

# 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!

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## Combat Spells

### Air Blast

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

### Air Blast - Immediate

Air Blast - Immediate	
<b>Cost</b>	2 Beans
<b>Target</b>	Any within 10m
<b>Effect</b>	Immediately call YOU REPEL at the target

## Air Blast - Short Range

Air Blast - Short Range	
<b>Cost</b>	2 Beans
<b>Target</b>	Any within 5m
<b>Effect</b>	For the next 30 minutes, you may call YOU REPEL at the target

## Air Blast - Arc

Air Blast - Arc	
<b>Cost</b>	4 Beans
<b>Target</b>	Caster
<b>Effect</b>	Once in the next 30 minutes, you may call YOU LOT: REPEL

## Butterfingers

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

## Butterfingers - Immediate

Butterfingers - Immediate	
<b>Cost</b>	2 Beans
<b>Target</b>	Any within 10m
<b>Effect</b>	Immediately call YOU DISARM at the target

## Butterfingers - Short Range

Butterfingers - Short Range	
<b>Cost</b>	2 Beans
<b>Target</b>	Any within 5m
<b>Effect</b>	For the next 30 minutes, you may call YOU DISARM at the target

## Butterfingers - Arc

Butterfingers - Arc	
<b>Cost</b>	4 Beans
<b>Target</b>	Caster
<b>Effect</b>	Once in the next 30 minutes, you may call YOU LOT: DISARM

## Concussive Bolt

Concussive Bolt	
<b>Cost</b>	3 Beans
<b>Target</b>	Any within 10m
<b>Effect</b>	For the next 30 minutes, you may call YOU STRIKEDOWN at the target

## Concussive Bolt - Immediate

Concussive Bolt - Immediate	
<b>Cost</b>	2 Beans
<b>Target</b>	Any within 10m
<b>Effect</b>	Immediately call YOU STRIKEDOWN at the target

## Concussive Bolt - Short Range

Concussive Bolt - Short Range	
<b>Cost</b>	2 Beans
<b>Target</b>	Any within 5m
<b>Effect</b>	For the next 30 minutes, you may call YOU STRIKEDOWN at the target

## Concussive Bolt - Arc

Concussive Bolt - Arc	
<b>Cost</b>	4 Beans
<b>Target</b>	Caster
<b>Effect</b>	Once in the next 30 minutes, you may call YOU LOT: STRIKEDOWN

## Fireball

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

## Fireball - Immediate

Fireball - Immediate	
<b>Cost</b>	3 Beans
<b>Target</b>	Any within 10m
<b>Effect</b>	Immediately call YOU REND at the target

## Fireball - Short Range

Fireball - Short Range	
<b>Cost</b>	3 Beans
<b>Target</b>	Any within 5m
<b>Effect</b>	For the next 30 minutes, you may call YOU REND at the target

## Fireball - Arc

Fireball - Arc	
<b>Cost</b>	6 Beans
<b>Target</b>	Caster
<b>Effect</b>	Once in the next 30 minutes, you may call YOU LOT: REND

## Healing Light

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

## Hold Person

Hold Person	
<b>Cost</b>	6 Beans
<b>Target</b>	A Human within 10m
<b>Effect</b>	Once in the next 30 minutes you may call YOU: HOLD at the target

## Hold Monster

Hold Monster	
<b>Cost</b>	5 Beans
<b>Target</b>	A Monster within 10m
<b>Effect</b>	Once in the next 30 minutes you may call YOU: HOLD at the target

## Mage Shield

Mage Shield	
<b>Cost</b>	5 Beans
<b>Target</b>	Caster
<b>Effect</b>	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	
<b>Cost</b>	15 Beans
<b>Target</b>	(named by Creator) <i>Example: Erica the Bold</i>
<b>Condition</b>	(named by Creator) <i>Example: While the target never knowingly tells a lie.</i>
<b>Effect</b>	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	
<b>Cost</b>	15 Beans, 1 Blood, 1 Weapon
<b>Target</b>	(named by Creator) <i>Example: Allie the Upshot</i>
<b>Condition</b>	(named by Creator) <i>Example: Until Roderick is Monarch no more.</i>
<b>Effect</b>	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.

