

# *DracanusLarp*

## *Gateway to Fantasy & Adventure*

The Magic User's Manual  
V0.0.1



# Sorcerer OC's

## Skills and Restrictions for all Sorcerer OC's

**Cantrips** – These simple magical incantations are the basis of all spell work, all spell casters learn this before learning any other magic. Cantrips are basic spells that are mainly useful for entertainment they are unable to cause any serious harm or any lasting effect (Wizards often use them to create small illusions to entertain children, puffs off air to clear away some dust, an brief itch to annoy/distract others etc.)

**Create Scrolls** – All Magic users are able to create magical scrolls provided they have the materials. The creation of the scroll also counts against a players daily allotment of spell casting, however once the scroll is drafted it can be used by anyone capable of reading the scroll. However the process is expensive as the inks and mediums must be specially prepared and of the finest quality.

**Weapon and Armor Restrictions** – No Spell caster including Sigil Mages are capable of wearing regular armors, however there are some extremely rare and special armors that a spell caster may wear and still be able to cast spells, it is unsure as to the reason why this is though there is much speculation and theory to the reason.

Sorcerers are also limited to easy to learn and use weapons that require little training or strength to wield as their primary focus and devotion is to mastering the complexities of magic which leaves them little time for martial training. The Following List states what weapons Sorcerers may use.

Dagger
Dirk
Knife
Club
Quarter Staff
Hand
Crossbow



## Arcanist

OC purchase Cost: 2600xp

This Occupation is that of the mystic arts; casting spells and performing arcane rituals. These men and women dare to shape and form the weave of magic, working with powers beyond the comprehension of all others. They have access to extremely powerful forces, yet the Arcanists major downfall is that they CANNOT wear armor and are limited in the weapons that they are permitted to use.

### Occupational Starting Skills

Free	Half Cost
Reading Writing (Modern Lang)	Reading/Writing (Modern Lang)
Spell Craft	Reading/Writing (Ancient Lang)
Spells Per Day T1	

### Spell casting

Arcanists are able to draw on magical forces each allowing them to cast a limited amount of spells each day. In order to do have their daily allotment they must spend time memorizing their spells. They may choose to “forget” any spell they memorized from the previous day and replace it with another spell and they may choose to memorize spells multiple times in order to cast the same spell more than once in a given day.

Arcanists Spells per Day						
Arcanists Tier	Spell Tier					Cost
	1	2	3	4	5	
	Spells per Day					
1	2	0	0	0	0	2000
2	4	2	0	0	0	2500
3	6	4	2	0	0	3000
4	8	6	4	2	0	3500
5	10	8	6	4	2	4000

## Specialist Mage

OC purchase Cost: 3200xp

These wielders of the arcane arts specialize in one of the branches of magic in order to increase their understanding of that Discipline. The advantage is a greater awareness of their specialization at the loss of not being able to learn from the opposite Discipline.

**\*Note** Specialist Mages that wish to Multiclass may not become Arcanists or Specialize in another Discipline of magic. Specialist Mages may however convert to Arcanists, they however follow the Arcanists Spell per day table, and this conversion can only be done ONCE.

### Occupational Starting Skills

Free	Half Cost
Reading Writing (Modern Lang)	Reading/Writing (Modern Lang)
Spell Craft	Reading/Writing (Ancient Lang)
Spells Per Day T1	

### Special Abilities

Much like the Arcanist, Specialists mages must also memorize their spells regularly in order to shape and use the mystical energies at their command, because of their devotion to a specific discipline of magic they are able to cast more spells each day than the Arcanist however they are barred from learning any spells of the opposing school.

Specialists Mages Spells per Day						
Specialists Tier	Spell Tier					Cost
	1	2	3	4	5	
	Spells per Day					
1	4	0	0	0	0	2000
2	6	4	0	0	0	2500
3	8	6	4	0	0	3000
4	10	8	6	4	0	3500
5	12	10	8	6	4	4000

## Arcane Magic

This magic is the province of the sorcerers in the world of Dracanus, The Wizard memorizes their spells from a book or tome then uses words and gestures to manipulate the forces of magic into the desired results. Magic users devote years of study to unlocking the secrets and mysteries of sorcery. Some Spells can be Enhanced through research, study and experience The spells may last longer, do more damage, provide better protection, check the description to see if it can be enhanced and what the effects of enhancing it are.

**Casting Spells** – Players casting spells will require “Spell Cards” as well as spell bags or other phys reps as required by the spell, The player will fill out their spell cards and have an Admin sign off on them each day, When the player casts the spell they will call out casting phrase and either perform actions needed by the spell (hurl a spell bag, put a Phys rep in place touch the target).

Spell Cards must contain the name of the spell, the tier and the magnitude, as well as the effects (write out the advanced description of the spell at the Magnitude its being cast at with any specifics regarding choices that the caster must make prior to casting). All of which must be written out accurately. Any mistakes and the spell fails for the character and the lost spell counts against their Spells per Day.

Spell Cards are to be torn in half when the spell expires.

Example of casting a Spell..."Arcane Bolt 5 Damage!" Throws Spell bag at target, tears card.

## Gaining Spells

Arcanists and Specialist Mages will start with a set number of spells given to them by ADMIN, players may Request which spells they are given but such is up to the Discretion of the Admin and they retain final decision on such. ALL Spells the players initially learn are Magnitude 1 until further researched (The player expends XP to increase the magnitude of the spell) each spell that a Player acquires **MUST** be copied into their spell book fully. IF the player loses their spell book for whatever reason (the book is burned by an enemy, stolen by Mindani etc. The Magic User **CAN NOT** memorizes or cast spells **UNTIL** the book is recovered by whatever means available. (IE they speak with other spell casters that have the same spells and they are recopied up to the tier the copier originally could cast) (It is always wise to have a second book with all your spells in it in case of emergencies like this)

To Gain additional spells, Magic users can find them in a variety of ways...Loot enemy spell books, trade with other spell casters, and much, much more.

## Crafting New Spells

We strongly approve of and encourage players to create new spells, and the possibilities are only limited by your imagination. We do however have a few guidelines for doing so. Spells you create should not duplicate any spell already in the game, decide if the spell is going to unbalance game play (admin will reject any new spell that gives GOD LIKE abilities or powers)



## Disciplines of Magic

Every spell belongs to a different discipline of magic which is referred to as a "Discipline of Magic" Arcanists learn spells from any of the Disciplines as they see fit whereas Specialist Mages will learn a specific Discipline and because of this "specialization" they become barred from learning magic's of an opposing Discipline.

The Titles Listed are what these Specialist Mages tend to refer to themselves as, and helps to Identify the discipline of magic that they promote and study, however titles can are often changed depending on the region or the whims of the caster, don't assume that all Specialist Mages are going to state the form of magic they follow just by stating the listed title.

<b>School of Magic</b> <b>Title</b> Illusionist <b>Description</b> Deals with magic's that are crafted to deceive the senses or the mind of others. The spells cause effects such as visual or audible hallucinations, or targets seeing or remembering things that don't truly exist or happen.	Illusion/Phantasm	Opposition	<b>School of Magic</b> <b>Title</b> Necromancer <b>Description</b> This is often one of the most restrictive types of magic; It deals with dead things, Undead or the restoration of life, the semblance of life, limbs or vitality to living creatures.	Necromancy
<b>School of Magic</b> <b>Title</b> Enchanter <b>Description</b> Cause a change in the quality of an item or the attitudes of a person or creature. Enchantments can bestow magical properties on ordinary items, while charms can unduly influence the behaviour of beings.	Enchantment/Charm	Opposition	<b>School of Magic</b> <b>Title</b> Invoker/Evoker <b>Description</b> Creates specific effects and materials. Invocation normally relies on the intervention of some higher agency (to whom the spell is addressed, while evocation enables the caster to directly	Invocation/Evocation

			shape the energy.		
<b>School of Magic</b>		Conjuration/Summoning	Opposition	<b>School of Magic</b>	Greater Divination
<b>Title</b>	Conjurer/Summoner			<b>Title</b>	Diviner
<b>Description</b>				<b>Description</b>	
This discipline deals with bringing something to the caster from elsewhere. Conjuration normally produces matter or items from some other place, Summoning enables the caster to compel creatures and extra-planar beings to appear in his presence and serve him in various ways.				These spells allow the caster to learn secrets long forgotten; predict the future as well as more basic information such as the ability to detect magic. Divination is divided into Lesser and Greater Divination. Lesser Divination (Tiers 1-2) are accessible by all Magic Users(Including Conjurers/Summoners), whereas Specialists in opposition school are unable to access Greater Divination Spells (Tiers 3-5)	
<b>School of Magic</b>		Abjuration	Opposition	<b>School of Magic</b>	Alteration
<b>Title</b>	Abjurer			<b>Title</b>	Transmuter
<b>Description</b>				<b>Description</b>	
Abjuration is a group of specialized protective spells, each is used to prevent or banish some magical or non-magical effect or creature. They are often used to provide safety in times of great danger or when attempting some other particularly dangerous spell.				Causes a change in the properties of some already existing thing, creature or condition. This is accomplished by magical energy channelled through the magic user.	



