

MAGE

Experimentation with the arcane was part of the fun of being a mage. Having studied for years, first in the College of Morn and then under the tutelage of Firenze Brindisi, he had mastered the elements of light and fire. Now, with a new understanding of earth magic, he cautiously wove the three skeins of power together and released the spell. As his vision cleared, the sudden lack of table before him suggested that the experiment had worked...

Mages are the undisputed masters of arcane magic. Through the harnessing of elemental energies they have studied, they can unleash devastating spells upon their enemies. As their understanding of the arcane increases, melding different elemental powers together can create fantastic effects, providing boons to the mage and their allies and confounding their foes.

Character Creation

When a player creates a mage character, they must choose one of the six standard elements (earth, air, fire, water, light, dark). This is the first element in which the initiate mage is proficient, sets the element by which their first spells will be cast and also gives the mage access to their first elemental utility spell.

CLASS ABILITIES

Unarmoured Adventurer

Mages cannot cast spells whilst wearing armour heavier than cloth. Wearing this armour does not impose a penalty to spell casting costs.

CASTING SPELLS

Spells like all things can vary from simple cantrips to complex, deadly weapons. As such they are divided into circles of power; the simplest and easiest spells to command are within the first circle, whilst the more intricate and powerful spells are found within the sixth circle.

Spell Books and Scrolls

A mage will have a spell book (an in-character item) that will need to be at least A5 in size. Into this book will be placed the spells that are known by that mage. A mage's spell book is specific to each mage and is a constant source of reference; it is therefore not possible to copy or cast directly from another's spell book.

A scroll is a single piece of parchment (A5 sized) that is a minor magical item. The scroll contains the magical instructions for the mage to harness, the spell within the scroll may either be cast from the scroll directly (which then uses the power within the scroll and destroys it), or the spell may be transcribed into the spell book of the mage, from which it may then cast many times (power permitting). The scroll will not tell of the effects of the spell it contains, this must be researched and known by the mage prior to casting.

Adding a spell to a spell book carries a risk of failure. If done under the guidance of a grand master then this is greatly reduced.

Learning Spells

Each mage begins their career with two 1st circle spells and the elemental utility spell that corresponds with their chosen elemental proficiency in their spell book. Certain skills allow for additional spells to be chosen

from the spell list, otherwise spells can be learnt from other, more experienced mages or by finding scrolls whilst out adventuring.

Spell List

There are broadly two types of spell that are available to mages. The first type are standard spells available to all mages; the second are elemental utility spells that can only be learnt and cast by mages proficient in the necessary element(s).

The standard spell list is detailed below; the full descriptions of the spells are given at the end of this document. Spells prefixed by * are elemental in nature and are cast using the particular element in which the mage is proficient. Similarly, spells suffixed by * are cast using the particular element and create the desired effect as per that element. Spells prefixed by ** or *** require two or three elements to cast; any combination of elemental proficiencies can be used to cast these spells. For instance, a mage proficient in the element of air could cast “blast 1” and “wall of air” by invoking the power of air. A mage proficient in the elements of earth, water and dark could cast “repair armour” by invoking earth and water, or water and dark as they see fit, with no discernable difference in the outcome of the spell.

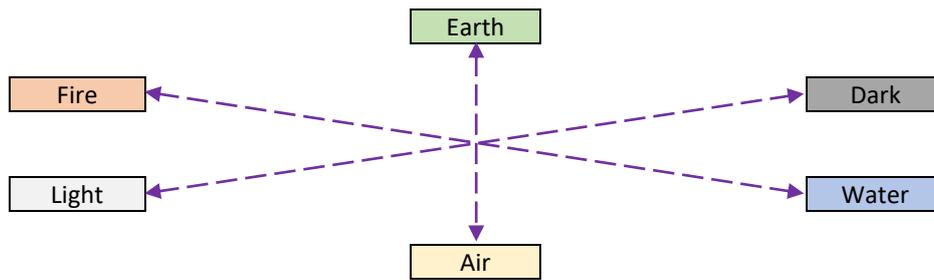
1 st circle	2 nd circle	3 rd circle	4 th circle	5 th circle	6 th circle
* Blast 1	* Blast 2	* Armour	** Dispel magic	*** Elemental shell	* Mass blast 4
* Create *	Fear	* Blast 4	** Hold demon	*** (elemental utility)	*** Mass hold monster
Create focus	Hold person	** (elemental utility)	* Mass blast 1	*** Recharge magic item	
Detect magic	Identify	** Hold monster	* Reflect *		
Drop	Resist fear	** Repair armour			
* (elemental utility)	* Wall of *	* Resist *			
Glue	Warp				
Stagger	* Weapon				
Ward					
* Wound					

