

Rules of Magic

*“Eternal student of the Art,
I weave the Hand of Fate.
Sharp of mind, playing the part,
Creation’s laws I break.”*

Rules of Casting

- ❖ Magic is an Art that requires study and diligence. Within its framework, the Magus can create awe inspiring results. For the sake of this Ruleset, these abilities are categorized and referred to as **Spells**.
- ❖ In order to manifest a **Spell** a *Magus*, should adhere to the Rules of Casting, according to their Rank of Specialization.
- ❖ A Magus can not use a *Husher Device*, *Haunted Equipment* or create *Potions*. Magic performs uncontrollably under such conditions.
- ❖ There are three levels of specialization: *Initiate*, *Invoker* and *Maestro*.
 - **Initiate**: Must utter the *Chant* while reading it out of their Spellbook.
 - **Invoker**: Must utter the *Chant* without reading it from a Spellbook, but still have a free hand to cast the **Spell**.
 - **Maestro**: Can cast spells without uttering a *Chant*, but must use two free hands to symbolize a symbolic magic circle in the air, opening their hands in a full stretch for the duration of the casting.

Note: The Spellbook is a figure of speech; a Magus may use any kind of magical artifact as their focus, as long as it adheres to the rules (e.g. there is text to read from)

All of the above are different ways of casting magic that make its use more efficient but also more artistic, in an attempt to showcase the level of expertise of the *Magus*. *Magii* of a higher rank might use any of the aforementioned methods to cast their spells.

- ❖ A *Magus* stops their **Spell** if they receive damage during casting but does not lose the use of their **Spell**.
- ❖ Every *Magus* must choose one of the following 6 Elements: **Water**, **Fire**, **Life**, **Death**, **Earth**, **Air**. The *Magus* may only invoke **Spells** of the Element of their choosing.
- ❖ Every **Spell** lasts for 5 minutes unless explicitly mentioned by the **Spell**. The *Magus* can deliver a second touch to their *Target*, and notify them that their **Spell** ends prematurely. **Spells** of the Maestic rank may not be ended prematurely.
- ❖ After being cast, a **Spell** remains available for use for the next 5 minutes. Only one **Spell** may be available at any time. These **Spells** are categorized as prepared. In order to keep a **Spell** in the prepared status, a *Magus* must keep uttering the first word of the *Chant* repeatedly.
- ❖ A *Magus* may not cast or activate **Spells** while wielding a weapon or wearing Medium or Heavy Armor - unless explicitly mentioned by the **Spell**.
- ❖ Active **Spells** are not ended by the death of the *Magus* that casted them.
- ❖ Every *Magus* has a limited amount of **Spells** within a game day. These refresh when a new game day begins (0600)
- ❖ Applying Protection **Spells** is symbolized through the use of a **Protective Armband**

of the same color as the elemental tradition of the *Magus* around the arm. Protection **Spells** are considered all **Spells** that add extra **Hit Points, Life Points, Armor Points** or allow the Denial of Next Hit. Only one such **Spell** may be active on a *Target* at any time, and the **Spell** that offers the highest numerical advantage is prioritized.

Rules of Conduct

- ❖ Casting **Spells** is a force of Change, a force that comes from within the body, a mental connection to Magic named the *Spark*.
- ❖ Casting **Spells** causes physical exhaustion which is caused due to the use of this magical connection.
- ❖ Every **Spell** has an effect that the *Target* should receive as an input and act accordingly.
- ❖ Every **Spell** usually has a *Command Word* that briefly describes how one should react to it. **Spells** that need only the *Magus'* knowledge of them are devoid of *Command Word* and named Personal **Spell** with the *Command Word Meta* have complex effects that need to be described to the *Target* by the *Magus*.
- ❖ Magic is a supernatural force that inspires awe, hurts and alters reality itself. The game is more beautiful when we react to every **Spell** as if it is wonderful and complex, rather than mundane.

Rules of Initiation

- ❖ Any Mage may cast a light at any given time as a basic ability, by using a thematic or subtle light source. This is an ability that

determines that a person has an active Magical Spark.

