands the mightiest of all, the imperial city of Origin. At the very center of the city stands the infinitely tall Z-Axis Tower, on whose bottom floor lives the all-seeing Wizard of 0=Z. Surrounding the Tower are a host of colleges and universities that attract the greatest scholars

from all over Origin, all gathered in service to the great project to find Truth.

Into the city comes Lady Cerune Russell, an exotic noblewoman from far-off parts seeking great thinkers to join her on a dangerous adventure. Four scholars flock to her banner. Nomophilos the Elder the Younger is a political scientist studying the central role of laws in creating a just society. Phaidros is a zealous Protestant theologian trying to meld strains of thought as disparate as Calvinism, Gnosticism, and W.L. Craig's apologetics. Ephraim is a Darwinian biologist with strong leftist sympathies and an experimental streak that sometimes gets him in trouble. And Macx is a quiet but very precise logician with a talent for puzzles.

Cerune explains to the Original scholars that she is the last living descendant of Good King Bertrand, historic ruler of the land of Russellia far to the west. Russellia was the greatest nation in the world until two hundred years ago, when a cataclysm destroyed the entire kingdom in a single day and night. Now the skies above Russellia are dark and filled with choking ash, monsters roam its plains, and the Good King is said to be locked in a magical undying sleep deep beneath the Golden Mountain in the kingdom's center. Though many have traveled to Russellia in search of answers, none have returned alive; Cerune, armed with secret information from the Turing Oracle which she refuses to share, thinks she can do better. The four Originals agree to protect her as she makes the dangerous journey to the Golden Mountain to investigate the mysterious disaster and perhaps lift the curse. Cerune gives them a day in Origin to prepare for the journey.

CHAPTER ONE: ORIGIN

The party skip the city's major attractions, including the Z-Axis Tower and the Hagia Sophia, in favor of more academic preparations: a visit to the library to conduct research, and a shopping trip to Barnes & Aristoi Booksellers, where they purchase reading material for the journey ahead. Here, they find a map of the lands on the road to Russellia, including the unpleasant-sounding Slough of Despotism and the Shadow City of Xar-Morgoloth, whose very name inexplicably chills the air when spoken aloud. After a long discussion on how this thermodynamic-defying effect could probably be used to produce unlimited free energy, they return to more immediate matters and head to the armory to pick up some weapons - a trusty isoceles triangle for Nomophilos, a bow for Macx - before the stores close for the evening. After a final night in Origin, they meet Cerune at the city gates and set off.

They originally intend to stick to the course of the Abcissa, but it is flooding its banks and Cerune recommends crossing the river into Platonia at the Pons Asinorum. After being attacked by a Euclidean Elemental charged with letting no one enter who does not know

geometry, they reach the other bank and find a strange old man, raving incomprehensibly. His turns of phrase start to make sense only after the party realizes that he is speaking as if he - and all objects - have no consistent identity.

In his roundabout way, he identifies himself as Heraclitus, the Fire Mage, one of the four great Elemental Mages of Platonia. Many years ago, he crossed into Origin on some errand, only to be ambushed by his arch-enemy, the Water Mage Thales. Thales placed a curse on Heraclitus that he could never cross the same river twice, trapping him on the wrong side of the Abcissa and preventing his return to Platonia. In order to dispel the curse, Heraclitus finds a loophole in the curse: he convinces himself that objects have no permanent identity, and so he can never cross the same river twice since it is not the same river and he is not the same man. Accepting this thesis, he crosses the Abcissa without incident - only to find that his new metaphysics of identity prevents him from forming goals, executing long-term plans, or doing anything more complicated than sitting by the riverbank and eating the fish that swim by.