Elemental Utility Spells

In the 1st, 3rd and 5th circles of the mage spell list, there are elemental utility spells. Whilst all other spells can be cast using any elemental proficiency, these spells are unique to their particular elements and can only be cast by mages with the relevant proficiency.

When a mage reaches 4th level, they can choose a second elemental proficiency. This not only opens another 1st circle elemental utility to the mage, but also allows them access to the 3rd circle elemental utility spell that corresponds to their proficiencies. This process is also repeated at 8th level, when a third elemental proficiency can be chosen, opening additional 1st and 3rd circle spells and finally the relevant 5th circle spell (assuming the mage has advanced their spellcasting ability to such a degree as to be able to cast 5th circle spells). A mage will be able to choose a fourth, fifth and sixth elemental proficiency at levels 12, 16 and 20. This mechanic allows the mage to personalise their character, taking their magical study and proficiencies in the way they want and tailoring their spell book to suit their playing style.

It should be noted that there are no spells that require opposing elements, such as fire and water. The nature of the elemental magic is such that attempting to combine two opposing elements effectively cancels out the powers, causing the spells to fail. For reference, the pairs of opposing elements are as follows:



Elemental Utility Spell List

Spell Circle	Elemental Proficiency		Spell Name	
1 st	Earth		Entangle	
	Air		Feather fall	
	Fire		Release bonds	
	Water		Water walk	
	Light		Beast of burden	
	Dark		Hide in shadows	
3 rd	Earth	Fire	Shatter	
	Earth	Water	Blade of sharpness	
	Earth	Light	Remove paralysis	
	Earth	Dark	Merge with wood	
	Air	Fire	Blur	
	Air	Water	Hold breath	
	Air	Light	Blink	
	Air	Dark	Invisibility	
	Fire	Light	Detect secret	
	Fire	Dark	Merge with stone	
	Water	Light	Open mundane lock	
	Water	Dark	Sleep (ranged)	
5 th	Earth	Fire	Light	Disintegrate
	Earth	Fire	Dark	Paralyse
	Earth	Water	Light	Recall
	Earth	Water	Dark	Mass hold person
	Air	Fire	Light	Teleport
	Air	Fire	Dark	Mass fear
	Air	Water	Light	Time stop
	Air	Water	Dark	Steal power

Verbal Components

In order to cast a spell, the mage must incant a series of verbal commands, which not only signify the casting of the spell, but also select targets and specify effects. The verbals must be clearly spoken (or shouted) and every spell will end with the word “spellcasting” and the name of the spell. For clarity and to avoid confusion on the battlefield, it is recommended that a caster summarises any spell effects immediately after casting a spell; whilst all of the monsters are briefed on the commonest spell effects to expect, a reminded to all in earshot is never a bad thing.

The length of the verbal component is dictated by the complexity and power required by the spell; this is specified by the circle of the spell. A first circle spell is the simplest to cast and so requires the shortest verbal component of only 5 words. As the spell circle increases, so does the length of the verbal component, by 3 words per circle. As such, a third circle spell requires 11 words prior to “spellcasting” and a sixth circle spell requires 20 words.

The minimum verbals for a first circle mage spell are “By the power of [element], spellcasting [spell name]”. The [element] portion is replaced by the specific element by which the spell is cast and relates to the proficiency of the caster. If a spell requires more than one element, all elements need to be stated during the casting of the spell.

Upon speaking the word “spellcasting”, the magical power of the spell is released. If a mage needs to halt their casting mid-verbal for any reason, it must be done before “spellcasting” is spoken. If not, the spell does not occur as intended, but the power points are deducted from the mage’s total and inflicted as hits to the head of the caster. As such, it is important to avoid taking damage whilst casting spells!

Physical Components

As well as the essential verbal component, some spells will require a physical representation to allow others to appreciate the effect is in place. For example, the spell “Wall of Element” requires a coloured ribbon or rope to be placed on the ground to mark the location of the wall. The markings must be clear to all other players, crew and referees, particularly when ribbons or other markings are to be placed on items to mark wards (yellow ribbons), to avoid any confusion.

