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

Healing Light

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

Mage Shield

Mage Shield	
Cost	5 Beans
Target	Caster
Effect	For the next hour after casting, the target may form a Mage Shield by keeping an open palm outstretched in front of them. This provides +2 hits until they are lost or the spell ends and all damage to the arm may be ignored as if the arm were a shield (i.e. effects still apply)

Blessings

Note: Blessings are delivered to their targets by a servant of Magic upon creation and each Mage may only have 1 active Blessing at a time.

Blessing of the Mighty Warrior

Blessing of the Mighty Warrior	
Cost	15 Beans
Target	(named by Creator) *Example: Erica the Bold*
Condition	(named by Creator) *Example: While the target never knowingly tells a lie.*
Effect	Target gains 2 uses of STRIKEDOWN by melee blow and 1 use of RESIST STRIKEDOWN every 30 minutes.

Curses

Note: Curses are delivered to their targets by a servant of Magic upon creation and each Mage may only have 1 active Curse at a time.

Curse of Clumsiness

Curse of Clumsiness	
Cost	15 Beans, 1 Blood, 1 Weapon
Target	(named by Creator) *Example: Allie the Upshot*
Condition	(named by Creator) *Example: Until Roderick is Monarch no more.*
Effect	Every effect call that strikes the Target's weapon also confers the effect of DISARM.

Conquest Spells

Note: Conquest Spells are only proven effective if the Scrolls themselves are handed in alongside Orders on the Conquest Table.

Embolden

Embolden	
Cost	8 Beans
Target	One Territory on the Conquest Table (specified by Creator) *Example: Aelaris*
Effect	The Strength of the target Territory is increased by 1 for this Phase

March on the Wind

March on the Wind	
Cost	8 Beans
Target	One Force on the Conquest Table (specified by Creator) *Example: The Second Force of Scoraxia*
Effect	The specified Force may make its Move order to a Territory of the same Realm provided that Territory contains a Stronghold.

Raise Arms (Lesser)

Raise Arms (Lesser)	
Cost	15 Beans
Target	One Territory on the Conquest Table (specified by Creator) *Example: Aelaris*
Effect	Provided *at most one* other Force is owned by the Realm, a second Force is created on the Territory in the name of the owning Realm.

Withering

Withering	
Cost	8 Beans

Target	One Territory on the Conquest Table (specified by Creator) *Example: Aelaris*
Effect	The Strength of the target Territory is reduced by 1 for this Phase.

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