

Spell List

How Spells are Cast

Spells are cast by:

1. Saying the *spell descriptor*, which is the name of the spell and a description of its effects and duration.
2. Doing one of the following:
 - Throwing a *spell packet* at the target or target location.
 - Touching the (willing) target with a *spell packet*.
 - Touching the (willing or unwilling) target with a wand or staff.
 - Saying "*By my voice...*" for an area of effect (AoE) spell surrounding the caster.
 - Saying "*Mass...*" for a mass spell that affects everyone in the scene.

Spell Effects

Unless otherwise specified,

- Spells that negate or cancel other spell effects cause the original spell to cease, at which point both spells end.
- Spells that affect the behavior of another creature last for 1 minute unless otherwise specified, or until negated.
- The effects of damage or healing spells are immediate, at which point the spell ends but the damage or healing remains.

Ideas:

- mirage (illusion) (how would this work?)
- delayed action
- thorns (like D&D ranger spell)
- summon angel (i.e., not undead)
- mana limit
- teleport (self)
- teleport item
- portal
- increase gravity (on an item)
- repel/forced movement

Level 1 Spells

Level 1 spells cost 1 mana point each and are cast by saying the *descriptor* and either throwing a spell packet or touching the intended victim/recipient as appropriate.

Endow *damage type*

Adds a type of damage (lightning, fire, acid, ice) to the next attack.

Range: touch

Fumble *Object*

Target almost drops *object* and is unable to use it for 5 seconds. If *object* is ambiguous (e.g., "*fumble weapon*" for someone wielding multiple weapons, the target chooses which weapon to fumble.)

Missile 1

A magic missile strikes the target and does one point of damage to the area of the body that the spell packet hits. Can also be used to reactivate one point of magical damage for a weapon that has been damaged and physically repaired. *Blocked by:* shield

Shield

Negates one magic missile (up to 2 points) or the next two points of damage. (Can be 2 points off a single multi-point attack, or two separate one-point attacks.) Can also be used to reactivate one point of magical protection for a shield or piece of armor that has been damaged and physically repaired.

Range: touch

Wound 1

Causes one point of damage to the region struck by the spell packet.

Heal 1

[touch] Cures one point of damage. If the recipient is unconscious, the cure is applied to the torso and the person regains consciousness. If the recipient is conscious, the recipient decides which parts of the body receive the healing.

Stabilize

Stabilizes an unconscious, dying person. Can be done at range using a spell packet.

Encode *person*

Encodes a conversation between the spellcaster and *person* so that no one else can understand it. Note that other characters will hear that a conversation is taking place but will not be able to understand it.

Duration: 1 minute

Range: touch; may be refused

Negated by: confuse languages cast on either party.

Level 2 Spells

Level 2 spells cost 2 mana points each and are cast by saying "2...1...*descriptor*" (taking approximately 1 second per count) and either throwing a spell packet or touching the intended victim/recipient as appropriate.

Detect Magic

Makes the caster aware of the existence of any spells currently in effect or magic items within line of sight. If the target is within one fall radius, the caster learns the type of spell (protection, damage, charm/control, etc.), but not the specific spell.

Duration: 1 minute

Detect Invisible

Recipient can see any character wearing a **headband** that signifies invisibility.

Duration: 1 minute

Lightning / Acid / Fire / Ice 1

Does one point of damage of the type indicated.

Pin

Target must keep one foot in place until the spell ends.

Duration: 30 seconds

Repel

Wound 2

Heal 2

Missile 2

Turn or Control Undead

Command

Give a one-word command, which the target must spend up to 1 minute attempting to obey. If the command is unclear (such as "kill" (kill whom?) or "suicide" (what about it?)), the target instead spends 1 minute being confused. The spell ends if the target is attacked.

Suggestion

Give a one-sentence (5 second maximum) suggestion, which the target must spend up to 1 minute attempting to carry out. The suggestion may not be completely contrary to the character's alignment, personality or goals. (If so, the target must attempt to do something as close to the suggestion as they can that fits within their alignment/personality/goals.) The spell ends if the target is attacked.

Comprehend Languages

The recipient is able to comprehend any language that the player is able to hear (except for the *encode* spell) for the duration of the spell. Also negates the effects of the *confuse languages* spell.

Duration: 1 minute

Range: touch; may be refused

Blocked/negated by: *confuse languages* or *dispel magic*

Confuse Languages

The recipient is unable to understand *any* spoken language for the duration of the spell. Also negates the effects of a *comprehend languages* spell.

Duration: 1 minute

Range: touch

Blocked/Negated by: *comprehend languages*

Level 3 Spells

Level 3 spells cost 3 mana points each and are cast by saying "3...2...1...*descriptor*" (taking approximately 1 second per count) and either throwing a spell packet or touching the intended victim/recipient as appropriate.

