

TINY FROG WIZARDS



A GAME FOR THREE TO SEVEN PLAYERS
BY DAVID J PROKOPETZ

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Playtest Version 0.3

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Note: This document may not represent the most up-to-date version of *Tiny Frog Wizards*. You can always find the latest revision at the following address:

<https://penguinking.com/tiny-frog-wizards/>



INTRODUCTION

You have mastered the secret arts of sorcery

The very primordial energies of creation and destruction are yours to wield as you will.

You are two inches tall.

Tone and Themes

Tiny Frog Wizards is a game of contrasts.

It's about people who are accustomed to being the biggest frogs in a *very* small pond, venturing into a much larger world.

It's about wielding a phenomenal cosmic power whose applications are so weirdly specialised, you'll struggle to cram your skill-set's square pegs into the world's round holes.

More than anything, however, *Tiny Frog Wizards* is a game about being a terrible inconvenience to everyone in the general vicinity, in the unshakable belief that you're helping.

One trusts that many of those reading this can relate.

What You'll Need

Tiny Frog Wizards is a game for three to seven players, including an optional Gamemaster, or GM. You'll need a large pile of six-sided dice, ideally in many colours as befits your tiny frog wizard's arcane mastery, as well as some scrap paper to keep track of your mastered Arcana and various Misfortunes.

If you're playing without a GM – or have decided to allocate some of the GM's responsibilities to other players, as discussed under [Playing the Game \(p. 31\)](#) – you'll also need to decide on a seating order, as some rules care about who's sitting to the left (or right) of whom. In a face-to-face game, this may take care of itself; otherwise, decide on an ordering in whatever fashion (e.g., by age, alphabetically by first name, etc.) is agreeable to the group.

Rolling Dice

There are two types of dice rolls you'll be asked to make in *Tiny Frog Wizards*: **rolling to cast a spell**, and **rolling on a table**.

When you roll to cast a spell, you'll gather a number of six-sided dice and roll them all at once. The dice aren't added together; rather, the rolled values are individually assigned to the spell's various **parameters** to determine how effective the spell is. You can't assign more than one die to each parameter, and *must* assign a die to each parameter if one is available. If you rolled more dice than there are parameters to assign, the extra dice are discarded; if you rolled fewer dice than parameters, any parameters you're unable to assign a die to receive a value of 0. Refer to [Working Your Will \(p. 19\)](#) for more information on how to determine how many dice to roll and how to assign the results.

When you roll on a table, you'll roll either one or two dice. If the table has the text “d6” at the top of the first column, roll a single six-sided die. If the table has the text “d66” at the top of the first column, roll two dice, reading the first die as the “tens” place and the second die as the “ones” place, yielding a two-digit number in the range from 11 to 66. You should decide which die counts as the “tens” and which die counts as the “ones” before rolling; if your dice aren't visually distinguishable, make the rolls one at a time to keep them straight.

On rare occasions, you may be asked to **flip** the result of a d66 roll. This means taking the existing roll and exchanging the places of the digits; for example, a roll of 3 and 6, normally read as “36”, would instead become “63”. This will typically occur if the roll's initial result is invalid for some reason.

Content and Player Boundaries

In spite of its light-hearted tone, *Tiny Frog Wizards* is a game whose player characters wield semi-godlike powers. Mind control, bodily transformations, and the like are basic tools in their game-mechanical toolkits, and consequently, there's a strong possibility that content some players aren't comfortable with will come up. Comfort zones regarding the game's sorcerous shenanigans should be a topic of explicit pre-game discussion; tools like [John Stavropoulos' X Card](#) may be helpful, and should be brought up with the group before play begins.

Glossary

This section is intended to serve as a quick reference for experienced players. Novices are encouraged to skip directly to [Tiny Frog Creation \(p. 10\)](#) – most of this material won't make sense if you haven't been through at least that part!

d66. To make a d66 roll, roll a six-sided die twice, reading the first roll as the “tens” place and the second roll as the “ones” place, yielding a number in the range from 11 to 66. d66 rolls are typically used for rolling on tables. *Refer to:* [Rolling Dice \(p. 6\)](#)

Arcanum. One of the nine spheres of magic which tiny frog wizards can master. Each Arcanum enables a tiny frog wizard to produce different sorts of effects. *Refer to:* [The True Arcana \(p. 42\)](#)

Arcanum, mastered. A tiny frog wizard must have mastered an Arcanum in order to make use of it. Ordinarily, each tiny frog wizard begins play with two mastered Arcana. *Refer to:* [Mastered Arcana \(p. 11\)](#)

Casting roll. When casting a spell, a number of dice are gathered and rolled; how many dice are rolled is based on the performance of certain ritual actions and the expenditure of Preparation Dice. Once the dice have been rolled, one die is assigned to each of the spell's parameters; if fewer than three dice are rolled, any parameter to which a die is not assigned receives a value of zero. *Refer to:* [Casting Spells \(p. 20\)](#)

Concentration. Most spells require concentration. While concentrating on a spell, you can perform other actions, but your casting rolls are penalised by one die for each spell you're currently concentrating on. If you're distracted while concentrating on a spell, the spell may be disrupted. Spells which do not require concentration are called indefinite. *Refer to:* [Spell Duration \(p. 24\)](#)

Control. A parameter which determines how much control a tiny frog wizard exercises over a spell. The player must describe some aspect of the spell's effect in a number of words equal to its **CONTROL** parameter; each Arcanum defines what needs to be described. A spell with a **CONTROL** parameter of zero is considered uncontrolled. *Refer to:* [The Control parameter \(p. 22\)](#)

Direct opposition. *See:* [opposition, direct](#)

Disruption. If you are seriously distracted or suffer Misfortune while concentrating on a spell, the spell may go haywire. A spell that's gone haywire has distorted effects, no longer counts against the number of spells you're currently concentrating on, and cannot be voluntarily terminated, lasting for the rest of the scene. *Refer to:* [Disruption \(p. 25\)](#)

Focus. A specific, named spellcasting tool which a tiny frog wizard carries.

Each Focus contains a single Preparation Die, which can be spent if certain conditions specific to that Focus are satisfied. Unlike regular Preparation Dice, the Preparation Die contained by a Focus recovers on its own at the start of each scene. *Refer to:* [Preparation Dice and Foci \(p. 12\)](#)

Foraging. Any activity which permits the recovery of Preparation Dice during a scene (i.e., without resting). Foraging typically restores 1–2 Preparation Dice to each tiny frog wizard. *Refer to:* [Recovery \(p. 36\)](#)

Indefinite. A spell which does not require concentration is indefinite. Indefinite spells are considered non-magical once their effects fully manifest. The description of each Arcanum will indicate whether it can be used to produce indefinite effects. *Refer to:* [Spell Duration \(p. 24\)](#)

Indirect opposition. *See:* [opposition, indirect](#)

Magnitude. A parameter which determines the scope of a spell's effect. With a value of zero, a spell affects a single object or creature about the size of a tiny frog, or an area about one frog-length (5 cm or 2 inches) across; each added point of **MAGNITUDE** either roughly doubles the diameter of the affected area or increases the size of the affected object or creature tenfold. *Refer to:* [The Magnitude parameter \(p. 21\)](#)

Mastered arcanum. *See:* [Arcanum, mastered](#)

Misfortune. Player characters and certain NPCs may choose to suffer any undesirable effect as a Misfortune. Suffering a Misfortune means you get to describe how it affects you, and limits how seriously and for how long it can hinder you. A character's ability to suffer Misfortune is measured in slots; each slot can hold one Misfortune, and once they're all filled, that character is at the mercy of the GM. *Refer to:* [Suffering Misfortune \(p. 34\)](#)

Mundane action. Anything a character does which is not casting a spell is a mundane action. The outcome of a mundane action is resolved based on narrative plausibility, and doesn't involve numbers or rolling dice. Mundane actions ordinarily fail when opposed by a spell; however, some mundane actions have an effective **POTENCY** rating, allowing them to contend with spells of equal or lesser **POTENCY**. *Refer to:* [Mundane actions \(p. 19\)](#)

Opposition, direct. When two spells are trying to do mutually exclusive things, or when one spell tries to prevent or destroy the effect of another spell, those spells are in direct opposition. Each Arcanum's description outlines the situations in which it can directly oppose other spells. Direct opposition is resolved in favour of the spell with the greater **POTENCY**; in the event of a tie, the GM decides what happens. *Refer to:* [Conflicting Spells \(p. 26\)](#)

Opposition, indirect. Any interaction between two spells that isn't defined as direct opposition is indirect opposition. In such cases, the interplay of their effects is resolved by the GM's judgment. *Refer to:* [Conflicting Spells \(p. 26\)](#)

Parameter. A facet of a spell that determines how it operates. When making a casting roll, one die is assigned to each parameter after rolling; if fewer than three dice are rolled, any parameters to which no die is assigned receive a value of zero. The three parameters are **MAGNITUDE**, **RANGE** and **CONTROL**; the sum of these three parameters determines the spell's **POTENCY**. *Refer to:* [Casting Spells \(p. 20\)](#)

Preparation Dice. A pool of dice which can be added to casting rolls at the player's discretion. Once rolled, a Preparation Die is expended until it's recovered by foraging or resting. *Refer to:* [Preparation Dice and Foci \(p. 12\)](#)

Potency. A value which determines how well a spell can overcome other magical effects in the event of direct conflict. A spell's potency is ordinarily equal to the sum of its parameters. *Refer to:* [Potency \(p. 23\)](#)

Range. A parameter which determines how far away the target of a spell can be. A spell has a **RANGE** in hops (meters or yards) equal to this parameter's value; a spell with a **RANGE** of zero must target the caster themselves or something the caster is directly touching. *Refer to:* [The Range parameter \(p. 22\)](#)

Rest. Any interlude where the tiny frog wizards have an opportunity to kick back and relax, including (but not limited to) a good night's sleep. Resting resets all tiny frog wizards' Preparation Dice to their starting value, and permits them each to clear one Misfortune slot. *Refer to:* [Recovery \(p. 36\)](#)

Scene. A unit of play which begins with the tiny frog wizards' arrival in a place where a problem is occurring, and ends when they've satisfied themselves that the problem has been resolved (regardless of whether this is in fact the case). *Refer to:* [Setting the Scene \(p. 32\)](#)

Size. Every creature and object has a Size rating, ranging from 0 to 6. A creature or object's Size rating is equal to the **MAGNITUDE** parameter required to target it with a spell. *Refer to:* [The Magnitude parameter \(p. 21\)](#)

Uncontrolled. When a spell is uncontrolled, any aspects of its effect that would ordinarily be described by its caster's player are instead described by the GM or determined randomly. A spell is normally uncontrolled only when its **CONTROL** parameter is zero; a tiny frog wizard may also voluntarily cast a spell with a non-zero **CONTROL** parameter as an uncontrolled spell if they wish. *Refer to:* [The Control parameter \(p. 22\)](#)

TINYFROG CREATION

Each player (excepting the GM) will take on the role of a tiny frog wizard: an incomparable master of the True Arcana and commander of unseen forces beyond mortal ken. The creation of a tiny frog wizard has three steps:

1. Determining one's [mastered Arcana](#) (p. 11).
2. Noting one's [Preparation Dice and Foci](#) (p. 12), if any.
3. Finally, making one's name known with a suitably grand [title and hat design](#) (p. 17).

Undertaking tiny frog wizard creation as a group is recommended, as it's often best to avoid unintended overlap, particularly with respect to one's mastered Arcana. *Intentional* overlap is, of course, another matter entirely!