To signify that a spell is being cast, the mage needs to be holding their spell book and be in physical contact with their focus. Without their focus, the mage cannot cast any spells other than the “create focus” spell, assuming they have that spell in their spell book.

Spell Costs

A mage may only cast so many spells a day (defined as from twilight to twilight), which are restricted by Mage Points (MPs) and must study each evening to memorise the spells they have available to them and ensure they have control over the power which runs through them.

A spell costs a number of MPs equal to the circle of the spell. First circle spells cost 1 MP to cast, second circle spells cost 2 MP and so on.

Regaining Lost Power

Lost power points are regained each day at twilight; to avoid confusion, the time of twilight will be announced during the player brief at the start of each event and will also be posted outside GOD.

There is a second way that experienced mages can use to regain their power before the setting of the sun; the circle of power. This is a technique learnt as an expert mage has gained two elemental masteries. The circle draws the raw power of the elements into it (if done correctly) to allow the master mage greater feats of power. The circle is created on the floor with a symbol of power within. Each of the elements are represented on the outer edge of the circle at opposing sides. The circle needs to be large enough for the mage to sit or stand. Only one mage may occupy a circle of power and only the creator of the circle can use it. The circle of power must be created within an IC location.

LEVEL PROGRESSION

All characters start at level 1, they then increase in level as experience points are gained. Permanent bonuses are awarded as you progress in level. The following table details the number of experience points needed to be spent to reach each level, along with any bonuses granted at each level.

Level	Experience Points	Bonus	Note
1	10 – 16	Starting character	1 st elemental proficiency chosen
2	17 – 24	May learn Expert level skills	
3	25 – 32	+2 magic points (MP)	

4	33 – 41	May choose to pursue a prestige class or dual class	2 nd elemental proficiency chosen
5	42 – 51	+2 magic points (MP)	
6	52 – 61	None	
7	62 – 71	+2 magic points (MP)	
8	72 – 82	May learn Master level skills	3 rd elemental proficiency chosen
9	83 – 93	None	
10	94 – 104	Base hits increase to 2/1	
11	105 – 116	None	
12	117 – 127	May learn Grand Master level skills	4 th elemental proficiency chosen
13	128 – 140	+2 magic points (MP)	
14	141 – 152	Can resist up to two spells per day	
15	153 – 165	None	
16	166 – 178	+2 magic points (MP)	5 th elemental proficiency chosen
17	179 – 191	None	
18	192 – 205	None	
19	206 – 218	+2 magic points (MP)	
20	219 – 232	Base hits increase to 2/2	6 th elemental proficiency chosen
21	233 – 246	None	
22	247 – 261	+2 magic points (MP)	

CLASS SKILLS

The following table details the XP cost for each skill available to the mage. Only skills from this list and from the general skill list in the player's manual can be taken by a mage.

Skill	Apprentice	Expert	Master	Grand Master
Arcane Power	2	3	4	5
Arcane Power Advanced	4	5	6	7
Channel Power	2	3	4	5
Cloth Armour Mastery	3	5	7	-
Create Scroll	4	5	6	7
Elemental Mastery	3	4	5	6
Elemental Recharge	3	4	5	6
Elemental Shield	4	5	6	7
Imbue Spell	3	4	5	6
Improved Verbals	4	5	6	7
Mage Lore	3	4	5	6
Mage's Staff	3	4	5	6
Magical Resistance	6	7	8	9
Read Scroll	3	4	5	6
Scroll Writing	3	4	5	6
Spell Potency	3	4	5	6
Spell Storing	3	4	5	6
Spell Study	2	3	4	5
Staff Mastery	3	4	5	6

Arcane Power

The basic necessity for the casting of any spells.

<i>Apprentice</i>	+5 magic points (MP)
<i>Expert</i>	+5 magic points (MP)
<i>Master</i>	+5 magic points (MP)
<i>Grand Master</i>	+5 magic points (MP)

Arcane Power Advanced

This gives the mage more power to cast more spells, more often.

Prerequisite is Arcane Power at master level.

