Spell List



There are an infinite number of Spells, the limit being only the creativity of the caster, but the effects and costs can vary wildly as Magic fluctuates and the unprepared have been known to suffer. Thankfully, some effects have been known to remain stable with their effects and prices remaining fixed and predictable. Some such spells have been made publicly known by Mages across the Hundred Realms and are detailed here.

To use a scroll you must open it and read its full effect before continuing. Reading a scroll takes your full attention and you cannot fight or defend yourself during this time. If the Scroll states that it must be shown to the target then they must read it instead. Remember: anyone can open and use a scroll!

This list is not even close to exhaustive!

Combat Spells

Air Blast

Air Blast	
Cost	3 Beans
Target	Any within 10m
Effect	For the next 30 minutes, you may call YOU REPEL at the target

Butterfingers

Butterfingers	
Cost	3 Beans
Target	Any within 10m
Effect	For the next 30 minutes, you may call YOU DISARM at the target

Concussive Bolt

Concussive Bolt

Cost	3 Beans
Target	Any within 10m
Effect	For the next 30 minutes, you may call YOU STRIKEDOWN at the target

Fireball

Fireball	
Cost	4 Beans
Target	Any within 10m
Effect	Immediately call YOU REND at the target

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