

# Magic and Spell Casting

## What Spells do I Know?

If you have first order magic, petty magic, you know the following spells: Detect Magic, Mage Light, Mend Item, Sigil and Wizard Flame. As you do not have a style you do not gain the extra petty spells listed below.

The following table sets out the spells known by casters with different styles:

	<u>Conjuring</u>	<u>Elemental Fire</u>	<u>Elemental Ice</u>	<u>Elemental Lightning</u>
Petty Magic	Detect Outsider Detect Magic Mage Light Mend Item Sigil Wizard Flame	Detect Magic Mage Light Mend Item Sigil Wizard Flame	Detect Magic Mage Light Mend Item Sigil Wizard Flame	Detect Magic Mage Light Mend Item Sigil Wizard Flame
Basic Mage	Enchant Wpn (self) Magic Armour (self) Pact (Outsider) Repel (Outsider) Spell Guard (self)	Drop Flame Weapon (self) Magic Armour (self) Spell Guard (self)	Ice Weapon Magic Armour (self) Spell Guard (self) Mute	Stun Lightning Weapon Magic Armour (self) Spell Guard (self)
Advanced Mage	Enchanted Ar. (self) Root (Outsider)	Enchanted Ar. (self) Fire Dart Fire Shield (self) Shatter	Enchanted Ar. (self) Ice Dart Ice Shield (self) Root	Enchanted Ar. (self) Strikedown Lightning Dart Lightning Shield (self)

	<u>Mind</u>	<u>Necromancy</u>	<u>Spirit</u>
Petty Magic	Detect Outsider Detect Magic Mage Light Mend Item Sigil Wizard Flame	Detect Magic Detect Undead Mage Light Mend Item Sigil Trap the Soul Wizard Flame	Detect Magic Detect Undead Mage Light Mend Item Sigil Speak with Dead Wizard Flame
Basic Mage	Enchant Weapon Fear Magic Armour (self) Spell Guard (self)	Enchant Weapon Magic Armour (self) Mend Undead Repel (Undead) Spell Guard (self)	Enchant Weapon Magic Armour (self) Healing Spell Guard (self)
Advanced Mage	Enchanted Ar. (self) Pact	Enchanted Ar. (self) Dismiss my Servant Fear (Undead)	Enchanted Ar. (self) Warding (self)

## Spell Casting

Offensive spells (that is taken to be any spell which affects another person or item) are treated as techniques so may only be cast once every thirty seconds.

## *The Cost of Spell Casting*

- Petty Magic spells are free to cast. All other spells cost a single point of magical energy to cast. This magical energy is called “Essence”.
- Mage’s have a certain amount of inherent Essence; the amount they have is a function of experience and skill (and possibly race). Humans, Beastkin, Elves, Orcs and Goblins all have one inherent essence regardless of whether or not they have magic; two if they have first order magic; three if they have second order magic and five if they have third order magic. This Essence is renewed each day after you have slept (assumed to be at 10 am each morning).
- Undead necromancers do not have their soul within them and so have inherent essence equal to the number of greater undead<sup>1</sup> within their phylactery up to their maximum limit (see below).
- Essence can be further supplemented with refined mana. Raw mana crystals cannot be used for this, it must be refined by alchemists into potions which may be taken to increase or restore essence. When a character takes such a potion, they immediately take the effect noted on the potion scroll (within the bottle). It is recommended that players hand in the potions that their character has taken to a camp referee or the Games Desk at a convenient time. There is no rush to do this but since a mage’s development can be dependent upon having taken a number of these we recommend it.
- Each character has a maximum essence which will be printed on their character card. If a potion or anything else appears to raise the essence above this, the essence rises to this maximum but no further. The maximum depends upon the magical rank: no magic 1, first order 2, second order 5 and third order 10. For undead the maximum is 5 for a necromancer rising by one with each promotion and 3 for a shade rising by one with each promotion.

## *The Verbal Component*

The verbal component depends upon the style of the caster and the difficulty of the spell. All spells known which do not require a technique are basic, all spells which use a technique are advanced.

