Spell Packets

Spell packets are a physical in-game representation of mana, which is the magical energy used to power spells.

In-Game Use

To cast a spell, say the descriptor (word or short phrase that identifies the spell) and the effect, and either:

- For a willing recipient, touch the recipient with either a spell packet or a wand/magical staff to represent the transfer of mana.
- For an unwilling target, either:
    - Throw the spell packet at the target while saying the descriptor. If the spell packet hits the target, the spell affects the target. Hits to off-target areas (head, neck/throat, groin, weapon hand) are considered to have missed.
    - Hit the target (in a target area) with a wand or magical staff.

Magic is visible and can be seen by characters in game. A spell looks like a ball of energy the size and shape of a spell packet. Thus characters can dodge spells, which is represented by dodging the corresponding spell packet.

Damage spells (such as magic missile) affect the first of the following body parts that is not fully damaged:

1. One leg
2. Other leg
3. Non-weapon arm
4. Weapon arm
5. Torso

For safety reasons, do not throw the spell packet any harder than necessary to make contact with the target.

Construction

To make a spell packet:

1. Put 100 mL (approximately 1/3 cup) of uncooked beans (such as pinto beans) into a sock.
2. Tie the sock in a knot just above the beans.
3. Fold the rest of the sock back over the beans to make it into a ball

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