
FOG LARP
BOOK OF MAGIC

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0. What does this book include?

Here you will find:

- Basic game knowledge about magic in The Fog LARP (ingame lore). It will allow you to develop the setting in a consistent way. This knowledge is not exhaustive. You will learn a lot more by interacting ingame with other characters.
- The rules for using magic and the magic effects in the game.
- How to participate in the game as a mage.
- A complete list of spells in The Fog LARP.

1. Magic in The Fog LARP setting

In The Fog LARP setting, the worlds came to be as a result of a clash between order and chaos. They all contain particles of order and chaos in different proportions (see more in the Book of Lore). The world where the game takes place is the only one, in which the order and chaos particles were perfectly even.

This absolute balance, however, prevented the world from evolving. Therefore, the god of Change, Breita, brought additional chaotic energy into it, through which changes could be made in the current state of things.

This energy became known as magic. The understanding here is that order is a force of stability, but also stagnation, while chaos is a creative force that leads to development through change.

Magic is energy, through which changes can be made in the state and state of things.

All conscious beings have innate access to magical energy, but only mages can use it to make Changes (“do magic”) because they have been trained to do so.

Magical creatures that originated from magic itself have not only innate access to magical energy, but also an innate ability to make spells – whether they are conscious (all mythological creatures who can communicate) or unconscious (magical animals, plants, etc.).

The existence of magic and mages is a fact widely known to the public. Magic is common; it does not cause astonishment or wonder.

At the same time, however, as the acquisition of relevant skills takes a lot of time and effort, mages among the population are relatively few and almost all are members of the social elite.

Also, there is the knowledge that there has been a cataclysm in history caused by the excessive and careless use of magic.

Therefore, magic normally is not used in everyday life, but rather on special occasions. To use magic for mundane purposes would be just as unrealistic as for us to install a nuclear reactor in an apartment to power our electrical appliances.

The mass population does not care much about the mages and they are not part of their daily lives. When the average person still encounters mages, there are two main attitudes – respect combined with caution, or fear combined with hatred.

Higher-ranking members of society, who more often interact directly with mages, are less likely to fear magic, and many of them often try to use the mages and their skills to achieve various military and political goals.

Magic is familiar, but it is not used for everyday purposes. Mages are learned and wealthy people, part of the higher circles in society.

Depending on in which or through which of the constituent elements of the world Change is sought, magical art is divided into six schools – the four natural elements: water, air, earth and fire, and the two "spiritual" elements – life and death.

The schools of magic are Water, Air, Earth, Fire, Life and Death.

The use of different elements implies different affinity (attitude). When dealing with an element, the corresponding affinity of the mage is strengthened and the characteristics that predisposed the mage to deal with that specific element in the first place are amplified.

Therefore, once started with one element, mages can no longer work with others.

Mages can only cast magic from one element, which can no longer be changed.

The inherent ability of every being to access magical energy is called a "spark."

From the very beginning, this ability was not equally strong in all, and subsequently with the generations in some it was further weakened, and in others it was strengthened.

Thus we speak of a "strong" or "weak spark" in the various conscious beings.

A magic "spark" is the ability to access magical energy.

The "power" of the spark is not constant. It is possible, through changing the state of a mage's mind or attitude, to change their limits as well. Thus, the spark can be "strengthened" or "weakened".

This can be done either by consciously making an effort in one direction or another, or unwillingly – for example, as a result of a strong shock.

It can happen by a person's own will, but a person can also be affected by external factors for it to happen. The latter can be viewed as a kind of mental violence. Extreme impact in the direction of reducing power can lead to an effective inability to access magical energy, also called "breaking of the spark".

To do magic, each mage first draws energy from the element and filters it through their spark. They then form in their mind a clear idea of the effect from casting and set it as the goal of the filtered energy so that it can cause the desired change. Finally, they say a formula that stabilizes and directs the filtered energy.

If the mage completes all the steps correctly, the spell has effect. If there are fluctuations or inconsistencies, the spell can produce an undesired effect, or not have any effect whatsoever.

How is magic done?

Casting magic includes:

1. energy from one element,
2. directed will,
3. spell (formula) that focuses and shapes the energy.

The spell (formula) is a text that must be said out loud, as it represents a verbal-graphic focus for stabilizing and directing energy. Beginner mages must read the text, while more advanced mages study specific runic symbols or choreography that must be performed while saying the text.

Doing magic is a very demanding process that requires strong and continuous concentration when reading the spell or saying it out while performing the complex ritual movements. Even the elementary orientation in space that a person needs to walk would prevent this concentration from being maintained. **Therefore, when performing spells, mages need to remain where they are and can be easily interrupted.**

For reasons that have not yet been sufficiently studied, metal interferes with directing magical energy. Therefore, no mage who has on themselves or holds anything more than metal buttons, buckles or similar small items can successfully do magic (sheathed weapons do not prevent casting).

Creating formulas is also not an easy process. Only distinctly powerful mages fully attuned to their element succeed in creating formulas. So far, 9 formulas have been created for each element.

For each element- water, air, earth, fire, life, death, there are 9 spells.

Doing magic exhausts the mage. Therefore, mages can perform each spell certain number of times per day (see spell descriptions).

2. Rules for doing magic. Magic effects.

2.1. Doing magic

Magic in The Fog LARP is a meta skill. To use it, verbal meta markers are used – keywords or longer instructions that allow other players to understand that magic has been cast and what its effect is. **It is an obligation of every mage player to make it clear to others how they need to role-play the situation.**

All spells in The Fog LARP are accompanied by some kind of touch – with a hand, a staff or a weapon. There are no distance spells or projectile spells.

Each spell can be done certain number of times per day (see spell descriptions). Spells reset at 10.00 in the morning every day of the game.

Mage players can only cast spells from one School.

While casting, mage players:

- **cannot have any metal armour on them or hold a weapon;**
- **shall remain where they are – they can't walk, even less run;**
- **depending on their school GM permission, they must fulfil one of the following:**
  • read and say out loud the full text of the incantation from a **book/scroll**;
  • draw (on the ground, in the air, etc.) or read a previously drawn **rune** while saying out loud the full text of the incantation;
  • do a **choreography**, without the need to say the incantation. The Seventh Path ability "Interrupt" disrupts the choreography as it would a normal spell. Choreographies cannot be performed while under the effect of the "Silence" effect.

Should the player desire it and the respective GM having approved it, the text, rune and/or choreography may be changed, as long as the total casting time is not reduced.

Any spell can be interrupted by:

- a hit with a weapon, arrow or hand;
- any other distraction so as to stop the casting of the spell;
- the "Interruption" effect of the Order of the Seventh Path.

In each of these cases, the spell cast must be restarted. **The cast is NOT considered lost** in terms of numbers of casts per day.