- ❖ Any *Magus* may not move from the rank of Initiate to the Rank of *Invoker* unless they go through an Initiation Ceremony.
- ❖ The Initiation Ceremony aims towards creating an understanding for the Art and the powers that a *Magus* is handling.
- ❖ After a Successful Initiation, a *Magus* chooses 1 of the following Magical Specialization and Powers permanently. These are the following:

- **Ritualist:** When using *Ritual Magic*, you use 6 candles instead of 4.
- **Empath:** You can touch a consenting target and transfer thoughts and images to them telepathically.
- **Abjurer:** You can wrap up to 1 **Protective Armbands** around an item. That item is sealed and can not be unsealed by Magii of other Elements.
- **Occultist:** You can store one prepared **Spell** in your *Locket*. The **Spell** remains prepared until it is used, without needing you to chant its first word. The *Magus* can not cast other **Spells** until using the prepared **Spell**. The *Magus* may only have one *Locket*, which must be visible at all times. The *Magus* must touch their *Locket* when they use their stored **Spell**.
- **Druid:** You may bind Dreamcatchers on your equipment. Natural Beasts are peaceful towards you.
- **Theurge:** You can create Holy Water. Holy Water has no mechanical usages, but it bothers/enrages evil creatures.
- **Necromancers:** You can touch a *Target* in the **Dead** state. The *Target* can open their eyes, but not act, move or talk.

Rules of Invocation

SPELLS OF WATER

[Rank 1: Initiate]

Frost
Uses per Day: 3 uses Command Word: "Freeze" Duration: 5 minutes
Chant: <i>"Shiver bitter taking hold the frost for you doth hunger submit surrender to the cold stay put, and soon go under"</i>
Effect: The <i>Magus</i> invokes Polar Frost to grace their next touch. The <i>Target</i> receiving the touch is frozen in place and is unable to move and act, and must stay in the position they were in, the moment the Spell affected them, but they can still use their senses as per usual.

Ablution
Uses per Day: 2 uses Command Word: "Cleanse" Duration: Immediate
Chant: <i>"Drenched by cleansing, water fresh; soothing wash off the meddling; the rampant spells amoving"</i>
Effect: The <i>Magus</i> washes off all magical effects currently active on the <i>Target</i> . The <i>Target</i> removes all active Spell effects.

Dehydration

Uses per Day: 2 uses
Command Word: "Meta"
Duration: 5 minutes

Chant:
*"Thirst unending, taking hold
no cup can ever quench it
take a sip, of water cold
still; thirst doth grow unending"*

Effect: The *Magus* touches a *Target* and makes them feel unquenchable thirst. For the next 5 minutes the *Target* must sate their thirst in any possible way. The *Target* doesn't need to drink things they don't want to drink - just to roleplay drinking them.

[Rank 2: Invoker]

Vigor

Uses per Day: 3 uses
Command Word: - (Personal)
Duration: Immediate

Chant:
*"Chug of the stillness;
water deep; deathless
let all my wounds be healed
before I end up restless"*

Effect: The *Magus* materializes the Undying Water to heal their wounds. After drinking two sips, they replenish all of their **Hit Points**.

Tempest

Uses per Day: 2 uses

Command Word: – *(Personal*

Duration: 5 minutes

Chant:

*“Pelago heed my call
for close comes my demise
shelter me, in arms of olde
no blade doth reach my guise”*

Effect: The *Magus* ties a **Protective Armband** around their arm and covers themselves in aquatic armor that protects them from the next 3 hits or **Spell** touches they would receive.

Flux

Uses per Day: 2 uses

Command Word: *“Meta”*

Duration: 5 minutes

Chant:

*“Loose let ye all ye hold
confess all that ye yearn for
confide in me, it's getting cold
open yer heart's sealed door”*

Effect: The *Magus* forces their *Target* to be more talkative and to share information they are keeping to themselves (secrets, plans, emotions). The *Target* is forced to answer anything they know about 1 specific subject that the *Magus* asks them about.