## Arcane Spell List

Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Arcane Armor	Charm	Break	Force Bubble	Permanency
Arcane Bolt	Fear	Contaminate	Mind Wipe	Teleport
Arcane Shield	Forget	Curse	Spell Turning	Wish
Bind	Hold Person	Dismantle		
Blindness	Hold Undead	Dispel Magic		
Comprehend Languages	Invisibility	Enchant Armor		
	UnBind	Enchant Item		
Detect Magic	Magic Lock	Enchant Weapons		
Disarm	Wall of Wood	Fireball		
Fire Bolt	Weakness	Lightning Bolt		
Ice Bolt	Web	Mist		
Identify	Vampiric Touch	Paralysis		
Illumination		Rage		
Knock Down		Wall of Stone		
Sleep				
Zap				

## Arcane Magic Descriptions

### **Explanation of the Spell Table:**

**Tier:** This is the overall power of the Arcane Spell and relates to how many spells that the spell caster (Arcanist, Specialist Mage, or Bard) can cast per day.

**Name:** The Name of the arcane spell described.

**Discipline:** Spells are grouped into 8 different categories referred to as Disciplines. Some spells have such a broad range of effects that they may fit into all or none of the above disciplines in this case the Discipline is All. The Discipline is particularly important to Specialist Mages whom are unable to learn spells of the opposing discipline that they choose.

**Base Description:** This is a basic description of what the arcane spell does.

**Duration:** How long the effects of the spell last or when the spell affects the target.

**Casting Phrase:** The Verbal phrase that a caster must say accurately in order to cast a spell without it “Fizzling” Incorrectly stated phrases cause the spell to be miscast and the magic of the spell has no effect whatsoever (or a very random effect at the discretion of the Marshall)

**Phys Rep Needed:** Any Physical Materials needed to represent the Magical Force once the spell is cast.

**Magnitude (Mag):** This denotes the overall precision and power of the spell that the Arcanist/Specialist is able to cast. With increased Magnitude the spell may last longer, cause more damage or have additional effects.

**Advanced Description:** Describes exactly what the spell is capable for the listed magnitude.

**Cost:** The experience required to upgrade the spell to the next Magnitude. Base is the initial spell that the character is able to learn without costing any experience. They must purchase each Magnitude in Sequence.

## **Tier 1**

### **Arcane Armor**

School	Base Description	Duration
Abjuration	When cast this arcane spell creates magical armour about the caster that grants DP. This armour cannot be repaired by any means and once the DP is depleted or the spell expires the caster must recast it to receive the DP	4 hours or till depleted
<b>Casting Phrase</b>		
<b>Phys Rep Needed</b>	Spell Card is to be pinned to the caster until the spell ends.	
Mag	Advanced Description	Cost
1	At this magnitude the caster creates the equivalent of Leather Armor which grants the spell caster a DP of 25 for the duration of the spell or until it's been depleted by damage. This magical armor cannot be repaired the DP cannot be replenished.	Base
2	At this magnitude the caster creates the equivalent of Studded Leather Armor which grants the spell caster a DP of 28 for the duration of the spell or until it's been depleted by damage. This magical armor cannot be repaired the DP cannot be replenished.	2000
3	At this magnitude the caster creates the equivalent of Chain Mail Armor which grants the spell caster a DP of 42 for the duration of the spell or until it's been depleted by damage. This magical armor cannot be repaired the DP cannot be replenished.	3000
4	At this magnitude the caster creates the equivalent of Plate Mail Armor which grants the spell caster a DP of 53 for the duration of the spell or until it's been depleted by damage. This magical armor cannot be repaired the DP cannot be replenished. Spell Card is to be pinned to the caster until the spell ends.	4000
5	At this magnitude the caster creates the equivalent of Full Plate Armor which grants the spell caster a DP of 73 for the duration of the spell or until it's been depleted by damage. This magical armor cannot be repaired the DP cannot be replenished.	5000

### **Arcane Bolt**

School	Base Description	Duration
Invocation/ Evocation	Produces a small bolt of magic that speeds out of the casters hand to hit the target. This spell directly hits HP ignoring any armor the target may be wearing.	Instant
<b>Casting Phrase</b>	Arcane Bolt, Mag “X”, “X”DMG	

<b>Phys Rep Needed</b>	Spell Card and Mana Bags to hurl at the target.	
<b>Mag</b>	<b>Advanced Description</b>	<b>Cost</b>
1	The caster can Hurl 1 Arcane Bolt for 5 DMG	Base
2	The caster may choose to hurl; 1 Bolts for 10 DMG or 2 Bolts for 4 DMG	2000
3	The caster may choose to hurl; 1 Bolts for 15 DMG or 2 Bolts for 7DMG or 3 Bolts for 4DMG	3000
4	The caster may choose to hurl; 1Bolts for 20DMG or 2 Bolts for 9DMG or 3 Bolts for 5DMG or 4 Bolts for 3DMG	4000
5	The caster may choose to hurl; 1 Bolt for 25DMG or 2 Bolts for 10DMG each or 3 Bolts for 6DMG each or 4 Bolts for 4DMG each or 5 Bolts for 3DMG each	5000

### ***Arcane Shield***

<b>School</b>	<b>Base Description</b>	<b>Duration</b>
Abjuration	This spell creates an Arcane Shield that will deflect any incoming Missile attack up to the DP value of the Tier that has been Cast. (Note this spell is only effective against projectiles of a NON magical nature)	1HR or Depleted
<b>Casting Phrase</b>		
<b>Phys Rep Needed</b>		
<b>Mag</b>	<b>Advanced Description</b>	<b>Cost</b>
1	The Caster Creates a Shield which is capable of deflecting up to 9 points of Missile Damage, When the projectile hits the shield it falls to the ground its momentum spent.	Base
2	The Caster Creates a Shield which is capable of deflecting up to 16 points of Missile Damage, When the projectile hits the shield it falls to the ground its momentum spent.	2000
3	The Caster Creates a Shield which is capable of deflecting up to 26 points of Missile Damage, When the projectile hits the shield it falls to the ground its momentum spent.	3000
4	The Caster Creates a Shield which is capable of deflecting up to 35 points of Missile Damage, When the projectile hits the shield it falls to the ground its momentum spent.	4000
5	The Caster Creates a Shield which is capable of deflecting up to 47 points of Missile Damage, When the projectile hits the shield it falls to the ground its momentum spent.	5000

### ***Bind***

<b>School</b>	<b>Base Description</b>	<b>Duration</b>
Invocation/ Evocation	When cast this spell causes a rope or chains to wrap about the target effectively entrapping them in the coils.	
<b>Casting Phrase</b>		
<b>Phys Rep Needed</b>		
<b>Mag</b>	<b>Advanced Description</b>	<b>Cost</b>
1		
2		

3		
4		
5		

### **Blindness**

School	Base Description	Duration
Illusion	The target of this spell is magically blinded and will not be able to see until the condition is remedied either by the duration expiring or if another spell caster removes it. The person whom casts this spell may end it whenever they desire.	Special
<b>Casting Phrase</b>		
<b>Phys Rep Needed</b>		
Mag	Advanced Description	Cost
1	Lasts 4 hours unless removed by Dispel Magic or Remove Curse	Base
2	Lasts 12 hours unless removed by Dispel Magic or Remove Curse	2000
3	Last a full day unless removed by a Dispel Magic or Remove Curse	3000
4	Last 3 days unless removed by a Dispel Magic or Remove Curse	4000
5	Is permanent unless removed by a Dispel Magic or Remove Curse	5000

### **Comprehend Languages**

School	Base Description	Duration
Divination	This spell allows the caster the ability to comprehend written or spoken languages that they normally do not speak or read. In either case the caster will touch the target of the spell and instantly know what is said or written, the spell will not however decipher encrypted messages, reveal any hidden text, or verify the veracity of what is written or spoken.	See Bellow
<b>Casting Phrase</b>		
<b>Phys Rep Needed</b>		
Mag	Advanced Description	Cost
1	When cast this miracle allows the player to understand anything written or spoken for 30 seconds.	
2	When cast this miracle allows the player to understand anything written or spoken for 60 seconds.	
3	When cast this miracle allows the player to understand anything written or spoken for 120 seconds. The Caster may respond to verbal communications that require simple yes or no answers and be understood.	
4	When cast this miracle allows the player to understand anything written or spoken for 150 seconds. The Caster may respond to verbal communications with short sentences (less than 10 words).	
5	When cast this miracle allows the player to understand anything written or spoken for 180 seconds. The Caster may respond and be understood for the duration of the miracle.	