Mastered Arcana

Though your achievements are undoubtedly many, all of them pale in comparison to your mastery of the True Arcana: the very roots of magic. Having completed your tiny frog apprenticeship, you have mastered two of the nine True Arcana. Choose two, or roll *once* on the following table.

d66	1st Arcanum	2nd Arcanum	d66	1st Arcanum	2nd Arcanum
11	Abjuration	Alteration	41	Animation	Imprecation
12	Abjuration	Animation	42	Animation	Simulation
13	Abjuration	Conjuration	43	Animation	Transmutation
14	Abjuration	Domination	44	Conjuration	Domination
15	Abjuration	Evocation	45	Conjuration	Evocation
16	Abjuration	Imprecation	46	Conjuration	Imprecation
21	Abjuration	Simulation	51	Conjuration	Simulation
22	Abjuration	Transmutation	52	Conjuration	Transmutation
23	Alteration	Animation	53	Domination	Evocation
24	Alteration	Conjuration	54	Domination	Imprecation
25	Alteration	Domination	55	Domination	Simulation
26	Alteration	Evocation	56	Domination	Transmutation
31	Alteration	Imprecation	61	Evocation	Imprecation
32	Alteration	Simulation	62	Evocation	Simulation
33	Alteration	Transmutation	63	Evocation	Transmutation
34	Animation	Conjuration	64	Imprecation	Simulation
35	Animation	Domination	65	Imprecation	Transmutation
36	Animation	Evocation	66	Simulation	Transmutation

You'll find descriptions of the Arcana [later in this document \(p. 42\)](#).

In a group with fewer than four tiny frog wizards, you should choose your Arcana to avoid overlapping with each other. In addition, if your group is amenable, each tiny frog may begin with three mastered Arcana rather than two.

Preparation Dice and Foci

Preparation Dice are an abstraction of the various material means by which your tiny frog wizard enhances their magical prowess – consecrated tools, rare components, and other miscellaneous geegaws of sorcerous significance.

Your tiny frog wizard begins play with **five Preparation Dice**; this is also the number to which you reset whenever you have an opportunity to rest. You can detail what sorts of things your tiny frog wizard's Preparation Dice represent if you wish, but you're not required to – it's fine to make something up at the time that they're expended, or simply think of them as unspecified “stuff”.

Optionally, you may equip your tiny frog wizard with one or more **Foci**: specific, named pieces of magical paraphernalia. Foci provide a replenishing source of power: each Focus contains a single Preparation Die, which, when expended, recovers at the start of the next scene. In exchange, Foci impose two limits:

1. For each Focus that your tiny frog wizard carries, the number of Preparation Dice you start with (and reset to after resting) is reduced by one, such that your starting number of Preparation Dice plus the number of Foci you carry always add up to five. You may not reduce your starting Preparation Dice below zero in this way.
2. Each Focus has a condition associated with its use. In order to expend its Preparation Die, the spell you cast must satisfy that condition.

To create a Focus, roll or choose from the following table, once from the “Form” column and once from the “Function” column; for example, a roll of 64 followed by a roll of 54 would yield the *Trousers of Suffering*. You can also design your own Foci, with the group's approval – refer to [Creating Your Own Foci](#) (p. 16) for more information.

Foci can be considered an advanced option, so feel free to skip them and take the basic five Preparation Dice if this is your first time out. Refer to [Casting Spells](#) (p. 20) for more information about casting rolls and assigning parameters.

Random Foci

d66	Form	Function	d66	Form	Function
11	Amulet	of Alacrity	41	Pipe	of the Philosopher
12	Bell	of the Archmage	42	Potion	of the Poet
13	Belt	of the Artist	43	Ring	of Prestidigitation
14	Boots	of Chaos	44	Robe	of Retribution
15	Bracelet	of Compensation	45	Rod	of Righteousness
16	Cape	of Denial	46	Rune	of the Showman
21	Coin	of Destruction	51	Tome	of Silence
22	Crystal	of the Dramaturge	52	Sceptre	of Sneakiness
23	Dagger	of Excellence	53	Scarf	of Stillness
24	Egg	of the Fool	54	Scroll	of Suffering
25	Elixir	of Friendship	55	Sigil	of Wit
26	Gem	of the Gourmand	56	Spoon	of Wonder
31	Gloves	of Inversion	61	Staff	
32	Goggles	of the Mentor	62	Stone	
33	Mask	of the Mountebank	63	Talisman	
34	Medallion	of Order	64	Trousers	
35	Orb	of the Penitent	65	Vest	
36	Pendant	of Peril	66	Wand	

Note: This table has not yet been finalised. For the time being, re-roll the first die of your d66 roll if it comes up a 6. (Or, if you're using a fancy dice-rolling app, make the first die a d5 instead!)

of Alacrity. Cast a spell as an immediate response to some unexpected or surprising event.

of the Archmage. Cast a spell which directly opposes any effect with a **POTENCY** rating; refer to [Conflicting Spells](#) (p. 26) for more information.

of the Artist. Cast a spell whose intended effect is principally aesthetic rather than functional.

of Chaos. Voluntarily cast an [uncontrolled spell](#) (p. 22).

of Compensation. Cast a spell intended to challenge or impress a creature at least three Sizes larger than you. (It does not need to be the spell's target.)

of Denial. Cast a spell intended to stop something from happening.

of Destruction. Cast a spell whose effect is violent or intended to break something.

of the Dramaturge. Cast a spell whose effect fulfills a well-worn storytelling trope or narrative cliché.

of Excellence. Cast a spell intended to accomplish something that someone else has tried and failed to achieve in the same scene.

of the Fool. Cast a spell intended to accomplish something which could more easily have been achieved with a mundane action.

of Friendship. Cast a spell which directly benefits a fellow tiny frog wizard.

of the Gourmand. Cast a spell whose nature reflects something you've eaten in the same scene. (It doesn't have to be food.)

of Inversion. Cast a spell whose effect is the opposite of something that's already present in the scene.

of the Mentor. Cast a spell intended to educate a non-player character.

of the Mountebank. Cast a spell to fulfill the letter (not necessarily the spirit) of a bargain or deal that you've made.

of Order. After rolling, assign the highest die to the spell's **CONTROL** parameter and use up every word; refer to [Casting Spells \(p. 20\)](#) for more information.

of the Penitent. Cast a spell by way of apology for something you or a fellow tiny frog wizard did during the current session.

of Peril. Cast a spell whose intended effect places you at risk of physical harm.

of the Philosopher. Propose a theory and cast a spell to test it.

of the Poet. Cast a spell whose described effect contains a wordplay, rhyme or pun.

of Prestidigitation. Cast a spell which targets or affects a creature, object or area small enough to hold in your tiny frog wizard's hands.

of Retribution. Cast a spell to redress a slight or insult (real or imagined) against yourself.

of Righteousness. Cast a spell to protect the innocent or punish the guilty.

of the Showman. Cast a spell as part of a speech, demonstration, or other public performance.

of Silence. Cast a spell without croaking your intentions or claiming a die for doing so; refer to [Casting Spells \(p. 20\)](#) for more information.

of Sneakiness. Cast a spell to hide yourself from someone or whose intended beneficiary or victim is unaware of your presence.

of Stillness. Cast a spell without making grand gestures or claiming a die for doing so; refer to [Casting Spells \(p. 20\)](#) for more information.

of Suffering. Cast a spell whose nature reflects a [Misfortune \(p. 34\)](#) from which you're currently suffering.

of Wit. Cast a spell whose effect is specified in a single word; refer to [the CONTROL parameter \(p. 22\)](#) for more information.

of Wonder. Cast a spell you've never cast before.

Changing Foci

The game's default assumption is that your tiny frog wizard's Foci are mostly fixed once chosen; strategising about which particular Foci to bring with you isn't expected to be a major part of play. However, if you find that one of your chosen Foci is proving to be difficult to apply to your mastered Arcana, or if its conditions just aren't fun or interesting for you to work with, you can and should feel free to swap it out for something else.

Foci can be added, removed, or swapped for different Foci any time you have the opportunity to fully refresh your Preparation Dice. As Foci represent items that your tiny frog wizard carries, no particular narrative justification is required; you simply put away the old Foci and somehow find or obtain new ones. This can be played out if you're interested in doing so, but it's also fine to gloss over it between scenes – tiny frogs move in mysterious ways!

Creating Your Own Foci

The Foci in the preceding table are not exhaustive. There are many perfectly valid conditions which are excluded because they'd be useful only in certain settings, or only to tiny frog wizards with specific mastered Arcana, making them awkward guests on a random table. For example, you might invent a Focus “of Conflagration” whose Preparation Die must be spent on spells related to fire; this is a fine Focus, but one that's hard to take advantage of for a tiny frog wizard whose mastered Arcana don't happen to include Evocation.

By the time you've reached this point, you already know what your mastered Arcana are and what kind of game you're playing, so you don't need to worry about accidentally inventing a Focus you can't use. Such specialised Foci are a great way to give your Tiny Frog Wizard a “signature spell” of sorts. In fact, they're encouraged: one of the game's central themes is that when all you have is a hammer, everything looks like a nail, and a Focus that pushes you to repeatedly cast one particular spell is entirely in keeping with that theme.

Apart from Foci that encourage casting specific kinds of spells, there's also a category of Foci whose conditions are dice-and-rules based rather than descriptive; “of the Archmage” and “of Silence” from the preceding list are examples of Foci of this type. These conditions allow Foci to pull double duty as self-contained “rules toys” for mechanically minded players, analogous to special abilities in other systems. No guidance is offered with respect to creating a new Focus of this kind – you're on your own there!



















Finally, you can simply re-name an existing Focus if it already has a suitable condition. For example, the *Wand of Inversion* might become the *Wand of Balance*, with a description focusing on restoring harmony, but the same mechanics.

When creating your own Foci, you may be concerned about game balance. The official position of this text is “don't worry about it”. The actual game-mechanical effect of a Focus is that you get to roll one extra die on one spellcasting roll once per scene; it's hard to break the game with that. The only bad Focus is one whose condition isn't fun or interesting to play with.

Title and Hat Design

Finally, give your tiny frog a name and a suitably grand title, and describe the appearance of your tiny frog's pointy wizard hat. You can use the following table for inspiration, or roll to decide these features randomly; roll once for a title, and as many times as you wish for your hat's colour and appearance.

Random Tiny Frog Features

d66	Title	Hat Colour	Hat Appearance
11–12	the Benevolent	 alabaster	belled
13–14	the Bewildering	 amaranth	broad-brimmed
15–16	the Buoyant	 argent	curly
21–22	the Capable	 aurelian	embroidered
23–24	the Discerning	 azure	feathered
25–26	the Honorable	 celadon	floppy
31–32	the Ineluctable	 cerulean	horned
33–34	the Judicious	 chartreuse	jeweled
35–36	the Loquacious	 emerald	moist
41–42	the Magnanimous	 gamboge	mossy
43–44	the Magnificent	 heliotrope	quilted
45–46	the Mysterious	 incarnadine	scorched
51–52	the Ominous	 onyx	sparkly
53–54	the Percipient	 periwinkle	starry
55–56	the Persistent	 purple	tall
61–62	the Resourceful	 tyrian	tasseled
63–64	the Resplendent	 vermilion	tattered
65–66	the Wise	 viridian	twitchy

If you wish, you can be a different sort of creature about the same size as a tiny frog, such as a mouse, a newt, or a large beetle; refer to the “Size o” column of the Random Creatures table (p. 59) for other suitable examples. This choice may influence your range of plausible mundane actions (p. 19).



WORKING YOUR WILL

Most things you do won't involve rules or dice. When you undertake a task that doesn't involve casting a spell, this is called a **mundane action**, and the GM will decide whether it's plausible that a tiny frog could perform it. If the GM determines that the answer is "yes", you succeed; otherwise, you fail.

Magic is another matter. Such is your tiny frog's mastery that failure is unthinkable: when you command the forces of magic, they will obey. However, as you are very small, you may sometimes have difficulty mustering sufficient will to affect very large or distant targets.

Mundane Actions

As noted above, whether your tiny frog wizard can achieve something without using magic is governed by narrative plausibility, not by rolling dice. When you try to accomplish something through mundane effort, you're throwing yourself on the mercy of the GM, who may decide what you succeed, fail, or achieve a partial or unexpected result, as their whim dictates.