For each element – water, air, earth, fire, life, death, there are 9 spells. These nine spells are divided into tiers. Thus every school has three tiers with three spells each.

New players can only cast first tier spells at their first game. Acquiring new spells can happen prior to their next game upon a GM approval.

2.2. Magic Effects

Spells don't do damage as in points of damage. Instead, spells cause effects.

Their effects can be either magical, or physical:

- **magical** (such as freezing, entangle, anger etc.). Magical effects have a certain duration (in most cases 5 minutes), but can also be removed before that time is over by: a/ the mage who made them with no limitations (this is a "free" action); or b/ other meta skills. For the purposes of different spells interacting, magical effects are subdivided into "arcana" and "mental" effects – see the spell descriptions for further detail.
- **physical** – death, wounding (including burning), knockout. Unlike the magical effects, physical effects cannot be "discontinued" or removed by the mage, but need to be treated the regular way – e.g. by resurrection, healing, etc. (see Player's Handbook).

The death of the mage, who made an effect, does not discontinue that effect, unless the specific spell description states otherwise.

Only one spell source of extra Defense Points can be active on a target at any given time (DP from magic don't stack). If another DP-giving spell is applied, only the one that gives the most Defense Points stays. If both sources give the same number of DP, the first source ends immediately and the new one has its normal duration. DP function as an Arcana effect on the target.

To signify an effect that makes the user invisible or immaterial, the mage player shall have their hand on their forehead, while holding in that hand a spellbook or a scroll big enough **to make it very clearly visible for other players, that he/she is roleplaying a spell** and is not indicating he/she is out-of-game.

At night a green light is used to serve the same purpose (e.g. a head light with a green mode).

Some magical effects need to be visualized – for example with colored arm bands/sashes that are put on the affected players (e.g. Ice Armor). See spell descriptions for the type of marker required. These arm bands are provided by the Fog at check-in. As such, they should be returned after the LARP has finished.

3. How to Participate in the Game as a Mage

What is expected of me as a mage?

- To perfectly know the rules of magic, as well as the spells and effects at least of the School I have chosen.
- To be able to briefly and understandably explain my spells effects to the players I apply them on. This includes that I need to be able also to communicate them in English.
- To show a genuine interest in my character engaging with and roleplaying magic in-game. Interest in using meta effects solely to gain an advantage in the game is not tolerated.
- Prior to the game installment in which I would like to participate as a mage (two weeks before the game, at the latest), to contact the respective GM and to fill in a short questionnaire (see further).

If you wish to participate in The Fog LARP installment as a mage, you need to contact your chosen school of magic GM. That GM has two main tasks: 1) to answer your questions related to playing a mage and 2) to make sure that you know the rules of magic and the requirements to mage players, which also includes filling in a short questionnaire at a convenient time. Players who know the magic rules and effects will, at check in for the game, receive a meta "Mage ID card", without which they are not allowed to play as a mage.

Magic GM: Constantine Chotov

Schools GMs

- **Water**: Ventsislav Videv (FB: v.videv), Zdravy Venkova (FB: zdravy.venkova)
- **Air**: Steliyan Ivanov (FB: steven.hide.7), Marius Petcu (FB: dapetcu21)
- **Earth**: Dara Gudzhunuva (FB: N33Nja02), Anastasia Wish (FB: AnastasiaWish)
- **Fire**: Constantine Chotov (FB: Константин Чотов (Amris Meneldir), Ivana Yaneva (FB: ivanaqneva), Petko Nikolov (FB: petko.nikolov.7)
- **Life**: Theano Xirouchaki (FB: theano.xir), Assi Kovacheva (FB: Assilisa), Alexander Arnaudov (FB: alexander.arnaudov.18), John Tzevelekos (FB: ioannistzevelekos)
- **Death**: Alexander Dobrev (FB: a.d.dobrev), Despina Davouti (Messenger: Cassandre Saphir), Alex Georgiev (FB: alex.georgiev.1485)

Necessary equipment:

- Mage book/scrolls for indicating invisibility in day time (if applicable to you).
- Green light to indicate invisibility in the night (if applicable to you).
- Meta markers to indicate any respective mage magical effects on yourself or on other characters (check the spell descriptions for information on what markers you need, if any).
- There are higher expectations to mage costumes. You are expected to put more effort in the visual representation of your character than any next player.

4. Full list of spells in The Fog LARP

4.1. School of Water

Spells by Tier:	T1: Ice Spike, Aqua Vitae, Ice Dagger T2: Ice Shackles, Change State, Ice Armor T3: Dehydration, Mind Flow, Ice Guardian

NAME	**ICE SPIKE**
Tier	1
Effect type	Arcana
Casts per day	3
Activations per cast	2
Apply via	Touch by hand
Duration	10 min to apply / 5 min „Freeze“
Incantation	*Ebb and flow of water still* *Harden now, intent to kill* *Bind my foes, as I do ask* *Turn to ice all that I grasp*
Meta command word	“FREEZE!”
Description	For the next 10 minutes the caster can touch with their hand up to two targets and with the command word „Freeze“ freeze them. The target is frozen for the next 5 minutes. They cannot move, fight, speak, or cast spells. They can be killed or affected by spells as usual.

NAME	**AQUA VITAE**
Tier	1
Effect type	Arcana and Physical
Casts per day	3
Activations per cast	1
Apply via	Self only
Duration	10 min
Incantation	*Take a sip of water clean* *Let it clear me from all sin* *all the harm that wore me thin* *shall be healed up from within!*
Meta command word	N/A
Description	During the next 10 minutes, if the caster is wounded and drinks 100 ml of water, their wounds are immediately healed. This can only be used once per cast of the spell. Alternatively, the caster can use this spell to replenish the Defense Points of their Ice Armor up to the initial 3 DP with one sip giving the full effect. This spell cannot be used to exceed the cap of 3 DP from Ice armor, nor to extend its duration. Note: Defense points granted by magic are counted as a single pool, encompassing the entire body, and multiple sources never stack.

NAME	ICE DAGGER
Tier	1
Type	Physical and Arcana
Casts per day	3
Activations per cast	1
Apply via	Self only
Duration	10 min for dagger / 5 min „Freeze“
Incantation	*Unarmed I walk, and bask in vice* *my adversaries I shall entice* *Marvel at my sly device* *I'll forge my weapons out of ice!*
Meta command word	“FREEZE!**“**
Description	The caster produces a special meta-marked dagger (blue ribbon on the handle) with a length of no more than 35 cm that works like a normal one for the next 10 minutes. If the caster hits someone with it during the duration of the spell, they may choose to immediately Freeze the target. The frozen target cannot move, fight, speak, or cast spells for 5 minutes. They can be killed or affected by spells as usual. The dagger “disappears” immediately if the “Freeze!” effect is used through it, the spell duration expires, or if it leaves the caster's hand.

