

CHAPTER 6

The Spells

The Schools of Magic

The following section contains the Schools of Magic for the two Caster Classes, the *Natural* and *Astral* Casters. Spells must be learned in the order of the School Lists. Mana must be assigned equal to the Spell Level, not the Casting Cost.

Additional Spells, marked with an * asterisk, are listed after the main Spells of each School. These may be obtained *only* after both main Spells of that Level have been learned by the Caster.

Example: A Natural Air Caster must first learn the two 2nd-Level Psions Spells, *Disarm* and *Pin* before learning the 2nd-Level Additional Spell *Feather Fall*.

Beneficial Spells occupy one of the three Beneficial Spell Slots of a target. Weapon Enhancement Spells occupy the Weapon Spell Slot. Caster-only Spells cannot be cast on any target other than the caster. Effects in Spell Slots can be willingly dropped at any time should the target so desire.

Spell Durations

The following are typical durations for Spells and their effects. Keep in mind that Beneficial Spells will occupy a Spell Slot for the duration of the Spell, whereas Offensive Spells will not. Beneficial Spells can be cancelled at any time by the recipient of the Spell.

One Day:

The effect lasts until the next morning unless the spell effect is used or dispelled.

Instantaneous:

The Spell takes effect right away. The effects may or may not be permanent however.

One Combat or [Time Limit]:

The Spell is active and occupies a Spell Slot for the duration of the Time Limit. If combat is initiated within the Time Limit, the spell will remain active for the duration of the combat. If the spell is dispelled or the combat ends, the spell ends, regardless of how much time remains from the time of casting.

Other:

The spell duration is listed with the spell.

Casting Spells

To cast a Spell, a Spellcaster must have a spell packet in hand, one hand free, and use the incantation (and throw a spell packet if applicable):

*I call upon the powers of (Spell School) to
(Spell Name) - Effect and/or Damage*

*Example: I call upon the powers of Air to
Air Dart-4 Air (throw a spell packet)*

Spell packets **cannot** be thrown until the incantation is completed and must then *immediately* be thrown. Spell packets that strike the head or groin of a target do not take effect, unless the Spell was an *Area of Effect* Spell. If the intended target tries to intentionally get hit in one those areas, the Spell takes effect normally.

Here are a few things to keep in mind in regards to magic, Spells, and casting them effectively:

- ◆ At least one hand must be completely free to cast Spells and the Caster must have a spell packet in-hand to represent spell components.
- ◆ The Caster must be able to speak to cast Spells.
- ◆ Weapons must be touched for an Enchantment to be placed upon them.
- ◆ Willing Targets must be touched or hit with a thrown spell packet to grant the desired effect.
- ◆ Unwilling Targets must be hit with a thrown spell packet to be affected by a Spell.
- ◆ Mana is drawn from the environment at sunrise (7 a.m.) of every day.
- ◆ Spells still active from the previous day expire at sunrise (7 a.m.) of the next day.

Spell Components & Spell Packets

All Spellcasters will be required to carry spell packets, which represent the physical components used to cast Spells. Spellcasters without *at least one* hand free and a spell packet in their hands **cannot** cast! Spell packets are considered In-Game and can be dropped, *Disarmed*, etc. normally, which will disrupt any spell if they are dropped while the Spellcaster was casting.