### **Detect Magic**

School	Base Description	Duration
Divination	This spell allows casters to see the Magical emanations imbued into objects. The spell will NOT reveal any other information other than that the items viewed possess magic. Note Items are considered concealed if they are enchanted to resist magical detection/location, behind a thick cover (wood or metal)	10 Minutes
<b>Casting Phrase</b>		
<b>Phys Rep Needed</b>		
Mag	Advanced Description	Cost
1	When cast any magical item that the caster touches will visibly glow.	Base

2	At this Magnitude the caster may make the glow of any magical item they touch visible only to themselves.	
3	The caster can cause any magical item (not concealed) in a 5ft diameter to visibly glow.	
4	The caster can view or reveal the magical emanations of any magical items within a 10ft Diameter, provided that the item is not concealed.	
5	The Caster can view or reveal any magical item within their line of sight provided that the source/item is not concealed.	

### ***Disarm***

School	Base Description	Duration
Invocation/ Evocation	When cast this spell causes the target to drop whatever they have in their hands.	Instant
<b>Casting Phrase</b>		
<b>Phys Rep Needed</b>		
Mag	Advanced Description	Cost
1		
2		
3		
4		
5		

### ***Fire Bolt***

School	Base Description	Duration
Invocation/ Evocation	Produces a flaming projectile when hurled towards a target it causes fire damage. This spell is particularly useful against Regenerative creatures, the burn damage preventing them from healing.	Instant
<b>Casting Phrase</b>	Fire Bolt "X" damage	
<b>Phys Rep Needed</b>		
Mag	Advanced Description	Cost
1	Does 10Dmg to target	
2	Does 20DMG to target	
3	Does 30Dmg to Target	
4	Does 40DMG to Target	
5	Does 50DMG to Target	

### ***Ice Bolt***

School	Base Description	Duration
Invocation/ Evocation	Produces an Icicle that the caster throws at a target to cause freezing damage, and pushes the target back.	Instant
<b>Casting Phrase</b>	Ice Bolt "X" Damage "X" Knock Back	
<b>Phys Rep Needed</b>		
Mag	Advanced Description	Cost
1	This spell causes 10 DMG and forces the target to take 2 steps back wards	
2	At this point the caster now causes 15 DMG and forces the target to take 4 steps Backwards	
3	At this point the caster now causes 20 DMG and forces the target to take 6 steps Backwards	
4	At this point the caster now causes 25 DMG and forces the target to take 8 steps Backwards	
5	At this point the caster now causes 30 DMG and forces the target to take 10 steps Backwards	

## Identify

School	Base Description	Duration
Divination	This spell is used to identify various information regarding a magical item. However if an item is specifically created to resist such spells (such as cursed items) the caster may receive false or no information what so ever. The caster must handle the object (risking activating any abilities of the item)	10Min
<b>Casting Phrase</b>		
<b>Phys Rep Needed</b>		
Mag	Advanced Description	Cost
1	When cast the spell will reveal one school or sphere of magic that the item possesses, the caster may cast this spell repeatedly to learn any further schools or spheres that has been imbued in the object. If used in conjunction with a Detect Magic Spell, the caster may learn how many Schools or Spheres the Item possesses, however they may only learn one school or sphere per casting at this magnitude.	
2	At this Level the caster may learn of 1 power that is equal to or less than a Tier 2 spell/ability that the item has, provided that the item is not designed to withstand being identified. OR The caster may choose instead to reveal 2 schools or spheres of magic that the item possess (provided it has more than one)	
3	At this Level the caster may learn of 1 power that is equal to or less than a Tier 3 spell/ability that the item has, provided that the item is not designed to withstand being identified. OR The caster may choose instead to reveal 3 schools or spheres of magic that the item possess (provided it has more than one) OR The caster may learn 1 activation trigger of the object provided that it causes the activation of a power that is less than Tier 2 in power.	
4	At this Level the caster may learn of 1 power that is equal to or less than a Tier 4 spell/ability that the item has, provided that the item is not designed to withstand being identified. OR The caster may choose instead to reveal 4 schools or spheres of magic that the item possess (provided it has more than one) OR The caster may learn 1 activation trigger of the object provided that it causes the activation of a power that is less than Tier 3 in power.	
5	At this Level the caster may learn of 1 power that is equal to or less than a Tier 5 spell/ability that the item has, provided that the item is not designed to withstand being identified. OR The caster may choose instead to reveal 5 schools or spheres of magic that the item possess (provided it has more than one) OR The caster may learn 1 activation trigger of the object provided that it causes the activation of a power that is less than Tier 4 in power. If used in conjunction with a Detect Magic Spell the caster may determine if the object is Cursed without having to handle the item unless the object has been specifically enchanted to resist such detection.	

## Illumination

School	Base Description	Duration
Illusion	This spell creates a magical light that the caster may carry or anchor to a position. The Spell Ends after 24 hours, if the Caster cancels it, or if a Dispel Magic is cast upon it.	Special
<b>Casting Phrase</b>		
<b>Phys Rep Needed</b>		
Mag	Advanced Description	Cost
1	When cast the spell will illuminate a 5ft diameter from the casting point. Its brightness is the	Base

	equivalent of a candle.	
2	When cast the spell will illuminate a 10ft diameter from the casting point. Its brightness is the equivalent of a torch	500
3	When cast the spell will illuminate a 15ft diameter from the casting point. Its brightness is the equivalent of a Lantern	1000
4	When cast the spell will illuminate a 20ft diameter from the casting point. Its brightness is the equivalent of a Bon Fire	1500
5	When cast the spell will illuminate a 25ft diameter from the casting point. Its brightness is the equivalent of the sun.	2000

### ***Knock Down***

School	Base Description	Duration
Invocation/ Evocation	When cast the spell exerts a force that causes the target to be knocked from their feet and potentially pushed back.	Instant
<b>Casting Phrase</b>		
<b>Phys Rep Needed</b>		
Mag	Advanced Description	Cost
1	When cast the spell causes one target to be knocked down.	
2	When cast the spell can cause 2 targets (within sight of the caster to be knocked down or 1 target to be knocked down and pushed back 5 ft	
3	When cast the spell can cause 3 targets (within sight of the caster) to be knocked down, 2 targets to be knocked down and pushed back 5ft or one target to be knocked down and pushed back 10ft	
4	When cast the spell can cause 4 targets (within sight of the caster) to be knocked down, 3 targets to be knocked down and pushed back 5ft, 2 targets to be knocked down and pushed back 10ft or 1 target knocked down and pushed back 15ft	
5	When cast the spell can cause 5 targets (within sight of the caster) to be knocked down, 4 targets to be knocked down and pushed back 5ft, 3 targets to be knocked down and pushed back 10ft, 2 targets knocked down and pushed back 15ft or 1 target to be knocked down, pushed back for 20ft and receive 6DMG.	

### ***Sleep***

School	Base Description	Duration
Enchantment /Charm	This Spell puts a subject into a deep sleep; they can wake only after the duration expires, taking 1 point of damage, or being shaken/prodded for a full minute. Upon waking the subject will be groggy as though they had experienced a fitful sleep. (The subject should react as if they have just be awoken)	
<b>Casting Phrase</b>		
<b>Phys Rep Needed</b>		
Mag	Advanced Description	Cost
1	At this stage the caster is able to put 1 Target to sleep	Base
2	The caster is now able to put 3 Targets to Sleep with a single casting the targets must be within 5ft of each other if there are additional persons within the target radius a Marshal will select who is affected by the spell.	1500
3	The caster is now able to put 5 Targets to Sleep with a single casting the targets must be within 5ft of each other if there are additional persons within the target radius a Marshal will select who is affected by the spell.	2000
4	The caster is now able to put 8 Targets to Sleep with a single casting the targets must be within 5ft of each other if there are additional persons within the target radius a Marshal will select who is affected by the spell.	2500
5	The caster is now able to put 10 Targets to Sleep with a single casting the targets must be within 5ft of each other if there are additional persons within the target radius a Marshal will select who	3000

	is affected by the spell.	
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## ***Zap***

School	Base Description	Duration
Invocation/ Evocation	Produces a tiny electrical charge that when thrown towards a target causes electrical damage and causes a stun like effect.	Instant
<b>Casting Phrase</b>	Zap "X" Damage "X" seconds Stun	
<b>Phys Rep Needed</b>		
Mag	Advanced Description	Cost
1	This spell causes 10 DMG	Base
2	At this point the caster now causes 15 DMG and forces the target to stop moving for 5 Seconds	1500
3	At this point the caster now causes 20 DMG and forces the target stop moving for 10 Seconds	2000
4	At this point the caster now causes 25 DMG and forces the target stop moving for 15 Seconds	2500
5	At this point the caster now causes 30 DMG and forces the target stop moving for 20 Seconds	3000



## **Tier 2**

### ***Charm***

School	Base Description	Duration
Enchantment /Charm	When cast this spell will make the target friendly towards the caster. The target will do their best to aid or assist the target to the best of their ability.	4 hours
<b>Casting Phrase</b>		
<b>Phys Rep Needed</b>		
Mag	Advanced Description	Cost
1	The target will treat the caster as a good friend, they'll share information they have provided it's not a secret, and will not make any hostile actions towards the caster.	Base
2	The target will treat the caster as a valued ally and will defend the caster if they are attacked, so long as it doesn't overly endanger themselves.	
3	The target will treat the caster as a trusted confidant, they'll share secret information; lend mundane items and small amounts of coin (if they have such).	
4	The target will protect the caster from harm regardless of the danger to themselves, they will NOT risk their own life but will take injury	
5	The target is completely smitten with the caster and will attempt to perform tasks, give gifts and make romantic gestures towards the caster. The Target will risk their own life to protect the caster if the need arises.	