Lightning / Acid / Fire / Ice 2

Shatter

Cure / Cause Disease

Weaken / Remove Weakness

Charm Animal

Slow

Target performs *all* physical actions (including talking) in slow motion (approximately half speed; roleplay accordingly) for the duration of the spell.

Duration: 1 minute

Negated by: dispel magic

Telepathy

Like encode except that the communication is silent, which means other characters are unaware that a conversation is taking place.

Duration: 1 minute

Deafen

Target is unable to hear any sound for the duration of the spell.

Duration: 30 seconds

Negated by: dispel magic

Level 4 Spells

Level 4 spells cost 4 mana points each and are cast by saying "4...3...2...1...*descriptor*" (taking approximately 1 second per count) and either throwing a spell packet or touching the intended victim/recipient as appropriate.

Awaken

Awakens recipient from a waylay, sleep (magical or otherwise) or charm. It will not restore consciousness to someone who is wounded.

Bind

Binds victims arms to their sides. Victim may still talk freely or run away, but may not perform any actions involving the arms, including use of weapons, shield, spellcasting, first aid or stabilizing.

Blocked/negated by: release or dispel magic.

Duration: 1 minute

Calm

Makes target non-aggressive.

Negates: fear spell, the fighter taunt ability or the barbarian rage ability

Blocked/negated by: awaken, resist charm or dispel magic

Duration: 1 minute

Lightning / Acid / Fire / Ice 3

Wound 3

Heal 3

Fear

Target is having a panic attack, triggered by the caster. Target must jog or run directly away from the caster and their allies until the spell ends.

Duration: 30 seconds; negated by calm.

Repair Object

Physically restores *object* to its original, functional state. Can be used on any object that is

small enough that the caster could hold it up if it were detached. This spell does not reactivate magic properties that were lost through damage.

Invisibility

Recipient is invisible (as signified by a [headband](#)) of the appropriate color) and cannot be seen by other characters.

Duration: 1 minute

Range: touch

No effect on: anyone who has *detect invisible* cast on them.

Negated by: *dispel magic*

Move Silently

Recipient makes no sound due to movement (as signified by a [headband](#)) of the appropriate color). Note that talking or other sounds intentionally made by the recipient are still audible.

Duration: 1 minute

Range: touch

Negated by: *dispel magic*

Level 5 Spells

Level 5 spells cost 5 mana points each and are cast by saying "5...4...3...2...1...*descriptor*" (taking approximately 1 second per count) and either throwing a spell packet or touching the intended victim/recipient as appropriate.

Unless otherwise specified, the Area of Effect (AOE) for any AOE spell is assumed to be one fall radius (approximately the height of the player; literally the distance on the ground where the player might land if they were prone with their feet where they are standing).

Web (AOE)

Characters within the area of effect are pinned for 15 seconds, then must move at half speed (as if under a *slow* spell) until they are out of the area of effect.

Duration: 1 minute

Negated by: *release*

Thorns (AOE)

Characters within the area of effect must either remain in place (both legs pinned) or move at half speed (as if under a *slow* spell) and take 1 point of damage to either leg (player's choice) for any 5-second period during which the player takes one or more slow steps until they are out of the area of effect.

Duration: 1 minute

Negated by: *release*

Fireball (AOE)

Release

Releases someone from the effects of a *pin*, *bind*, *web*, *confine* or *paralyze* spell or from a *stun* effect.

Silence (AOE)

Characters in the area of effect do not hear any sound for the duration of the spell.

Duration: 30 seconds

Sleep (AOE)

Characters in the area of effect are asleep (lie on the ground or sit/stand with a hand in front of their face) until the spell ends or they are magically awakened.

Duration: 5 minutes

Negated by: awaken or dispel magic

Healing Circle (AOE)

All creatures (friend or foe) who spend at least 5 seconds in the circle are healed up to 3 points.

Duration: concentration, up to 1 minute *AOE:* 2 × fall radius

Level 6 Spells

Level 6 spells cost 6 mana points each and are cast by saying “6...5...4...3...2...1...*descriptor*” (taking approximately 1 second per count) and either throwing a spell packet or touching the intended victim/recipient as appropriate.

See Invisible

Charm

Makes victim believe that the caster is their best friend in the whole world. Victim will not do anything against their nature (such as attack their own party, who are also their friends), but will otherwise help and defend the caster and be swayed by the caster's suggestions.

Blocked by *resist charm*. Negated by *awaken* or *dispel magic*.

Duration: 5 minutes

Curse / Remove Curse

Dispel Magic

Paralyze

Reflect Spell

Level 7 Spells

Level 7 spells cost 7 mana points each and are cast by saying “7...6...5...4...3...2...1...*descriptor*” (taking approximately 1 second per count) and either throwing a spell packet or touching the intended victim/recipient as appropriate.

Kill / Resurrect

Ward

Enchant Weapon

Enchant Armor

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