This sets off a storm of conversation, as each member of the party tries to set Heraclitus right in their own way; Phaidros by appealing to God as a final arbiter of identity, Macx and Nomophilos by arguing that duty is independent of identity and that Heraclitus has a duty to his family and followers. Unfortunately, they make a logical misstep and end out convincing Heraclitus that it is illogical from his perspective to hold conversation; this ends the debate. And as the five philosophers stand around discussing what to do, they are ambushed by a party of assassins, who shoot poisoned arrows at them from a nearby knoll.

Outnumbered and outflanked, the situation seems hopeless, until Macx notices several of the attackers confused and unwilling to attack. With this clue, he identifies them as Buridan's Assassins, who in the presence of two equally good targets will hesitate forever, unable to choose: he yells to his friends to stand with two or more adventurers equidistant from each assassin, and sure enough, this paralyzes the archers and allows the party some breathing space.

But when a second group of assassins arrives to join the first, the end seems near - until Heraclitus, after much pondering, decides to accept his interlocutors' arguments for object permanence and joins in the battle. His fire magic makes short work of the remaining assassins, and when the battle is over, he thanks them and gives a powerful magic item as a gift to each. Then he disappears in a burst of flame after warning his new friends to beware the dangers ahead.

The party searches the corpses of the assassins - who all carry obsidian coins marked PLXM -

and then camp for the night on the fringe of the Slough of Despotism.

CHAPTER TWO: THE SLOUGH OF DESPOTISM

The Slough of Despotism is a swamp unfortunately filled with allegators, giant reptiles who thrive on moral superiority and on casting blame. They accuse our heroes of trespassing on their property; our heroes counter that the allegators, who do not have a state to enforce property rights, cannot have a meaningful concept of property. The allegators threaten to form a state, but before they can do so the party manages to turn them against each other by pointing out where their property rights conflict; while the allegators argue, the adventurers sneak off.

They continue through the swamp, braving dense vegetation, giant snakes, and more allegators (who are working on the whole state thing; the party tells them that they're too small and disorganized to be a real state, and that they would have to unite the entire allegator nation under a mutually agreed system of laws) before arriving at an old barrow tomb. Though four of the five adventurers want to leave well enough alone, Ephraim's experimental spirits gets the better of him, and he enters the mound. Its local Barrow Wight has long since departed, but he has left behind a suit of Dead Wight Mail, which confers powerful bonuses on Conservatives and followers of the Right-Hand Path. Nomophilos, the party's Conservative, is all set to take the Mail when Phaidros objects that it is morally wrong to steal from the dead; this sparks a fight that almost becomes violent before Nomo finally backs down; with a sigh of remorse, he leaves the magic item where he found it.

Beyond the barrow tomb lies the domain of the Hobbesgoblins, the mirror image of the Allegators in that they have a strong - some might say dictatorial - state under the rule of their unseen god-king, Lord-Over-All. They are hostile to any foreigners who refuse to swear allegiance to their ruler, but after seeing an idol of the god-king - a tentacled monstrosity bearing more than a passing resemblance to Cthulhu - our heroes are understandably reluctant to do so. As a result, the Hobbesgoblins try to refuse them passage through their capital city of Malmesbury on the grounds that, without being subordinated to Lord-Over-All or any other common ruler, the adventurers are in a state of nature relative to the Hobbesgoblins and may rob, murder, or otherwise exploit them. The Hobbesgoblins don't trust mere oaths or protestations of morality - but Nomophilos finally comes up with a compromise that satisfies them. He offers them a hostage in return for their good behavior, handing them his pet tortoise Xeno. This satisfies the Hobbesgoblins as assurance of their good behavior, and the party passes through Malmesbury without incident.

On the far side of Malmesbury they come to a great lake, around which the miasmas of the swamp seem to swirl expectantly. On the shore of the lake lives Theseus with his two ships. Theseus tells his story: when he came of age, he set off on a trading expedition upon his father's favorite ship. His father made him swear to return the ship intact, but after many years of travel, Theseus realized that every part of the ship had been replaced and repaired, so that there was not a single piece of the ship that was the same as when it had left port. Mindful of his oath, he hunted down the old pieces he had replaced, and joined them together into a second ship. But now he is confused: is it the first or the second ship which he must return to his father?