### ***Fear***

School	Base Description	Duration
Illusion	When cast this spell cause's the target to see the caster as something they fear to some degree, The higher the magnitude of the spell the greater the fear it inspires. A caster that has learned higher Magnitudes of the spell may affect more persons if they cast the lower magnitudes of the spell. IE an Arcanist that has learned how to cast Fear at Magnitude 3 may affect 3 people if they cast the spell and use the Magnitude 1 effects.	10 min/ Mag
<b>Casting Phrase</b>		
<b>Phys Rep</b>		

Needed		
Mag	Advanced Description	Cost
1	The target of the spell will attempt to avoid the caster but if threatened will respond though at a -3 to damage (Note if the penalty can only reduce the damage to Minimum of 1)	Base
2	The target will avoid the caster of the spell at all costs, they may remain in the area but must maintain 10ft from the caster at all times. The target can defend themselves from the caster if directly attacked.	
3	The target will flee the area with the utmost haste however, they will do this in a safe but expedient manner.	
4	The target will flee the area as fast as they possibly can, dropping any items that might slow them down, the fear induced will cause them to lose all reason. They will not stop to aid other, and will push or shove others out of their way.	
5	The target is paralyzed with fear; they may fall to the ground and curl up into a little ball while non-stop scream in terror.	

### Forget

School	Base Description	Duration
Enchantment /Charm	This causes the target to forget memorized spells. Spells will be selected at Random by the Marshal. This spell affects both Arcane Spells and Divine Miracles; it will not however affect Sigil Magic.	
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1	Caster causes the target forget 1 spell of tier 1 they have memorized	Base
2	Caster chooses to have the target forget 2 spells of Tier 1 or 1 spell of Tier 2 they have Memorized	2000
3	Target forgets 3 Spells of Tier 1 or 2 of Tier 2 or 1 of Tier 3	3000
4	Caster chooses to have the target forget 4 spells of Tier 1, or 3 of Tier 2, or 2 of Tier 3 or 1 of Tier 4	4000
5	Caster chooses to have the target forget 5 spells of Tier 1, or 4 of Tier 2, or 3 of Tier 3, or 2 of Tier 4 or 1 of Tier 5	5000

### Hold Person

School	Base Description	Duration
Invocation/ Evocation	This spell renders any bipedal intelligent creature to be held immobile. The target is unable to move or speak but may use any abilities that do not require such. The target is still fully aware and can see and hear anything transpiring around them. The spell is expires at the end of the duration, if the Caster ends it, or if the Target sustains 1DMG or more. If the caster wishes to affect multiple targets they must be with in a 10ft radius of the central Target.	Special
Casting		

Phrase		
Phys Rep Needed	HOLD "X" Minutes	
Mag	Advanced Description	Cost
1	Affects 1 target for 10 Minutes	Base
2	Affects 1 target for 15 minutes, 2 Targets for 10 Minutes or 3 Targets for 5 Minutes	2000
3	Affects 3 Targets for 10 Minutes 2 Targets for 15 Minutes or 1 Target for 20 Minutes	3000
4	Affects 4 Targets for 10 Minutes 3 Targets for 15 Minutes 2 Target for 20 Minutes or 1 Target for 30 Minutes	4000
5	Affects 5 Targets for 10 Minutes 4 Targets for 15 Minutes 3 Target for 20 Minutes, 2 Target for 30 Minutes, or 1 Target for 40 Minutes	5000

### ***Hold Undead***

School	Base Description	Duration
Necromancy	This Spell renders any Undead Creatures immobile, the targets are unable to move, speak or become insubstantial. This only affects Undead that are less than the Casters Spells Per day Tier. The spell persists for 10 minutes, the caster cancels it, it is dispelled, or if the creatures sustain 1 or more points of DMG	5Min+ 5min/Mag -5/Undead Tier
Casting Phrase	Hold "X" Undead.	
Phys Rep Needed	Spell Card	
Mag	Advanced Description	Cost
1	At this Tier the caster is able to affect 3 Undead with the spell with in 10ft of the central target.	Base
2	At this Tier the caster is able to affect 5 Undead with the spell with in 10ft of the central target.	2000
3	At this Tier the caster is able to affect 8 Undead with the spell with in 10ft of the central target.	3000
4	At this Tier the caster is able to affect 10 Undead with the spell with in 10ft of the central target.	4000
5	At this Tier the caster is able to affect 12 Undead with the spell with in 10ft of the central target.	5000

### ***Invisibility***

School	Base Description	Duration
Illusion	This spell causes the caster to become completely invisible for the duration of the spell however if the caster makes any hostile action (i.e. attacks another person casts an offensive spell) the spell immediately ends. Note, only the caster is invisible they can still be heard or smelt (by those with a keen senses of smell) and leave foot prints behind. The spell ends when the duration expires, the caster wills it to end or it is negated by any source that disrupts magic.	15min/ Mag
Casting Phrase		
Phys Rep Needed	Spell Card	
Mag	Advanced Description	Cost
1	The caster becomes invisible as described above for the duration of the spell	Base
2	The caster is able to make 1 attack in which they will become visible for 5 seconds before returning to an invisible state for the Duration of the spell, OR The caster may place the spell on another person or object for half the duration with the same restrictions as a Mag 1 casting.	
3	The caster is able to make 2 attacks in which they will become visible for 5 seconds before returning to an invisible state for the Duration of the spell. (Note if the second attack happens while the Caster is currently visible the spell ends (The Caster must wait a minimum of 10 seconds between the attacks or the spell fails and it immediately expires) OR	

4		
5		

### ***UnBind***

School	Base Description	Duration
Enchantment /Charm		
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1		
2		
3		
4		
5		

### ***Magic Lock***

School	Base Description	Duration
Enchantment /Charm		
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1		
2		
3		
4		
5		

### ***Wall of Wood***

School	Base Description	Duration
Invocation/ Evocation	The caster creates a wall of wood, they may shape the wall in any way they wish (rounding, or bending it) however it must remain anchored in place by one edge. Fire causes double damage if used against the wall.	1 hour/ Magnitude
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost
1	The caster is able to create a wall that is 5ft Square and ½ inch thick, the wall has 15DP	
2	The caster is able to create a wall that is equal to 10ft Square, and an inch thick, and has 30DP (Note the caster may reduce the width to ½ inch to gain double the square footage however this will reduce the DP by half)	
3	The Caster is able to create a wall that is 20ft Square and 2 inches thick, and has 40DP. The caster may reduce the thickness to increase the Length/Width but does so at the reduction of 10DP for every ½ inch.	
4	The Caster is able to create a wall that is 30ft Square and 2 and 1/2 inches thick, and has 50DP. The caster may reduce the thickness to increase the Length/Width but does so at the reduction of 10DP for every ½ inch.	
5	The Caster is able to create a wall that is 40ft Square and 4 inches thick, and has 60DP. The caster may reduce the thickness to increase the Length/Width but does so at the reduction of 10DP for	

	every ½ inch.	
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### Weakness

School	Base Description	Duration
<b>Casting Phrase</b>		
<b>Phys Rep Needed</b>		
Mag	Advanced Description	Cost
1		
2		
3		
4		
5		