[Rank 3: Maestro]

Ebb

Uses per Day: 3 uses

Command Word: *“Tug”*

Duration: 5 minutes

Chant:

“Whirl and Twirl at my command

*The waves are taking over
dance like a puppet, I demand
no way you can take cover”*

Effect: The *Magus* forces their *Target* to be swept by the Ebb. The *Target* is unable to act and move in a manner different than the one dictated by the *Magus*. For the duration of the **Spell**, the *Magus* dictates to the *Target* their next course of action.

Hemophilia

Uses per Day: 2 uses

Command Word: *“Bloodletting”*

Duration: 5 minutes

Chant:

*“Drip drop the stains fall down
from wounds that I have sorted
your Blood is dripping, with a sound
your life has been aborted”*

Effect: The *Magus* touches a *Target* and forces them to bleed profusely. The *Target* gradually loses all of their **Hit Points** and is transferred to the **Dead** state, unless they receive First Aid (physical or magical) within the next 5 minutes

The *Target* remains in the **Functional** state until the 5 minutes pass.

The **Spell** causes 1 **Hit Point** of damage during its activation and deals the rest of the damage when the 5 minutes elapse.

Hailstorm

Uses per Day: 2 uses

Command Word: *“Freeze”*

Duration: 5 minutes

Chant:

*"Hailstorm heed my call
your coming I shall becon
I am the storm, herald of cold
the winter's bite now recon"*

Effect: The *Magus* receives the blessing of Chione by tying a **Protective Armband** around their arm. For the duration of the **Spell**, the *Magus* may spend any Uses per Day of their available **Spells** in order to cast the **Spell Frost** instantly, without needing to chant.

SPELLS OF FIRE

[Rank 1: Initiate]

Flame

Uses per Day: 3 uses
Command Word: "Burn"
Duration: 5 minutes

Chant:
*"Scorching; alive, a burning flame
my hand with might now gracing
I wield its power to my name
my bright flame you'll be facing!"*

Effect: The *Magus* invokes Divine Flame to grace their next touch.
If the *Target* receives the touch on their Limb, they lose the ability to use that Limb and take 1 **Hit Point** of damage. The Limb is now categorized as *Wrecked*. If the *Target* receives a touch in their Torso instead, they lose all their **Hit Points**.
Wounds received by the Command Word "**Burn**" cannot be healed through First Aid and Rest, but only through **Spells**, **Blessings** and **Potions**.

Vehement

Uses per Day: 2 uses
Command Word: "Meta"
Duration: 5 minutes

Chant:
*"Aching, resounding is your heart
too long you have denied it
come now; embrace it; play the part
forlorn emotion; reignited"*

Effect: The *Magus* touches a *Target* and makes their emotions run rampant. The *Target* reacts to the fullest on their current dominant feeling.

Up in Flames

Uses per Day: 2 uses
Command Word: "Burn"
Duration: 5 minutes

Chant:
*"Vengeance I swear upon to thee
for all the ache you caused me
scorching my flame, bright and keen
with justice it shall scorch thee"*

Effect: The *Magus* ties a **Protective Armband** on their arm and after receiving damage within 5 minutes of the activation of this **Spell**, they may without moving touch a *Target*, delivering the **Spell Flame** with their touch.

[Rank 2: Invoker]

Fever

Uses per Day: 3 uses

Command Word: "Weak"

Duration: 5 minutes

Chant:

*"Feverish; tired; can't react
your heat is slowly rising
rest now fool, oh bless your heart
a rest sounds so enticing"*

Effect: The Magus touches a *Target* and raises their inner temperature. The *Target* moves slowly and may not fight or cast **Spells**.

Blaze

Uses per Day: 2 uses

Command Word: "Burn"

Duration: 5 minutes

Chant:

*"Rage unadulterated, raw
my blade consumed by flame
I shall now purge in righteous law
I swear upon my name"*

Effect: The *Magus* imbues their Melee Weapon with Divine Flame. For up to 3 hits within the next 5 minutes, the *Magus* may say the Command Word "**Burn**" while attacking, causing the effects of the **Spell Flame** with their weapon.