The five philosophers tell Theseus that it is the first ship: the ship's identity is linked to its causal history, not to the matter that composes it. Delighted with this answer, he offers the second ship to the adventurers, who sail toward the far shore.

Halfway across the lake, they meet an old man sitting upon a small island. He introduces himself as Thomas Hobbes, and says that his spies and secret police have told him everything about the adventurers since they entered the Slough. Their plan to save Russellia is a direct threat to his own scheme to subordinate the entire world under one ruler, and so he will destroy them. When the party expresses skepticism, his "island" rises out of the water and reveals itself to be the back of the monstrous sea creature, Leviathan, the true identity of the Hobbesgoblins' Lord-Over-All. After explaining his theory of government ("Let's Hear It For Leviathan", lyrics only) Hobbes and the monster attack for the game's first boss battle. The fight is immediately plagued by mishaps, including one incident where Phaidros's "Calvin's Predestined Hellfire" spell causes Hobbes to briefly turn into a Dire Tiger. When one of Leviathan's tentacles grab Cerune, she manifests a battle-axe of magic fire called the Axe of Separation and hacks the creature's arm off. She refuses to explain this power, but inspired by the small victory the party defeat Hobbes and reduce Leviathan into a state of Cartesian doubt; the confused monster vanishes into the depths, and the adventurers hurry to the other side and out of the Slough.

CHAPTER THREE: THE SHADOW CITY

Although our heroes make good time, they soon spot a detachment of Hobbesgoblins pursuing them. Afraid the goblins will be angry at the defeat of their god, the party hides; this turns out to be unnecessary, as the goblins only want Ephraim - the one who actually dealt the final blow against Leviathan - to be their new Lord-Over-All. Ephraim rejects the positions, and the party responds to the goblins' desperate pleading by suggesting a few

pointers for creating a new society - punishing voilence, promoting stability, reinforcing social behavior. The Hobbesgoblins grumble, but eventually depart - just in time for the party to be attacked by more of Buridan's Assassins. These killers' PLXM coins seem to suggest an origin in Xar-Morgoloth, the Shadow City, and indeed its jet-black walls now loom before them. But the city sits upon the only pass through the Central Mountains, so the party reluctantly enters.

Xar-Morgoloth turns out to be a pleasant town of white-washed fences and laughing children. In search of an explanation for the incongruity the five seek out the town's spiritual leader, the Priest of Lies. The Priest explains that although Xar-Morgoloth is superficially a nice place, the town is evil by definition. He argues that all moral explanations must be grounded in base moral facts that cannot be explained, whether these be respect for others, preference of pleasure over pain, or simple convictions that murder and theft are wrong. One of these base level moral facts, he says, is that Xar-Morgoloth is evil. It is so evil, in fact, that it is a moral imperative to keep people out of the city - which is why he sent assassins to scare them off.

Doubtful, the party seeks the mysterious visiting philosopher whom the Priest claimed originated these ideas: they find Immanuel Kant living alone on the outskirts of the city. Kant tells his story: he came from a parallel universe, but one day a glowing portal appeared in the sky, flinging him into the caves beyond Xar-Morgoloth. Wandering into Xar-Morgoloth, he tried to convince the citizens of his meta-ethical theories, but they insisted they could ground good and evil in basic moral intuitions instead. Kant proposed that Xar-Morgoloth was evil as a thought experiment to disprove them, but it got out of hand.

When our heroes challenge Kant's story and blame him for the current state of the city, Kant gets angry and casts Parmenides' Stasis Hex, freezing them in place. Then he announces his intention to torture and kill them all. For although in this world Immanuel Kant is a moral philosopher, in his own world (he explains) Immanuel Kant is a legendary villain and figure of depravity ("I'm Evil Immanuel Kant", lyrics only). Cerune manifests a second magic weapon, the Axe of Choice, to break the Stasis Hex, and the party have their second boss battle, which ends in defeat for Evil Kant. Searching his home, they find an enchanted Parchment of Natural Law that causes the chill in the air whenever the city's name is spoken.

