

Picture This!

Guy in charge, you need to pick two things to start this party off:

1. What time is it? Is it yesterday? 100 years in the future? Is it Jesus time (part one or two)? 1793?
2. Where is it? A desert? Kowloon City? Space? Carcosa? Salem Massachusetts?

Got that figured out? Cool, tell everyone.

Everyone else:

1. You're all wizards.
2. Get your phone out, and search up five random pictures from the internet and download them to your phone. Avoid porn, but pretty much anything is fair game. Picture of a cat? Sure. Picture of the Pyramids of Giza? Why not. Snag some picture of a dogtaur bard? Weird flex, but ok.
3. Pick a wizardy name. 'Something' the 'Color/Noun' is recommended. Lucius the Mauve for example. But get frisky with it.

What is your element?

1. Your choice!
2. Fire!
3. Water!
4. Air!
5. Earth
6. Roll twice!

What generic spells do you know? Each of these lasts for a minute when cast. Roll twice.

1. Fly.
2. Animate object.
3. Invisibility.
4. Illusion. Make a small illusion.
5. Charm Person. Make someone like you.
6. Summon demon.

What magic item do you have?

1. Wand of Pew Pew. It slings a little damage.
2. Staff of Trees. This staff can turn into a tree and back again on demand.
3. Ring of Rope. This ring can turn into a length of animated rope, up to 30 ft.

4. Necklace of Fog. Can summon up a football field sized area of thick fog.
5. Crown of Light. This crown can light up like a torch on demand.
6. Boots of Walking. You can walk on water, up walls, all that shit.

What's the deal?

1. The Orb/Rod/Ring of Doom/Meth/Rain has been found by the dragon Ssssearth.
2. Pan, the god of getting krunk, is on a bender downtown and is causing a ruckus.
3. Wizard Fight!
4. Y'all's mentor, Sazerac the Absinthe, has gone mad! You have to enter his tower and get him help/kill him.
5. Ragnorak/Armageddon/End of the damn World. Go out with a blaze of glory, or save the world.
6. Elephant sized badgers are attacking the area, and are drinking all the beer.

How to Play.

Each wizard has 10 spell points. Each spell costs 1 point to activate. If you run out of points, you're out of the game. These points are also your hit points, and if you take damage, you lose a point. You regain a point each time you come into contact with your element, and spend at least 10 minutes focusing on it.

To do something difficult, roll a d6. Odds it succeeds, evens it fails. The higher the number, the better or worse it succeeds/fails. If you use your magic, you can roll two dice and choose which roll to keep.

Why did you have us download those pictures?

Because those are your special spells. Each picture is a one use spell. If you think you can justify the picture you have saving the day (well, current roll) you can use the picture to make your roll an automatic, extra special, success. Just describe the spell and how it works, then delete the picture.