Phoenix

Uses per Day: 2 uses

Command Word: - (Personal)

Duration: Immediate

Chant:

*"Phoenix; mighty who I am
a death may never scorn me
I rise again, my kingdom come
though ashes; yet reborn be"*

Effect: The *Magus* invokes the power of the mighty phoenix. Should they receive fatal damage within the next 5 minutes, they are transferred as normal in the **Dead** state. However, after 1 minute they return to the **Functional** state with 1 **Life Point**.

[Rank 3: Maestro]

Fired Up

Uses per Day: 3 uses

Command Word: "Resuscitate"

Duration: 5 minutes

Chant:

*"Heroic deeds not left untold
come now, hearts asteadied
rise up soldier, you are called
the toll of death awaited"*

Effect: The *Magus* imbues a *Target* in the **Unconscious** State with passion and ties a **Protective Armband** around their arm. The *Target* is transferred to the **Functional** state with 1 **Life Point** for the next 5 minutes. When the duration ends, the *Target* drops **Unconscious** again, unless they have received any form of Healing throughout the duration of the **Spell**.

Rage

Uses per Day: 2 uses

Command Word: "Frenzy"

Duration: 5 minutes

Chant:

*"Boiling; your blood burns
a rage pure; resounding
your foes aplenty, taking turns
with righteous rage start smiting"*

Effect: The *Magus* makes the blood of the *Target* boil with rage, making them unable to tell friend from foe. Ignoring the *Magus*, unless they are the only character around, the *Target* treats everyone as an enemy and attacks them without regard for their personal safety.
The *Target* should act in a way that befits the framework of the game and takes into consideration their surroundings.

Disintegrate

Uses per Day: 2 uses
Command Word: - (*Personal*)
Duration: Immediate

Chant:
*"Anathema to all you hold
I scorch down with delight
all that you have; bought and sold
in fiery embers I smite"*

Effect: The *Magus* disintegrates an Item they touch and removes it from the game by tying a **Protective Armband** with a **personal Brooch** around it to signify it.

This **Spell** does not affect: *Personal Items of Players, Haunted Equipment, Quest Items, Husher Devices.*

SPELLS OF LIFE

[Rank 1: Initiate]

Ailment

Uses per Day: 3 uses
Command Word: "*Heal*"
Duration: Immediate

Chant:
*"Threaded Needle, held tight
Your wounds I shall be patching
fixing it up; tidy and right
your fleeting life I am catching"*

Effect: The *Magus* heals all wounds affecting a *Target*. The *Target* instantly recovers all of their **Hit Points**.

Thread of Life

Uses per Day: 2 uses
Command Word: "*Reveal*"
Duration: Immediate

Chant:
*"Cheeky the Thread you hold
so tiring to unravel
come now be nice; unfold
and tell me of your travel"*

Effect: The *Magus* checks if the *Target* is affected by any magical energies. The *Target* reveals honestly out of game what kind of **Spells** are active on them.

Vow

Uses per Day: 2 uses
Command Word: "*Resurrection*" and "*Die*"
Duration: 5 minutes

Chant:
*"Oathsworn my target, now behold
their life they are forfeiting
to save another, oh so bold
their life willingly trading"*

Effect: The *Magus* finds two *Targets*: one in the **Dead** state and one in the **Functional** state. The **Functional Target** vows consensually to trade their life for the **Dead Target**. The **Functional** character dies, while

the **Dead** character is returned to the **Functional** state, while the *Magus* conducts a small Ceremony for 5 minutes. The resurrected *Target* has 1 **Life Point**.

[Rank 2: Invoker]

Treatment

Uses per Day: 3 uses

Command Word: "Cleanse"

Duration: Immediate

Chant:

*"Light showers you with care
to cleanse all that has hurt ye
the evil spells that once ye snared
begone they are, no threat be"*

Effect: The *Magus* touches a *Target*. The *Target* is released from any **Spell** effects currently affecting them.