Armed with this evidence, they return to the Priest of Lies and convince him that his moral theory is flawed. The Priest dispels the shadow over the city, recalls his assassins, and restores the town name to its previous non-evil transliteration of Summerglass. He then offers free passage through the caverns that form the only route through the Central Mountains.

CHAPTER FOUR: THE CAVERNS OF ABCISSA

Inside the caverns, which are nearly flooded by the overflowing Abcissa River, the party encounter an army of Water Elementals, leading them to suspect that they may be nearing the headquarters of Heraclitus' arch-enemy, Thales. The Water Elementals are mostly busy mining the rock for gems and magic artifacts, but one of them is sufficiently spooked by Phaidros to cast a spell on him, temporarily turning him to water. This is not immediately a disaster - Phaidros assumes a new form as a water elemental but keeps his essential personality - except that in an Ephraimesque display of overexperimention, Phaidros wonders what would happen if he temporarily relaxed the morphogenic field that holds him in place - as a result, he loses his left hand, a wound which stays in place when he reverts back to his normal form a few hours later. A resigned Phaidros only quotes the Bible: ("And if your hand offend you, cut it off: it is better for you to enter into life maimed, than having two hands to go into hell" - Mark 9:43) and trusts in the Divine plan.

The Caverns of Abcissa are labyrinthine and winding, but eventually the party encounters a trio who will reappear several times in their journey: Ruth (who tells the truth), Guy (who'll always lie) and Clancy (who acts on fancy). These three have a habit of hanging around branching caverns and forks in the road, and Ephraim solves their puzzle thoroughly enough to determine what route to take to the center of the cave system.

Here, in a great cavern, lives a civilization of cave-men whose story sounds a lot like Evil Kant's - from another world, minding their own business until a glowing portal appeared in the sky and sucked them into the caves. The cave-men are currently on the brink of civil war after one of their number, Thag, claims to have visited the mythical "outside" and discovered a world of magic and beauty far more real than the shadows dancing on the walls of their cavern. Most of the other cave-men, led by the very practical Vur, have rejected his tale, saying that the true magic and beauty lies in accepting the real, in-cave world rather than chasing after some outside paradise - but a few of the youth have flocked to Thag's banner, including Antil, a girl with mysterious magic powers.

Only the timely arrival of the adventurers averts a civil war; the party negotiates a truce and offers to solve the dispute empirically - they will escort Vur and Antil with them through the caverns so that representatives of both sides can see whether or not the "outside" really exists. This calms most of the cave-men down, and with Vur and Antil alongside, they head onward to the underground source of the Abcissa - which, according to their research, is the nerve center of Thales' watery empire.

On the way, they encounter several dangers. First, they awake a family of hibernating bears, who are quickly dispatched but who manage to maul the frail Vur so severely that only some divine intervention mediated by Phaidros saves his life. Second, they come across a series of dimensional portals clearly linked to the stories related by Evil Kant and the cave-men. Some link directly to otherworldly seas, pouring their water into the Abcissa and causing the recent floods. Others lead to otherworldly mines and quarries, and are being worked by gangs of Water Elementals. After some discussion of the ethics of stranding the Water Elementals, the five philosophers decide to shut down as many of the portals as possible.

They finally reach the source of the Abcissa, and expecting a battle, deck themselves out in magic armor that grants immunity to water magic. As expected, they encounter Thales, who reveals the full scale of his dastardly plot - to turn the entire world into water. But his exposition is marred by a series of incongruities, including his repeated mispronunciations of his own name ("All is Water", lyrics only). And when the battle finally begins, the party dispatches Thales with minimal difficulty, and the resulting corpse is not that of a Greek philosopher at all, but rather that of Davidson's Swampman, a Metaphysical summon that can take the form of any creature it encounters and imitate them perfectly.

