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

Air Blast - Immediate

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

Air Blast - Short Range

Air Blast - Short Range	
Cost	2 Beans
Target	Any within 5m
Effect	Once in the next 30 minutes, you may call YOU REPEL at the target

Air Blast - Arc

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

Butterfingers

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

Butterfingers - Immediate

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

Butterfingers - Short Range

Butterfingers - Short Range	
Cost	2 Beans
Target	Any within 5m
Effect	Once in the next 30 minutes, you may call YOU DISARM at the target

Butterfingers - Arc

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

Concussive Bolt

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

Concussive Bolt - Immediate

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

Concussive Bolt - Short Range

Concussive Bolt - Short Range	
Cost	2 Beans
Target	Any within 5m
Effect	Once in the next 30 minutes, you may call YOU STRIKEDOWN at the target

Concussive Bolt - Arc

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

Fireball

Fireball	
Cost	4 Beans
Target	Any within 10m
Effect	Once within 30 minutes you may call YOU REND at the target

Fireball - Immediate

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

Fireball - Short Range

Fireball - Short Range	
Cost	3 Beans
Target	Any within 5m
Effect	Once in the next 30 minutes, you may call YOU REND at the target

Fireball - Arc

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

Healing Light

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

Hold Person

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

Hold Monster

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

Ice Blast

Ice Blast	
Cost	8 Beans
Target	90-degree arc
Effect	Immediately call YOU LOT: HOLD

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 Great Weapons

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 maximum body hits when wielding a two-handed weapoon.

Blessing of the Guardian

Blessing of the Mighty Warrior	
Cost	20 Beans + 1 Defining Moment
Target	(named by Creator) *Example: Erica the Bold*
Condition	(named by Creator) *Example: While the target never knowingly tells a lie.*
Effect	For the next 24 hours or until the Condition is broken, the target may wield a shield.

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.

Arcane Harvest

Arcane Harvest (8)	
Cost	8 Beans
Target	One Territory on the Conquest Table (specified by Creator) *Example: Aelaris* where the owning Realm's current Bean Production is 8 Beans

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

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.

Null Field

Nullify Orders	
Cost	8 Beans
Target	One Force on the Conquest Table (specified by Creator) *Example: Second Aelarian Force*
Effect	All Orders received by that Force this Phase are ignored.

Protection from Magic

Nullify Orders	
Cost	8 Beans
Target	One Territory on the Conquest Table (specified by Creator) *Example: Aelaris*
Effect	All Spells cast on this Territory this Phase are ignored.

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.

Signs and Portents

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

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.

Utility Spells

Arcane Knowledge

Arcane Knowledge	
Cost	6 Beans
Target	Caster
Effect	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 are given on a slip received when you cast the spell. The answer will take up to 1 hour to return once the slip is given in.

Clairvoyance

Clairvoyance	
Cost	2 Beans

Target	Caster
Effect	The Caster may ask a yes/no question of the world and receive an answer.

Notes on Clairvoyance

- Requests for this information are given on a slip received when you cast the spell. The answer will take up to 1 hour to return once the slip is given in.
- 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	
Cost	4 Beans
Target	Caster
Effect	The Caster may ask for information about a topic and will receive an answer.

Notes on Divination

- Requests for this information are given on a slip received when you cast the spell. The answer will take up to 1 hour to return once the slip is given in.
- Divination is known to yield responses of various usefulness - more specific questions will require a costlier spell.

Scrying

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

Notes on Scrying

- Requests for this information are given on a slip received when you cast the spell. The answer will take up to 1 hour to return once the slip is given in.
- 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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