NAME	ICE SHACKLES
Tier	2
Type	Arcana
Casts per day	3
Activations per cast	1
Apply via	Touch by hand
Duration	10 min to apply / 5 min „Ice Shackles“
Incantation	*I've bound your leg and grasped your hand* *try to flee, no chance you'll stand* *You are restrained by chains of ice* *toss and turn to my advice!*
Meta command word	N/A
Description	The caster can control the movement of the target's wrists and ankles for the next 5 minutes, including moving the whole person. The caster can give specific commands as to what movements to allow, or in what position they may stand. No force can withstand the magic – i.e. if friends of the target try to pull them away, they are going to be dragged along with the target. If the caster and the target are more than 10 meters apart the effect is dispelled. Alternatively, the caster may cast the spell on themselves and for the duration of 10 minutes their arms up to the elbow are immune to physical damage, except by siege weapons. This does not stack with other magical sources of Defense Points. The spell is marked by putting a clearly visible blue armband on the target's elbow.

NAME	CHANGE STATE
Tier	2
Type	Arcana
Casts per day	3
Activations per cast	1
Apply via	Self only
Duration	10 min/10 sec weak
Incantation	*Evermoving, changing shape* *Vapors, Liquid or Solid state!* *Just like the water I shall change* *Till all my goals are in my range!*
Meta command word	N/A
Description	Mist form: The caster instantly enters a Transport State – they cannot be touched, touch others, attack, be targeted by spells, nor be seen normally. Their movements make no noise in-game – the player needs to move silently. They can't interact with physical objects or cast spells, nor can they communicate with other characters. Once the duration of the spell is over or the effect is canceled by any means, the caster is rendered helpless and cannot talk, move, or fight for 10 seconds. During this time, they are susceptible to any attacks and spells. The player marks that this spell is active by moving with a scroll or a book in hand held above their head. At night, they must indicate it with a green light. Ice Block: Alternatively, the caster can become immobile but also immune to both melee and ranged attacks as well as unable to communicate by holding a blue armband above their head. While in this state they remain vulnerable to spells and effects by the 7th Path.

NAME	ICE ARMOUR
Tier	2
Type	Arcana
Casts per day	3
Activations per cast	1
Apply via	Self Only for Ice Armor/ Touch by hand for „Freeze!“
Duration	10 min „Ice Armor“ / 5 min „Freeze“
Incantation	*Ardent flow, come to a halt,* *Surround this body, leave no fault!* *Encase this mortal flesh in ice,* *Let none bring forth my own demise!*
Meta command word	“FREEZE!”
Description	The spell grants the caster +3 Defense Points for the next 10 minutes. For the full duration of the spell they are immune to „Freeze“ and „Burn“ effect. For every character the caster kills they may once Freeze another with the command word “FREEZE!” as per Ice Spike spell. This can be done a maximum of 2 times per cast of Ice Armor and only if the target still benefits from at least one 1 Defense point from the spell. The Freezing effect lasts for the next 5 minutes. The spell is marked by placing a clearly visible blue armband above the elbow. The spell does not protect from effects of the 7th path, or Freeze effects reflected by „Mirror“. Note: Defense points granted by magic are counted as a single pool, encompassing the entire body, and multiple sources never stack.

NAME	DEHYDRATION
Tier	3
Type	Arcana
Casts per day	3
Activations per cast	1
Apply via	Touch by hand
Duration	10 min to apply / 5 min „Fever“ / 5 min „Ice Dagger“
Incantation	*Wither at my draining touch* *feverish at my command!* *Wallow in a weakness deep* *embrace the ending coming quick!*
Meta command word	N/A
Description	When the caster touches a target, the target instantly develops symptoms of dehydration and high fever, cannot fight, cast, move without help and stand without help. Another character needs to take care of the target for the full 5 minutes duration of the spell, hydrating them with at least 100 ml of water, otherwise the target dies when the spell ends. With the extracted liquids the caster can immidiately either heal themselves as per the “Aqua Vitae” spell or create an Ice Dagger as per the “Ice Dagger” spell. Whichever effect is chosen it will not be counted as an used charge of the respective spell.

NAME	MIND FLOW
Tier	3
Type	Mental
Casts per day	3
Activations per cast	1
Apply via	Touch by hand
Duration	10 min to apply, 5 min „Talkative/Introverted“
Incantation	*As the river‘s ardent flow* *spit your secrets, let them go* *As the marshes water still* *speak no more to those of kin!*
Meta command word	N/A
Description	The caster chooses whether to make the target more extroverted or introverted. If the effect is “extroverted”, for the next 5 minutes the target becomes more outgoing, sociable with strangers and is more open to sharing with them personal information and/or secrets. If the effect is “introverted” for the next 5 minutes the target is compelled to avoid their former friends, be uncommunicative and uncooperative towards them. In both instances the target does not realise they are under the effect of a spell.

NAME	ICE GUARDIAN
Tier	3
Type	Arcana
Casts per day	1
Activations per cast	1
Apply via	Touch by hand
Duration	10 min to apply / 5 min „Ice Guardian“

Incantation	*Rise repurposed, born of ice* *Bring my foes to their demise* *Heed my call, I summon thee* *Serve my call, stand guard for me*
Meta command word	N/A
Description	The caster role-plays for 1 minute chanting over a dead target character, in which time they explain the effect to the player. After that the target player becomes an Ice Guardian. The Ice Guardian has 5 Defense Points, counted as a single pool, encompassing the entire body. The Ice Guardian is immune to Mental effects and to „Burn“ and they move and fight at normal speed. They do not have the memories of the dead character they have been raised from. They cannot do any meta effects. For the first character the Ice Guardian kills, the caster may use the „Freeze“ effect for free once. Ice Dagger’s Freeze effect (only one target can be frozen) can be used on the Ice Guardian to replenish their full 5 Defence Points. This can only be used once. The spell is marked by placing a clearly visible blue armband above the Ice Guardian‘s elbow.

4.2. School of Air

Spells by Tier:	T1: Lightning Strike, Whiff of Doubt, Fresh Air T2: Disperse, Whirlwind, Out of Breath T3: Shadowed Memory, Overload, Air Embolism

NAME	**LIGHTNING STRIKE**
Tier	1
Effect type	Physical
Casts per day	3
Activations per cast	3
Apply via	Touch by hand or staff
Duration	10 min to apply / 5 min „Knock Out“
Incantation	*Crackling Thunder echoes true,* *striking down all that is due;* *Lightning finds its way to you* *Faster than your slightest clue*
Meta command word	“KNOCK OUT!”
Description	Within the next 10 minutes, for each activation, the caster may apply one “Knockout” effect lasting 5 minutes to a target character. The effect cannot be applied by touching an object held by the target. When an activation is applied to a knocked out character, this spell will awaken them instead. The „Knockout“ effect is physical, thus it cannot be dispelled by any means, except by a Lightning Strike activation.