Before anyone has time to consider the implications of their discovery, they are attacked by the real Water Mage, who bombards them with powerful water spells to which their magic armor mysteriously offers no protection. Worse, the Mage is able to create dimensional portals at will, escaping attacks effortlessly. After getting battered by a series of magic Tsunamis that nearly kill several of the weaker party members, the adventurers are in dire straits.

Then the tide begins to turn. Antil manifests the power to go invisible and attack the Water Mage from an unexpected vantage. Cerune manifests another magic weapon, the Axe of Extension, which gives her allies the same powers over space as the Water Mage seems to possess. And with a little prompting from Cerune, Phaidros and Nomophilos realize the Water Mage's true identity. Magic armor doesn't grant protection from his water spells because they are not water at all, but XYZ, a substance physically identical to but chemically different from H2O. And his mastery of dimensional portals arises from his own origin in a different dimension, Twin Earth. He is Hilary Putnam ("All is Water, Reprise", lyrics only) who has crossed dimensions, defeated Thales, and assumed his identity in order to take over his watery empire and complete his world domination plot. With a last push of magic, the party manage to defeat Putnam, who is knocked into the raging Abcissa and drowned in the very element he sought to control.

They tie up the loose ends of the chapter by evacuating the Water Elementals from Twin

Earth, leading the cave-men to the promised land of the Outside, and confronting Antil about her mysterious magic. Antil gives them the source of her power to turn invisible: the Ring of Gyges, which she found on the cave floor after an earthquake. She warns them never to use it, as it presents a temptation which their ethics might be unable to overcome.

CHAPTER FIVE: CLIMBING MOUNT IMPROBABLE

Now back on the surface, the party finds their way blocked by the towering Mount Improbable, which at first seems too tall to ever climb. But after some exploration, they find there is a gradual path sloping upward, and begin their ascent. They are blocked, however, by a regiment of uniformed apes: cuteness turns to fear when they get closer and find the apes have machine guns. They decide to negotiate, and the apes prove willing to escort them to their fortress atop the peak if they can prove their worth by answering a few questions about their religious beliefs.

Satisfied, the ape army lead them to a great castle at the top of the mountain where Richard Dawkins (["Beware the Believers"](#), credit Michael Edmondson) and his snow leopard daemon plot their war against the gods themselves. Dawkins believes the gods to be instantiated memes - creations of human belief that have taken on a life of their own due to Aleithos' madness - and accuses them of causing disasters, poverty, and ignorance in order to increase humanity's dependence upon them and keep the belief that sustains their existence intact. With the help of his genetically engineered apes and a fleet of flying battleships, he has been waging war against all the major pantheons of polytheism simultaneously. Dawkins is now gearing up to attack his most implacable foe, Jehovah Himself, although he admits He has so far managed to elude him.

Hoping the adventurers will join his forces, he takes them on a tour of the castle, showing them the towering battlements, the flotilla of flying battleships, and finally, the dungeons. In these last are imprisoned Fujin, Japanese god of storms; Meretseger, Egyptian goddess of the flood, and even Ares, the Greek god of war (whom Dawkins intends to try for war crimes: not any specific war crime, just war crimes in general). When the party reject Dawkins' offer to join his forces (most vocally Phaidros, most reluctantly Ephraim) Dawkins locks them in the dungeons themselves.

They are rescued late at night by their old friend Theseus. Theseus lost his ship in a storm (caused by the Japanese storm god, Fujin) and joined Dawkins' forces to get revenge; he is now captain of the aerial battleships. Theseus loads the adventurers onto a flying battleship

and deposits them on the far side of the mountain, where Dawkins and his apes will be unlikely to find them.