<i>Apprentice</i>	+5 magic points (MP)
<i>Expert</i>	+5 magic points (MP)
<i>Master</i>	+5 magic points (MP)
<i>Grand Master</i>	+5 magic points (MP)

Channel Power

This skill allows the mage to channel power through another mage while the target mage is casting a spell. The mage with this skill must be in contact with the target mage and loses the elected power points upon casting of the spell.

<i>Apprentice</i>	May channel 1 MP to the touched target
<i>Expert</i>	May channel an additional 2 MP to the touched target (3 total)
<i>Master</i>	May channel an additional 2 MP to the touched target (5 total)
<i>Grand Master</i>	May channel an additional 2 MP to the touched target (7 total)

Cloth Armour Mastery

Through extensive training, the mage can make the most effective use of the limited armour available to them.

In order to resist a blow, the mage must have seen the source of the blow.

Prerequisite is Cloth Armour Use.

<i>Apprentice</i>	+1 hit on all locations covered by cloth armour; this bonus is lost if the armour covering a particular location is removed, either intentionally or at the end of a combat encounter in which the armour was destroyed.
<i>Expert</i>	Can resist a common called blow that strikes a cloth-armoured location, taking 1 point of damage instead of the effect of the blow, once per day (call "resist" to signify this)
<i>Master</i>	Can resist a common called blow that strikes a cloth-armoured location, taking 1 point of damage instead of the effect of the blow, twice per day (call "resist" to signify this)

Create Scroll

This skill allows the mage to create scrolls from spells held within their spell book.

Only one scroll can be created by a mage at an event; the maximum circle of that scroll is dictated by their skill. Creating a scroll requires the spending of MP equal to the circle of the spell.

Prerequisites are Scroll Writing and Read Scroll to the same level of expertise.

<i>Apprentice</i>	May write a 1 st circle scroll once per event
<i>Expert</i>	May write a scroll of up to 3 rd circle once per event
<i>Master</i>	May write a scroll of up to 5 th circle once per event
<i>Grand Master</i>	May write a scroll of any circle once per event

Elemental Mastery

This skill allows the mage to demonstrate their mastery over a chosen element.

This skill can be taken once for each element in which the mage is proficient; if a mage has multiple elemental masteries and casts a spell that uses more than one of the corresponding elements, the reduced spell casting costs accumulate.

<i>Apprentice</i>	Can resist the damage of corresponding elemental spells up to twice per day (call “resist” to signify this)
<i>Expert</i>	Spells cast using the chosen element cost 1 MP less to cast, to a minimum cost of 1 MP
<i>Master</i>	Can call elemental damage with one held weapon up to once per day.
<i>Grand Master</i>	Spells cast using the chosen element cost 2 MP less to cast, to a minimum cost of 1 MP

Elemental Recharge

This skill trains the mage to harness the raw power of the elements to grant restoration of their own power. The mage sits within the centre of the Circle of Power and meditates to recover power.

Prerequisite are two elemental proficiencies and elemental mastery of each to apprentice level.

<i>Apprentice</i>	May restore 3 MP per day – 20 minute meditation/point restored
<i>Expert</i>	May restore 6 MP per day – 10 minute meditation/point restored
<i>Master</i>	May restore 12 MP per day – 5 minute meditation/point restored
<i>Grand Master</i>	May restore 20 MP per day – 5 minute meditation/point restored

Elemental Shield

This advanced skill allows the mage to create a shield around their Circle of Power. At each level, the relevant symbols associated with that protection are added to the crafting of the circle.

Prerequisite is Elemental Recharge to the same level.

<i>Apprentice</i>	Protection from missiles; no ranged weapons can penetrate the circle (call “no effect” to signify this)
<i>Expert</i>	Wall of elements, as per the mage’s elemental masteries; magic of the corresponding elements cannot penetrate the circle (call “no effect” to signify this)
<i>Master</i>	Protection from undead; no undead creatures can enter the circle
<i>Grand Master</i>	Protection from demons; no demonic or extra-planar creatures can enter the circle

Imbue Spell

This skill allows the mage to bestow a spell into another character, by effectively casting it into them.

To imbue the spell, the mage must maintain physical contact with the target for 30 seconds per circle of spell. The imbuing process consumes 1 MP in addition to the cost of the spell; as such, the minimum cost of imbuing a spell will be 2 MP. Only one spell can be imbued into a target at a time; attempting to imbue a second spell into a target will cause the first spell to be triggered. If the imbued spell is not cast within the hour, it is lost. The recipient of the imbued spell casts the spell by the power of the original caster, calling “by the power of [spellcaster], imbued spellcasting [spell name]”.