Charm

Uses per Day: 2 uses

Command Word: "Enchantment"

Duration: 5 minutes

Chant:

*"Deep gaze into my eyes
you know that you can trust me
I am your friend; you recognize
and always I shall just be"*

Effect: The *Magus* charms their *Target* with awe and interest to their person. The *Target* finds the *Magus* extremely interesting, and treats their every word with enthusiasm, willingness, protectiveness and sympathy. Nevertheless, the *Target* maintains their normal demeanor and objectives, they are

however willing to go out of their way to help the *Magus*.

Aegis

Uses per Day: 2 uses

Command Word: "Meta"

Duration: 5 minutes

Chant:

*"Plea upon ye, Seamstress fair
Shield them with your light
for blade and shadow have no care
you are now shielded from the fight"*

Effect: The *Magus* calls forth a shield of light to protect their *Target* and ties a **Protective Armband** around their arm. For the next 5 minutes, the *Target* receives 3 extra **Armor Points**.

[Rank 3: Maestro]

Amnesty

Uses per Day: 3 uses

Command Word: "Disarm"

Duration: 5 minutes

Chant:

*"Cease now your rude remarks
your threats and all your boasting
lay down your weapons and your snarks
and peaceful be your coasting"*

Effect: The *Magus* touches a *Target*. The *Target* is transferred to the **Unarmed** state for the next 5 minutes.

Rebirth

Uses per Day: 2 uses

Command Word: "Resurrection"

Duration: Immediate

Chant:

*"Return from Death; friend
your time here has not yet ended
the rules of Life I bend
you shall be resurrected"*

Effect: The *Magus* brings a character from the **Dead** state back to life. The *Target* is transferred to the **Functional** state with 1 **Life Point**.

All Souls' Day

Uses per Day: 2 uses

Command Word: "Meta"

Duration: 5 minutes

Chant:

*"Spirit; heed my call
for humbly I beseech ye
address me, oh forgotten soul
and once more; speak free"*

Effect: The *Magus* touches a **Dead Target** and allows them to speak for the next 5 minutes. The *Target* may only talk to respond to the *Magus* and may not move or act.

SPELLS OF DEATH

[Rank 1: Initiate]

Animate

Uses per Day: 3 uses

Command Word: "Raise"

Duration: 5 minutes

Chant:

*"Departed soul I call to thee
so soon you have expired
to my command, obey ye
your undead corpse, I sired"*

Effect: The *Magus* touches a *Target* that is in the **Dead** state and transfers them to the **Functional** state. The *Target* blindly follows the commands of the *Magus* and receives 3 **Hit Points**. The *Target* remains under the effects of the **Spell** for the next 5 minutes or until their **Hit Points** end. The *Target* may choose to play the Undead Servant until the end of their **Hit Points**, without a time constraint.

Rot

Uses per Day: 2 uses

Command Word: "Die"

Duration: Permanent

Chant:

*"Deathly pale, panting for air
timely comes your demise
your end comes, swift and fair
your life, I claim as prize"*

Effect: The *Magus* touches an Undead or a *Target* in the **Unconscious** state and transfers them to the **Dead** state. The *Magus* receives 1 extra **Life Point**, tying a **Protective Ribbon** around their arm. This **Life Point** remains until it is lost by damage.

Fatigue

Uses per Day: 2 uses

Command Word: "Weak"

Duration: 5 minutes

Chant:

"Expiring, spent, tired and torn"

*to rest lay down your body
you are exhausted and forlorn
you can't hurt anybody"*

Effect: The *Magus* touches a *Target* and saps their life energy. The *Target* moves slowly and is unable to fight or cast **Spells**.

[Rank 2: Invoker]

Bolster

Uses per Day: 3 uses

Command Word: "Meta"

Duration: 5 minutes

Chant:

*"Death may have claimed ye
yet tis I; in service tightly bound ye
my will continue now to serve
your death doth still define you"*

Effect: The *Magus* bolsters their Undead from the **Spell Animate** with deathly energy, tying a **Protective Armband** around their arm. The Undead character remains under the **Spells'** effects for 5 more minutes (unless they choose to stay until the end of their **Hit Points**) and gains 3 extra **Hit Points**.