At times, the plausibility of a particular mundane action may depend on whether or not your tiny frog wizard is versed in some relevant skill. You're free to jot down a few mundane skills you'd like your tiny frog wizard to be good at during character creation, but this is explicitly not an expected part of the character creation process. Players are both allowed and encouraged to make up new areas of expertise on the spot, as events demand and their tiny frog wizard's character concept permits.

GMs who are concerned about the fairness of allowing players to invent new mundane skills at will should bear in mind that this freedom is balanced both by the fact that mundane actions cannot contend with spells (p. 27), and by the fact that each player character is a. two inches tall, and b. a frog.

Casting Spells

In order to cast a spell, select an appropriate Arcanum from among those you've mastered, and describe, in general terms, the feat of sorcery you intend to achieve.

Then, pick up a handful of dice. You start with one die for each of the following conditions that you satisfy:

- You declare your intentions in a loud, firm croak
- You make grand, sweeping gestures with both tiny webbed hands
- You are wearing your pointy wizard hat

You may expend [Preparation Dice \(p. 12\)](#) from your own supply to increase the number of dice in your hand on a one-for-one basis. This decision must be made *before rolling* – you may not wait and see the result of your roll before deciding whether to expend Preparation Dice. Preparation Dice expended in this fashion are used up until recovered.

Thirdly, roll the dice, and select three to assign to the parameters of **MAGNITUDE**, **RANGE** and **CONTROL**. If you're rolling fewer than three dice for any reason, any parameters you don't assign a die to have a value of zero. **You must roll at least one die in order to cast a spell.**

Once you've begun casting, you must assign a die to each parameter if one is available, and the spell must take effect. If you don't have sufficient **CONTROL** to fully describe the intended effect, you'll have to make do with what you have. Likewise, if you don't have sufficient **RANGE** to reach the intended target, or your **MAGNITUDE** parameter's value is too small to affect it, you'll just have to pick a different target!

Finally, add up the sum of the spell's parameters. This is the spell's **POTENCY**, and will be referred to by various other rules.

Magnitude

MAGNITUDE determines the size or scope of the thing the spell affects. The Arcanum's description will indicate whether its **MAGNITUDE** is measured by size, or by area; these two types of **MAGNITUDE** will be denoted as **MAGNITUDE (SIZE)** and **MAGNITUDE (AREA)**, respectively.

With a **MAGNITUDE** of zero, the spell affects either a single object or creature about the size of a tiny frog, or an area about one frog-length across. (For the human player's reference, one frog-length is approximately five centimetres, or two inches.) For each point of this parameter's value in excess of zero, either approximately double the diameter of the affected area, or increase the size of the target object or creature tenfold. The following table provides reference points for various sizes and areas:

Magnitude

Value	Size	Area
0	Tiny frog, golf ball, crayon	1 frog-length / 5 cm / 2 in
1	Rat, pair of socks, stapler	2 frog-lengths / 10 cm / 4 in
2	Housecat, toaster, teapot	5 frog-lengths / 25 cm / 10 in
3	Goose, car tire, umbrella	10 frog-lengths / 50 cm / 20 in
4	Human, bicycle, toilet	20 frog-lengths / 1 m / 40 in
5	Horse, refrigerator, sofa	50 frog-lengths / 2.5 m / 100 in
6	Elephant, forklift, gazebo	100 frog-lengths / 5 m / 200 in

A spell that uses the **MAGNITUDE (SIZE)** parameter cannot affect only part of a larger creature or object; the parameter's value must be sufficient to affect the *whole* target. A creature's clothing and possessions may or may not be included when targeting that creature, at your discretion. **AREA**-affecting spells have no such restrictions, and may partially affect a creature or object that's only partially inside the affected region.

Note that even with a **MAGNITUDE** value of 0, you can still target yourself. In fact, you may be *required* to do so if you roll so poorly that no other valid targets are available!

Range

RANGE determines the distance at which the spell is effective. Unless the chosen Arcanum's description specifies otherwise, this is the distance to the target creature or object, or to the centre of the affected area if the spell affects an area. Unless otherwise noted, you also need uninterrupted line of sight to a target in order to affect it, though in the case of a spell that affects an area you only need line of sight to the centre of the affected area, not to every part of it.

A spell has a **RANGE** in hops equal to the value of the die assigned to this parameter. For the benefit of any humans who may be playing this game, a hop can be considered roughly equal to one meter (or one yard). A spell with a **RANGE** of zero affects only the caster or something they're directly touching; if the spell affects an area, the area is centred on the caster.

Needing line of sight doesn't mean you actually need to see the target. You can still cast spells in the dark – you might just have to guess what you're aiming at.

Control

CONTROL determines how well you direct the spell, reflected by the number of words you can use to specify the spell's effect. Each Arcanum's description will outline how **CONTROL** is used. You may use slang or contractions when describing the desired effect, and need not count articles such as “a” and “the”.

In the event that a spell is cast with a **CONTROL** parameter of zero, the spell's effect is random. You may still choose which creature, object or area the spell targets (or, in the case of Conjuration, the point in space where the target will appear); however, the particulars of the effect are determined by the GM. The description of each Arcanum includes guidelines for the behaviour of uncontrolled spells – refer to [The True Arcana \(p. 42\)](#) for more information.

You may choose to cast a spell with a non-zero **CONTROL** parameter in an uncontrolled fashion if you wish. There's ordinarily no benefit to doing so, apart from creating a random effect with greater **POTENCY**, but you can do it!

Potency

POTENCY is a measure of how powerful a spell is for the purpose of overcoming other magical effects. In the event of [direct opposition \(p. 26\)](#) with another magical effect, the effect with the greater **POTENCY** prevails. A spell's **POTENCY** also determines how difficult it is to safely dismiss if the caster's concentration is [disrupted \(p. 25\)](#).

A spell's **POTENCY** is ordinarily equal to the sum of its **MAGNITUDE**, **RANGE** and **CONTROL**. If a spell is assigned multiple instances of the same parameter for any reason, only the highest value for that parameter contributes to its **POTENCY**. Conversely, if no die is assigned to a parameter, that parameter contributes nothing at all to the spell's **POTENCY**.

Partial Parameters

You can exploit only part of a parameter's value if you wish: a creature up to the rolled **SIZE**, a number of words up to the rolled **CONTROL** value, and so forth. Choosing to use less than the full value of the die assigned to a parameter does not reduce the spell's **POTENCY**.

Groups who desire more unruly magic in their games may be tempted to require spells to adhere *exactly* to their assigned parameters; this is not recommended for **MAGNITUDE** or **RANGE**, as in practice it often results in spells that have no valid targets at all. However, if your group's members are handy with phrasing, this can be a viable house rule for **CONTROL**.

[Uncontrolled spells \(p. 22\)](#) are a specific exception to this rule with respect to the **MAGNITUDE** parameter – most uncontrolled spells are obliged to produce the largest effect their **MAGNITUDE** permits. This usually doesn't restrict your ability to target smaller creatures or objects, but may affect what happens to them. For example, an uncontrolled [Alteration \(p. 44\)](#) is free to target a smaller creature than its **MAGNITUDE** allows, but whatever that creature turns into will be as large as possible.

Refer to each Arcanum's description for details on how its **MAGNITUDE** parameter is handled for uncontrolled spells.

Spell Duration

Your spells will have one of two durations: **indefinite**, or **concentration**.

An **indefinite** effect sticks around with no particular limit, and is considered non-magical once it fully manifests. You don't need to do anything in particular to keep these effects around. Spells of this type are generally limited to “one and done” effects, like summoning a creature or object with [Conjuration \(p. 46\)](#), or using [Transmutation \(p. 51\)](#) to perform natural transformations, e.g., changing water into ice.

Other effects persist only while you **concentrate**. Once you stop maintaining such a spell, its immediate effects revert: an illusion vanishes, a transformed creature resumes its natural shape, etc. Any second-order effects usually remain; for example, a summoned flame can set mundane fires that will continue burning naturally once the spell ends.

While concentrating on a spell, you may perform mundane actions as you wish. However, your ability to cast additional spells is impaired: the number of dice you roll when casting is reduced by one for each spell you're concentrating on. If this reduces the number of dice in your pool to zero, you must buy it up to at least one using Preparation Dice in order to cast a spell.

You can voluntarily terminate a spell that you're concentrating on. This requires no roll. Once you cease concentrating on a spell, any effects that depend on concentration persist for a number of seconds equal to the spell's **POTENCY** before fading. This can provide a grace period while preparing other enchantments, but it can also pose a problem if you wish to terminate a spell gone awry.

Each Arcanum's description will indicate which of its effects require concentration; see [The True Arcana \(p. 42\)](#) for more information.

If a spell's casting roll has gone off the rails badly enough that it's not useful to you at all, you can terminate it as soon as you finish casting it. However, it remains in effect for the grace period whether you want it to or not!

Disruption

Spells that you're concentrating on can be **disrupted**. This can occur if you're injured, severely distracted, or suffer [Misfortune \(p. 34\)](#), or if you do something foolish like fall asleep while maintaining a spell. When your concentration is disrupted, roll three dice, and compare their sum to the **POTENCY** of each spell you're currently concentrating on. If the rolled value exceeds a spell's **POTENCY**, the spell lapses, just as though you'd voluntarily terminated it. Otherwise, the spell goes haywire, with effects determined by the GM.

There are no universal rules for exactly *how* a disrupted spell goes haywire. If you're stuck for ideas, the following table can provide a starting point.

Random Spell Disruption Consequences

d6	Consequence
1	The spell jumps to a new, random target or area
2	The spell spreads to additional targets or a much larger area
3	The caster's described intent is intensified or exaggerated
4	The caster's described intent becomes warped or inverted
5	The caster takes backlash in the form of an ironic Misfortune (p. 34)
6	There is no obvious consequence... <i>yet</i>

A spell that's gone haywire does not count against the number of spells you're currently concentrating on, can no longer voluntarily be terminated, and lasts for the remainder of the scene.

Counterspelling

If you see another wizard casting a spell and wish to stop them, you can attempt to **counterspell**. You must have mastered the Arcanum of the spell being cast. Roll as though you were casting a spell, but don't assign any parameters – simply take the sum of the best three dice. If the total exceeds the **POTENCY** of the spell you're attempting to counter, it's negated with a clap of thunder and a puff of smoke. A counterspelling roll can be enhanced with Preparation Dice.

You may not counter a spell if you haven't mastered its Arcanum, or if it's already fully taken effect. You'll have to deal with it by other means!

Conflicting Spells

In general, spell effects don't directly oppose one another. If you surround your rival with all-consuming fire, and your rival responds by teleporting away, no conflict exists: your spell successfully filled the targeted area with fire, and your rival's spell successfully moved them to another location. You both got exactly what you asked for – though it may not be entirely what you wanted! In the case of such **indirect opposition**, no numerical comparisons are made between the two spells; the interplay of the two effects is resolved through the players' descriptions and the GM's judgment.

However, sometimes you'll run into situations where two spells can't both be effective, or when the effect of one spell directly attempts to prevent, mitigate or destroy the effect of another spell. Some examples include:

- Two different instances of the same Arcanum being used on the same target with mutually exclusive effects; e.g., simultaneously Evoking both light and darkness into the same or overlapping areas, or two Domination spells giving the same creature conflicting orders.
- Any Arcanum trying to produce a prohibited creature, object, phenomenon, substance, or other effect within the area of an Abjuration-based ward; e.g., Conjuring a horse into an area warded against animals.
- Anything specifically called out in an Arcanum's description as producing such a conflict; e.g., Imprecation-based curses opposing any effort to further curse or transform the victim.

This is known as **direct opposition**. When direct opposition occurs, to the extent that the two spells are mutually exclusive, the spell with greater **POTENCY** prevails. The spell with lesser **POTENCY** remains fully effective with respect to the portion of its effects (if any) that don't conflict with the spell of greater **POTENCY**. A spell whose effects are entirely overridden by those of another spell is considered to have been terminated.