<i>Apprentice</i>	A 1 st circle spell may be imbued into a target
<i>Expert</i>	A spell of up to 3 rd circle may be imbued into a target
<i>Master</i>	A spell of up to 5 th circle may be imbued into a target
<i>Grand Master</i>	A spell of any circle may be imbued into a target; the spell can also be set to be cast automatically by specifying a condition for casting when imbued into the target

Improved Verbals

This reduces the minimum length of spell verbals by 3 words per level to a minimum of 5 words per spell.

To identify this skill is being used, the final casting verbals are changed from “spellcasting” to “advanced spellcasting”.

<i>Apprentice</i>	Verbal component reduced by 3 words
<i>Expert</i>	Verbal component reduced by 6 words
<i>Master</i>	Verbal component reduced by 9 words
<i>Grand Master</i>	Verbal component reduced by 12 words

Mage Lore

This grants the mage access to the higher circles of magical spells.

<i>Apprentice</i>	May learn 1 st circle spells beyond their starting spells; may choose two additional 1 st circle spells
<i>Expert</i>	May learn 2 nd circle spells; may choose one 2 nd circle spell
<i>Master</i>	May learn up to 4 th circle spells; may choose one 3 rd circle spell
<i>Grand Master</i>	May learn up to 6 th circle spells; may choose one 4 th circle spell

Mage's Staff

The mage can store power within a staff for later use. Power is stored by deducting power from the wizard's pool of power points and adding them to the number in the staff. The stored power then stays in the staff until required; the mage must be holding the staff in order to retrieve the power points.

This skill require the mage to own a staff of at least quality level; power cannot be stored in a crude staff. At the start of an event, the staff may be considered to contain up to half of the mage's power already stored within it. If the staff is shattered, warped or destroyed in any way, the mage takes damage equal to the number of points stored within the staff to the head. A lost or destroyed staff cannot be replaced during the event at which it was lost or destroyed.

<i>Apprentice</i>	May store up to 3 MP in the staff
<i>Expert</i>	May store up to 6 MP in the staff
<i>Master</i>	May store up to 9 MP in the staff
<i>Grand Master</i>	May store up to 12 MP in the staff

Magical Resistance

The master mage has developed beyond simply resisting spells; they can reflect the effects of spells back to their caster or absorb the magical energies into their own reserves of power.

<i>Apprentice</i>	May reflect 1 spell per day (call "reflect" to signify this)
<i>Expert</i>	May absorb 1 spell per day (call "absorb" to signify this); the mage regains 1 MP back to their pool of MP (not going above their maximum)
<i>Master</i>	May reflect 2 spells per day (call "reflect" to signify this)
<i>Grand Master</i>	May absorb 2 spells per day (call "absorb" to signify this); the mage regains 2 MP back to their pool of MP per absorbed spell (not going above their maximum)

Read Scroll

This allows the mage to read a scroll that they have found on their travels.

Any scroll can be read by a character with this skill; the only limitation is the circle of the spell, as dictated by the proficiency level in this skill.

Scrolls are cast by tearing them in half and calling "by the power of this scroll, spellcasting [spell name]"

<i>Apprentice</i>	1 st and 2 nd circle scrolls may be read
<i>Expert</i>	Up to 4 th circle scrolls may be read
<i>Master</i>	Up to 6 th circle scrolls may be read
<i>Grand Master</i>	All scrolls may be read

Scroll Writing

This allows the mage to transfer scrolls into their spell book.

Only scrolls of spells that appear in the spell list of a character can be written into their spell book; if the spell is not on their spell list, any attempt to write it to a character's spell book will immediately fail.

Attempting to write a scroll into a spell book will destroy the scroll, whether the attempt is successful or not. Every player has a remote chance of successfully achieving this task; this is 10% for 1st & 2nd circle spells and lower for higher circle spells. A dice is rolled when this is attempted; if the player fails then the scroll is lost and not transferred into the book. If scroll writing with another mage, the level of the highest participant may be taken.