Their troubles are not yet over, however, for they quickly encounter a three man crusade consisting of Blaise Pascal, Johann Tetzel, and St. Augustine of Hippo (mounted, cavalry-style, upon an actual hippopotamus). The three have come, led by a divine vision, to destroy Dawkins and his simian armies as an abomination unto the Lord, and upon hearing that the adventurers have themselves escaped Dawkins, invite them to come along. But the five, despite their appreciation for Pascal's expository fiddle music (**"The Devil and Blaise Pascal"**) are turned off by Tetzel's repeated attempts to sell them indulgences, and Augustine's bombastic preaching. After Phaidros gets in a heated debate with Augustine over the role of pacifism in Christian thinking, the two parties decide to go their separate ways, despite Augustine's fiery condemnations and Pascal's warning that there is a non-zero chance the adventurers' choice will doom them to Hell.

After another encounter with Ruth, Guy, and Clancy, our heroes reach the base of Mount Improbable and at last find themselves in Russellia.

CHAPTER SIX: THE PALL OVER RUSSELLIA

Russellia is, as the legends say, shrouded in constant darkness. The gloom and the shock of being back in her ancestral homeland are too much for Cerune, who breaks down and reveals her last few secrets. Before beginning the quest, she consulted the Turing Oracle in Cyberia, who told her to seek the aid of a local wizard, Zermelo the Magnificent. Zermelo gave her nine magic axes of holy fire, which he said possessed the power to break the curse over Russellia. But in desperation, she has already used three of the magic axes, and with only six left she is uncertain whether she will have the magic needed.

At that moment, Heraclitus appears in a burst of flame, seeking a debriefing on the death of his old enemy Thales. After recounting the events of the past few weeks, our heroes ask Heraclitus whether, as a Fire Mage, he can reforge the axes of holy fire. Heraclitus admits the possibility, but says he would need to know more about the axes, their true purpose, and the enemy they were meant to fight. He gives the party an enchanted matchbook, telling them to summon him by striking a match when they gather the information he needs.

Things continue going wrong when, in the midst of a discussion about large numbers, Phaidros makes a self-contradictory statement that summons a Paradox Beast. Our heroes stand their ground and manage to destroy the abomination, despite its habit of summoning

more Paradox Beasts to its aid through its Principle of Explosion spell. Bruised and battered, they limp into the nearest Russellian city on their map, the town of Ravenscroft.

The people of Ravenscroft tell their story: in addition to the eternal darkness, Russellia is plagued by vampire attacks and by a zombie apocalypse, which has turned the population of the entire country, save Ravenscroft, into ravenous brain-eating zombies. Despite the burghers claiming the zombie apocalypse had been confirmed by no less a figure than Thomas Nagel, who passed through the area a century ago, our heroes are unconvinced: for one thing, the Ravenscrofters are unable to present any evidence that the other Russellians are zombies except for their frequent attacks on Ravenscroft - and the Ravenscrofters themselves attack the other towns as a "pre-emptive measure". But the Ravenscrofters remain convinced, and even boast of their plan to launch a surprise attack on neighboring Brixton the next day.

Suspicious, our heroes head to the encampment of the Ravenscroft army, where they are just in time to see Commander David Chalmers give a rousing oration against the zombie menace ("Flee! A Brief History of Zombieism In Western Thought", credit Emerald Rain). They decide to latch on to Chalmers' army, both because it is heading the same direction they are and because they hope they may be able to resolve the conflict between Ravenscroft and Brixton before it turns violent.

They camp with the army in some crumbling ruins from the golden age of the Russellian Empire. Entering a ruined temple, they disarm a series of traps to enter a vault containing a legendary artifact, the Morningstar of Frege. They also encounter a series of statues and bas-reliefs of the Good King, in which he demonstrates his chivalry by swearing an oath to Aleithos that he will defend all those who cannot defend themselves. Before they can puzzle out the meaning of all they have seen, they are attacked by vampires, confirming the Ravenscrofters' tales; they manage to chase them away with their magic and a hare-brained idea of Phaidros' to bless their body water, turning it into holy water and burning them up from the inside.