If two directly opposing spells have precisely equal **POTENCY**, the GM will decide what happens.

Conflict With Mundane Actions

Spells of the True Arcana cannot be opposed by mundane actions. In any situation where the direct opposition rules would come into play, a mundane action that contends with a spell fails utterly, regardless of the spell's **POTENCY**. For example, a flame conjured via [Evocation \(p. 48\)](#) cannot be extinguished by any mundane means while the spell's duration persists; even if it were thrust underwater, it would continue to burn!

There are, however, three saving graces. First, spells tend to be narrow in their effects. If a rival attempts to squash you with a large rock summoned via [Conjuration \(p. 46\)](#), for example, only the rock's actual presence is unopposable. Nothing you do (short of casting a spell of your own) will prevent the rock from appearing, but actually hitting you with it is a mundane action on the part of the spell's caster, and you're perfectly able to simply hop out of the way. Likewise, the magical portion of the aforementioned Evoked flame merely dictates that there be fire; it doesn't guarantee that the fire will accomplish any particular goal. The "Direct Opposition" section of each Arcanum's description will clarify where the spell's magic ends and ancillary mundane actions begin.

Second, if you notice someone casting a spell, you can try to react with a mundane action before the casting is complete, typically by getting out of **RANGE** or breaking line of sight. Like all mundane actions, the success or failure of such evasions is governed by plausibility: in this case, the plausibility that you'd notice the spell being cast in time to run away, and that you'd be able to reach cover before its casting is complete. Otherwise, you're out of luck – trying to dodge a curse fails like any other mundane action directly opposing a spell.

Finally, some Arcana – for example, [Alteration \(p. 44\)](#) or [Domination \(p. 47\)](#) – can grant certain types of mundane actions an effective **POTENCY**. This doesn't guarantee that such mundane actions will succeed, nor does it render them unopposable by other mundane actions; however, such actions *can* contend with spells of equal or lesser **POTENCY**.

Defending Yourself

Sooner or later, your tiny frog wizard is going to be on the receiving end of a spell whose effects you do not care for. Unless taken totally by surprise, you always have a chance – typically exactly one chance – to defend yourself with a spell of your own. Best make it count!

The first and most reliable option is to [counterspell](#) (p. 25). If you've mastered the Arcanum of the incoming spell, you can attempt to block it. Unlike the other means of defence discussed here, this snuffs out the offending spell entirely, so it's handy for defending others as well as yourself. The downside is that you have to beat the incoming spell's **POTENCY**.

Failing that, your next best option is [Abjuration](#) (p. 43). “Magic” is a totally valid subject for a ward, so a low **CONTROL** die is no problem here. Abjuration is almost as good as counterspelling for defending your friends, since you can ward a whole area if you need to. As with counterspelling, you'll have to beat the incoming spell's **POTENCY**.

If your mastered Arcana include neither Abjuration nor the Arcanum of the hostile spell, your options depend on what you're up against.

Spells Targeting an Area

If the hostile spell affects an area, like an [Evocation](#) (p. 48), a [Transmutation](#) (p. 51), or possibly a [Conjuration](#) (p. 46) that tries to drop a heavy object on you, you can simply leave the affected area. Using Conjuration to teleport yourself away will usually work. Alternatively, an appropriately phrased Evocation or Transmutation might be able to hurl you out of the way, though it'll probably hurt. In any event, this doesn't count as direct opposition – you're not stopping the hostile effect, you're just not being there when it goes off – so you don't need to beat the spell's **POTENCY**.

Spells Targeting You Directly

If the hostile spell affects you directly, like a [Domination](#) (p. 47) or an [Imprecation](#) (p. 49), your options are more limited. There's no area of effect to avoid, so you'll have to either get completely out of range (and your enemy is likely to have a nice fat **RANGE** die to work with, since targeting a tiny frog only requires a **MAGNITUDE (SIZE)** value of 0!), or break line of sight using a solid barrier. Both Conjuraction and Transmutation work well for this purpose.

Unlike evading an area spell, outranging or breaking line of sight on an individually targeted spell *does* invoke the direct opposition rules, since you're trying to stop the hostile spell's effect from happening at all; whatever you use will have to beat the spell's **POTENCY**.

Alternatively, you can just try to duck out of the way. As a [mundane action](#) (p. 19), no dice or numeric comparisons are involved; it's entirely up to the GM whether a tiny frog could plausibly get out of the way before the hostile spell goes off. Factors the GM might take into account include whether the enemy wizard announces their intentions and the proximity of sufficient cover.

Alteration (p. 44), Animation (p. 45) and Domination (p. 47) typically aren't much use for defensive purposes; by the time the effect fully manifests, it'll be too late. However, if you have an *ongoing* spell of this type, you might be able to make defensive use of it.

Remember that physical actions taken by Animated and Dominated servants in immediate pursuit of their orders have an effective **POTENCY** for the purpose of directly opposing spells; this will be relevant if a servant you've commanded to protect you tries to break line of sight on an individually targeted spell using its body!



PLAYING THE GAME

Though a sufficiently determined group can play a long-form campaign in nearly any game, this text's default assumption is that *Tiny Frog Wizards* will be played episodically: each session consists of a series of **scenes**, in which the tiny frog wizards arrive to discover a problem which warrants wizardly meddling, meddle, and move on. These scenes may form a connected narrative, or they may stand as isolated episodes – tiny frog wizards are creatures of the moment!

In episodic play, the Gamemaster alternates between a proactive role and a reactive one. When setting each scene, you're calling the shots: as the scene opens, the tiny frog wizards have already arrived, and the problem that requires their attention is already in progress! From that point on, however, the players are in the driver's seat, and your role is simply to describe the outcomes of their actions and provide the reactions of any non-player characters who may be present. Don't worry about pushing the story in any particular direction; in an episodic game, the story is something that happens after the fact.

As a player, the main expectation is to seize the opportunity provided by the scene the GM has set and run away with it. The game's premise hangs on the presumption that tiny frog wizards are constitutionally incapable of passing up the chance to interfere in other people's problems. It's okay if you want to invent a specific reason for your tiny frog wizard to get involved, but inventing reasons *not* to get involved and obliging the GM and the other players to wheedle your character into participating is bad form – though making a dramatic show of your reluctance to get involved, then proceeding to do so anyway is fine!

Your tiny frog wizard's discomfort is a laughing matter, but your own is not; none of the preceding should be construed as an obligation to engage with material that you, as a player, find uncomfortable. If you find the game going in a direction that crosses a line, that's not something that can or should be addressed through game mechanics. How to deal with content and player boundaries has been discussed previously (p. 6); if you skipped that part, go back and read it now.

Setting the Scene

Each scene consists of three elements: a place, a set of non-player characters to inhabit it, and a problem for the tiny frog wizards to meddle with. Any setup beyond this is unnecessary: the scene should open with the tiny frog wizards' arrival. If the players are interested in how their tiny frog wizards found out about the problem, how they got here, etc., they're free to retroactively invent these details as needed.

It may be the case that the players will draw conclusions about the nature of the problem that requires their tiny frog wizards' attention that are very different from what you had intended. No effort should be made to correct their mistake; either it will become apparent in the course of play, or their tiny frog wizards will go away satisfied that they've solved a problem that didn't actually exist. Either outcome is acceptable.

In subsequent scenes, the previous scene's conclusion may provide enough direction to make most of the preceding considerations unnecessary. However, the same approach should be followed: unless how to gain access to wherever they're going is, itself, the problem that needs to be overcome, the GM should generally gloss over the transitional bits and open the scene with the tiny frog wizards' arrival.

Ending the Scene

Each scene continues until one of three things has occurred:

- The tiny frog wizards agree amongst themselves that the problem at hand has satisfactorily been resolved. After the requisite congratulations and back-slapping – and once any objections from NPCs present have been considered and summarily dismissed – the GM should devise a new problem for the tiny frog wizards to stick their snouts into, and move on to the next scene.
- The tiny frog wizards agree amongst themselves that no further progress can be made at this time, and the *true* root of the problem lies elsewhere. The players should take a moment to sort out what their tiny frog wizards think is really going on; this functions much as the preceding option, except the players take the reins in deciding where the next scene will lead. The GM is under no obligation to have their presumptions turn out to be correct.
- The tiny frog wizards have collectively suffered a number of [Misfortunes \(p. 34\)](#) during the current scene that exceeds the number of tiny frog wizards. (For example, four Misfortunes in one scene, in a game with three tiny frog wizards.) If this threshold is reached, the tiny frog wizards' interference causes the problem to spin out of control, forcing them to retreat from the scene. The GM decides what new predicament they find themselves in, as well as whether they're afforded any opportunity to tend to the wounds to their bodies and egos before being thrown into the thick of it.

Suffering Misfortune

Bad things can happen when you're a tiny frog, even without magic in the mix. As when defending yourself from a spell, the GM will usually afford you an opportunity to cast a spell to avoid potential harm, unless you've been completely caught out. However, at times even this may not suffice.

As a final line of defence, you can declare that whatever has befallen you is a **Misfortune**. In order to qualify as a Misfortune, a circumstance must satisfy two criteria:

1. It must be harmful
2. It must be non-transitory – that is, it must be something that's liable to stick around for more than a few moments

Some effects, like spells of the [Imprecation Arcanum](#) (p. 49), are intrinsically Misfortunate and *must* be declared as Misfortunes if you have an available Misfortune slot. The GM will inform you when this is the case. You may choose to suffer Misfortune on behalf of your pointy wizard hat in order to protect it from otherwise-unavoidable harm, subject to the above criteria.

When you declare an effect to be a Misfortune, you write it down in one of your Misfortune slots. This has four benefits:

- You describe how it affects you, rather than the caster (for spells) or the GM (for everything else)
- The effect can remove you from play for at most the remainder of the current scene
- Once you've suffered Misfortune from a particular spell, effect or circumstance, you can't suffer further harm from it during the current scene; the same spell, effect or circumstance can never oblige you to mark down multiple Misfortunes in the same scene
- The effect is intrinsically recoverable, even if it ordinarily wouldn't make sense for it to be

For example, if a boulder falls on you and you declare it as a Misfortune, you'd turn up at the end of the scene, somewhat squished but alive and mobile. Similarly, if turned to stone by an Imprecation spell, you'd regain mobility at the end of the scene, though you'd remain stone until the Misfortune is recovered.

As a tiny frog wizard, you have three Misfortune slots. If all three are full, you can't declare any more Misfortunes, and your fate is in the hands of the GM!

Some important non-player characters may also have Misfortune slots.

To be clear, three Misfortune slots is *a lot*. If it comes right down to it, your tiny frog wizard can shrug off being erased from existence three times in a row! Rather than keeping track of various last-ditch magical defences, the game abstracts all that away into lots of Misfortune slots.

Short-Lived Misfortunes

In some situations, it might make sense to declare a very short-lived effect as Misfortunate. One common example is a spell effect with a duration of concentration; unless whoever cast the spell is very determined to see you suffer, the effect is unlikely to stick around for more than a few minutes.

Declaring such an effect as a Misfortune doesn't increase its duration. However, you don't get the Misfortune slot back immediately when the effect lapses: the slot remains occupied until it's recovered normally. Once the effect lapses, cross out the relevant Misfortune slot to remind yourself that it's occupied by a defunct effect.

Recovery

Both [Misfortune slots \(p. 34\)](#) and [Preparation Dice \(p. 12\)](#) are recovered with rest. Whenever your tiny frog wizard has a chance to engage in uninterrupted rest and relaxation (including, but not limited to, a good night's sleep), clear **one** Misfortune slot, and reset your Preparation Dice to their starting value. Clearing a Misfortune slot is not optional, even if you've managed to twist a harmful effect around so that it somehow benefits you. However, if you're suffering from multiple Misfortunes, you can choose which slot to clear.