Alternatively the *Magus* may exchange one use of this **Spell** for a use of the **Spell Animate**.

Living Nightmare

Uses per Day: 2 uses

Command Word: "Madness"

Duration: 5 minutes

Chant:

*"Dementia nears its ugly claw
a single touch has claimed ye*

*mind gone, a thought doth grow
seems the world yearns to pain ye"*

Effect: The *Magus* touches a *Target* and haunts them with nightmares. The *Target* reacts unreasonably, weird and egocentrically. They act as if everything around them is dangerous, everyone wants to harm them and try to protect themselves in any way that befits their character. The *Target* is frightened.

The *Target* should act in a way that befits the framework of the game and takes into consideration their surroundings.

Ill Fate

Uses per Day: 2 uses

Command Word: "Meta"

Duration: 1 Day

Chant:

*"Omen so ill I dare proclaim
you are haunted by misfortune
your luck will never be the same
to suffer, you'll be forced soon"*

Effect: The *Magus* touches a *Target* and foretells Ill Fate.

The *Target* is obligated to fumble their next important moment; be it a conflict, the use of an ability, a speech or a decision and sabotage themselves. The **Spell** does not have a duration and can not be removed by **Hushes, Blessings** or **Potions** - it is however favorable if the effects of the **Spell** take action during the day the **Spell** was cast.

[Rank 3: Maestro]

Harvest

Uses per Day: 3 uses

Command Word: "Die"

Duration: Immediate

Chant:

*"Rending teeth, death shall bite
I shall claim away your life
single touch, graced with might
I shall end your mortal strife"*

Effect: The *Magus* touches a *Target* and transfers them to the **Dead** state, removing all their **Hit Points**.

Final Hour

Uses per Day: 2 uses

Command Word: - (Personal)

Duration: 5 minutes

Chant:

*"Call to Curtains I shall heed
beware my final hour
I arm myself with crooked teeth
I fight fore I expire"*

Effect: The *Magus* ties a Protective Armband around their arm and receives 5 extra **Life Points** for the next 5 minutes. After the 5 minutes end, the **Spell** is reactivated and forces the *Magus* into the **Dead** state, by removing all their **Hit Points**.

Coercion

Uses per Day: 2 uses

Command Word: "Interrupt"

Duration: Immediate

Chant:

*"Fodder is Magic to my hand
its essence I devour
crush it down, like grains of sand
your power now gone sour"*

Effect: The *Magus* absorbs the magical energy of a **Spell** that affects them, and activates the Command Word, ending the **Spell**.

SPELLS OF EARTH

[Rank 1: Initiate]

Entrapment

Uses per Day: 3 uses

Command Word: "Entangle"

Duration: 5 minutes

Chant:

*"Tangled tight into my net
of thorns and vines aplenty
stay put nowhere you'll get
the earth shall be your sentry"*

Effect: The *Magus* touches a *Target*. The *Target* is unable to act and move below the waist, and must remain in the position they were at when the **Spell** took effect.

Sleepy Head

Uses per Day: 2 uses

Command Word: "Sleep"

Duration: 5 minutes

Chant:

*"Eyelids heavy, fall asleep
the fragrant smell of flowers
coercing you in slumber deep
let go, to bed retired"*

Effect: The *Magus* blows wild seeds towards the direction of a *Target* and brings them sleepiness. The *Target* sleeps. During this

sleep the *Target* can be awoken by normal means.

Burrow

Uses per Day: 2 uses

Command Word: - (*Personal*)

Duration: 5 minutes

Chant:

*"A badger digging underground
sly, I'll dig a tunnel
never to find, now safe and sound
in Earth's deepest cannal"*

Effect: The *Magus* opens a supernatural burrow into the Earth, within which they or an Item may hide.