NAME	**WHIFF OF DOUBT**
Tier	1
Effect type	Mental
Casts per day	3
Activations per cast	1
Apply via	Touch by hand or staff

Duration	10 min to apply / 5 min delay / 5 min „Paranoia“
Incantation	*Ill intentions float so light,* *plague your mind with primal fright!* *Wonder about, your mind is gone* *You are certain doom will come!*
Meta command word	N/A
Description	The target must roleplay paranoia for the next 5 minutes. They are unaware they are under a Mental effect. Optionally, the caster may choose to apply the spell with a 5-minute delay (the target starts being paranoid 5 minutes after the spell effect is applied). Roleplay suggestions for the target: You will be doubtful towards everybody and everything. You will think that every word is a lie, that every weapon is pointed towards you, and every food or drink is poisoned, to a point when you'll either flee or fight even from/with your comrades.

NAME	**FRESH AIR**
Tier	1
Effect type	Mental
Casts per day	3
Activations per cast	1
Apply via	Touch by hand or staff
Duration	10 min to apply / 10 min self-cast protection
Incantation	*Like a breeze, mellow and calm* *Follow my lead, away from harm* *With a breath, let loose your fear* *I shall aid you from the rear*
Meta command word	N/A
Description	The spell removes all Mental spell effects currently affecting the target. If cast on self, it additionally protects the caster from Mental spell effects during the next 10 minutes. This spell does not remove or protect against effects from Potions, the Order of the 7th Path or any Mental effects done by artifacts.

NAME	**DISPERSE**
Tier	2
Effect type	Arcana
Casts per day	3
Activations per cast	1
Apply via	Self only
Duration	10 min /10 sec can't cast
Incantation	*I am untamed as the wild gust* *I will not settle your dust!* *I care not for your affair* *I disperse into thin air!*
Meta command word	N/A

Description	The caster instantly enters a Transport State - they cannot be touched, touch others, attack, be targeted by spells, nor be seen normally, and their movements make no noise in-game - the player needs to move silently. They may still speak or interact (eg. touch/hold/pocket) with physical objects, if they so choose. The caster cannot cast or apply spell effects while the spell is active and 10 seconds after it stops being active. The spell is broken if the caster draws or attacks with a weapon, attempts to perform a knock out or a safety kill, or if they choose to prematurely dispel it. The player marks that this spell is active by moving with a scroll or a book in hand held above their head. At night, they must indicate it with a green light.

NAME	**WHIRLWIND**
Tier	2
Effect type	Arcana
Casts per day	3
Activations per cast	1
Apply via	Self only
Duration	10 min
Incantation	*The currents weaved at my command;* *the wind shall howl, where I shall stand!* *Safe I shall be from conflict dire* *The storm shall blow to my desire*
Meta command word	N/A
Description	For the duration of the spell, every projectile (arrow) that hits the caster is ignored (except for siege weapon projectiles). For the duration of the spell, the caster gains 3 DP. The spell is marked by putting a clearly visible purple armband on the target‘s forearm. Note: Defense points granted by magic are counted as a single pool, encompassing the entire body and multiple sources never stack.

NAME	**OUT OF BREATH**
Tier	2
Effect type	Arcana
Casts per day	3
Activations per cast	1
Apply via	Touch by hand or staff
Duration	10 min to apply / 5 min delay / 5 min „Weak“
Incantation	*A gentle touch, harm shall prevent* *Unknowingly, you reach your end* *Your air‘s run out, your lungs forlorn* *can barely stand, your strength is gone*
Meta command word	N/A
Description	Starting 5 minutes after the effect is applied, the target becomes weak for 5 minutes. Weakened characters are immobilized, cannot fight or cast spells, but they can speak in a low voice and apply spell effects from active spells. The target is not aware a spell was cast on them. The target should roleplay aggravating symptoms of oxygen deprivation (starts with lightheadedness, drunkenness, progresses with generalized weakness, difficulty to breathe, etc.).

NAME	SHADOWED MEMORY
Tier	3
Effect type	Mental
Casts per day	3
Activations per cast	1
Apply via	Touch by hand or staff
Duration	10 min to apply / indefinite altered memory until dispelled
Incantation	*With just one touch, caught in a bind* *A gentle fog cast on your mind* *it coats your memories, hidden from sight* *now washed away and bid goodnight.*
Meta command word	N/A
Description	Upon application, the caster chooses a single event that occurred in the past 24 hours that the target is aware of. The target's memory of that event is replaced with a crafted memory of the caster's design (explained offgame using the meta gesture). The target does not remember the spell being cast on them. This spell does not wear out by itself, and the target does not regain the lost memory after a period of time has passed. This spell can be detected at any time with anything that detects magic, and can be dispelled with anything that removes Mental spell effects, bringing back the lost memories.

NAME	OVERLOAD
Tier	3
Effect type	Arcana (the latent spell), Physical (the KO)
Casts per day	3
Activations per cast	1
Apply via	Self Only / then touch by hand or staff for the KO effect
Duration	10 min / 5 min to apply „Knockout" / 5 min „Knockout"
Incantation	*Bid my time, await my hour* *When you strike I will not cower* *Hear my whisper growing louder* *Breathe in pain and breathe out power.*
Meta command word	"KNOCK OUT!"
Description	The first time the caster is hit with a weapon or has an effect from magic applied on them within the next 10 minutes, the spell activates. Only one activation per cast can occur. If the spell was activated by an effect from magic, that effect is ignored. Upon activation, the caster has 5 minutes to apply a Knockout effect by hand or staff to a target. This effect cannot be applied by touching an object held by the target. If the caster fails to apply a Knockout within the 5 minutes, they are knocked out themselves. Multiple casts of Overload cannot be stacked on one's person. The „Knockout" effect is physical, thus cannot be dispelled by any means, except by a Lightning Strike charge.

NAME	AIR EMBOLISM
Tier	3
Effect type	Arcana
Casts per day	2
Activations per cast	1
Apply via	Touch by hand or staff
Duration	10 min to apply / 5 min delay / instant
Incantation	*Cunning tidings of ill winds* *slowly approach, pulling strings* *Brace for it, your own demise,* *coming slowly, from inside.*
Meta command word	N/A
Description	After 5 minutes the target dies by instant death. Cannot be applied by touching an object held by the target. The target does not know that they're under a spell, however the spell can be dispelled by any effect that removes Arcana spell effects. Doing so does not undo death, if the spell has already activated. The target should roleplay a heart attack.