- **Conjuring** - basic magic uses the phrase “by the power of the veil ...” while advanced magic uses the phrase “in the name of the dwellers beyond the veil ...”
- **Elemental Fire** - basic magic uses the phrase “by the power of flame ...” while advanced magic uses the phrase “in the name of the elemental fires ...”
- **Elemental Ice**- basic magic uses the phrase “by the power of ice ...” while advanced magic uses the phrase “in the name of the elemental frosts ...”
- **Elemental Lightning** - basic magic uses the phrase “by the power of lightning ...” while advanced magic uses the phrase “in the name of the elemental lightning storms ...”
- **Mind**- basic magic uses the phrase “by the power of the mind ...” while advanced magic uses the phrase “in the name of the keepers of dreams ...”
- **Necromancy** - basic magic uses the phrase “by the power of death ...” while advanced magic uses the phrase “in the name of the eternals ...”
- **Spirit** - basic magic uses the phrase “by the power of spirit ...” while advanced magic uses the phrase “in the name of the soul flame ...”
- **Petty Magic** all uses the verbal component “by my powers ...” as do all inherent powers
- **Magical items** each have their own phrase but if none is specified they use the verbal component “by the power of artifice and ritual”

The caster should say the entire spell in a normal voice or louder but importantly should not say the casting words more quickly or quietly than the critical effect words at the end. In other words you can speak the entire phrase normally or choose to shout it but should not say “by the power of flame ...” quietly before shouting “... flame bolt!”

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<sup>1</sup> Greater Undead are undead which have been empowered with ritual magic so that they are on a path. Thus all undead that are not simple minions including necromancers.

## *Magic and Armour*

- If you are **not wearing any armour** you may use all your spells, rituals and magic items without restriction
- If you are **wearing light armour** you may cast spells which do not target an opponent (no combat spell calls). You may cast enhancement, defensive, protective, healing and knowledge spells without restriction including casting enhancement or protective spells on your allies. You may not utilize the technique “COUNTERMAGIC”. You may participate in but may not lead rituals and you may use any magical devices you may have
- If you are **wearing heavy armour** you may not cast any magic but you may use any magical devices you may have, you may not assist with any rituals

## Spell Descriptions

Many spells are simply attacks with a call and these effects are set out in the Core Rules but have been reproduced here for completeness; some techniques and spells require extra information and these are set out below:

- **Detect** (thing) - everyone within ten feet of the caster who hears the call must say “PING” in a clear audible voice if they are specified as the thing being detected or (in the case of detect magic) are currently under a magical spell effect or knowingly carrying a ritually created magic item (including a necromantic phylactery)
- **Dismiss** - effects specific targets only (such as undead) incapacitating them instantly and making them vulnerable to killing blows which cause final death
- **(elemental) Dart** - an elemental dart hits the target as if struck by a magical blow going through light but not heavy armour; also has the effect of the element associated with the call as if struck by that element (instant); it is treated as a technique that requires no special equipment
- **Drop** – must immediately drop or place on the ground the named item (if dropping it might damage it); it may not be picked up again for the duration of the spell
- **Enchanted Armour** – the caster becomes immune to all weapons which do not have the “MAGIC” effect (including all elemental weapons and “FATAL” weapons which are treated as magical as are arrows and crossbow bolts) for the duration
- **Enchant Weapon** – the caster may call “MAGIC” with any weapon held for the duration; in order to cast upon another (a technique which must be learned), the caster must touch the target
- **Fear** - must run away from the caster fighting if necessary to get away (NB Do not body check or grapple either to get away or to stop the victim)
- **Healing** - the caster must touch a person who has lost hits but who has not yet suffering from a wound; the target then recovers one hit every ten seconds of contact until fully healed
- **Magic Armour** – the caster gains the benefit of light armour for the duration
- **Mage Light** – the spell 'Mage Light' creates a small light; the caster can create and dismiss this light as wished but must keep it on their person on in hand; the light should be physreped with a low powered non-directional light source like a glow stick, if an electric device is used it must be low powered and non-directional such as an electric fake candle; the light may not be used to blind others but may be used for signalling
- **Mend Item** – used to repair damaged equipment, particularly objects which have been damaged by Smash, Crush or Sever effects; it may be possible to mend other damaged items if they have been damaged by game effects; it takes thirty seconds to repair an item using this spell
- **Mend Undead** – the caster must touch the undead in question who must have lost hits but not been wounded or disrupted (for example by a fire attack); the undead then recovers one hit every ten seconds of contact until fully healed; a necromancer who has bonecrafting can repair a wounded undead by role playing fixing the wound for thirty seconds
- **Mute** - must not make any voluntary vocal sounds (may still make game calls but not cast spells or activate items)
- **Pact** - must not attack the caster, ends if the caster attacks you
- **Repel** –the victim is driven back three paces or may fall to the ground (as if “STRIKE DOWN” as below) at the victim’s option