Should they choose to hide, they may remain inside the Burrow for as long as they want, by lifting a clenched fist on their forehead to signify that they are not visible to other players. During their stay in the Burrow, they may sense what is going on around them with their physical senses as normal, but they are impervious to **Attacks, Spells, Hushes and Blessings.**

If they choose to hide an Item, the Item must be tied with a **Green Protective Armband** with a **personal Brooch** on it and left on the ground. The item is invisible to all other players who can't interact with it, except for other Earth *Magii* (who can feel its vibrations).

The Burrow is available for 5 minutes, during which the *Magus* may come and go into it as they please. After the duration is over, the *Magus* must recast the **Spell** to exit the Burrow.

[Rank 2: Invoker]

Shatter

Uses per Day: 3 uses

Command Word: -

Duration: 5 minutes

Chant:

*"Claw and Iron, strength of stone
grace my weapons, primal might
Shatter shield and human Bone
earthly power be thy guide "*

Effect: The *Magus* touches the weapon of a *Target* and ties a **Protective Armband** around it - for the next 5 minutes the weapon is considered **Shattering** and **Haunted.**

Turn to Stone

Uses per Day: 2 uses

Command Word: "*Petrify*"

Duration: 5 minutes

Chant:

*"Stone approaching, clenching tight
still the body, marble sight
fearless be from blade and bow
as unbreakable as hope"*

Effect: The *Magus* touches a *Target* and petrifies them. The *Target* is unable to move, act or use abilities and must stay in the place they were when the **Spell** took effect, but can still use their senses as per usual. During this **Spell** effect, the *Target* is invulnerable to any action that removes **Hit Points (Weapons, Spells, Potions).**

Magnetism

Uses per Day: 2 uses

Command Word: "Dismantle"

Duration: 5 minutes

Chant:

*"Metal forged and shaped to whim
serve not as armor for my kin
freed be from their endless toil
save me from this mortal coil "*

Effect: The *Magus* touches one *Target* and removes all their **Armor Points**. The *Magus* receives 1 extra **Life Point**.

[Rank 3: Maestro]

Barkskin

Uses per Day: 3 uses

Command Word: "Meta"

Duration: 5 minutes

Chant:

*"Skin of bark grows onto thee
it permeates you from within
withstanding blows with perfect ease
a safeguard that will not cease"*

Effect: The *Magus* touches a *Target* and ties a **Protective Armband** around their arm, offering them 3 extra **Life Points** for the next 5 minutes.

Revitalize

Uses per Day: 2 uses

Command Word: "Heal"

Duration: 5 minutes

Chant:

*"Herbal the power in my hand
with health I grace the stricken
bones they shall bind at my command
the wounded flesh rethickened"*

Effect: The *Magus* touches a *Target* and heals all their **Hit Points** after 5 minutes. During this time, the *Target* may not take part in combat for the **Spell** to take effect.

Adamantine

Uses per Day: 2 uses

Command Word: "Meta"

Duration: 5 minutes

Chant:

*"Unbreakable like diamond
I grace thine shield of oaken
untouched by blades forever honed
never shall it be broken"*

Effect: The *Magus* invokes the diamonds' toughness to protect a shield and ties a **Protective Armband** around it. For the next 5 minutes, this shield is impervious to the effects of the Command Word "**Break**"

SPELLS OF AIR

[Rank 1: Initiate]

Lightning Strike

Uses per Day: 3 uses

Command Word: "Knock-out"

Duration: 5 minutes

Chant:

*"Lightning strike, across my hand
a swift blow I deliver
down to earth, a crashing land
unconscious now shiver"*

Effect: The *Magus* touches a *Target* and makes them lose their senses, the *Target* falls

to the ground in the **Unconscious** state and can not act, talk or use abilities.

Tailwind

Uses per Day: 2 uses

Command Word: "Sleep"

Duration: 5 minutes

Chant:

*"Tailwind unleashed, a gentle breeze
a soothing wind, a mild tease
at once to sleep surrender
and to slumber descend fair"*

Effect: The *Magus* brings a soft breeze to lull their *Target* into Sleep. The *Target* falls in a deep slumber. For the duration of this **Spell**, the *Target* may not be woken up by normal means.