### Web

School	Base Description	Duration
Invocation/ Evocation	When cast this spell creates a magical web, anyone caught in such are bound in sticky webbing, this spell must be anchored to multiple points.	
<b>Casting Phrase</b>		
<b>Phys Rep Needed</b>		
Mag	Advanced Description	Cost
1	When cast the spell creates a web that covers an area equal to 6ft sq, anything that comes into contact with the web is stuck fast for the duration of the spell. (Note those with T1 or greater Strength can easily pull themselves free of the web however only those of T2 or greater can destroy the web)	Base
2	When cast the spell creates a web that covers an area equal to 12ft sq, anything that comes into contact with the web is stuck fast for the duration of the spell. (Note those with T1 or greater Strength can easily pull themselves free of the web however only those of T3 or greater can destroy the web)	
3	When cast the spell creates a web that covers an area equal to 24ft sq, anything that comes into contact with the web is stuck fast for the duration of the spell. (Note those with T2 or greater Strength can easily pull themselves free of the web however only those of T4 or greater can destroy the web)	
4	When cast the spell creates a web that covers an area equal to 32ft sq, anything that comes into contact with the web is stuck fast for the duration of the spell. (Note those with T3 or greater Strength can easily pull themselves free of the web however only those of T4 or greater can destroy the web)	
5	When cast the spell creates a web that covers an area equal to 48ft sq, anything that comes into contact with the web is stuck fast for the duration of the spell. (Note those with T4 or greater Strength can easily pull themselves free of the web however only those of T5 or greater can destroy the web)	

### Vampiric Touch

School	Base Description	Duration
Necromancy	Considered to be a rather foul and sinister spell the caster is able to drain the HP from a target and bestow them upon themselves. Once cast the Magic User must take hold of their intended target. The spell ends under the following conditions: 1. 5 minutes elapse without the Caster making contact with a viable target. 2. The Caster breaks contact with the target.	Special

	3. The Target dies 4. The Caster's HP Max is reached. 5. The spell is negated. This spell is only effective against living beings, it cannot drain HP from undead.	
<b>Casting Phrase</b>	"Drain "X" HP (must be stated every time HP is taken from the target)	
<b>Phys Rep Needed</b>	Spell Card	
<b>Mag</b>	<b>Advanced Description</b>	<b>Cost</b>
1	The spell caster is able to drain 3HP every 10Seconds from a viable Target.	Base
2	The spell caster is able to drain 6HP every 10Seconds from a viable Target.	2000
3	The spell caster is able to drain 9HP every 10Seconds from a viable Target.	3000
4	The spell caster is able to drain 12HP every 10Seconds from a viable Target.	4000
5	The spell caster is able to drain 15HP every 10Seconds from a viable Target.	5000



### Tier 3

#### Break

<b>School</b>	<b>Base Description</b>	<b>Duration</b>
Alteration		
<b>Casting Phrase</b>		
<b>Phys Rep Needed</b>		
<b>Mag</b>	<b>Advanced Description</b>	<b>Cost</b>
1		
2		
3		
4		
5		

#### Contaminate

<b>School</b>	<b>Base Description</b>	<b>Duration</b>
Enchantment /Charm		
<b>Casting Phrase</b>		
<b>Phys Rep Needed</b>		
<b>Mag</b>	<b>Advanced Description</b>	<b>Cost</b>
1		
2		
3		
4		
5		

#### Curse

<b>School</b>	<b>Base Description</b>	<b>Duration</b>
<b>Casting Phrase</b>		

Phys Rep Needed			
Mag	Advanced Description		Cost
1			
2			
3			
4			
5			

### *Dismantle*

<b>School</b>	<b>Base Description</b>	<b>Duration</b>
Invocation/ Evocation		
<b>Casting Phrase</b>		
<b>Phys Rep Needed</b>		
<b>Mag</b>	<b>Advanced Description</b>	<b>Cost</b>
1		
2		
3		
4		
5		

### *Dispel Magic*

<b>School</b>	<b>Base Description</b>	<b>Duration</b>
<b>Casting Phrase</b>		
<b>Phys Rep Needed</b>		
<b>Mag</b>	<b>Advanced Description</b>	<b>Cost</b>
1		
2		
3		
4		
5		

### *Enchant Armor*

<b>School</b>	<b>Base Description</b>	<b>Duration</b>
Enchantment /Charm	This spell enhances and strengthens Armor increasing its overall Defense points. It can also be used to imbue pieces of armor with other abilities or skills however all effects expire at the end of the Duration.	
<b>Casting Phrase</b>		
<b>Phys Rep Needed</b>		
<b>Mag</b>	<b>Advanced Description</b>	<b>Cost</b>
1		
2		
3		
4		
5		

### *Enchant Item*

School	Base Description	Duration
Enchantment /Charm	This spell is the ground work for creating magical items, by casting such an Arcanist or Enchanter can imbue items with the magical abilities that can be activated by a designated trigger IE command word, touch, etc. However the magic imbued in the item expires after the duration ends UNLESS a Permanency spell is used.	
<b>Casting Phrase</b>		
<b>Phys Rep Needed</b>		
Mag	Advanced Description	Cost
1		
2		
3		
4		
5		

### *Enchant Weapons*

School	Base Description	Duration
Enchantment /Charm	This spell has two effects; it increases the damage that the weapon it is cast upon causes as well as allowing the weapon to affect creatures and beings that can only be harmed by magical weapons. The spell expires at the end of the Duration unless a Permanency spell is used.	
<b>Casting Phrase</b>		
<b>Phys Rep Needed</b>		
Mag	Advanced Description	Cost
1		
2		
3		
4		
5		

### *Fireball*

School	Base Description	Duration
Invocation/ Evocation	This spell creates a pea sized ball of flame that expands to an enormous size as it races towards the target then explodes and a wash of flame and heat when it finally hits. <b>NOTE</b> if the caster is in range of the blast they are receive all the effects as anyone else.	Instant
<b>Casting Phrase</b>	Fireball Magnitude "X", X Damage X Stun	
<b>Phys Rep Needed</b>	Spell Card, Mana Bag	
Mag	Advanced Description	Cost
1	Causes 10Dmg in a 5ft radius of the target area.	Base
2	Causes 15Dmg in a 10ft radius and all persons within 5ft are knocked to the ground and stunned for 2 seconds	
3	Causes 20Dmg in a 15ft radius and all persons within 10ft are knocked to the ground and stunned for 5 seconds	
4	Causes 25Dmg in a 20ft radius and all persons within 15ft are knocked to the ground and stunned for 10 seconds	
5	Causes 30Dmg in a 25ft radius and all persons within 20ft are knocked to the ground and stunned for 20 seconds	

## Lightning Bolt

School	Base Description	Duration
Invocation/ Evocation	When cast a bolt of electricity shoots out of the casters hand striking the target and then chains out to any additional targets within range of the spell. (Marshall will determine who secondary targets are if more than one person is within the spells range of effect.	Instant
<b>Casting Phrase</b>	Lightning Bolt Magnitude X, X Damage	
<b>Phys Rep Needed</b>		
Mag	Advanced Description	Cost
1	Causes 10 DMG to the primary target and 5 DMG to a secondary target that is within 5ft of the initial target.	Base
2	Causes 15 DMG to the primary target and 10 DMG to any 2 Targets with in 5ft of the initial target.	
3	Causes 20 DMG to the primary target and 10 DMG to any 3 Targets with in 10ft of the initial target.	
4	Causes 25 DMG to the primary target and 15 DMG to any 4 Targets with in 10ft of the initial target.	
5	Causes 30 DMG to the primary target and 15 DMG to any 5 Targets with in 15ft of the initial target.	

## Mist

School	Base Description	Duration
Alteration	This spell turns the caster and their possessions into a fog like substance, though corporeal they cannot be damaged by normal weapons, however the caster also can not cause damage. However the Mist can be scattered by strong winds or spells that cause such. While in Mist From the caster is unable to use verbal/vocal communication.	5min/mag
<b>Casting Phrase</b>		
<b>Phys Rep Needed</b>		
Mag	Advanced Description	Cost
1	At this Magnitude the spell caster is able to turn themselves and anything they are wearing and any small objects they are holding to become intangible. They are able to move themselves about (at a slow walk) but are unable to affect anything that is solid. For anyone viewing the person in Mist Form they will see vaguely humanoid shaped cloud of Fog (note in actual foggy conditions the person in this spell will be treated as though invisible).	1000
2	At this Magnitude the caster is able to change the shape of their form thinning themselves or parts of themselves out as they desire, by manipulating their form they can slip through small cracks or key holes.	1500
3	The caster may now move at normal speed in mist form.	2000
4	Spell caster may now make parts of their body Solid enough to manipulate solid objects, they can push, pull or lift items to a limited degree, however persons in the vicinity can prevent such from being done with little to no strength on their part.	2500
5	The caster may now become fully solid, and/or change a second person into mist form. The spell caster must remain in physical contact with the person they turn into mist with themselves, the secondary person has all the abilities as the caster however if physical contact is broken the secondary person becomes returns to their corporeal state.	3000