### Arcane Harvest

Arcane Harvest (8)	
<b>Cost</b>	8 Beans
<b>Target</b>	One Territory on the Conquest Table (specified by Creator) <i>Example: Aelaris</i> where the owning Realm's current Bean Production is 8 Beans
<b>Effect</b>	This territory has its Bean output increased by 1 if the Realm's Production is currently 8 Beans, otherwise nothing happens.

Notes on Arcane Harvest:

- This spell was previously known as Bountiful Harvest but has been changed for disambiguation with similar spells that increase output of Riel or other resources.
- This spell has changed form IC as well as OC.
- This spell is an example, the cost can be extrapolated for other Bean Production changes.

### Bountiful Harvest

Bountiful Harvest	
<b>Cost</b>	6 Beans
<b>Target</b>	One Territory on the Conquest Table (specified by Creator) <i>Example: Aelaris</i>
<b>Effect</b>	This territory improves its resource output (either yielding a resource of a particular crop, or adding 27R to the output, depending on the Caster's choice when making the spell).

### Embolden

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

## March on the Wind

March on the Wind	
<b>Cost</b>	8 Beans
<b>Target</b>	One Force on the Conquest Table (specified by Creator) <i>Example: The Second Force of Scoraxia</i>
<b>Effect</b>	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)	
<b>Cost</b>	15 Beans
<b>Target</b>	One Territory on the Conquest Table (specified by Creator) <i>Example: Aelaris</i>
<b>Effect</b>	Provided <i>at most one</i> other Force is owned by the Realm, a second Force is created on the Territory in the name of the owning Realm.

## Signs and Portents

Signs and Portents	
<b>Cost</b>	2 Beans
<b>Target</b>	One Territory on the Conquest Table (specified by Creator) <i>Example: Aelaris</i>
<b>Effect</b>	An effect (specified by the Creator) manifests over this Territory during the upcoming Conquest Phase.

## Withering

Withering	
<b>Cost</b>	8 Beans
<b>Target</b>	One Territory on the Conquest Table (specified by Creator) <i>Example: Aelaris</i>
<b>Effect</b>	The Strength of the target Territory is reduced by 1 for this Phase.

## Utility Spells

### Arcane Knowledge

Arcane Knowledge	
<b>Cost</b>	6 Beans
<b>Target</b>	Caster
<b>Effect</b>	The Caster may ask for information on the Cost of a Spell

Notes on Arcane Knowledge:

- The information on the Cost of a Spell will yield the following:

- Any non-Bean components (such as Blood or mundane elements)
- The Cost in Beans will be given as a range within the following ranges:
  - 1-5
  - 5-10
  - 10-20
  - 20-40
  - 40-80
  - 80+
- More specific Arcane information will require a costlier spell.
- Requests for this information should be left at Ops and your answer may take up to 1 hour to return.

## Clairvoyance

Clairvoyance	
<b>Cost</b>	2 Beans
<b>Target</b>	Caster
<b>Effect</b>	The Caster may ask a yes/no question of the world and receive an answer.

### Notes on Clairvoyance

- Requests for this information should be left at Ops and your answer may take up to 1 hour to return.
- Questions that cannot be answered OC (for instance, asking about a Player Character's personal opinion) will yield only the response that that information cannot be found and will not refund the Spell.

## Divination

Divination	
<b>Cost</b>	4 Beans
<b>Target</b>	Caster
<b>Effect</b>	The Caster may ask for information about a topic and will receive an answer.

### Notes on Divination

- Requests for this information should be left at Ops and your answer may take up to 1 hour to return.
- Divination is known to yield responses of various usefulness - more specific questions will require a costlier spell.

## Scrying

Scrying	
<b>Cost</b>	9 Beans
<b>Target</b>	Caster
<b>Effect</b>	The Caster may ask a specific question about the world or metaphysics and will receive an answer.

### Notes on Scrying

- Requests for this information should be left at Ops and your answer may take up to 1 hour to return.
- Answers to Scrying are known to become more mysterious the larger the question - more specific answers to very big questions will require costlier spells.

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