- **Root** - prevents you from shifting your footing (you may immediately place your feet safely but must then keep them still)
- **Shatter** – the nominated weapon or shield it is damaged so that it may not be used until repaired (which must be done at a forge or with the petty magic “Mend Item”) NB If you are unable to discard a shield or weapon and it is struck again while you are attempting to do so then the blow is treated as a hit to the chest
- **(elemental) Shield** – the caster receives the benefit of light armour and also complete immunity to the element in question for the duration; when they should be affected they must call “(element) SHIELD” to indicate their immunity; in order to cast upon another, (a technique which must be learned) the caster must touch the target
- **Sigil** – allows the caster to place a magical mark upon an object; this has no obvious use beyond establishing ownership but could be useful as a part of ritual magic; it is very important to respect other people’s property, no one should actually mark something which belongs to someone else without their consent, instead a marked piece of fabric should be attached to the object
- **Speak with the Dead** – the caster may communicate with the spirit of a recently departed; the spell is cast over a dead body or in a place where a person died very recently (the person playing that character must still be physically present although they may be present “Dead” wearing an OOC armband); the person must have their SOUL CARD on them in order for the spell to work; the person upon whom the spell is cast may speak to the caster but does not have to and may lie
- **Spell Guard** – the person upon whom it is cast is able to use one RESIST at any point thereafter; the spell lasts until the resist has been used or a week has passed; in order to cast upon another (a technique which must be learned), the item allowing the technique must be placed upon the target, if it is lost or taken off the RESIST is also lost
- **Strike Down** - must fall to the ground so that their torso touches the ground or must place one knee and one hand on the ground (which must be the shield flat on the ground if one is held) for ten seconds
- **Stun** - the victim is rendered unable to attack (including casting any spells, actively using items or calling upon active powers) or move faster than a walk for the duration of a spell effect (the victim may still defend themselves, parrying and dodging, and shift their ground)
- **Trap the Soul** – the caster uses this spell as part of a killing blow which sacrifices the victim; it does not shorten the time to make a killing blow; the caster must have an empty Soul Crystal which then becomes the repository of the victim’s soul; the victim must hand over their Soul Card, if they do not have a Soul Card their soul cannot be taken; the caster must keep the card and the crystal together (for example by tying them together or in the same small bag); a so called “charged” Soul Crystal has a variety of uses ...
- **Warding** – the caster receives enhanced protection against death; the spell lasts until the warding has been used or a week has passed; the spell only works if the recipient has their soul within them (that is, they have their SOUL CARD on them); when something happens which would normally cause the recipient to die, for example: a killing blow or bleeding to death, instead the spell takes effect and death is suspended for thirty minutes or until the recipient is stable and capable of recovering hits; the recipient must state “WARD” so that people know why death has not occurred; Warding does not prevent the recipient being killed by a Killing Blow combined with the “Trap the Soul” spell; in order to cast upon another (a technique which must be learned), the item allowing the technique must be placed upon the target, if it is lost or taken off the WARDING is also lost (NB the item can only be removed by the recipient, others cannot remove it while the warding lasts)
- **(elemental) Weapon** - the caster may call “FIRE”, “ICE” or “LIGHTNING” as appropriate with any weapon held for the duration; in order to cast upon another, the caster must touch the target
- **Wizard Flame** – creates a small flame; it is completely ineffective in combat but may be used to start small fire (for example to light a pipe); the flame should be physreped with a lighter or similar and great care should be taken to avoid injuring anyone or damaging property (remember latex weapons are highly flammable)