Fresh Breath

Uses per Day: 2 uses

Command Word: "Cleanse"

Duration: Immediate

Chant:

*"Breathe in the air so free
let it within you settle
get rid of all that burdens thee
none with your mind shall meddle"*

Effect: The *Magus* touches a *Target* and removes all mind affecting **Spells** affecting them.

Mind **Spells** are caused by the Command Words: "**Frenzy**", "**Madness**", "**Sleep**", "**Enchantment**", "**Stupefy**".

[Rank 2: Invoker]

Feather in the Wind

Uses per Day: 3 uses

Command Word: - (*Personal*)

Duration: 5 minutes

Chant:

*"Feather floating on the winds
Gone, no longer I am aside you
I travel in forgotten tints
the path I walk beside you"*

Effect: The *Magus* disappears from the visibility of the other players for the next 5 minutes. The *Magus* is obligated to try not to make any noise, lest they alert the rest of their presence and to keep one hand clenched in a fist on their forehead to notify that they are not visible to other characters. The *Magus* may not attack or cast **Spells** while in this state, but can interact with objects. For the duration of the **Spell**, they may also whisper words to other characters.

Enticement

Uses per Day: 2 uses

Command Word: "Stupefy"

Duration: 5 minutes

Chant:

*"Tender touch, the mind doth sway
gone is the thought, led astray
innocence once more at reign
remembrance gone, longing to play"*

Effect: The *Magus* touches a *Target* and removes their ability to think. For the next 5 minutes, the *Target* is unable to think, keep memories or use logic. The *Target* accepts everything as if they are seeing it for the first time.

Whirlwind

Uses per Day: 2 uses

Command Word: – (Personal)

Duration: 5 minutes

Chant:

*“Whirlwind rolls, where I draw step
your evil blows led astray
your whistling arrows, away are swept
your blades taken away”*

Effect: The *Magus* ties a **Protective Armband** around their arm and becomes invulnerable to all ranged weapons, and also ignores the next 3 hits they would receive from melee weapons.

[Rank 3: Maestro]

Misdirection

Uses per Day: 3 uses

Command Word: “*Enchantment*”

Duration: 5 minutes

Chant:

*“Spring with its vigor doth rejoice
Come; smell its fragrant buds
Walk down amongst the beaten path
Get lost amidst its charms”*

Effect: The *Magus* touches a *Target* and captivates them with a mesmerizing scent. For the next 5 minutes, the *Target* follows that scent, in the direction the *Magus* points.

The *Target* is mesmerized while following this scent, paying no attention to their surroundings or interacting with them. They only snap out of the Trance, if their life is in danger.

Scatter Brained

Uses per Day: 2 uses

Command Word: “*Meta*”

Duration: 5 minutes

Chant:

*“Shapesmith of though and memory
your windswept mind I am shaping
don’t you remember what I say
as veil memories draping”*

Effect: The *Magus* touches a *Target* that is under the influence of a mind affecting **Spell** and sweeps their logic away. For the next 5 minutes the *Magus* can weave a Storyline that the *Target* believes with all their heart, possibly affecting any existing memories. The duration of this **Spell** is permanent, unless there is apt proof against its effects, or the **Spell** is lifted by some other effect.

Mental Spells are caused by the Command Words: “**Frenzy**”, “**Madness**”, “**Sleep**”, “**Enchantment**”, “**Stupefy**”.

Talking Wind

Uses per Day: 2 uses

Command Word: “*Meta*”

Duration: 5 minutes

Chant:

*“Trust not the words you say
for their are not your own
no truth your lips escape may
this trickster wind I have sown”*

Effect: The *Magus* touches a *Target* and changes their words. For the next 5 minutes, the *Target* must respond and talk with a specific agenda in mind that the *Magus* instills in them. That Agenda should fit within one sentence.

If the *Target* is subjected to the Effect of a **Truth** Potion, the *Target* ignores the given Agenda, if it directly contradicts their true answer.