4.3. School of Earth

Spells by Tier:	T1: Entangle, Fairy Dust, Regeneration T2: Turn to Stone, Seismic Feel, Cleansing T3: Stone Skin, Attraction, Lucky Charm

NAME	ENTANGLE
Tier	1
Effect type	Arcana
Casts per day	3
Activations per cast	3
Apply via	touch by hand, staff or weapon
Duration	10 min to apply / 5 min „Entangle“
Incantation	*Roots of yore and Earthen Stone,* *Long asleep, now overgrown,* *Crush my opponent, flesh and bone,* *Tis‘ the seed that I have sown!*
Meta command word	“ENTANGLE!”
Description	In the next 10 minutes the caster can apply the „Entangle“ effect to up to 3 people by touching them via hand, staff or weapon. The target is entangled for the next 5 minutes. While entangled, they can speak, cast, apply spell effects, and fight but cannot move or be moved from their location.

NAME	FAIRY DUST
Tier	1
Effect type	Mental
Casts per day	3
Activations per cast	1
Apply via	touch by hand
Duration	10 min to apply / 5 min „Sleep“
Incantation	*Eyelids heavy, your head so weak,* *a sweet scent tingles, as your eyes leak* *Oh so tired, in slumber deep* *Come enjoy a good night‘s sleep!*
Meta command word	N/A or simplified: “SLEEP!”- for immediate sleep effect only.
Description	In the next 10 minutes the caster can touch a character and apply the „Sleep!“ effect (or „Sleep after X<=5 min“ for delayed effect). The target falls into a deep sleep for 5 minutes at the time specified. The moment the target falls asleep, all other Mental spell effects are removed from them. The caster may choose to whisper what kind of dreams the target has or leave that up to the target‘s discretion.

NAME	REGENERATION
Tier	1
Effect type	Arcana (Petrification), Physical (Heal)
Casts per day	3
Activations per cast	1
Apply via	Touch by hand
Duration	10 min to apply / instant / 10 min if cast on self / 5 min „Turn to Stone“ if cast on self
Incantation	*Feed upon the fruits of Earth* *blessed be, by gifts of mirth!* *You‘ll be nurtured back to health* *as you feast on nature‘s wealth!*
Meta command word	N/A
Description	In the next 10 minutes the caster can touch a wounded or heavily wounded character and fully heal them. Alternatively, the caster can cast the spell on themselves. In this case, the first time they are heavily wounded in the next 10 minutes, they are petrified for 5 minutes. While petrified, the caster cannot move, talk, cast spells, be physically incapacitated via physical damage or spells. The petrification can be dispelled by any ability that dispels Arcana spell effects. If the full 5 minutes pass uninterrupted, the caster is fully healed and is no longer petrified.

NAME	TURN TO STONE
Tier	2
Effect type	Arcana
Casts per day	3
Activations per cast	1
Apply via	Touch by hand or staff
Duration	10 min to apply / 5 min „Petrify“
Incantation	*No more you‘ll move, no more you‘ll hide* *Within my grasp, rests righteous might* *This body born of flesh and bone* *As I command shall turn to stone!*
Meta command word	“PETRIFY!”
Description	If the caster touches a character in the next 10 minutes, the target becomes petrified for 5 minutes. The target cannot be moved, cannot move, talk, cast new spells, is completely indestructible, invulnerable to magic, and cannot be killed by any weapon, spell, or siege weapon.

NAME	SEISMIC FEEL
Tier	2
Effect type	Arcana
Casts per day	2
Activations per cast	1 / up to 3 transitions
Apply via	Self only
Duration	5 min to activate / 10 min / 10 sec weak
Incantation	*Bark of tree, stark and strong,* *let me join and trot along* *let me hide between your log* *safe from spotting by the throng!*
Meta command word	N/A
Description	Up to 5 minutes after casting, the caster can instantly enter a Transport State for up to 10 minutes – they cannot be touched, touch others, touch objects, attack, be targeted by spells, nor be seen normally, and their movements make no noise in-game- the player needs to move silently. They can speak to other Earth mages freely. If they touch a piece of forest terrain (e.g. tree/bush/big rock), they temporarily exit the Transport State and become weak for 10 seconds – they cannot talk, move, or fight for 10 seconds. During this time, they are susceptible to any attacks and spells. While temporarily out of the Transport State, they can interact with their surroundings normally, cast new spells and apply spell effects. Time spent outside of the Transport State in such a way is still counted toward the 10-minute duration. Touching the same piece of terrain again returns the caster into the Transport State. This transition can be done up to 3 times per cast. Once the duration of the spell is over or the effect is canceled by any means, the caster is rendered helpless and cannot talk, move, or fight for 10 seconds. During this time, they are susceptible to any attacks and spells. The player marks that this spell is active by moving with a scroll or a book in hand held above their head. At night, they must indicate it with a green light.

NAME	CLEANSING
Tier	2
Effect type	Arcana
Casts per day	3
Activations per cast	1
Apply via	Touch by hand
Duration	Instant
Incantation	*Tag along and brace my hand* *trust my call, I serve the land* *Heed not the sullen voice;* *all wild blooms, come spring; rejoice!*
Meta command word	N/A
Description	Any Mental and Arcana spell effects on the target are instantly dispelled. This spell does not remove effects from Potions, or The Order of the Seventh Path.

NAME	STONE SKIN
Tier	3
Effect type	Arcana
Casts per day	3
Activations per cast	1
Apply via	Self Only / Touch by hand
Duration	10 min to apply / 10 min +3DP and immunity to projectiles
Incantation	*Mother Earth, my plea please heed* *I seek protection, as if a seed.* *encase this creature in sturdy stone* *no longer shall it be, of flesh and bone!*
Meta command word	N/A
Description	In the next 10 minutes the caster can give themselves or another character +3 Defense Points and immunity to all projectiles (except siege weapons) Note: Defense points granted by magic are counted as a single pool, encompassing the entire body and multiple sources never stack. The spell is marked by putting a clearly visible green armband on the elbow.

NAME	AFFECTION
Tier	3
Effect type	Mental
Casts per day	2
Activations per cast	1
Apply via	Touch by hand
Duration	10 min to apply / 5 min „Fear/Attraction“ / 30 min item enchantment
Incantation	*Love and fear, both alike -* *of the coin on either side.* *Flip it, throw it, at the end* *I command which one will land.*
Meta command word	N/A

Description	The target is attracted or terrified by an object, place or aspect for the next 5 minutes. The caster cannot make the target be attracted to another character. In the case of Attraction, the target cannot do anything else, except admire and express their feelings towards the object of their admiration. In the case of Fear, the target feels an insurmountable, borderline panic, an unconscious desire to be as far away as possible from the object the caster indicated. The target avoids any visual contact with the object of their fear as long as they are under the effect of the spell. The target does not know they are affected by a spell. Alternatively, the caster can enchant an item with one of those two effects. If someone touches the object within the next 30 minutes, they become attracted or terrified by it for the next 5 minutes. This is indicated by leaving a The Fog LARP meta sticker on the item. If the target is knocked out while affected by the spell, the Fear/Attraction effect is canceled instead of them being Knocked Out.