## Paralysis

School	Base Description	Duration
<b>Casting Phrase</b>		

Phys Rep Needed			
Mag	Advanced Description		Cost
1			
2			
3			
4			
5			

### *Rage*

<b>School</b>	<b>Base Description</b>	<b>Duration</b>
<b>Casting Phrase</b>		
<b>Phys Rep Needed</b>		
<b>Mag</b>	<b>Advanced Description</b>	<b>Cost</b>
1		
2		
3		
4		
5		

### *Wall of Stone*

<b>School</b>	<b>Base Description</b>	<b>Duration</b>
Invocation/ Evocation	The caster creates a stone wall; they may shape the wall in any way they wish (rounding, or bending it) however it must remain anchored in place by one edge. Stone walls can only be damaged by Bludgeoning weapons or water based attacks, the Spell Knock Back will do 20DMG/Magnitude if cast directly at the wall.	1 hour/ Mag
<b>Casting Phrase</b>		
<b>Phys Rep Needed</b>		
<b>Mag</b>	<b>Advanced Description</b>	<b>Cost</b>
1	The caster is able to create a wall that is 5ft Square and ½ inch thick, the wall has 20DP	
2	The caster is able to create a wall that is equal to 10ft Square, and an inch thick, and has 40DP (Note the caster may reduce the width to ½ inch to gain double the square footage however this will reduce the DP by half)	
3	The Caster is able to create a wall that is 20ft Square and 2 inches thick, and has 50DP, The caster may reduce the thickness to increase the Length/Width but does so at the reduction of 10DP for every ½ inch.	
4	The Caster is able to create a wall that is 30ft Square and 2 and 1/2 inches thick, and has 60DP. The caster may reduce the thickness to increase the Length/Width but does so at the reduction of 10DP for every ½ inch.	
5	The Caster is able to create a wall that is 40ft Square and 4 inches thick, and has 70DP, The caster may reduce the thickness to increase the Length/Width but does so at the reduction of 10DP for every ½ inch.	



## **Tier 4**

## Force Bubble

School	Base Description	Duration
Invocation/ Evocation	This spell creates an impenetrable bubble around the caster. It cannot be moved or bypassed by any means short of dispelling the magic that sustains it.	
<b>Casting Phrase</b>		
<b>Phys Rep Needed</b>		
Mag	Advanced Description	Cost
1		
2		
3		
4		
5		

## Mind Wipe

School	Base Description	Duration
Enchantment /Charm	When this spell is cast upon a target it completely wipes out the memories of that individual. The target will not be able to recall anything with in a selected time frame. Nothing short of a Wish can restore the memories	Special
<b>Casting Phrase</b>		
<b>Phys Rep Needed</b>	Spell Card	
Mag	Advanced Description	Cost
1	The victim loses a full days' worth of memories, however any and all spells that were memorized are retained and can be cast (the player instinctively knows what spells they have committed to memory).	Base
2	The caster is able to cause the target to lose 24 hours' worth of specific related memories, the caster may also choose to have the target forget a single tier of any spells memorized or Divine Miracles of prayed for during that time (spells and miracles may be reacquired by normal means).	
3	The caster is able to cause the target to lose 48 hours' worth of specific related memories, the caster may also choose to have the target forget 3 tiers of any spells memorized or Divine Miracles of prayed for during that time (spells and miracles may be reacquired by normal means).	
4	The caster is able to cause the target to lose 72 hours' worth of specific related memories, the caster may also choose to have the target forget 3 tiers of any spells memorized or Divine Miracles of prayed for during that time (spells and miracles may be reacquired by normal means).	
5	The Caster is able to completely wipe the mind of the target. The victim will recall nothing of themselves, name, place of birth their favourite color, nothing they will still be able to use any skill that they have learned but not recall as to how they acquired it. (Note in regards to targets that Memorize Spells, any and all spells currently committed to memory are lost, but can be regained by the normal means)	

## Spell Turning

School	Base Description	Duration
Abjuration	This Spell when cast will cause any magic or miracle that is cast in the direction of user to rebound on the initial caster. It affects any Magic or Miracle cast regardless of the source (Arcanist, Cleric, Bard, Spell, Miracle, Scroll, Wand, etc.) Spells that require the Casters interaction (such as charm or relocate) will have no effect whatsoever. Spell Turning does not distinguish between Hostile or Beneficial Magic's any and	20min +10min/ Mag

	all magic's/miracles will rebound on the initial caster. It will also Not affect any magic that is not specifically directed towards the Caster IE Fireball which affects a targeted area and not a specific person.	
<b>Casting Phrase</b>		
<b>Phys Rep Needed</b>	Spell Card.	
<b>Mag</b>	<b>Advanced Description</b>	<b>Cost</b>
1	Any T1 spells or miracles directed towards the user rebound on the caster.	Base
2	Any T2 spells or miracles directed towards the user rebound on the caster.	2500
3	Any T3 spells or miracles directed towards the user rebound on the caster.	3500
4	Any T4 spells or miracles directed towards the user rebound on the caster.	4500
5	Any T5 spells or miracles directed towards the user rebound on the caster.	5500



## Tier 5

### *Permanency*

<b>School</b>	<b>Base Description</b>	<b>Duration</b>
Enchantment /Charm	Cause an Enchantment to remain permanently upon a nonliving item. (Cannot be used to give permanent enchantments to living beings).	Special
<b>Casting Phrase</b>	With Arcane power I Imbue this (declare item) with the power of (describe enchantment to be placed on item/object) for all time.	
<b>Phys Rep Needed</b>	Spell Card, Item to have enchantment permanently imbued upon.	
<b>Mag</b>	<b>Advanced Description</b>	<b>Cost</b>
1		Base
2		
3		
4		
5		

### *Teleport*

<b>School</b>	<b>Base Description</b>	<b>Duration</b>
	By the Means of this spell the caster is able to move themselves and others instantly to another location that they have physically been to before. Note Attempting to teleport to places one is not familiar with and has only been described to the caster is extremely dangerous and can result in those teleported to end up occupying the same space as other objects (which instantly kills the person)	Instant
<b>Casting Phrase</b>		
<b>Phys Rep Needed</b>		
<b>Mag</b>	<b>Advanced Description</b>	<b>Cost</b>
1	The Caster or 1 person named can travel instantly to any location that the caster is familiar with.	Base
2	The Caster or 5 people named can travel instantly to any location that the caster is familiar with.	
3	The Caster or 8 people named can travel instantly to any location that the caster is familiar	

	with.	
4	The Caster or 12 people named can travel instantly to any location that the caster is familiar with.	
5	The Caster or 20 people named can travel instantly to any location that the caster is familiar with.	

## Wish

School	Base Description	Duration
All	This is an extremely powerful spell created during the era of high magic. When cast it has grants the caster whatever they desire, however it is limited to the parameters and phrasing used, Casters using this spell are warned that they must be precise in their wording lest they get exactly what they wish for. Note that regardless if the spell succeeds or fails the caster permanently loses 10HP from their overall amount.	Instant
<b>Casting Phrase</b>	"I wish....."	
<b>Phys Rep Needed</b>	Spell Card with Wish to be made written upon it.	
Mag	Advanced Description	Cost
1	The caster is able to phrase the wish using 6 words or less (this includes stating I wish at the beginning of the sentence)	Base
2	The caster is able to phrase the wish using 10 words or less (this includes stating I wish at the beginning of the sentence)	2500
3	The caster is able to phrase the wish using 12 words or less (this includes stating I wish at the beginning of the sentence)	3500
4	The caster is able to phrase the wish using 15 words or less (this includes stating I wish at the beginning of the sentence)	4500
5	The caster is able to phrase the wish using 20 words or less (this includes stating I wish at the beginning of the sentence)	5500



## Sigil Mage

OC purchase Cost: 1400xp

These unique Spell casters employ Sigils and Sigils marked upon their person or other locations to activate magical abilities.

### Occupational Starting Skills

Free	Half Cost Non Tiered	Half Cost Tiered
Reading Writing Modern Spell Craft Artistic Ability		

### Special Abilities

Sigil per Day						
Sigil Mage Tier	Spell Tier					Cost
	1	2	3	4	5	
	Spells per Day					

## Sigil Crafting

Sigil mages craft special pigments in order to practice their art. Each day they may concoct enough of the pigments to complete a set amount of sigils. These sigils may be placed upon their person or upon items (see Sigil description for placements of the Sigils).

1	5	0	0	0	0	Base
2	10	5	0	0	0	2000
3	15	10	5	0	0	3000
4	20	15	10	5	0	4000
5	25	20	15	10	5	5000

## Sigil Magic

These are arcane sigils that are put on to the flesh of the user or upon a surface. Each Sigil denotes a spell like power that the user can access. Once activated the Sigil vanishes from the body of the user and cannot be used again until it is reapplied.