<i>Apprentice</i>	1 st and 2 nd circle spells 60%; 3 rd and 4 th circle spells 30%
<i>Expert</i>	1 st and 2 nd circle spells 95%; 3 rd and 4 th circle spells 60%; 5 th and 6 th circle spells 30%
<i>Master</i>	1 st and 2 nd circle spells 100%; 3 rd and 4 th circle spells 95%; 5 th and 6 th circle spells 60%
<i>Grand Master</i>	1 st to 4 th circle spells 100%, 5 th and 6 th circle spells 95%

Spell Potency

This allows the mage to study the ways of spell construction. With greater knowledge it is possible for others not to be able to resist your spells. The caster must call 'irresistible' before the spell name.

Prerequisite is Spell Study to the same level of expertise.

<i>Apprentice</i>	One 1 st circle spell may be cast as irresistible once a day
<i>Expert</i>	One spell of up to 2 nd circle may be cast as irresistible once a day
<i>Master</i>	One spell of up to 3 rd circle spell may be cast as irresistible once a day
<i>Grand Master</i>	One spell of up to 4 th circle spell may be cast as irresistible once a day

Spell Storing

This allows the mage to pre-cast a spell and store it in the forefront of their mind, allowing them to cast it as the next spell without saying the entire verbal length. The spell is cast by saying "Spell Store [spell name]". If the stored spell is not the next spell cast or twilight occurs before the spell is cast, the spell is lost.

<i>Apprentice</i>	May store a 1 st circle spell; +1 MP
<i>Expert</i>	May store a spell up to 2 nd circle; +2 MP
<i>Master</i>	May store a spell up to 3 rd circle; +3 MP
<i>Grand Master</i>	May store any spell; +4 MP

Spell Study

This skill allows the mage to learn additional spells beyond those initially learnt.

<i>Apprentice</i>	Can choose an additional 1 st circle spell from the list; +1 MP
<i>Expert</i>	Can choose an additional 2 nd circle spell from the list; +2 MP
<i>Master</i>	Can choose an additional 1 st circle and 3 rd circle spell from the list; +3 MP
<i>Grand Master</i>	Can choose an additional 2 nd circle and 4 th circle spell from the list; +4 MP

Staff Mastery

The traditional weapon of a mage is the humble staff. With this skill, the mage can use a staff to help focus their power, whilst also gaining several other surprising benefits.

<i>Apprentice</i>	Can channel spells with a touch component through the staff; +2 MP
<i>Expert</i>	Can call "disarm" once per day when striking an arm holding an object or weapon; +2 MP
<i>Master</i>	Can call "stagger" once per day when striking a leg; +2 MP
<i>Grand Master</i>	When holding their staff, the mage cannot be staggered or knocked to the floor by any means (e.g. by a stagger spell or by an earthquake); +2 MP

SPELL DESCRIPTIONS

Spells prefixed by a single * require one elemental proficiency in order to be cast. Spells prefixed by two or more * require the corresponding number of elemental proficiencies before they can be cast. For example, the spell "blink" requires two elemental proficiencies; there is no condition to dictate which two proficiencies are needed.

Spells suffixed by * produce effects that correspond to the elemental proficiency used to cast the spell. For example, casting the "resist" spell using the fire elemental proficiency will produce the "resist fire" spell.

Spell names in *italics* are elemental utility spells.