NAME	**LUCKY CHARM**
Tier	3
Effect type	Arcana
Casts per day	2
Activations per cast	1
Apply via	Touch by hand
Duration	30 min
Incantation	*Locked within the Earth's embrace,* *may it soothe me with its grace,* *let my magic spell ring forth,* *block the danger, show its worth!*
Meta command word	N/A
Description	The caster enchants a small object with a spell they can currently cast for 30 minutes, spending one cast from both spells. At any point within 30 minutes of enchanting the item, the spell may be activated by the caster. The object needs to be in permanent contact with the casters skin for the spell to work. If this contact is broken, the enchantment is broken and both spell casts are lost.

4.4. School of Fire

Spells by Tier:	T1: Flame, Berserk, Phoenix T2: Fever, Fire Form, Heat Vision T3: Scorching, Embers, Anger

NAME	**FLAME**
Tier	1
Effect type	Physical and Arcana
Casts per day	3
Activations per cast	3
Apply via	touch by hand, staff or weapon
Duration	10 min to apply / instant
Incantation	*I set a fire in my veins.* *Inside me burns a sacred rage.* *I shall control this fury's flames.* *All shall remember this dire day.*
Meta command word	"BURN!"

Description	In the next 10 minutes the caster can touch another character via hand, staff or weapon and apply the „Burn“ effect in one the following ways: - when touching a limb or an item held by a limb: that limb is lightly wounded and is not functional until healed. - when touching a torso: the target becomes heavily wounded. These can be done up to a total of three times per cast in any combination. For 10 minutes after casting the spell, the caster has +1 Defense Point. The „Burn“ effect is considered a physical effect (wound), although caused by a spell, thus it cannot be dispelled by any means. It can only be cured as a normal wound. Note: Defense points granted by magic are counted as a single pool, encompassing the entire body, and multiple sources never stack.
	*WITH EMBERS: Can apply the „Burn“ effect with a delayed start of up to after 5 minutes.

NAME	**BERSERK**
Tier	1
Effect type	Arcana and Mental
Casts per day	2
Activations per cast	1
Apply via	Self only
Duration	10 min to activate / 5 min „Berserk“
Incantation	*Though evil arms may harm me,* *Enraged shall I obtain* *One final blaze of glory,* *I shall not die in vain!*
Meta command word	N/A
Description	In the next 10 minutes the first time the caster is heavily wounded, the heavy wound is „delayed“ by 5 minutes and instead the caster enters the „Anger“ effect for 5 minutes (does not count towards daily Anger casts). They count as being unarmored. If they take enough damage or the „Anger“ effect is removed or ends – the caster becomes heavily wounded.
	*WITH EMBERS: Immunity to all Mental spell effects for the duration.

NAME	**PHOENIX**
Tier	1
Effect type	Arcana
Casts per day	2
Activations per cast	1
Apply via	Self only
Duration	10 min to die / 1 min death / 5 min to revive
Incantation	*Phoenix, I claim thy blazing power.* *A burning light in my darkest hour* *Facing my demise, I fear no pain* *As from the ashes, I rise again*
Meta command word	N/A

Description	The caster must die within 10 minutes of casting the spell. They can pick for themselves the suitable moment to die within the period. They cannot remove the spell from themselves. Any effect or interaction that would cause the caster to die, while the spell is active, still kills the caster and triggers the „death“ condition. The duration of the „death“ condition is a minimum of 1 minute. All spell effects that end with the character‘s death are lost. After the first minute passes, the caster is still dead. However, they are aware of their surroundings and can choose within the next 5 minutes the appropriate moment to instantly revive fully healed.
	*WITH EMBERS: Period until death increased up to +5 minutes. Overall: 15 minutes to die, 1 minute death, 5 minutes to revive.

NAME	**FEVER**
Tier	2
Effect type	Physical
Casts per day	2
Activations per cast	2
Apply via	Touch by hand
Duration	10 min to apply / 5 min „Fever“
Incantation	*My flame consumes you from within* *There shall be no salvation* *Your world begins to burn and spin* *It‘s time for your damnation*
Meta command word	N/A
Description	When the caster touches a target, the target instantly develops a high fever, cannot fight, cast, apply spell effects, move without help and stand without help. Another character needs to take care of the target for the full 5 minutes duration of the spell, hydrating them with at least 100 ml of water, otherwise the target dies when the spell ends. If the effect is applied on the same target by the same caster a second time during the duration, all Mental spell effects affecting the target are removed, however they still need to suffer the remaining time of the fever effect. They survive at the end even if they are not given water.
	*WITH EMBERS: One activation (instead of 2) instantly removes all Mental spell effects and saves the target from dying at the end of the spell. The target must still suffer the effect of „Fever“ for 5 minutes.

NAME	**FIRE FORM**
Tier	2
Effect type	Arcana
Casts per day	3
Activations per cast	1
Apply via	Self only
Duration	instant / 10 min duration / 10 sec weakness / 10 min DP duration
Incantation	*No foe shall witness me,* *nor lay a hand to maim* *I disappear from sight,* *my body becomes flame*
Meta command word	N/A
Description	Immediately after casting, the caster enters a Transport State for up to 10 minutes – they cannot be touched, touch others (except to apply „Fever“ or „Anger“), touch objects, attack, be targeted by spells, nor be seen normally, and their movements make no noise in-game- the player needs to move silently.

Description	They can communicate with living characters. Only the person they choose to speak to can hear them, but not see them or know where they are. They roleplay hearing the voice from within their own head. The caster must be touching the listener in order to indicate who is hearing them. While in Fire Form, the caster cannot cast new spells and can only apply the „Fever“ or „Anger“ effects to others if they have them prepared. Once the duration of the spell is over or the effect is canceled by any means, or after the first application of „Fever“ or „Anger“, the Transport state ends and the caster is rendered helpless and cannot talk, move, or fight for 10 seconds. During this time, they are susceptible to any attacks and spells. They also gain +1 DP for 10 minutes instantly upon exiting. The player marks that this spell is active by moving with a scroll or a book in hand held above their head. At night, they must indicate it with a green light. Note: Defense points granted by magic are counted as a single pool, encompassing the entire body, and multiple sources never stack.
	*WITH EMBERS: Can cast other spells while in Transport (duration starts upon exiting).

