

Spells

Casting Magic – Some Characters have spellbook (Mage, Wizard, Druid), an ability to channel the magic of the world with their minds (Shaman, Bard) or have been granted magical abilities by their God (Cleric) that allows them to cast spells. Spells can be cast once per day unless the character has adrenaline, in which case they can spend adrenaline points to cast additional spells. Spells can be successfully cast as either an attack or knowledge skill check. If players fail the skill check the spell is still spent for the day. During combat casting magic counts as one action, and if the spell deals damage, as an attack. Regular spells cannot be cast in armor heavier than leather (L), and attempting to do so will waste an action and result in the failure of the spell. The less expansive sets of Holy Spells and Bardic Songs can be cast in any armor lighter than Plate (L). Sometimes there may be scrolls that are enchanted with a pre-made spell, and saying its name will activate it. Any character can do this but must pass a knowledge skill check, a magic user gets +1 on this check. The scroll disappears immediately after attempting to cast it.

Learning New Spells – If in a town with an appropriate church, library, or guild (mage, magic user, or bardic), a character with magical ability may spend 150 silver pieces and 5 days of downtime to learn a new spell or add one to their spellbook.

Spell Name	Effect
Fireball	Attack, will set a character it hits on fire with a damage rating of 2, and anything flammable within 5 feet will also catch fire
Lighting Bolt	Attack, a bolt of lightning comes from the sky and strikes a target with a damage rating of 3, and anything within 20 feet is also struck at a damage rating of 1
Magic Missile	Attack, will lock on to a target giving them -2 to their dodge, and hits with a damage rating of 5
Sleep	The target will go to sleep and until roused. At which point they must make a concentrate skill check before the can wake
Charm Person	For 5 rounds of combat or 2 minutes outside of combat a character will obey non-suicidal commands from the caster. They will remember this after the spell wears off
Armor lvl. 1	Will give the caster the equivalent armor rating of Mail (L) for 5 rounds of combat
Armor lvl. 2	Will Give the caster the equivalent armor rating of Mail (H) for 6 rounds of combat. This spell cannot be learned without having previously learned Armor lvl. 1
Enchant Weapon	Will give any 1 touched weapon +1 to hit bonus for 5 rounds of combat (Does not have to be consecutive)
Dispel Magic	Will reverse any simple spells cast on an area object or person.
Heal	If successful roll a D6, if 1, 2, or 3: heal a targets injury, if 4 or 5: heal a severe injury, and if a 6: heal all injuries.
Invisibility	Turn a target invisible to they eyes of surface dwellers and most others for 10 rounds of combat or 10 minutes
Feather fall	Make a target object less than 200lbs fall at a speed that will not permanently damage it once. Must be cast when the object is falling
Under-stand	The caster or a target can comprehend one language they were previously unable to for one hour
Disarm simple trap	A previously identified simple trap is disarmed without incident
Throw Voice	Will make the casters voice appear to be coming from any location they choose within 200 feet of them.
Converse	The caster or a target will be able to understand on a basic intuitive level the problems, solutions, joys, and sorrows of any living organism they touch for 2 hours.
Shield	Can be cast out of turn and when being attacked. Adds 2 to the targets armor rating for 1 turn.
Radiant Light	A blinding light emanates from the caster. It has a divine radiance to it. All who are looking at it are blinded for one combat round or one minute.
Petrify	If successful roll a D8; if 1: nothing happens, if 2-7: the target cannot move for combat rounds or minutes equal to the number rolled, if 8: the target is permanently frozen and assumed dead.
Crumble	An area of masonry (stone, brick, concrete, etc) no larger than a cubic yard is made to crumble to dust.
Fly	A target must fly (or hover above the ground (up to 200 feet) with a doubled movement rate for 2 rounds of combat or 10 minutes. When time is up they fall to earth immediately.
Wall	A structure with the same properties as a 6-inch brick wall appears for 3 rounds of combat or 10 minutes. The structure is 1D6 x 2 feet tall and 1D6 x 4 feet wide.

Armor lvl. 3	Will give the caster the equivalent of Plate (L) armor for 5 rounds of combat. This spell cannot be learned without having previously learned Armor lvl. 2
Armor lvl. 4	Will give the caster the equivalent of Plate (H) armor for 6 rounds of combat. This spell cannot be learned without having previously learned Armor lvl. 3
Enlighten	Up to two targets will receive a +2 bonus to any non-combat rolls for 5 combat rounds or 15 minutes.
Enfeeble	A targets Strength, Endurance, and Dexterity Attributes, and all skills with those attributes are reduced to 1 (or 0 if at 1) for 2 combat rounds or 5 minutes.
Stick	A target object of less than 50lbs is made adhesive enough to stick to almost anything.
Malice	A target feels a terrible, searing pain all over their body for 15 seconds and must make an endurance skill check. If they fail they are unable to move or react during that time.
Trip	A target will see random, vivid, seemingly real hallucinations for 2 minutes or 1 round of combat.
Clairvoyance	The caster is able to see the outcome of events from their perspective up to 10 seconds in to the future. The outcome of these events will not change unless the caster directly acts upon this vision.
Confuse	A target is severely confused for 3 minutes or 5 rounds of combat, is unable to react to all but the simplest of things, and takes a -3 penalty to all but endurance skill checks. When attempting to attack they must also make a dexterity skill check, if they fail they injure themselves.
Light	The casting implement or a touched object less than 1 cubic foot emits enough light to read by 30 feet around it for 1 hour.
Knock	Will unstick a stuck means of entrance (door, trapdoor, etc) or disable a simple (un-trapped) locking mechanism.
Second Eyes	The caster can see through the eyes of another (potentially unaware) creature within 50ft of them for 10 seconds.
Anhydrous	A target object is made to permanently be unable to absorb water. This spell can be dispelled by casting it again.

Holy Spells

Forgive	A target is relieved of a simple curse or unholy marking after 10 minutes of prayer.
Bless	The caster may pray to: make between 4 and 6 ounces of water into "Holy Water" imbued with the power of the gods, cure a character of a disease, or give a character +2 to their next 3 rolls.
Detect Evil	The caster can detect any evil (intentions, creatures, spells, auras, gods, rituals, etc) within 50 +1D20 feet of their position for 10 seconds.
Clairvoyance	The caster is able to see the outcome of events from their perspective up to 10 seconds in to the future. The outcome of these events will not change unless the caster directly acts upon this vision.
Inspire	A target receives 2D4 that they may roll and add to any roll they make until they go to sleep.

Scrolls

Training	A target is automatically trained in the use of a chosen object, and has all of the requisite abilities.
Enchant Weapon	Will give any 1 touched weapon +1 to hit bonus for 5 rounds of combat (Does not have to be consecutive)
Detect Evil	The caster can detect any evil (intentions, creatures, spells, auras, gods, rituals, etc) within 50 +1D20 feet of their position for 10 seconds.
Armor Lvl. 2	Will Give the caster the equivalent armor rating of Mail (H) for 6 rounds of combat.
Dispel Magic	Will reverse any simple spells cast on an area object or person.

Bardic Songs

Charm Person	For 5 rounds of combat or 2 minutes outside of combat a character will obey non-suicidal commands from the singer. They will remember this after the song wears off
Inspiration	A target receives 2D4 that they may roll and add to any roll they make until they go to sleep.
Malice	A target feels a terrible, searing pain all over their body for 15 seconds and must make an endurance skill check. If they fail they are unable to move or react during that time.
Mock	A target will receive a -3 penalty on its next 5 rolls and is angered, going after the caster whenever possible.