* Armour	Provides two points of elemental armour to each location of the caster, akin to two temporary hit points per location. The armour dissipates at the end of the combat or encounter (at the discretion of the referee). This effect cannot be stacked through repeated castings of the same spell.
<i>Beast of burden</i>	Encumbrance limit of the touched target is increased by 20 for 1 hour.
<i>Blade of sharpness</i>	Allows a touched weapon to be used to make "through" damage calls for the next combat or encounter (at the discretion of the attending referee). The touched weapon does not need to be sharp for this effect to take place. The "through" call cannot be combined with other style calls (e.g. double or crush) but can be combined with damage types (e.g. holy or fire).
Blast 1	Does one point of ranged elemental damage to the chest of the target, ignoring armour.
Blast 2	Does two points of ranged elemental damage to the chest of the target, ignoring armour.
Blast 4	Does four points of ranged elemental damage to the chest of the target, ignoring armour.
<i>Blink</i>	Caster may place hand above head and walk (out of time) to any location within 10 walking paces in a single straight line. Throughout this movement, they are unaware of anything happening around them.
<i>Blur</i>	Caster is immune to all offensive weapon calls (e.g. double, crush, through), treating them as single points of damage for the next combat or encounter (at the discretion of the attending referee).
Create *	Creates a quantity of the element. The quantity is determined by the volume of the casting verbals. The functional use of the created element is situational, at the discretion of the attending referee.
Create focus	Changes an existing mundane object into the focus of a mage's power. This is the only spell that can be cast without a focus; a focus is required for casting all other spells. The spell must be cast on the object to become a focus whilst it is held by its proposed user. It should be noted that a character can only have one focus at a time.
Detect magic	Can detect whether an item (not person or sentient being) has any magical properties, or is affected by a curse. No details of the magic or curse can be determined, only their presence or absence.
<i>Detect secret</i>	Caster can discover all secret doors or hidden objects within a 10' radius.
<i>Disintegrate</i>	Target object is destroyed. Ward or blessing spells provide no resistance to this spell. Magical items lose their abilities and become simple quality items. Can be used on chests and doors (in presence of a referee).
Dispel magic	Removes any and all ongoing magical effects from the target and their items, including fear effects, armour, wards. Allows for cursed items to be released, but does not remove curses from items. Magical items will lose any charges and/or be rendered useless for 5 minutes (behaving as if they were simply mastercrafted items).
Drop	Target must release whatever is held in the hands; the held object must hit the floor before being picked up. Works on objects held in two hands.
Elemental shell	Provides four points of elemental armour to each location of the caster, akin to four temporary hit points per location. The armour dissipates at the end of the combat or encounter (at the discretion of the referee). This effect cannot be stacked through repeated castings of the same spell.

<i>Entangle</i>	Target's feet and legs become stuck in vegetation, preventing forward movement for 30 seconds. Requires vegetation to be present underfoot.
<i>Fear</i>	Target must run away from the caster for 30 seconds; it will be reluctant to return to the source of the fear spell for the next 5 minutes.
<i>Feather fall</i>	Caster is immune to the effects of falling damage for 1 minute.
<i>Glue</i>	Target is stuck to any surfaces it is in contact with for 10 seconds.
<i>Hide in shadows</i>	Caster can hide in shadows as per the apprentice level skill (hand on head; cannot move; can only be detected by someone with detect hidden skill)
<i>Hold breath</i>	Caster does not need to breathe for 5 minutes, allowing them to swim underwater or ignore gas effects for the duration of the spell. Additional spells may be cast during this period.
<i>Hold demon</i>	Target demon (or extra-planar entity) is held in place for 30 seconds; it cannot move at all for the duration. Any physical interaction or damage taken from attacks or spells will immediately break the held effect.
<i>Hold monster</i>	Target monster (e.g. ogre, cyclops or troll) is held in place for 30 seconds; it cannot move at all for the duration. Any physical interaction or damage taken from attacks or spells will immediately break the held effect.
<i>Hold person</i>	Target humanoid (e.g. human, orc, elf or lizard) is held in place for 30 seconds; it cannot move at all for the duration. Any physical interaction or damage taken from attacks or spells will immediately break the held effect.
<i>Identify</i>	Caster learns the magical properties of an object at a cost of 2 power points per effect. Curse effects are always identified last. If the object has multiple effects, the spell will drain power points until either all the effects have been identified or the caster is reduced to 0 or 1 power point; the spell will never cause the caster to "overcast".
<i>Invisibility</i>	Caster vanishes from sight, placing hand above head (effectively timed out, not hidden). Cannot move but is aware of all that is happening around them, for up to 5 minutes. Cannot be detected except by extra-planar entities.
<i>Mass blast 1</i>	All targets within a 90 degree cone in front of the caster (shown by the caster's arms) are affected by an elemental blast 1 spell (1 point of damage to the chest, ignoring armour).
<i>Mass blast 4</i>	All targets within a 90 degree cone in front of the caster (shown by the caster's arms) are affected by an elemental blast 4 spell (4 points of damage to the chest, ignoring armour).
<i>Mass fear</i>	All targets within a 90 degree cone in front of the caster (shown by the angle of the caster's arms) are affected by a fear spell (must run away for 30 seconds; reluctant to return for 5 minutes).
<i>Mass hold monster</i>	All monsters or humanoids within a 90 degree cone in front of the caster (shown by the angle of the caster's arms) are affected by a hold monster or hold person spell (held in place for 30 seconds or until damaged).
<i>Mass hold person</i>	All humanoids within a 90 degree cone in front of the caster (shown by the angle of the caster's arms) are affected by a hold person spell (held in place for 30 seconds or until damaged).
<i>Merge with stone</i>	Caster may merge with any stone object (e.g. boulder) large enough to contain their body, placing hand above head. They may remain within the object for up to 5 minutes. At the end of the spell (or when it is chosen to be ended), the caster must leave the object from the same point by which they entered.