The next morning, they sneak into Brixton before the main army, and find their fears confirmed: the Brixtonites are normal people, no different from the Russellians, and they claim that Thomas Nagel told them that they were the only survivors of the zombie apocalypse. They manage to forge a truce between Ravenscroft and Brixton, but to their annoyance, the two towns make peace only to attack a third town, Mountainside, which they claim is definitely populated by zombies this time. In fact, they say, the people of Mountainside openly admit to being zombies and don't even claim to have souls.

Once again, our heroes rush to beat the main army to Mountainside. There they find the

town's leader, Daniel Dennett, who explains the theory of eliminative materialism ("**The Zombies' Secret**"). The party tries to explain the subtleties of Dennett's position to a bloodthirsty Chalmers, and finally all sides agree to drop loaded terms like "human" and "zombie" and replace them with a common word that suggests a fundamental humanity but without an internal Cartesian theater (one of our heroes suggests "NPC", and it sticks). The armies of the three towns agree to ally against their true common enemy - the vampires who live upon the Golden Mountain and kidnap their friends and family each night.

Before the attack, Nomophilos and Ephraim announce their intention to build an anti-vampire death ray. The theory is that places on the fringe of Russellia receive some sunlight, while places in the center are shrouded in endless darkness. If the towns of Russellia can set up a system of mirrors from their highest towers, they can reflect the sunlight from the borderlands into a central collecting mirror in Mountainside, which can be aimed at the vampires' hideout to flood it with daylight, turning them to ashes. Ephraim, who invested most of his skill points into techne, comes up with schematics for the mirror, and after constructing a prototype, Chalmers and Dennett sound the attack order.

The death rays take out many of the vampires standing guard, but within their castle they are protected from its light: our heroes volunteer to infiltrate the stronghold, but are almost immediately captured and imprisoned; the vampires intend to sacrifice Cerune in a ritual to use her royal blood to increase their power. But the adventurers make a daring escape: arch-conservative Nomophilos uses the invisible hand of the marketplace to steal the keys out of the jailer's pocket, and Phaidros summons a five hundred pound carnivorous Christ metaphor to maul the guards. But before the party can escape the castle, they are confronted by the vampire lord himself, who is revealed to be none other than Thomas Nagel (**"What Is It Like To Be A Bat?"**). In the resulting battle, Nagel is turned to ashes and the three allied cities make short work of the remaining vampires, capturing the castle.

The next morning finds our heroes poring over the vampire lord's library. Inside, they find an enchanted copy of Godel Escher Bach (with the power to summon an identical enchanted copy of Godel Escher Bach) and a slew of books on Russellian history. Over discussion of these latter, they finally work out what curse has fallen over the land, and what role the magic axes play in its removal.

The Good King's oath to defend those who could not defend themselves was actually more complicated than that: he swore an oath to the god Aleithos to defend those *and only those* who could not defend themselves. His enemies, realizing the inherent contradiction, attacked him, trapping Russell in a contradiction - if he defended himself, he was prohibited from doing so; if he did not defend himself, he was obligated to do so. Trapped, he was forced to

break his oath, and the Mad God punished him by casting his empire into eternal darkness and himself into an endless sleep.

The nine axes of Zermelo the Magnificent embody the nine axioms of ZFC. If applied to the problem, they will allow set theory to be reformulated in a way that makes the paradox impossible, lifting the curse and waking the Good King.

Upon figuring out the mystery, the party strike the enchanted match and summon Heraclitus, who uses fire magic to reforge the Axes of Choice, Separation, and Extension. Thus armed, the party leave the Vampire Lord's castle and enter the system of caverns leading into the Golden Mountain.