NAME	**HEAT VISION**
Tier	2
Effect type	Arcana
Casts per day	2
Activations per cast	1
Apply via	Self only
Duration	instant activation / 10 min duration
Incantation	*All creatures near with life alight,* *Like beacons blaze within my sight,* *For be they hidden or in flight,* *They can‘t escape, I see them bright!*
Meta command word	N/A
Description	While the spell is active, the caster sees everyone around them, including those in any Transport State (except members of the Order of the Seventh Path using Oscillation). Although the caster can see other characters in transport state, they cannot physically interact (touch, hit, apply spells, etc.) in any way with them.
	*WITH EMBERS: Can use „Heat Vision“ effect up to +10 minutes more (Overall: 20 minutes).

NAME	**SCORCHING**
Tier	3
Effect type	Physical
Casts per day	3
Activations per cast	3
Apply via	touch by hand or staff
Duration	10 min to apply / instant
Incantation	*Blazing fire, heed me true,* *Purge in flames what‘s rotten through!* *Grace my hand, oh raging flame,* *In Scorching heat, their lives I claim!*
Meta command word	N/A or „BURN!“- simplified for immediate burn effect only)

Description	In the next 10 minutes the caster can touch another character via hand or staff and apply one of the following effects: - burning a limb: that limb is lightly wounded; - burning a torso: the target becomes heavily wounded; - healing a wounded limb (unless it was wounded by a „Burn“ effect). - stabilizing a heavily wounded character. The target experiences intense pain in the affected area for a short time (as when cauterizing a wound). These can be done up to a total of three times per cast in any combination. For the duration of the spell, and should they still have unused activations, the first time the caster is heavily wounded, they are immediately stabilised, but any remaining activations of the spell are lost. Any stabilised characters follow the rules for stabilisation afterwards. The „Burn“ effect is considered a physical effect (wound), although caused by a spell, thus it cannot be dispelled by any means. It can only be cured as a normal wound.
	*WITH EMBERS: Can apply the „Burn“ effect with a delayed start of up to after 5 minutes.

NAME	**EMBERS**
Tier	3
Effect type	Arcana for single cast / <spell type> with another spell
Casts per day	1
Activations per cast	1
Apply via	Self only
Duration	10 min for single effect / 10 min to cast next spell
Incantation	*Steaming, burning from within,* *Righteous might to purge all sin* *Let my flame be a call* *As embers hot, engulf you all!*
Meta command word	N/A
Description	Casting this spell allows the caster to modify the first spell they cast within the next 10 minutes. The cast of both spells is consumed normally. If the target character of the second spell is not explicitly informed (told by the caster, revealed by magic scans, etc.) they do not know that they are affected until the start of the effect. The target player knows. In combination with: • Flame- Can apply the „Burn“ effect with a delayed start of up to after 5 minutes. (e.g. „Burn after x<=5 minutes“) • Berserk- Immunity to all Mental spell effects for the duration. • Phoenix- Period until death increased up to +5 minutes. Overall: 15 minutes to die + 1 minute death + 5 minutes to instantly revive. • Fever- One activation (instead of 2) instantly removes all Mental spell effects and saves the target from death. The target must still suffer the effect of „Fever“ for 5 minutes. • Fire Form- Can cast other spells while in Transport (duration starts upon exiting). • Heat Vision- Can use the „Heat Vision“ effect up to +10 minutes more. Overall: 20 minutes. • Scorching- Can apply the „Burn“ effect with a delayed start of up to after 5 minutes. (e.g. „Burn after x<=5 minutes“) • On its own: caster is immune to the effects „Freeze“ and „Entangle“ for 10 minutes. The effect can only be applied to self. • Anger- Either one of the two: - Can apply the „Anger“ effect with a delayed start up to after 5 minutes. (e.g. „Anger after x<=5 minutes“) - Can replace „Anger“ with „Bravery“. The target receives 1 DP. Can not apply to self. Keyword: „Brave“

NAME	ANGER
Tier	3
Effect type	Mental and Arcana
Casts per day	2
Activations per cast	1
Apply via	touch by hand or staff
Duration	10 min to apply / 5 min „Anger“ / 10 min DP duration
Incantation	*Hatred rears its ugly head,* *Anger pure that makes you red,* *wrathful, mad and so enraged* *see to it, that war is waged!*
Meta command word	“ANGER!”
Description	For the duration of the effect, the target is consumed with uncontrolled rage and attacks anybody nearby. They gain +1 Defense Points for the duration. If they are a mage, they cannot cast any new spells for the duration. They can apply the effects of spells cast before the start of the Anger effect. Note: Defense points granted by magic are counted as a single pool, encompassing the entire body, and multiple sources never stack.
	*WITH EMBERS: one of the following: - can apply „Anger“ effect with activation up to after 5 minutes. - can replace „Anger“ with „Bravery“. The target receives 1 DP. Can not apply to self.

4.5. School of Life

Spells by Tier:	T1- Healing, Magic Trace, Borrowed Life T2- Resurrection, Ghost Form, Enchantment T3- Pacifism, Sacred Shield, Turn of Life

NAME	HEALING
Tier	1
Effect type	Physical and Arcana
Casts per day	3
Activations per cast	3
Apply via	Touch by hand or staff
Duration	10 min to apply / instant „Heal, plus 1 DP“ / 10 min DP duration
Incantation	*Bones will mend and bleeding stall,* *Spark and thread will heed my call,* *„Heal the flesh and shield the soul“,* *Mind and body shall be whole*
Meta command word	N/A
Description	Each charge of the spell fully heals a target if they are injured. This does not affect potions or instant death. Additionally, the target receives 1 Defense Point (DP) for 10 minutes. Note: Defense points granted by magic are counted as a single pool, encompassing the entire body, and multiple sources never stack.
	*WITH TURN OF LIFE: Weakness; Three targets touched by hand or staff in the next 10 minutes are rendered weak for 5 minutes- they cannot move, fight, cast. They can only speak quietly and apply already-active magical effects. Type: Arcana.

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NAME	MAGIC TRACE
Tier	1
Effect type	Arcana
Casts per day	3
Activations per cast	1
Apply via	Touch by hand or staff
Duration	Instant
Incantation	*Caster's touch and mystic's ways* *Leave a trail none can erase* *With my power I will trace* *What has passed and what still weighs*
Meta command word	N/A
Description	The caster touches a target character and learns how they have interacted with magic that day (since the spells refreshed, unless stated otherwise by a specific spell). The target shall respond (off-game) to 3 questions to the best of their ability: • "What spells have you done today?" • "What spells have been done to you today and by whom?" • "What spells are active on you at the moment and who cast them?"
	*WITH TURN OF LIFE: Transfer Pain; The caster touches by hand or staff a target character who is suffering from wounds and/or negative spell effects. The target is healed and any negative spell effect is dispelled. The target informs the caster what spell effects were active on them. For 1 minute afterwards the caster is weak – they cannot move, fight, cast, or apply spell effects. They can only speak in a low voice and apply already-active magical effects. They suffer severe pain and a weaker version of the effect that was on the target. Type: Arcana.