The following are spells that are available but are techniques which must be learned; most also require a special piece of equipment:

- **Advanced Healing** - the caster must touch a person who has a stable wound; it has the effect of immediately treating the wound as if a surgeon had treated them in a field hospital; the formerly wounded person must still rest as normal to recover hits (unless healing magic is used); the item allowing the technique must be placed upon the target, if it is lost or taken off the wound re-opens; the item may be removed at 10 am the next day (when essence recovers)

- **Advanced Warding** – this spell is the same as WARDING but the benefit lasts until the recipient is stable and capable of recovering hits; it has no “other” version; the recipient must still have their SOUL CARD on them and they can still be slain with the “Trap the Soul” spell
- **(elemental) Bolt** - an elemental bolt hits the target as if struck by a magical blow going through light and heavy armour; also has the effect of the element associated with the call as if struck by that element (instant)
- **Charm** - must not attack the caster and must protect them, ends if the caster attacks you
- **Countermagic** (defensive) – this technique is a more powerful and versatile version of the Spell Guard, it allows you to expend a single point of essence and state “COUNTERMAGIC” when hit with a spell effect so that the spell does not work on you; it is a continuous technique in that you may counter numerous spells but you may not use any other technique for thirty seconds after your last counter;
- **Dominate** - must obey the caster's orders while protecting them (including kill yourself in which case you will make an immediate ‘Killing Blow’ attempt on yourself (it is assumed you can always do this for example by swallowing your tongue or whatever) NB ***the call may not be used to humiliate someone out of character***
- **Dismiss ...** – this spell is cast in many different ways, it always has a terrible effect on a suitable and eligible target, the exact effects will be known to the target (those concerning undead can be found in the undead section)
- **Free Cast** – this technique allows the properly equipped caster to cast any basic or advanced spell that they know which is not itself a technique without any expenditure of essence; this is itself a technique so cannot be combined with another technique
- **Free Dart** – this technique allows the properly equipped caster to cast the DART spell without any expenditure of essence; this may be done even though DART is also a technique
- **Freeze** - must not move, may remain standing or fall to the ground
- **Greater Magic Armour** – the caster gains the benefit of heavy armour for the duration
- **Master of ...** – this technique allows the mage full access to another style of magic; it does not itself count as a technique
- **Petrify** - must collapse and cower in fear, die when the spell ends (as if struck with a killing blow); NB a character benefiting from any form of WARD spell does not die but is wounded and knocked unconscious
- **Reflect** - causes the effect just called on you to effect the caller instead
- **Restore Undead** – the caster must go to the body of a slain undead (including one that has been hit by a flame effect but not one that has been DISMISSED); provided that the spirit remains (the player is still present and has not yet risen to return to the undead shrine) the Undead regains its body and may then be healed from the wounded state by a bone crafting necromancer using MEND UNDEAD
- **Seal Wound** – the caster must touch a person who has been wounded and who is bleeding; the target immediately stops bleeding and the wound is considered to be cleaned and sewn shut; if the wound is already necrotic it is not healed but if merely infected it is cleaned as well as closed, the wound must still be stabilized
- **Stabilize** – the caster must touch a person who has been wounded but has not yet been stabilized, the spell immediately stabilizes the wound as if a poultice had been used; the spell does not prevent bleeding so this must be done by some other means first
- **(element) Storm** - a blast of elemental bolts strikes all the characters within 3m of the target (instant)
- **Store Soul** – the caster stores their soul within the object which allows the technique (amulet with scroll attached) this is represented by putting the Soul Card with the object (tying it on or placing both together in a small bag); the caster may then leave this object or carry it with them; if the caster dies, they may (but do not have to) return to the object, if they can find it; if anyone destroys the item scroll while the caster is ‘present’ the caster picks up their Soul Card and re-corporates (effectively coming back to life)
- **Student of ...** – this technique allows the mage access to another style of magic but only as if they were a second order mage (so only basic magic and associated techniques); it does not itself count as a technique
- **Terror** - must collapse and cower in fear