Additionally, Preparation Dice can sometimes be recovered between rests. Should the tiny frog wizards happen to stumble upon a cache of materials that look like they might make good spell components, or if they're afforded the opportunity to engage in a little off-screen pilferage between scenes, the GM can opt to allow each tiny frog wizard to recover one or two Preparation Dice, up to their usual starting maximum. Recovering Preparation Dice during play in this way is known as **foraging**.

The GM can adjust the frequency of foraging opportunities to control how freely tiny frog wizards can get away with spending Preparation Dice. In most games, a 1:1 ratio of opportunities to forage and opportunities to rest and recover is appropriate – that is, one chance for the tiny frog wizards to top up their Preparation Dice between each pair of breaks.

These rules make certain assumptions about the frequency with which the tiny frog wizards will have the opportunity to recover. Future versions of this document will include a fuller discussion of pacing; for now, it will suffice to say that, by default, the game assumes the tiny frog wizards will engage in 2–3 scenes worth of busybodging for every one opportunity to rest.

If your game departs from this assumption, some aspects of the recovery rules may need adjusting. For example, Foci (p. 12) are entirely without value if the tiny frog wizards are able to rest and recover after every single scene, and their use is not recommended for a game in which every scene is started fresh.

Non-Player Characters

Tiny Frog Wizards adopts a traditional framework whereby players are responsible for their own characters, and all other characters – known, logically enough, as **non-player characters** or **NPCs** – are the province of the GM.

The GM never rolls dice for NPCs. In part, this is because the game's rules are concerned only with casting spells, and the default assumption is that NPCs are not wizards – indeed, this document treats the term “tiny frog wizard” as synonymous with “player character”. In greater part, it's because the spellcasting rules are time-consuming and involve lots of moving parts, and the GM has more important things to devote their time and attention to!

Accordingly, the trait of a basic NPC are simple: all you need to know are its **Size**, how many **Misfortune Slots** it has, and a short list of one or more **Skills**.

Size is self-explanatory: it's the **MAGNITUDE (SIZE)** value required to affect the NPC with a spell. If you're not sure what Size a particular creature should be, the [Random Creatures table \(p. 59\)](#) may provide a useful point of reference.

Misfortune Slots function as they do for player characters, and measure how difficult it is for the tiny frog wizards to push the NPC around. Incidental NPCs generally have zero Misfortune Slots, while supporting characters should have one or two. Powerful beings who are not to be trifled with may have up to five!

Skills provide an idea of how the NPC is likely to respond to the tiny frog wizards' shenanigans. A Skill consists of a name, and – if it's not obvious based on the name – a brief explanation of what it does.

Finally, an NPC's Skills can have one of two special attributes. A Skill which lacks either of these attributes is mundane by default.

Epic X. Mundane actions taken with this Skill have an effective **POTENCY** of X, and are able to contend with magical effects of equal or lesser **POTENCY**.

Arcane X. Actions taken with this Skill are magic, with a **POTENCY** of X. They automatically defeat mundane actions, and resolve opposition with other magical effects as spells do. Such Skills may list the name of the effective Arcanum to which they belong instead of the word “Arcane”; if so, actions taken with them are treated as spells of that Arcanum for all purposes.

Future revisions of this document will include a variety of pre-built NPCs. For now, the following example is provided to illustrate how the various parts of an NPC stat block work; this example represents a relatively powerful NPC who is sure to badly annoy a typical group of tiny frog wizards.

Tiny Frog Hero

Contrived Example; **Size 0** (see below); **Misfortune Slots 2**

Wizardry is not the only path a tiny frog may hop to achieve great things. With courage, determination, and a sufficiently reckless disregard for life and limb, any tiny frog can become a hero. Tiny frog wizards dislike tiny frog heroes very much.

Flame Brand +1 (Evocation 7): The tiny frog hero's sword can burst into inextinguishable flame on command. This effect requires concentration, but no roll is needed if the tiny frog hero's concentration is disrupted – the flame simply goes out.

Bend Bars, Lift Gates (Epic 13): The tiny frog hero may perform feats of strength as though they were Size 4; these feats have an effective **POTENCY** of 13 for the purpose of defeating magical effects through sheer brute force.

Saving Throw (Epic 10): Any magical effect which the tiny frog hero considers undesirable must overcome an effective **POTENCY** of 10 in order to affect their mind or body. This defence is unconscious, but can be voluntarily lowered.

Questing Basics: The tiny frog hero is generally good at heroing.

Perform Poetry: The tiny frog hero's poetry is very bad.

(Note that this stat block is considerably wordier than it needs to be for the sake of clarity; in practice, it usually won't be necessary to restate how the Epic and Arcane keywords work in the Skill descriptions.)

Playing Without a GM

One of the perennial sources of strife in tabletop roleplaying is deciding who gets to be GM. Fortunately, with only a few adjustments, *Tiny Frog Wizards* can be played with no GM at all.

First, with no GM, setting the scene becomes a collaborative undertaking. In order, the group should brainstorm answers to the following four questions:

1. Where are we?
2. Who else is here?
3. Why is everyone unhappy?
4. What stands in the way of fixing it?

In future revisions of this document, the [Supplementary Tables appendix \(p. 58\)](#) will include a set of prompt tables to kick-start the brainstorming process for each of these steps. For now, the [Random Creatures table \(p. 59\)](#) can help to populate a scene, and the [Random Goals table \(p. 60\)](#) can be used for inspiration when deciding what each non-player character hopes to achieve.

Once the scene has been set, GMless play proceeds in a series of turns. Beginning with the oldest (and therefore wisest) player, each tiny frog wizard has their turn in the **spotlight**.

Many of the guidelines that follow depend on who the player to your left (or right) is; if you're playing online (or simply aren't seated around a table), now's the time to figure out your group's notional seating order, as discussed under [What You'll Need \(p. 5\)](#), if you haven't done so already.

When you're in the spotlight, you drive the action, and the other players react. If more information is needed about the scene or its inhabitants in order to decide what to do, you ask the questions, and the other players will furnish answers. If the need for magic arises, the other players should find excuses to defer the honour to you; perhaps their tiny frog wizards become distracted or indisposed, or perhaps they're simply curious to see what you'll do.

You keep the spotlight until you've made one spellcasting roll to try and fix the problem at hand. Depending on how quick on the draw you are, your turn in the spotlight might take a while to play out, or it may be over very quickly! After the effects of your spell have been resolved, your tiny frog wizard fades into the background for a while, and the spotlight passes to the player to your right. You still play your tiny frog wizard while you're out of the spotlight, but you're a supporting character for now.

When it's not your turn in the spotlight, you can still cast spells in response to something the spotlight player did – for example, to get yourself out of the line of fire! – but you can't do so of your own initiative. In return, you have two responsibilities:

- Whenever the spotlight player's actions raise a question about what their tiny frog wizard can see or what's going on in the scene, any non-spotlight player can jump in and answer that question.
- Whenever the spotlight player's tiny frog wizard interacts with a non-player character, any non-spotlight player can jump into the role of that character for as long as needed.

In addition to these, certain players may have more specific duties, depending on the size of your group. These roles will rotate along with the spotlight.

The fact that only the spotlight player may proactively cast spells can lead to situations where the acting tiny frog wizard's Arcana are unsuited for addressing the present challenge. This is intentional; no tiny frog wizard worthy of the title will simply admit that their magic isn't up to the task.

With Two Players

In a game with two players, the non-spotlight player simply assumes the GM's responsibilities in every respect – describing scenes, playing NPCs, keeping track of the rules, etc. The non-spotlight player's tiny frog wizard effectively becomes an NPC for the duration.

With Three Players

In a game with three players, either non-spotlight player may step in to answer questions that would ordinarily be directed to the GM. However, a division of responsibility exists: the player to the spotlight player's left has final say on matters concerning dice and rules, particularly with respect to the outcomes of spells, while the player to the spotlight player's right has final say on matters governed by narrative plausibility rather than by game mechanics: whether a particular object or feature is present in the scene, the outcomes of mundane actions, and so forth. Either player may step into the role of an NPC at need.

With Four or More Players

Games with four or more players observe the same division of responsibilities as games with three players. In addition, the roles of major NPCs – particularly those acting antagonistically toward the spotlight player's tiny frog wizard – should preferentially be taken on by a player not otherwise burdened with responsibility (i.e., neither the player to the spotlight player's left nor the player to their right). This guideline may also be extended to inanimate features of the scene that display a sufficiently antagonistic orientation.

THE TRUE ARCANA

All tiny frog wizardry is divided into nine True Arcana:

- **Abjuration (p. 43)** – The art of mastery over boundaries
- **Alteration (p. 44)** – The art of mastery over form
- **Animation (p. 45)** – The art of mastery over the inanimate
- **Conjuration (p. 46)** – The art of mastery over space
- **Domination (p. 47)** – The art of mastery over the mind
- **Evocation (p. 48)** – The art of mastery over the ephemeral
- **Imprecation (p. 49)** – The art of mastery over fate
- **Simulation (p. 50)** – The art of mastery over the senses
- **Transmutation (p. 51)** – The art of mastery over matter

Mastery of even a single True Arcanum grants nearly godlike power – yet at the same time, each is limited to a relatively narrow sphere of effects. Having mastered only a pair of Arcana each, tiny frog wizards are thus prone to treating their magic as a solution in search of problems; as a certain time-worn proverb goes, when all you have is a hammer, everything looks like a nail!

Let this be your guiding principle to understanding the scope of each Arcanum. *Tiny Frog Wizards* is a game about applying wildly inappropriate solutions to relatively trivial problems; if you're interpreting your own Arcana in a way that inconveniences everyone around you, you're doing it right.

One may be inclined to wonder which Arcanum allows a tiny frog wizard to move things about with their brain. The answer is “none of them” – generic telekinesis is boring!

Abjuration

You ward a creature or area against harm. Use either the **MAGNITUDE (SIZE)** parameter or the **MAGNITUDE (AREA)** parameter, depending on whether you're warding a creature or an area; a ward affecting an area is immobile once created, while a ward affecting a creature moves with that creature.

Describe what exactly the ward is to protect against using a number of words equal to the **CONTROL** parameter; the described phenomena are prevented from touching the targeted creature or entering the targeted area. Instances of the phenomena that are already inside a warded area are neither ejected nor imprisoned, but if they leave the area by other means, they may not re-enter.

Concentration: Yes. A ward's protection persists only as long as you actively maintain it (and for the usual grace period afterward).

Direct Opposition: Against non-magical phenomena, Abjuration's protection is absolute. However, spells that draw on the True Arcana or similarly powerful sources can overwhelm an Abjuration-based ward if the hostile spell's **POTENCY** exceeds that of the ward. This counts as directly opposing the ward.

Uncontrolled: The targeted creature or area is warded against a random phenomenon; the GM can roll or choose from the [Random Phenomena table](#) (p. 62) for inspiration, rolling a die to choose a column (odd = abstract; even = concrete) if they have no preference. An uncontrolled ward targeting an area will be of the largest size the spell's **MAGNITUDE** permits.

“Magic” is a valid target for a ward. However, warding a tiny frog wizard against magic will not cause the ward to oppose all of their spells; they'd only need to overcome the ward in order to target themselves. This game doesn't treat magic as external to the wizard, so a ward can't cut off a wizard's access to it.

Also, since it's bound to come up, “everything” is likewise a valid target for a ward, but “everything” includes air, which may be a problem if a targeted creature isn't good at holding its breath. “Everything *except* air” would require a **CONTROL** value of 3.

Alteration

You modify the physical attributes of a creature. You can produce cosmetic changes to the targeted creature's appearance, cause it to grow or shrink, turn it invisible, or even transform it into another creature entirely. The **MAGNITUDE (SIZE)** parameter determines both the maximum size of the targeted creature and the maximum size of its altered form, if they differ. Describe the desired alteration using a number of words equal to the **CONTROL** parameter.