Note Sigils cannot be extended or transferred to others unless specified in the description. The user may cancel the magic of the Sigil anytime they wish provided they are conscious.

## Sigil Magic List

Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Alarm	Flaming Touch	Fire Trap	Circle of Protection	Gate
Armor	Icy Grip	Freeze Trap		Relocate
Light	Shocking Grasp	Lightening Trap	Shadow Form	Resurrect
Healing	Mind Lock	Fire Ward		
Shield	Negate	Ice Ward		
	Unbridled Strength	Lightening Ward		
		Seal		
		Undead Ward		

## Sigil Magic Descriptions

Explanation of the Sigil Table:

**Tier:** This is the overall power of the Sigil being created and relates to how many sigils that the Mage may create and activate each day.

**Name:** The name of the Sigil that is described.

**Duration:** How long the effects last once the sigil is activated.

**Phys Rep Needed:** Any physical materials that are needed to depict the sigil.

**Base Description:** A general description of what the Sigil does once active and how the sigil appears once created.

**Magnitude (Mag):** This denotes the overall precision and power of the Sigil being crafted by the mage.

**Advanced Description:** This outlines more exacting information on the effects of the sigil, what it does how many it affects, for how long, the range of the spell and much more.

**Cost:** The experience required to upgrade the sigil to the next magnitude. Base is what each mage is able to create when they learn a Sigil from any source; each magnitude must be purchased in sequence.



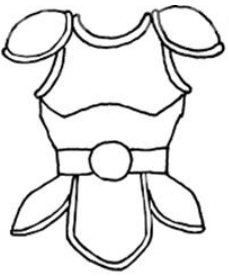
### Tier 1

#### Alarm


Image	Base Description
	This Sigil is placed on any surface and is activated when anyone comes within a 5ft Radius. When activated the caster is made aware that it has been “tripped” (Marshal will have the player notified if anyone comes within range of the Sigil). The Sigil is represented by a Bell with an eye emblazoned upon it and the casters name. (Note players that come across an alarm Sigil but not accompanied by a marshal are to inform

		one immediately)
		<b>Duration</b>
		<b>Phys Rep Needed</b>
		<b>Sigil Placement Location</b>
Mag	Advanced Description	Cost
1	As per base description	Base
2	The caster may add a command word that allows themselves or others to bypass the alarm without activating or dispelling the sigil.	
3	The Caster may link another Tier 1 sigil to the alarm that activates when the Alarm is activated, however it will only affect 1 person (whoever is closest).	
4	The Caster may Link Tier 1 Arcane magic or Divine Miracles to the alarm however it will only affect 1 person (whoever is closest).	
5	The Caster can extend the range of the Alarm to 10ft or have any links affect any persons within 5ft of an activated alarm.	

## Armor


Image	Base Description	
	This spell creates a magical armor about the caster, allowing them to withstand attacks. Once activated the Sigil Lasts for 30 Minutes. The DP cannot be repaired or enhanced by any means short of another Armor Sigil being created. ONLY 1 Armor sigil can be active on a person at any given time.	
	<b>Duration</b>	
	<b>Phys Rep Needed</b>	
	<b>Sigil Placement Location</b>	
Mag	Advanced Description	Cost
1	The Caster gains 10DP	Base
2	The Caster gains 20DP	
3	The Caster gains 30DP	
4	The Caster gains 40DP	
5	The Caster gains 50DP	

## Light

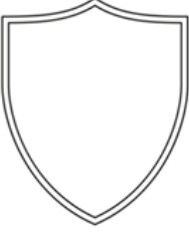
Image	Base Description	
	This Sigil creates light. The Sigil should resemble a candle, sun or any light source. This Sigil can be placed upon the person or upon a surface. The Light will remain active until extinguished by the Sigil Mage or any spells that dispel or negate magic.	

		<b>Duration</b>	
		<b>Phys Rep Needed</b>	
		<b>Sigil Placement Location</b>	
<b>Mag</b>	<b>Advanced Description</b>	<b>Cost</b>	
1	The caster is able to create a light source equivalent to a candle, it will shed a moderate amount of light to illuminate a 2ft radius	Base	
2	When cast the spell will illuminate a 5ft diameter from the casting point. Its brightness is the equivalent of a torch		
3	When cast the spell will illuminate a 10ft diameter from the casting point. Its brightness is the equivalent of a Lantern		
4	When cast the spell will illuminate a 15ft diameter from the casting point. Its brightness is the equivalent of a Bon Fire		
5	When cast the spell will illuminate a 20ft diameter from the casting point. Its brightness is the equivalent of the sun.		

### Healing

<b>Image</b>	<b>Base Description</b>		
	This Sigil will allow the caster to recover HP. Recovered hit points cannot exceed the users maximum HP Total. The Sigil is represented by a heart within Laurel Leave.		
	<b>Duration</b>		
	<b>Phys Rep Needed</b>		
	<b>Sigil Placement Location</b>		
<b>Mag</b>	<b>Advanced Description</b>	<b>Cost</b>	
1	When Activated the Sigil allows for the recovery of 3HP	Base	
2	When Activated the Sigil allows for the recovery of 5HP		
3	When Activated the Sigil allows for the recovery of 10HP		
4	When Activated the Sigil allows for the recovery of 15HP		
5	When Activated the Sigil allows for the recovery of 20HP		

### Shield

<b>Image</b>	<b>Base Description</b>		
	This Sigil creates a magical shield that can block any non-magical missiles directed towards the Sigil Mage. While the shield is active no missile weapons can harm the user.		
	<b>Duration</b>		
	<b>Phys Rep Needed</b>		
	<b>Sigil Placement Location</b>		
<b>Mag</b>	<b>Advanced Description</b>	<b>Cost</b>	
1	The Sigil when activated can block 1 normal Missile	Base	
2	The Sigil when activated can block 2 normal Missiles		

3	The Sigil when activated can block 3 normal Missiles	
4	The Sigil when activated can block 4 normal Missiles, or 1 Magical Missile	
5	The Sigil when activated can block 5 normal Missiles, or 2 Magical Missiles	



## Tier 2

### *Flaming Touch*


Image		Base Description	
		Duration	
		Phys Rep Needed	
		Sigil Placement Location	
Mag	Advanced Description		Cost
1			Base
2			
3			
4			
5			

### *Icy Grip*


Image		Base Description	
		Duration	
		Phys Rep Needed	
		Sigil Placement Location	
Mag	Advanced Description		Cost
1			Base
2			
3			
4			
5			

### *Shocking Grasp*

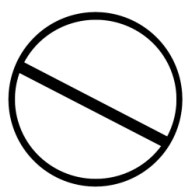
Image		Base Description	
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	This Sigil is depicted as lightning bolts marked on the user's hands, when activated the Sigil Mage gains the ability to cause an electric charge that damages and stuns those they touch.	
	<b>Duration</b>	
	<b>Phys Rep Needed</b>	
	<b>Sigil Placement Location</b>	
Mag	Advanced Description	Cost
1	Sigil causes 5 Damage and stuns for 5 seconds	Base
2	Sigil causes 10 Damage, and stuns for 10 seconds	
3	Sigil causes 15 Damage, and stuns for 15 seconds	
4	Sigil causes 20 Damage, and stuns for 20 seconds	
5	Sigil causes 25 Damage, and stuns for 25 seconds	

### Mind Lock


Image	Base Description	
	This Sigil protects the user from any force attempting to mentally influence them, When the Sigil is activated the Sigil Mage cannot be hypnotized or magically commanded, nor can anyone peer into their minds or thoughts. The Sigil is represented by a chain wrapped around the user's head.	
	<b>Duration</b>	
	<b>Phys Rep Needed</b>	
	<b>Sigil Placement Location</b>	
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

### Negate

Image	Base Description	
	This Sigil allows the user to cancel any status effect used against them i.e. Stun, Knock Back, Knock Out, Sleep, etc. The Sigil is represented by an open hand, palm forward, fingers together. (Contributed by Kevin Anderson)	
	<b>Duration</b>	
	<b>Phys Rep Needed</b>	
	<b>Sigil Placement Location</b>	
Mag	Advanced Description	Cost
1	At this Magnitude the Sigil can only protect against Non-Magical or Alchemical status effects that the sigil bearer can perceive. In order to counter the status the Magnitude of the Sigil must be equal to that of the Tier of the Status attack directed towards them.	Base

2	At this Magnitude the Sigil can protect against Magical (Arcane or Sigil) or Miraculous (divine miracles) Effects that are directed towards the bearer of the Sigil, it will NOT area affect magic (such as Fireball). In order to counter the attack must be 1Tier or lower than that of the attack directed towards them.	
3		
4		
5		

