

KEY EFFECTS AND CALLS

OR WHAT TO DO WHEN SOMEONE SHOUTS SOMETHING AT YOU

There will be many occasions when spells start being thrown around, combat breaks out and verbal effects get shouted at everyone. To avoid embarrassment and immersion-breaking question sessions, here's a comprehensive list of the calls that you might hear at some point.

Verbal Call	Description
Beast	Any bestial creature such as bear, rat, or owlbear. Creatures with intelligence (such as lizardfolk) would not be considered as beasts.
Befriend	You become the friend of the caster, wanting to help them freely.
Blast	Take damage equal to following number (typically one, two or four) to the chest unless the verbal "mind" is used; take that damage to the head.
Bleed	Death-count of target is halved; target must be unconscious before this takes effect.
Blindness	Target cannot see for 30 seconds. Roleplay this in as safe a way as possible.
Blur	Damage calls striking the target are taken as singles; crush calls will not break bones and through calls will not bypass armour.
Calm	Stop any hostile behaviour towards the caster.
Command	Obey the next word(s) uttered by the caster, as per the following number.
Confuse	You cannot use skills or make sense when talking (or casting spells) for 30 seconds; damage breaks this effect.
Create	Special; at referee's discretion, some of that element will appear - listen to their description.
(creature type)	Signifies the type of creature being searched for or the creature the target of a polymorph spell believes they have been transformed into; roleplay accordingly.
Curse	Signifies a spell or effect that involves a curse in some way; refer to curses document for further details.
Dead	Any dead creature, including undead creatures, recently deceased bodies and other remains.
Demon	Any extra-planar entity or demon.
Destroy	Kills the target creature matching the descriptor; no regeneration is possible from this damage.
Detect	If you (or your actions) match the following verbals, make this known to the caster (typically by "dinging").
Disintegrate	Object specified is completely destroyed; hand item card to referee.
Dismiss	All magical effects and power points (mage and priest) are removed from the target.
Dispel	All magical effects are removed from the target.
Divine	The presence of divine effects that may be on an item, character or area (no details thereof).
Drop	Drop whatever you are holding to the floor.

(element)	Treat the damage from any blows as being magical; no additional effects are granted (fire weapons will not set things alight)
Entangle	If vegetation underfoot, cannot move out of vegetation for 30 seconds.
Fear	Run away from the caster for 30 seconds, then be reluctant to return to the original location for the next 5 minutes.
Forget	Completely forget the last 5 minutes of activity, including (but not limited to) conversations and combat.
Gate	Signifies the creation of a temporary portal at the location of the caster.
Glue	Roleplay being stuck to any touched surface (floor, chair, person) for 10 seconds.
Heal	Take healing to the touched location equal to following number (typically one, two or four). Any surplus healing to that required by the touched location spills onto the next most damaged location.
(healing chant)	Whilst the chant continues uninterrupted, the target takes one point of healing every 30 seconds.
Hold	If your character matches the next descriptor, you cannot move for the next 30 seconds, OR until you are damaged in any way.
Illusion	Targets intangible objects or creatures created by arcane or divine means.
Irresistible	The following effect cannot be resisted or reflected by any means.
(life)	Signifies that the damage inflicted by the spell will be converted to healing to the caster.
Lay to rest	Prevents the creature from being reanimated as an undead creature; stops the regeneration of undead creatures already dropped to zero hit points.
Magic	The presence of arcane effects that may be on an item, character or area (no details thereof).
Major	General classification of the high-threat undead creatures, often those with notable intelligence, such as mummies and liches.
Mass	All targets within the cone designated by the outstretched arms of the caster (or referee) are affected by the following verbal components.
Mind	Signifies the targetting of the head, specifically a functioning brain (hence undead and constructs immune to these spells).
Minor	General classification of the low-threat undead creatures, often those with zero or minimal intelligence, such as zombies and skeletons.
Monster	Any large monster such as ogres, cyclops or trolls.
Pain	Target writhes in imagined pain for 10 seconds; no damage is taken but the target cannot function normally during this time.
Paralyse	Cannot move at all for 30 seconds; any damage dealt is taken completely at the end of the 30 second period.
Person	Any humanoid race such as humans, orcs, elves, lizards or small monster. ALL players fall into this category.
Poison	Weapon calls inflict the effect as per the descriptor; spell allows identification of any ongoing poison effects.
Polymorph	Target believes they have been transformed into the creature specified for 30 seconds; roleplay accordingly.
Prolong	Any ongoing magical effects have their duration doubled.

Reflect	Damaging effects are reflected and affect the caster instead of the target.
Repair	Any damage caused by shatter or warp spells to the touched target weapon, shield or quiver is reversed.
Resist	Particular effect or damaging call has no effect, through an active or innate ability of the target.
Shatter	Object specified can no longer be used; it may be subsequently repaired.
Sleep	Target falls to the ground, asleep. Cannot be woken at all for 10 seconds and will remain asleep for 5 minutes if not actively woken.
Silence	You cannot speak or make any noise (include casting spells or making combat calls) for 30 seconds.
Speak	Allows communication with the target as specified by the descriptor.
Stabilise	Doubles the death-count of the target; target must be unconscious.
Stagger	Must touch the ground with at least one hand before continuing forward; roleplay staggering or stumbling.
Suggestion	The next phrase, idea or concept spoken by the caster is very believable; repeated castings reinforce this idea. Typically used in conversation and so appropriate roleplay is encouraged.
Time Stop	Will be immediately followed by the "time freeze" call - follow standard procedure.
Transfer	One negative condition is transferred from the target to the caster.
Undead	Any creature that is considered as an animated dead creature, such as zombies, skeletons, ghouls or liches.
Warp	Wooden object specified can no longer be used; it may be subsequently repaired.
Wither	The target limb is rendered absolutely useless; cannot hold things with a withered arm or walk on a withered leg unaided.
Wound	Take two points of damage to touched location.