Alteration tends to preserve the abilities of the target's true form. A creature that's intelligent and capable of speech remains so. Similarly, turning a land-dwelling creature into a fish will grant it the ability to breathe water, but usually won't remove its ability to breathe air. Indeed, turning a bird into a fish may well result in a fish that can fly!

Given that what counts as a loss of ability is subjective, the rule is this: the target of an Alteration spell retains the abilities of its true form precisely to the extent that the target's player deems appropriate. They're free to invent a narrative rationale for this, but it doesn't have to be a good one. If you want to forcibly remove abilities from the target, you're looking for [Imprecation](#) (p. 49).

Concentration: Yes. When you stop maintaining the spell, the target is aware that they're about to resume their true form, and can take advantage of the post-concentration grace period to get somewhere safe if they aren't already.

Direct Opposition: Actions which make use of new or enhanced capabilities granted by Alteration have an effective **POTENCY** equal to the spell's **POTENCY** for the purpose of overcoming any magical effect that would hinder those actions. The actions themselves remain mundane.

Uncontrolled: The target is transformed into a random creature of the largest size the spell's **MAGNITUDE** permits; the GM can roll or choose from the [Random Creatures table](#) (p. 59) for inspiration.

Making a tiny frog wizard larger or smaller doesn't change how the **RANGE** and **MAGNITUDE** parameters work for their spells; *spiritually*, they're still a tiny frog.

Animation

You bring an inanimate object to life. The **MAGNITUDE (SIZE)** parameter determines the affected object's maximum size. State a command in a number of words equal to the **CONTROL** parameter; the object carries out this command precisely and to the letter, without regard for practicality or self-preservation.

An animated object is imbued with sufficient flexibility, awareness and motive force to obey orders, but doesn't necessarily gain any extraordinary abilities unless they're natural extensions of the object's existing physical properties. For example, an animated toy dragon probably wouldn't be able to breathe fire simply because it's shaped like a mythical fire-breathing creature; however, an animated candle may be able to hurl its flame. When in doubt, the GM decides what special abilities – if any – an animated object possesses.

Concentration: Yes. You cannot change an Animated object's command while concentrating on the spell that animates it. However, if you let the spell lapse and successfully cast a new Animation on the same object to issue a new command, the existing command is immediately “overwritten”, even if its grace period has not yet expired.

Direct Opposition: Physical actions taken by an animated object, in direct pursuit of its animating command, have an effective **POTENCY** equal to the spell's **POTENCY** for the purpose of overcoming any magical effect that would prevent that command from successfully being carried out. The actions themselves are mundane, and are resolved as such.

Uncontrolled: The animated object is given a random command. The GM can roll or choose from the first column of the [Random Goals table \(p. 60\)](#) for inspiration. (Don't roll on the second column – choose something that's already established as being present in the scene as the object of the rolled action.)

You can't circumvent an Animation spell's **CONTROL** parameter with open-ended commands, such as to obey a particular person. Such commands are valid, but any follow-up directives merely become extensions of the original command, and count against the remaining **CONTROL** until it's used up.

Conjuration

You call an object or creature to your presence. The **MAGNITUDE (SIZE)** parameter determines its maximum size. Describe the desired target using a number of words equal to the **CONTROL** parameter. You conjure a random object or creature from somewhere in the world that matches your description. The conjured target need not be within **RANGE**, nor do you require line of sight to it; the point where it appears, however, must be within **RANGE** and line of sight, and not already occupied by another object or creature.

Alternatively, you can send yourself or an object or creature that you're touching to a location you describe, using a number of words equal to the **CONTROL** parameter. The described location must be within **RANGE**, but you need not have line of sight to it. (e.g., “behind that door” is a valid location.) The maximum size of the sent object is governed by the **MAGNITUDE (SIZE)** parameter. In the event that you unwittingly send something to an occupied, nonexistent, or otherwise invalid location, the sending still occurs, but the spell's interpretation of the described location may be unconventional.

Concentration: No. Once the target has appeared, the spell's work is finished.

Direct Opposition: Conjurations rarely oppose other spells; anything the target does after appearing is a mundane action. However, Conjuration may directly oppose an Abjuration-based ward if you conjure a prohibited object into the warded area; appearing out of thin air does, unfortunately, count as “entering”.

Uncontrolled: The spell conjures a random creature or object of the largest size the spell's **MAGNITUDE** permits; the GM can roll or choose from the [Random Creatures](#) (p. 59) or [Random Objects](#) (p. 61) tables for inspiration, rolling a die to choose a table (odd = creature; even = object) if they have no preference.

Conjuration understands proper names, but has no insight into your intentions, producing a random target which bears the provided name unless your description is wholly unambiguous.

Incidentally: you can't conjure only a part of an object or creature in order to magically slice it to pieces. Nice try, though.

Domination

You chain a creature to your will. The **MAGNITUDE (SIZE)** parameter determines the targeted creature's maximum size. State a command using a number of words equal to the **CONTROL** parameter. The target is compelled to obey the stated directive, to the best of its understanding and ability. The target need not understand your language (or indeed, any language) in order to obey, though non-speaking creatures may be confused by complicated commands.

Domination doesn't grant its target any means of accomplishing its orders that it wouldn't ordinarily have, nor does it give you any insight into what the target is actually capable of. A creature ordered to do something beyond its abilities will seek alternative solutions rather than risk harm in fruitless action.

Concentration: Yes. You cannot change a Dominated servant's command while concentrating on the spell that dominates it. However, if you let the spell lapse and successfully cast a new Domination on the same target to issue a new command, the existing command is immediately “overwritten”, even if its grace period has not yet expired.

Direct Opposition: Physical actions taken by a dominated subject, in direct pursuit of its binding command, have an effective **POTENCY** equal to the spell's **POTENCY** for the purpose of overcoming any magical effect that would prevent that command from successfully being carried out. The actions themselves are mundane, and are resolved as such.

Uncontrolled: The dominated subject is given a random command. The GM can roll or choose from the first column of the [Random Goals table \(p. 60\)](#) for inspiration. (Don't roll on the second column – choose something that's already established as being present in the scene as the object of the rolled action.)

Discuss with your group whether suicidal commands are permitted; by default, the answer is “no”. As with Animations (p. 45), open-ended commands like “obey me” simply cause follow-up directives to count against any unused portion of the spell's **CONTROL** – which might have interesting consequences if you run out of words mid sentence!

Evocation

You fill the targeted area with a particular ephemeral phenomenon: raging fire, impenetrable darkness, thunder and lightning, etc. The **MAGNITUDE (AREA)** parameter determines the size of the affected area. Describe the desired phenomenon using a number of words equal to the **CONTROL** parameter. The described phenomenon fills the targeted area. You can shape it into walls or other unnatural configurations if you have sufficient **CONTROL** to describe it.

Concentration: Yes. An Evoked phenomenon dissipates once you cease to maintain it. Any second-order effects of that phenomenon (e.g., water frozen by bitter cold, mundane fires set by a summoned flame, miscellaneous collateral damage, etc.) persist indefinitely, or at least as long as such effects ordinarily would.

Direct Opposition: Evocation simply causes the evoked phenomenon to exist within the targeted area. Any effect that would cause the phenomenon to not be there is subject to direct opposition; actually using the evoked phenomenon to accomplish a particular goal is a mundane action, and does not enjoy any guarantee of success.

Uncontrolled: The largest area the spell's **MAGNITUDE** permits is suffused with a random phenomenon; the GM can roll or choose from the [Random Phenomena table \(p. 62\)](#) for inspiration. The result should be read from the “Concrete” column unless you’ve decided to be *very* free with respect to what phenomena this Arcanum can produce – refer to the sidebar below for further discussion.

Evocation is one of the most deceptively straightforward Arcana. The trouble starts when players get to wondering: what exactly qualifies as a “phenomenon”? Does reversing gravity count? How about stopping time?

The official position of this text is that Evocation's baseline sphere of competence covers anything you could imagine an elemental wizard doing in your favourite video game. How far beyond that it can reach is entirely a function of your group's tolerance for shenanigans. Don't say we didn't warn you!

Imprecation

You call down a curse upon the targeted creature. The **MAGNITUDE (SIZE)** parameter determines your victim's maximum size. Describe the desired affliction, phrased as a command, in a number of words equal to the **CONTROL** parameter. “Go blind”, “turn to stone”, “forget you saw me” and “sleep” are all valid afflictions. A curse may not compel its victim to perform an ongoing action, though it may *remove* the capacity to perform a particular action, or restrict the manner in which it can be performed; e.g., “speak in rhyme”.

Concentration: No. Curses are inherently [Misfortunate \(p. 34\)](#), and the target *must* suffer the effect as a Misfortune if they have any unfilled Misfortune slots. If the target has no unfilled Misfortune slots, the curse is more or less permanent; it may or may not be amenable to mundane remedies, at the GM's discretion. If you have sufficient **CONTROL**, you can put a time limit on a curse (e.g., “until sunrise”), or set conditions which will result in its removal.

Direct Opposition: Imprecation-based curses directly oppose any effort to further curse or transform their victim, including [Alterations \(p. 44\)](#) and additional Imprecations. Overcoming a curse with another Imprecation can only replace the existing curse with a new one; doing so with Alteration can remove a curse entirely. A creature that's become an object due to a curse can still be targeted as a creature for this purpose.

Uncontrolled: The target suffers a random curse; the GM can roll or choose from the [Random Curses table \(p. 60\)](#) for inspiration.

In the same way that Alteration is fundamentally about granting capabilities, Imprecation is fundamentally about taking them away. It's basically impossible to curse someone in a way that leaves them more capable than they were before, save perhaps as an incidental side effect of some much greater loss.

This rule can bend somewhat when a curse is taken as a Misfortune, since the target gets to describe how the curse takes effect. However, the GM is encouraged to make any effort to treat a curse as a pure power-up as annoying as possible.

Simulation

You cast a false seeming over a creature, object, or area. The illusion affects all senses convincingly, but real objects and creatures can pass through it.

When the illusion is cast over a creature or object, use the **MAGNITUDE (SIZE)** parameter to determine the maximum size of both the target and the seeming you grant it. The target cannot be made to appear smaller than it really is, but it can be made to appear larger. Describe the target's new appearance in a number of words equal to the **CONTROL** parameter. If the target is animate, the illusion will mimic its actions, though large differences between the target's true form and its seeming may produce strange results. In any case, the illusion moves with the target (or as the target is moved, in the case of an object).

When the illusion is cast over an area, use the **MAGNITUDE (AREA)** parameter to determine the affected region's maximum size, and describe its new appearance in a number of words equal to the **CONTROL** parameter. Features within the affected area cannot be made invisible, but can appear to be anything that's at least roughly the same size; creatures present within or passing through the area are unchanged. The illusion is immobile once created.

Concentration: Yes; the illusion evaporates once you cease to maintain it.

Direct Opposition: Being unreal, illusions cannot directly oppose most spells; special senses granted by [Alterations](#) (p. 44) are an exception.

Uncontrolled: A targeted creature is made to appear as a random creature, and a targeted object, a random object; the GM can roll or choose from the [Random Creatures](#) (p. 59) or [Random Objects](#) (p. 61) tables (respectively) for inspiration. A targeted area appears to be filled with or transformed into a random substance or concrete phenomenon, per the [Random Substances](#) (p. 62) or [Random Phenomena](#) (p. 62) tables; the GM can roll a die to decide which table to use (odd = phenomenon; even = substance) if they have no preference. In all cases the illusion is of the largest size the spell's **MAGNITUDE** permits.

When casting illusions, you can claim the die for croaking your intentions by describing the effect as though it were real.

Transmutation

You reshape or transform an inanimate substance. Describe what you want to turn the targeted substance into using a number of words equal to the **CONTROL** parameter. The **MAGNITUDE (AREA)** parameter determines the maximum volume of the targeted substance you can affect. You can affect a portion of a larger object if you wish.