CHAPTER SEVEN: THE KING UNDER THE MOUNTAIN

The party's travels through the cavern are quickly blocked by a chasm too deep to cross. Nomophilos saves the day by realizing that the enchanted copy of Godel Escher Bach creates the possibility of infinite recursion; he uses each copy of GEB to create another copy, and eventually fills the entire chasm with books, allowing the party to walk through to the other side.

There they meet Ruth, Clancy, and Guy one last time; the three are standing in front of a Logic Gate, and to open it the five philosophers must solve the Hardest Logic Puzzle Ever. In an epic feat that the bards will no doubt sing for years to come, Macx comes up with a solution to the puzzle, identifies each of the three successfully, and opens the Logic Gate.

Inside the gate is the Good King, still asleep after two centuries. His resting place is guarded by the monster he unleashed, a fallen archangel who has become a Queen Paradox Beast. The Queen summons a small army of Paradox Beast servants with Principle of Explosion, and the battle begins in earnest. Cerune stands in a corner, trying to manifest her nine magic axes, but Nomophilos uses his Conservative spell "Morning in America" to summon a Raygun capable of piercing the Queen Paradox Beast's armored exoskeleton. Macx summons a Universal Quantifier and attaches it to his Banish Paradox Beast spell to decimate the Queen's armies. Ephraim desperately tries to wake the Good King, while Phaidros simply prays.

After an intense battle, Cerune manifests all nine axes and casts them at the Queen Paradox Beast, dissolving the paradox and destroying the beast's magical defenses. The four others redouble their efforts, and finally manage to banish the Queen. When the Queen Paradox Beast is destroyed, Good King Bertrand awakens.

Bertrand is temporarily discombobulated, but eventually regains his bearings and listens to the entire adventure. Then he tells his story. The attack that triggered the curse upon him, he says, was no coincidence, but rather a plot by a sinister organization against whom he had been waging a shadow war: the Bayesian Conspiracy. He first encountered the conspiracy when their espionage arm, the Bayes Network, tried to steal a magic emerald of unknown origin from his treasury. Since then, he worked tirelessly to unravel the conspiracy, and had reached the verge of success - learning that their aim was in some way linked to a plan to gain the shattered power of the Mad God Aleithos for themselves - when the Conspiracy took advantage of his oath and managed to put him out of action permanently.

He is horrified to hear that two centuries have passed, and worries that the Bayesians' mysterious plan may be close to fruition. He begs the party to help him re-establish contact with the Conspiracy and continue figuring out their plans, which may be a dire peril to the entire world. But he expresses doubt that such a thing is even possible at this stage.

In a burst of flame, Heraclitus appears, announcing that all is struggle and that he has come to join in theirs. He admits that the situation is grim, but declares it is not as hopeless as it seems, because they do not fight alone. He invokes the entire Western canon as the inspiration they follow and the giants upon whose shoulders they stand (**"Grand Finale"**).

Heraclitus, Good King Bertrand, and the five scholars end the adventure by agreeing to seek out the Bayesian Conspiracy and discover whether Russell's old adversaries are still active. The story is to be continued in the campaign's next adventure, *Fermat's Last Stand*.

MUSIC

LYRICS ONLY
Kant's Song: I'm Evil Immanuel Kant
Thales' Song: All Is Water
Putnam's Song: All Is Water, Reprise

GOOD ARTISTS BORROW, GREAT ARTISTS STEAL
Dawkins' Song: Beware The Believers (credit: Michael Edmondson)
Chalmers' Song: Flee: A History of Zombieism In Western Thought (credit: Emerald Rain)

ORIGINAL ADAPTATIONS

Pascal's Song: [The Devil and Blaise Pascal](#)
Hobbes' Song: [Let's Hear It For Leviathan](#)
Dennett's Song: [The Zombies' Secret](#)
Vampire Nagel's Song: [What Is It Like To Be A Bat?](#)
Heraclitus' Song: [Grand Finale](#)