

Spell Headings, Explanation of:

The following are the explanations of each spell heading within each spell:

Area of Effect

This is the area which the effects of a spell covers, whether it be a single target, an expanse of an area, or even something intangible the spell can effect.

Avoidance-roll

If the magic of a spell can be resisted successfully by a target, or a creature, an avoidance-roll will be stated here.

On page #1 of all character sheets, at the bottom of the page, are listed all the avoidance-rolls needed, with the formula for knowing the % chance needed to resist magic.

Casting time

This is how many turns it will take to cast a single spell. Some spells have a casting time of minutes or hours . . . even days. The casting time must be fulfilled to successfully bring a spell to life. If casting time is interrupted during a casting, it will fail and must be cast again.

Damage

This is the mental, physical, or spiritual damage caused by a spell's power. Some damages are different than mental, physical and spiritual. Each spell will give information on the type of damage caused by a spell's power, should the targeted fail to resist it.

Duration

This is how long the spell will stay in effect.

Explanation

This is the general details of the spell cast. Often times, at the end of a spell explanation, a note will refer you to other headings for further information.

Effect time

The "Effect time:" of a spell cast can be instant, or delayed. Keep an eye on the "Time to cast:" as well as the "Effect time:", as they effect each other.

Hand movement

Some spells only take the caster one hand to cast. Some spells take two hands, and some spells demand no hand movement at all.

The specific designs and patterns of spell-casting is not required of the players unless specifically stated in this spell heading's information.

If one hand is required to cast a spell, the caster's other hand can be holding something without worry of the spell not coming to life. If two hands are required to cast a spell, the caster **MUST** have nothing in his or her hands. Some armors worn will not hinder spell-casting, but others might. See: "Armors, Chance of spell-failure while wearing:" in the A Section of the Basic Rules Book for rulings on this.

Healing

This is the mental, physical, or spiritual healing caused by a spell's power. Some healings are different than mental, physical and spiritual. Each spell will give information on the type of healing caused by a spell's power.

Immunities

Some creatures will have total immunity to certain spells. A creature's "Immunities" in the Description section will list all the immunities a creature has.

Some objects and targets will be immune to certain spells as well, though there are no rulings listed in the books for this. This is a logical decision of the GM during game-play. Example: An elemental magician who casts a spell to freeze a glacier is wasting his or her time (its already frozen).

Maximum adjustment

Here will be the maximum power a spell will benefit the caster by. This is pretty self explanatory.

Notes

Any extra information for a spell will be listed here.

Range

The range of a spell determines the distance it can be cast, or how far away a target can be effected.

If a spell has a range of 4 spaces (20'), the caster will cast a spell, which will begin to come to life, or strike the area up to 4 spaces (20') from the space he or she is standing upon.

Example:

A conjurer can conjure a creature 5 spaces (25') away. This means the conjurer can be 25' distant from a conjuration circle and still conjure from that specific area. If the conjurer is 6 spaces (30') from the area he or she wishes to conjure from, the caster would have to move 1 space (5') closer to be in range.

Note:

The range of some spells is not physically measured in spaces, like a psychic's spell which can reach an area leagues away as he or she spies on a creature being studied.

Resting time

The resting time for a spell is important during game-play. When certain spells are cast, the energy it takes from the caster is, at times, demanding.

While the resting time is in effect, further spells cannot be cast, and physical combat will be penalized as follows:

-30 to both defense and offensive rolls.

$\frac{1}{2}$ movement (rounded down).

Special

Any special rulings and information needed will be listed here.

Spell Preparation

At times, spells need to be prepared, such as conjurations. There are many spells which need certain spell-components to successfully bring magic to life. This must be followed explicitly.

Spell-points to cast

Spell-points bring magic to life and must be used to do so, or casting will not be possible.

Susceptibilities

Here will be listed the weaknesses the spell has to certain targets and creatures, as well as a target's or creature's weakness to a spell cast upon it.

Value: Scroll: / Spell-rune

This is the current market value of a spell scroll and rune.