Concentration: Only if you perform an unnatural transmutation; e.g., lead into gold. If you merely reshape the target into a form it could naturally occupy, the transmutation lasts indefinitely, or at least as long as it ordinarily would; water turned to ice melts at the usual rate, while a stone transformed into a statue of yourself is more or less permanent – unless some enterprising art critic takes a chisel to it!

Direct Opposition: The magical part of this Arcanum's effect consists exclusively of causing the targeted substance to assume the desired form. As with [Evocations \(p. 48\)](#), using this transformation to accomplish a particular goal – like skewering a meddling rival – is effectively a mundane action, and is resolved as such.

Uncontrolled: All inanimate matter in the largest area the spell's **MAGNITUDE** permits is transformed into a random substance; the GM can roll or choose from the [Random Substances table \(p. 62\)](#) for inspiration.

Any substance that's inside or forms a component of a creature's body – e.g., the blood in their veins, the tears in their eyes, the air in their lungs, etc. – is considered to be a part of that creature for the purpose of this Arcanum, and thus isn't a valid target even if you do have line of sight to it. If you really must turn someone's blood to vinegar, try [Imprecation \(p. 49\)](#).

Worn or carried objects typically do not receive similar consideration. Note, however, that tiny frog wizards are explicitly allowed to suffer [Misfortune \(p. 34\)](#) on behalf of their own pointy wizard hats, so destroying a rival's hat by Transmuting can be a very difficult proposition!

OPTIONAL RULES

This section offers several new ways for your tiny frog wizards to get in trouble. The rules get a bit more complicated with them in play, so don't feel obligated to use them if you're happy with the game's level of crunch right where it is.

Cantrips

If you want tiny frog wizards to be more casually magical in your game, you can waive the rule that rolling at least one die is required to cast a spell. Unrolled spells are called **cantrips**.

A cantrip automatically has a value of 1 in **CONTROL** and *one of* **MAGNITUDE** or **RANGE**; the remaining parameter has a value of zero. This means it must have an effect that can be described in one word.

These limits don't mean that cantrips are weak – a **CONTROL** value of 1 allows many powerful effects. However, cantrips suffer from a further drawback; they have no **POTENCY** at all, and are considered mundane actions. They can thus be contested by other mundane actions, and give way to any rolled spell.

The GM is encouraged to err on the side of generosity when deciding whether a given mundane action could plausibly overcome a cantrip. An Imprecation-based cantrip cursing its target to “die”, for example, would likely fail, as most creatures are rather good at being alive. If you want assurances, roll for it!

Word-bound Cantrips

Some groups may prefer casual magics to be more limited in their applications than true spells. In this case, each player should choose 1–3 words during tiny frog wizard creation; their tiny frog wizard may perform a cantrips only if the spell's **CONTROL** parameter uses one of those words (including their verb forms, if applicable). For example, a tiny frog wizard with the word “hat”, having mastered the Arcana of Conjunction and Transmutation, would be able to employ cantrips to summon random hats and turn inanimate objects into hats.

Cooperative Magic

Though they're loathe to admit it, tiny frog wizards have little facility with very complex spells. Some would say – though rarely to their froggy faces! – that they're simply too small for their arts to encompass such big concepts. However, where one frog falls short, *two* may suffice.

Cooperative magic allows a pair of tiny frog wizards to combine their Arcana in novel ways. The usual spellcasting rules are observed, modified as follows:

- Two wizards are required, and each must contribute a different mastered Arcanum; tiny frog wizards cannot cooperatively cast a spell involving only a single Arcanum.
- In order to receive dice for declaring intentions, grand gestures, or the wearing of hats, both tiny frog wizards must satisfy the relevant criteria. Only a single die is received for each condition that both wizards meet.
- Either or both tiny frog wizards may contribute Preparation Dice. Unlike dice for ritual actions, Preparation Dice expenditure need not be “doubled up” in order to contribute to the final pool.
- Two **CONTROL** dice are assigned rather than one, each describing a different dimension of the intended effect. Note that this means a cooperative spell will assign four dice to parameters rather than three, so the expenditure of Preparation Dice is recommended!
- When determining the Potency of a cooperative spell, only the higher of the two **CONTROL** dice is considered.
- If sustaining the spell requires concentration, it weighs on both wizards, reducing future dice pools accordingly; likewise, the spell is disrupted if either wizard is harmed or distracted.

There are no rules governing who gets to decide which dice should be allocated to which parameters, nor which particular **CONTROL** die each tiny frog wizard gets to use; those performing a cooperative spell must work these matters out amongst themselves. The GM is encouraged to construe protracted disagreement as in-character bickering, and rule accordingly.

Cooperative Magic Effects

There is no master list of all the possible effects for cooperative magic; not only is the number of pairings of Arcana very large, but each pairing may admit multiple possible effects. Cooperative magic is an improvisational affair, and players are encouraged to improvise alongside their tiny frog wizards. Several examples follow to provide a starting point for your imagination; for the sake of brevity, “the tiny frog wizard who contributes the Arcanum of [Arcanum]” is shorthanded as “the master of [Arcanum]” in these descriptions.

Amalgamate (Conjuration + Transmutation)

You circumvent the usual limits on the complexity of Transmutations by using another object as a template. The master of Conjuration describes the object to be used as a template in a number of words equal to the value of the first **CONTROL** die. The master of Transmutation selects an object within **RANGE** and describes, in general terms, the attributes it should inherit from the template object, using a number of words equal to the value of the second **CONTROL** die.

The result is a fully functional object that seamlessly combines the attributes of both the template object and the target object. The two objects need not be the same size, but neither can be larger than the rolled **MAGNITUDE**.

Empower Servant (Animation + Transmutation)

You ensure that your Animated servant has the tools it needs to carry out its task. The master of Animation commands the object in the usual fashion, in a number of words equal to the value of the first **CONTROL** die. The master of Transmutation describes a special ability which would help it carry out that command, in a number of words equal to the value of the second **CONTROL** die. You don't need to specify how the object is transformed in order to grant the described ability – the magic (and the GM) figures it out for you.

Forbiddance (Abjuration + Imprecation)

You forbid a particular voluntary action within the warded area. The master of Abjuration describes the forbidden activity using a number of words equal to the value of the first **CONTROL** die. The master of Imprecation describes a terrible curse using a number of words equal to the value of the second **CONTROL** die. Anyone who violates the prohibition while within the warded area will immediately be struck down by the curse.

Identity Theft (Alteration + Conjuration)

You steal another's body and take it for your own, leaving their mind and soul stranded in your former flesh. The master of Alteration describes the first target in a number of words equal to the value of the first **CONTROL** die; this target must be willing, and may be one of the spell's casters. The master of Conjuration describes the second target in a number of words equal to the value of the second **CONTROL DIE**; the second target may *not* be one of the spell's casters, and need not be willing. Both targets must be within **RANGE**.

For as long as both casters maintain concentration, the first target effectively plays the second target's character, and vice versa. If one of the targets is a tiny frog wizard, the ability to cast spells (and corresponding mastered Arcana) go along with their mind and soul, rather than remaining with their original body; however, as with more conventional Alterations, stealing a larger body does not change how your **RANGE** and **MAGNITUDE** parameters work.

Imbue Qualia (Simulation + Alteration/Evocation/Transmutation)

Overcoming the limits of matter, you impart experiential qualities to a thing directly. Thus, a tiny frog wizard transformed into a horse might become a *trustworthy* horse, while a conjured darkness might *seem to watch* those within it.

The principal Arcanum of the spell is Simulation. The auxiliary Arcanum depends on the target: Alteration for imbuing an experiential quality into a creature, Evocation for an area, or Transmutation for an object or substance. The master of the auxiliary Arcanum describes the physical part of the transformation in the usual fashion, in a number of words equal to the value of the first **CONTROL** die, while the master of Simulation describes the imparted qualia in a number of words equal to the value of the second **CONTROL** die.

Imparted qualia do not compel any particular action by those interacting with the affected subject. However, NPCs will usually behave appropriately unless they're given reason to believe their experiences are being manipulated. Imparted qualia which are very inconsistent with the subject's observable appearance may or may not provoke such suspicion, at the GM's judgment.

Monstrous Form (Alteration + Evocation)

You achieve the union of the material and the ephemeral within the target's flesh, transforming them into a mystical beast. The master of Alteration describes the target's new, monstrous form in a number of words equal to the value of the first **CONTROL** die. The master of Evocation describes the ephemeral phenomenon over which the target gains dominion in a number of words equal to the value of the second **CONTROL** die.

The target may radiate or project the described phenomenon at will, as a mundane action, for as long as the transformation persists. The phenomenon can be straightforward, like a dragon's fiery breath, but it can also be esoteric – literally anything that the Arcanum of Evocation could call up is fair game!

Phantasmagoria (Domination + Simulation)

You produce a compelling illusion. This illusion, which must be cast on an area rather than a creature, compels those who observe or interact with it to play along with an associated scenario. The master of Simulation describes the illusion using a number of words equal to the value of the first **CONTROL** die. The master of Domination describes the associated scenario using a number of words equal to the value of the second **CONTROL** die. For example, an illusion of a large cake with a context of “a surprise birthday party” might cause anyone who sees it to suddenly “remember” that they've been invited.

Somebody Else's Problem (Abjuration + Simulation)

You invert the effect of an illusion: rather than causing affected parties to perceive something, you render them *unable* to perceive something. If you target an area, some feature or condition of that area becomes imperceptible; if you target an object or creature, some quality of that object or creature cannot be perceived. The affected condition or quality may be concrete or abstract.

The master of Abjuration describes who should be prevented from perceiving the affected feature, condition or quality, using a number of words equal to the value of the first **CONTROL** die. (“Everyone” is a valid choice, though “everyone except me” may be wiser!) The master of Simulation describes the feature, condition, or quality that should be rendered imperceptible using a number of words equal to the value of the second **CONTROL** die.

Summon Elemental (Animation + Evocation)

Rather than animating an object, you shape an ephemeral phenomenon into a form suitable to carry out your will. The master of Evocation describes the evoked form in a number of words equal to the value of the first **CONTROL** die, and the master of Animation commands it in a number of words equal to the value of the second **CONTROL** die. The form thereafter behaves as a typical animated object, with special abilities appropriate to its nature (as determined by the GM).

Ultimatum (Domination + Imprecation)

You lay a curse that hangs over the victim's head, waiting to strike should they defy you. The master of Imprecation pronounces the curse according to the normal rules governing Imprecations, using a number of words equal to the value of the first **CONTROL** die. In a number of words equal to the value of the second **CONTROL** die, the master of Domination defines either a command or a prohibition.

If you define a command, the curse strikes whenever the target disobeys. If you define a prohibition, the curse strikes whenever the target engages in the prohibited activity. An Ultimatum does not require concentration to sustain it once imposed; it effectively functions as a conditional Imprecation-based curse, filling one of the target's Misfortune slots if they have one.

Triad Magic?

In theory, cooperative spells combining three Arcana rather than two are possible. However, by default this is considered to be a lost art, inaccessible to tiny frog wizards of the modern age. Perhaps the players will rediscover it in the course of your game!

In the event that such a spell comes to pass, extend the above rules appropriately, assigning three Control dice rather than two.

SUPPLEMENTARY TABLES

This section includes a variety of tables for producing random outcomes. The GM can roll or choose from them for inspiration as needed, or they can be used as prompt generators in GMless play.

In the current version of *Tiny Frog Wizards*, these tables focus mainly on handling the outcomes of [uncontrolled spells](#) (p. 22). In future revisions, they'll be expanded to include random scene prompts as well.

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Note: Superscript values in the preceding index indicate which tables are used by which Arcana for generating uncontrolled effects, as follows –

AB: [Abjuration](#) (p. 43); AL: [Alteration](#) (p. 44); AN: [Animation](#) (p. 45);
Co: [Conjuration](#) (p. 46); Do: [Domination](#) (p. 47); Ev: [Evocation](#) (p. 48);
IM: [Imprecation](#) (p. 49); SI: [Simulation](#) (p. 50); TR: [Transmutation](#) (p. 51).