### Unbridled Strength

Image	Base Description	
	This Sigil when activated grants the mage exceptional strength for a set duration, the user gains all the benefits of having exceptional strength (increased Damage, bursting out of Bonds, smashing open containers/doors)	
	Duration	
	Phys Rep Needed	
	Sigil Placement Location	
Mag	Advanced Description	Cost
1	The Sigil bestows T1 Exceptional Strength upon the user	Base
2	The Sigil bestows T2 Exceptional Strength upon the user	
3	The Sigil bestows T3 Exceptional Strength upon the user	
4	The Sigil bestows T4 Exceptional Strength upon the user	
5	The Sigil bestows T5 Exceptional Strength upon the user	



### Tier 3

#### Fire Trap

Image	Base Description	
	When Activated this Sigil explodes in a fiery conflagration that causes damage and ignites any combustible materials within range.	
	Duration	
	Phys Rep Needed	
	Sigil Placement Location	
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

#### Freeze Trap

Image	Base Description
-------	------------------

		This Sigil is placed on a surface, and when activated paralyzes any person that comes within a 10ft radius for 1hour per tier. Persons affected by this are unable to communicate or move until the duration expires or the crafter cancels the Sigil.
		<b>Duration</b>
		<b>Phys Rep Needed</b>
		<b>Sigil Placement Location</b>
<b>Mag</b>	<b>Advanced Description</b>	<b>Cost</b>
1		Base
2		
3		
4		
5		

### *Lightening Trap*

<b>Image</b>	<b>Base Description</b>	
	When activated the Sigil discharges Lightening which chains out hitting anything within it radius causing damage and stunning any persons.	
	<b>Duration</b>	
	<b>Phys Rep Needed</b>	
	<b>Sigil Placement Location</b>	
<b>Mag</b>	<b>Advanced Description</b>	<b>Cost</b>
1		Base
2		
3		
4		
5		

### *Fire Ward*

<b>Image</b>	<b>Base Description</b>	
	<b>Duration</b>	
	<b>Phys Rep Needed</b>	
	<b>Sigil Placement Location</b>	
<b>Mag</b>	<b>Advanced Description</b>	<b>Cost</b>
1		Base
2		
3		

4		
5		


### *Ice Ward*

Image	Base Description	
	Duration	
	Phys Rep Needed	
	Sigil Placement Location	
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

### *Lightening Ward*


Image	Base Description	
	Duration	
	Phys Rep Needed	
	Sigil Placement Location	
Mag	Advanced Description	Cost
1		Base
2		
3		
4		
5		

### *Seal*

Image	Base Description
	<p>When placed on the surface of any door or container lid, it magically seals such preventing it from being opened until the Seal is dispelled, or the duration expires. The Caster may designate up to 4 people that may bypass the seal, create a password that any person may use to bypass the seal or specify a specific condition in which the seal automatically ends, otherwise the spell remains activate for 8 hours until removed by the caster or negated by a magic of an equal or higher level than the caster. The Sigil resembles a chain connected though two links by a Lock. (Contributed by Kevin Anderson)</p>

		<b>Duration</b>	
		<b>Phys Rep Needed</b>	
		<b>Sigil Placement Location</b>	
<b>Mag</b>	<b>Advanced Description</b>	<b>Cost</b>	
1		Base	
2			
3			
4			
5			

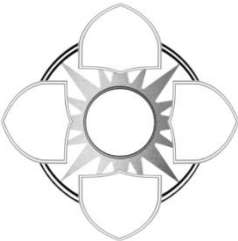
### *Undead Ward*

<b>Image</b>	<b>Base Description</b>		
	When activated this Sigil prevents undead from getting with in a specific radius of the Caster.		
	<b>Duration</b>		
	<b>Phys Rep Needed</b>		
	<b>Sigil Placement Location</b>		
<b>Mag</b>	<b>Advanced Description</b>	<b>Cost</b>	
1		Base	
2			
3			
4			
5			




## **Tier 4**

### *Circle of Protection*

<b>Image</b>	<b>Base Description</b>		
	The Sigil mage creates an area about themselves that none can enter or exit until the duration Expires, the Sigil Mage Cancels the spell or a Mage or Cleric uses magic or Miracle to dispel the miracle.		
	<b>Duration</b>		
	<b>Phys Rep Needed</b>	A drawing of the Circle of Protection, a length of rope or other items that can mark off the protected area. Sigil Card with the description of the Sigil.	
	<b>Sigil Placement Location</b>		
<b>Mag</b>	<b>Advanced Description</b>	<b>Cost</b>	
1		Base	
2			
3			

4		
5		

## Shadow Form

Image		Base Description	
		This Sigil allows the user to take on a shadowy insubstantial form which is immune to all physical damage and can slip through the smallest niches and cracks. However those in this form can be injured by fire and magical attacks and if a light spell is cast directly upon them it will cause 10 damage (directly to HP)/tier of the caster.	
		Duration	
		Phys Rep Needed	
		Sigil Placement Location	
Mag	Advanced Description		Cost
1			Base
2			
3			
4			
5			



## Tier 5


### Gate

Image		Base Description	
		Arguably the most powerful sigil Gate has two aspects, The Gate which calls forth and traps an extra planar entity, and a Soul Rend which causes excruciating pain to the trapped entity. In order to call forth an Entity the sigil crafter requires the true name of the entity which is incorporated into the sigil. The sigil its self must be perfectly crafted, the slightest error will allow the entity to ignore the summons or enter and merely step through the restraints of the Gate. If it is the Casters Intent to have an item empowered by the entity it must be inside the sigil prior to the activation. Once activate anything that crosses the lines disrupts the integrity of the sigil creating a breach that the entity within may use to escape, should this occur the entity will first attempt to destroy the creator of the Sigil.	
		Duration	
		Phys Rep Needed	
		Sigil Placement Location	
Mag	Advanced Description		Cost
1	Able to summon an entity that may perform a single task, answer a single question or empower an item with a single minor magical ability (equivalent of a T1, M1 Spell, Sigil, Miracle or Skill.		Base
2			
3			
4			
5			

## Relocate

Image		Base Description	
		This Sigil allows its creator to instantly travel been where they currently are to a location where they have placed an identical Sigil.	
		Duration	
		Phys Rep Needed	
		Sigil Placement Location	
Mag	Advanced Description		Cost
1	The creator can transport themselves to a single location		Base
2	The creator may transport themselves and a second person to another location or they may craft a secondary sigil location that can transport to		
3	The creator may transport themselves and 2 other people to a designated location or they may create up to 3 different Transport locations		
4	The creator may transport themselves and 3 other people to a single designated location or they may create 4 different transport locations.		
5	The Creator may transport themselves and 4 other people to a designated location or create 5 different locations in which they may transport to.		

## Resurrect

Image		Base Description	
		This Sigil is only useful to Sigil Mages that are killed, it automatically resurrects them from the dead after 2 hours have elapsed provided the body is still mostly intact (severed appendages will NOT be healed) The Sigil is represented by a Phoenix rising from the flames.	
		Duration	
		Phys Rep Needed	
		Sigil Placement Location	
Mag	Advanced Description		Cost
1	Upon resurrection the Sigil Mage regains exactly 1 HP.		Base
2			
3			
4			
5			



## Dispelling Magic

Arcane Magic, Sigil Magic and Divine Miracles all have their own ways to cancel out Magical or Miraculous Effects (Note that Arcane and Sigil Magic are related and considered a “Force of Nature” whereas Divine Miracles are the “Will of Gods or God like Entitles” channeled through their followers. However all of such can

be interrupted and or countered by various spells or miracles. Sorcerers or Clergy that wish to dispel magic must use the appropriate spell or miracle (Dispel Magic Arcane, Negate Magic Sigil Mage, and Negation Clergy) the Caster must be Equal to or Higher in casting level than the source of the magic or miracle they are casting against. A spell caster or Miracle worker can cancel their own spells or miracles at will unless the spell or miracle has a permanent effect.



## Crafting New Spells, Sigils, Miracles and Alchemical Recipes

Spell casters can craft new Spells, and Sigils, to do so players can submit their new spell or sigil to Administration for approval.

Things to keep in Mind to ensure your idea gets approved

- Does the Spell or Sigil Mimic an Alchemical Substance, Divine Miracle or anything else?
- Is it equal to or more powerful then Spells, Sigils, Potions of the same Tier?
- Will the spell, or Sigil, unbalance game play?

### *Blank Spell Table*

School	Base Description	Duration
Casting Phrase		
Phys Rep Needed		
Mag	Advanced Description	Cost

### *Blank Sigil Table*

Image		Base Description	
	Duration		
	Phys Rep Needed		
	Sigil Placement Location		
Mag	Advanced Description		Cost
1			Base
2			
3			
4			
5			