<i>Merge with wood</i>	Caster may merge with any wooden object (e.g. tree) large enough to contain their body, placing hand above head. They may remain within the object for up to 5 minutes. At the end of the spell (or when it is chosen to be ended), the caster must leave the object from the same point by which they entered.
<i>Open mundane lock</i>	The touched, target, non-magical lock is unlocked.
<i>Paralyse</i>	Target is paralysed and cannot move for 30 seconds. Any damage taken during the duration of the spell is inflicted at the end of the spell.
<i>Recall</i>	The caster and any touched targets are returned to the location of the pre-prepared recall stone. The spell requires two phys reps of recall stones; one held by the caster and one placed at the location to which the caster is returned.
Recharge magic item	Will restore any lost charges of a magical item to full.
Reflect *	Target can reflect the damaging effects of the next elemental spell corresponding to the element by which the spell was cast back to its source (e.g. reflect fire allows the target to reflect the damage of the next fire blast spell). Also provides damage resistance to environmental sources of elemental damage (e.g. reflect fire will prevent damage from lava).
<i>Release bonds</i>	Touched target is released from any restraints.
<i>Remove paralysis</i>	Any paralysing effects experienced by the touched target are removed.
Repair armour	Can repair a single piece of cloth, leather or metal armour, as per the patching ability, restoring the protection granted by the armour to full.
Resist *	Target can resist the damaging effects of the next elemental spell corresponding to the element by which the spell was cast (e.g. resist fire allows the target to resist the damage of the next fire blast spell). Does not provide damage resistance to environmental sources of elemental damage (e.g. resist fire will not prevent damage from lava).
Resist fear	Target can resist the next fear effect placed upon it, either through spells or environmental sources. Can also be used to remove the effects of a fear spell currently being experienced, allowing the target to return to the source of fear.
<i>Shatter</i>	Target object is damaged sufficiently to prevent its use. Large objects (chests, doors, tables etc.) or magical items cannot be shattered. If an item is warded, blessed or magical, the bearer must call "no effect". Armour damaged in this way must be repaired before it can be used again.
<i>Sleep (ranged)</i>	Target falls to the floor asleep. Unless awoken by others, this effect lasts 5 minutes. For the first 30 seconds nothing can wake the target, including damage.
Stagger	Target stumbles and must fall or touch the ground with one hand before continuing forwards.
<i>Steal power</i>	Target spell caster loses 5 spell points and the caster gains 5 spell points.
<i>Teleport</i>	Caster holds hand above head and walks (out of time) to any location within line of sight of the casting location.
<i>Time stop</i>	Caster calls a local "time freeze". They can move and interact with the world as normal for 30 seconds, but cannot cause damage to targets. At the end of the 30 seconds, "time in" is called.
Wall of *	Creates a wall of the chosen element, up to 5' in length. Remains in place for 5 minutes. Prevents physical movement through the barrier (including physical attacks) and magic of the same element. Phys rep required to show location of barrier.

Ward	Protects a single object from the effects of one shatter or warp effect (from spells or crushing blows). Object must clearly be marked with a YELLOW ribbon or other marker. Effects wear off after 3 hours.
Warp	Target wooden object (shield, staff, bow, quiver of arrows) is damaged sufficiently to prevent its use. Large objects (chests, doors, tables etc.) or magical items cannot be shattered. If an item is warded or is magical, the bearer must call "no effect".
<i>Water walk</i>	Caster can walk freely across the surface of a body of water for 5 minutes.
* Weapon	Imbues a touched weapon with the chosen element, allowing damage calls of that element to be made for one combat or encounter (at the discretion of the attending referee).
* Wound	Does two points of elemental damage to the touched location of the target. Does not ignore armour.