Random Creatures

When rolling for an uncontrolled Alteration, Conjunction or Simulation, use the column for the largest size the spell's **MAGNITUDE** permits.

d6	Size 0	Size 1	Size 2	Size 3
11–12	bat	bat	bat	armadillo
13–14	beetle	chameleon	chicken	badger
15–16	butterfly	crab	dog	beaver
21–22	chameleon	fish	duck	bobcat
23–24	clam	frog/toad	falcon/hawk	dog
25–26	crab	gecko	ferret	eagle
31–32	cricket	gopher	fish	fish
33–34	dragonfly	hamster	fox	flamingo
35–36	fish	marmoset	hedgehog	goose
41–42	frog/toad	mole	housecat	iguana
43–44	gerbil	owl	lobster	monkey
45–46	hummingbird	pigeon	monkey	octopus
51–52	mouse	rat	owl	otter
53–54	newt	snake	rabbit	porcupine
55–56	shrew	songbird	raven	raccoon
61–62	snail	spider	seagull	sloth
63–64	spider	squirrel	skunk	snake
65–66	worm	weasel	snake	wombat
d6	Size 4	Size 5	Size 6	
11–12	boar	alligator/crocodile	elephant	
13–14	black bear	buffalo	elephant seal	
15–16	chimpanzee	cow	giant ground sloth	
21–22	cheetah/jaguar	camel	giant squid	
23–24	deer	giant squid	hippopotamus	
25–26	dog	giraffe	rhinoceros	
31–32	goat	gorilla	shark	
33–34	human	grizzly bear	stegosaurus	
35–36	kangaroo	horse	triceratops	
41–42	llama	lion	tyrannosaurus	
43–44	ostrich	manta ray	whale	
45–46	panda	moose	wooly mammoth	
51–52	pig	polar bear	Re-roll under “Size 0” and make it Size 6	
53–54	sheep	shark	Re-roll under “Size 1” and make it Size 6	
55–56	seal	snake	Re-roll under “Size 2” and make it Size 6	
61–62	shark	tiger	Re-roll under “Size 3” and make it Size 6	
63–64	snake	walrus	Re-roll under “Size 4” and make it Size 6	
65–66	wolf	zebra	Re-roll under “Size 5” and make it Size 6	

Random Curses

d66	Curse	d66	Curse	d66	Curse
11	always drunk	31	exudes slime	51	legs get longer
12	always lost	32	falls asleep	52	loses confidence
13	always starving	33	falls up	53	loses name
14	attracts insects	34	fears trees	54	shrinks
15	becomes infant	35	forgets identity	55	smells delicious
16	can't count	36	freezes solid	56	speaks in rhyme
21	can't lie	41	gets sick	61	sprouts leaves
22	can't see frogs	42	glows brightly	62	stinks horribly
23	can't speak truth	43	goes blind	63	turns blue
24	catches fire	44	goes mute	64	turns intangible
25	dies	45	grows hair	65	turns magnetic
26	explodes	46	head falls off	66	turns to stone

Random Goals

When rolling for an uncontrolled Animation or Domination, use only the first column; the rolled action's object should be chosen as something that's already established in the scene.

d66	Action	Object	d66	Action	Object
11–12	acquire	authority	41–42	evade	nature
13–14	assist	belief	43–44	gather	power
15–16	attack	community	45–46	guard	reputation
21–22	capture	danger	51–52	protect	resource
23–24	construct	debt	53–54	remove	rival
25–26	defeat	enemy	55–56	steal	secret
31–32	defend	family	61–62	support	wealth
33–44	destroy	honour	63–64	suppress	tool
35–36	distract	knowledge	65–66	weaken	weapon

Random Objects

When rolling for an uncontrolled Conjunction or Simulation, use the column for the largest size the spell's **MAGNITUDE** permits.

d66	Size 0	Size 1	Size 2	Size 3
11–12	battery	ball of yarn	book	baseball bat
13–14	bottlecap	bar of soap	bouquet of flowers	beach ball
15–16	clip-on bowtie	baseball	brick	boulder
21–22	coin	candle	bucket	car tire
23–24	cork	can of soda	can of paint	chainsaw
25–26	crayon	coffee mug	coat hanger	framed portrait
31–32	golf ball	glass bottle	dinner plate	handbag
33–34	lipstick	knife	frying pan	pair of trousers
35–36	marshmallow	pair of socks	glass vase	pillow
41–42	pack of gum	rubber duck	loaf of bread	pumpkin
43–44	pebble	screwdriver	pineapple	sack of flour
45–46	playing card	shoe	rock	skateboard
51–52	pocketwatch	snow globe	soccer ball	sword
53–54	six-sided die	spork	teapot	table lamp
55–56	spool of thread	stapler	teddy bear	television
61–62	skeleton key	stone	top hat	tennis racket
63–64	strawberry	tomato	toaster	traffic cone
65–66	thimble	toothbrush	vinyl record	umbrella
d66	Size 4	Size 5	Size 6	
11–12	anvil	anchor	boulder	
13–14	armchair	bathtub	carousel	
15–16	bicycle	billiards table	church bell	
21–22	boulder	boulder	forklift	
23–24	broom	chandelier	gazebo	
25–26	crash dummy	golf cart	giant ball of twine	
31–32	floor lamp	mattress	inflatable castle	
33–34	guitar	motorcycle	jet engine	
35–36	gravestone	piano	mysterious obelisk	
41–42	kitchen sink	picnic table	ox-cart	
43–44	lawn mower	pinball machine	pipe organ	
45–46	life-size statue	port-a-potty	rowboat	
51–52	polearm	refrigerator	satellite dish	
53–54	safe (empty)	sofa	telephone pole	
55–56	toilet	stepladder	ton of bricks	
61–62	tuba	wardrobe	trampoline	
63–64	vacuum cleaner	washing machine	windmill	
65–66	wheelbarrow	wine barrel	zamboni	

Random Phenomena

When rolling for an uncontrolled Abjuration, you can randomly decide which column to use by rolling an extra die (odd = abstract; even = concrete). When rolling for an uncontrolled Evocation or Simulation, only the “Concrete” column should be used unless the GM is up for a challenge. The implications of, e.g., being warded against silence are likewise left as an exercise for the GM.

d66	Abstract	Concrete	d66	Abstract	Concrete
11–12	art	cold	41–42	magic	lightning
13–14	beauty	darkness	43–44	math	magnetism
15–16	chaos	fire	45–46	mischief	rain
21–22	death	fog	51–52	motion	silence
23–24	falsehood	force	53–54	music	smoke
25–26	harm	friction	55–56	order	snow
31–32	language	gravity	61–62	time	sound
33–44	life	heat	63–64	truth	void
35–36	luck	light	65–66	ugliness	wind

Random Substances

d66	Substance	d66	Substance	d66	Substance
11	air	31	glass	51	salt
12	blood	32	glitter	52	sand
13	bone	33	glue	53	slime
14	cake	34	gold	54	smoke
15	cardboard	35	hair	55	soap
16	cheese	36	ice	56	stone
21	chocolate	41	iron	61	styrofoam
22	clay	42	lint	62	tar
23	fabric	43	meat	63	water
24	foam	44	noodles	64	wax
25	gelatin	45	plastic	65	wine
26	gemstone	46	rubber	66	wood

CHANGELOG

Playtest Version 0.3 – 2023-03-29

- Two new interior illustrations by [Abenthy Lillieström](#).
- Updated [Credits & Acknowledgements](#) (p. 3) to reflect reader-contributed random table entries.
- Added a first pass at a [glossary](#) (p. 7).
- Added a step-by-step outline of [Tiny Frog Creation](#) (p. 10).
- Reworked Paths of Power and Power Dice into [Preparation Dice and Foci](#) (p. 12).
- Parameters which are not assigned a die when making a [casting roll](#) (p. 20) now receive a default value of zero rather than 1.
- Reworked [parameter descriptions](#) (p. 21) to allow for zero values.
- Added rules for [uncontrolled spells](#) (p. 22) (i.e., spells with a **CONTROL** value of zero).
- Added explicit discussion of **POTENCY** (p. 23).
- Rules for [partial parameters](#) (p. 23) updated to clarify that using less than a parameter's full value does not reduce the spell's **POTENCY**; added discussion of parameters for uncontrolled spells (above).
- Clarified that spells which have gone haywire due to [disruption](#) (p. 25) no longer count against the number of spells you're currently concentrating no.
- Reworked examples of [direct opposition](#) (p. 26).
- Moved [Recovery](#) (p. 36) from a subsection of Misfortune to its own separate section, and addressed Preparation Dice (above) as well as Misfortune slots.

- Added preliminary discussion and examples of [Non-Player Characters](#) (p. 37).
- Updated [Playing Without a GM](#) (p. 39) to offer suggestions on how to incorporate the Supplementary Tables appendix (below).
- Added notes on how to handle uncontrolled spells (above) to all nine [Arcana writeups](#) (p. 42).
- Updated [Alteration](#) (p. 44) to use language consistent with other Arcana when discussing mundane actions with effective **POTENCY** ratings.
- Updated [Animation](#) (p. 45) and [Domination](#) (p. 47) with discussion of open-ended commands like “obey me”.
- Reworked discussion of what qualifies as a “phenomenon” in sidebar following [Evocation](#) (p. 48).
- Clarified that [Imprecations](#) (p. 49) may not compel ongoing actions and slightly reworked how durations for spells of this Arcanum work.
- Tightened up wording of [Simulation](#) (p. 50).
- Updated optional rules for [cantrips](#) (p. 52) to reflect changes to how unrolled parameters work.
- Additional examples of [cooperative magic](#) (p. 53).
- Initial version of [Supplementary Tables appendix](#) (p. 58).
- Updated changelog.

Playtest Version 0.2 – 2021-12-05

- Cover art by [Abenthy Lillieström](#).
- Updated fonts and colours for improved readability.
- Changed how lists are formatted for better compatibility with certain EPUB readers.

- Added [an explanation of how to roll dice \(p. 6\)](#) and [discussion of player comfort zones \(p. 6\)](#) to the Introduction.
- [Tiny Frog Creation \(p. 10\)](#) fleshed out with additional character creation options and tables for randomly generating your pointy wizard hat.
- Reorganised [Working Your Will \(p. 19\)](#) and moved discussion of [Misfortune \(p. 34\)](#) to Playing the Game section.
- Expanded discussion of [mundane actions \(p. 19\)](#).
- Clarified making [partial use of a rolled parameter \(p. 23\)](#).
- Split [spell duration \(p. 24\)](#) into a separate discussion from spell disruption.
- Added a table of [random spell disruption consequences \(p. 25\)](#).
- Discussion of [conflict between spells \(p. 26\)](#) now addresses resolving conflicts between spells and mundane actions.
- New [Playing the Game chapter \(p. 31\)](#) includes a brief discussion of the game's default assumptions about the cycle of play, as well as some material moved from Working Your Will.
- Expanded discussion of [Power Dice \(p. 12\)](#), including [Paths of Power \(p. 12\)](#), a newly introduced mechanic for gamifying Power Dice recovery.
- Discussion of how to handle [intrinsically short-lived conditions \(p. 35\)](#) as Misfortunes.
- Power Dice recovery decoupled from [Misfortune recovery \(p. 36\)](#).
- Guidelines for [playing without a GM \(p. 39\)](#).
- Each [True Arcana writeup \(p. 42\)](#) now has a section specifically outlining which applications require concentration to sustain.
- [Arcanum of Conjunction \(p. 46\)](#) now allows sending as well as summoning.

- Added [Optional Rules chapter](#) (p. 52), including rules for [cantrips](#) (p. 52) and [cooperative magic](#) (p. 53).
- Added [this changelog](#) (p. 63).

Playtest Version 0.1 – 2021-04-19

- Initial version.