NAME	BORROWED LIFE
Tier	1
Effect type	Physical
Casts per day	3
Activations per cast	1
Apply via	Touch by hand
Duration	instant or 5 min duration / 1 min of continuous hand contact
Incantation	*A soul I have, a soul to give,* *A soul I want, a soul to ask for;* *One lays in my hands who does not live,* *And one whose life will be no more.* *The price is high, but I will pay,* *So sleep and please forget me,* *For forgiveness I can never pray,* *Just beg "Wake up and don't regret me"*
Meta command word	N/A

Description	The caster touches two target characters – a dead one (A) and a living one (B). At the end of 1 minute of continuous contact with both targets, the caster chooses one of two effects to occur: 1) B dies (sudden death), and A is revived to full health (and with repaired armor). 2) A is temporarily resurrected – they can rise and operate normally for 5 minutes and their armor is repaired. After 5 minutes, A dies. B remains incapacitated for those 5 minutes, then recovers. If A gets killed again before the end of the 5 minutes, B recovers at the end of the 5 minutes as normal.
	*WITH TURN OF LIFE: Steal Vitality; The caster touches the torso or a limb of a target character for 10 seconds. If a limb is touched, it becomes lightly wounded and is not functional until healed. If the torso is touched the target becomes heavily wounded. Afterwards, the caster has 1 minute to touch another target and apply 1 charge of the "Healing" spell (fully heals and grants 1 DP). Type: Physical and Arcana.

NAME	**RESURRECTION**
Tier	2
Effect type	Physical and Arcana
Casts per day	2
Activations per cast	1
Apply via	Touch by hand
Duration	1 min of continuous hand contact
Incantation	*Broken body, fading soul* *I will give you back control* *Now is not the time to mourn* *Fear and pain of violence borne* *Death will give back what it stole* *I will pay the crossing's toll* *Hear my plea and heed my call* *Rise again and stand up tall*
Meta command word	N/A
Description	The caster maintains contact with a dead target character for 1 minute. At the end of that time, the target is revived at full health and free of all wounds and effects (unless the effect description states otherwise). The resurrected character's armor is fully repaired, if they are wearing any. The target also receives 3 DP for 10 minutes. The spell is marked by putting a clearly visible yellow armband on the target's elbow. Note: Defense points granted by magic are counted as a single pool, encompassing the entire body, and multiple sources never stack.
	*WITH TURN OF LIFE: Touch of Death; In the next 10 minutes, the caster can touch a single target (on their body or clothing) and instantly kill them. Keyword: "Die!" Type: Physical.

NAME	GHOST FORM
Tier	2
Effect type	Arcana
Casts per day	2
Activations per cast	1
Apply via	Self only
Duration	10 min
Incantation	*With care I walk the line* *Where life and death entwine* *To tread without a sign* *Until it's time to shine*
Meta command word	N/A
Description	The caster instantly enters a Transport State – they cannot be touched, touch others, attack, be targeted by spells, nor be seen normally, and their movements make no noise in-game- the player needs to move silently. The caster can talk to other characters that are „in the realm of the dead" (characters that are dead, casters in Ghost Form or Shadow Form). While in Ghost Form the caster may cast other spells, and they can apply spell effects on themselves, but not on other characters. Attempting to physically interact with an object not on the caster's person, dropping an object on the caster's person, or attempting to physically interact with another character while in Ghost Form ends the spell. While this spell is active, the caster can touch another character under the effects of a Ghost Form or Shadow Form spell, and dispel their Transport State. If they choose to do that, their own Ghost Form spell also ends prematurely. Once the duration of the spell is over or the effect is canceled by any means, the caster is rendered helpless and cannot talk, move, or fight for 10 seconds. During this time, they are susceptible to any attacks and spells. The player marks that this spell is active by moving with a scroll or a book in hand held above their head. At night, they must indicate it with a green light.
	*WITH TURN OF LIFE: Banishment; In the next 10 minutes the caster may touch by hand or staff a target (on their body or clothing). The target character is imprisoned in the Ghost Form spell. They can be taken out by the OSP effect "Extortion from transportation spell". The target can talk to other characters that are „in the realm of the dead" (characters that are dead, casters in Ghost Form or Shadow Form), and move, but they can't exit the spell before the time runs out, get another character in Ghost Form or Shadow Form out, cast spells, or apply effects on themselves. When the time runs out, the target suffers 10 seconds of helplessness as per the original Ghost Form spell. The target remembers the experience. Note: the caster must have a spare scroll/ green light to give the target so they can indicate they are in a transport spell. Type: Arcana.

NAME	ENCHANTMENT
Tier	2
Effect type	Mental
Casts per day	3
Activations per cast	1
Apply via	Touch by hand or staff
Duration	10 min to apply / 5 min „Friend"
Incantation	*Around your soul I weave a thread,* *To cloud your eyes and veil your heart,* *Stand by me now against the threat,* *Of foes, assailants, and the dark.*

Meta command word	N/A
Description	For 5 minutes after activation, the target must roleplay being a loyal and protective friend of the caster. This doesn't mean that the target will blindly follow commands, or that their other friendships and loyalties disappear. They are unaware they are under a Mental effect.
	*WITH TURN OF LIFE: Paranoia; In the next 10 minutes, the caster can touch a target. For 5 minutes after being touched, the target must roleplay paranoia. Type: Mental

NAME	**PACIFISM**
Tier	3
Effect type	Mental
Casts per day	3
Activations per cast	1
Apply via	Touch by hand or staff
Duration	10 min to apply / 5 min „Peace“
Incantation	*Too much spilled blood,* *And broken bones,* *Too much hate inside our homes.* *The sword will dull,* *This war will cease,* *May you, my friend, now find some peace.*
Meta command word	“PEACE!”/”ANGER!”
Description	For 5 minutes after activation, the target must roleplay being incapable of having violent thoughts, and not act violently in any way (wield weapons, cast damaging spells, feed someone lethal potions, order others to kill etc.). This effect can only be applied by touching the target's body or clothing, not their weapon, shield, or other held object. They are unaware they are under a Mental effect.
	*WITH TURN OF LIFE: Anger; In the next 10 minutes the caster can touch a target. For 5 minutes the target is consumed with uncontrolled rage and attacks anybody nearby. They gain +1 Defense Point. If they are a mage, they cannot cast any new spells for the duration. They can apply the effects of spells cast before the start of the Anger effect. Meta command word: “Anger!”. Type: Mental and Arcana.

NAME	**SACRED SHIELD**
Tier	3
Effect type	Arcana
Casts per day	3
Activations per cast	1
Apply via	Touch by hand or staff
Duration	10 min
Incantation	*Woven Threads around the soul* *A barrier of light shall form* *Mind and body it shall shield* *From steel and iron others wield*
Meta command word	N/A

Description	The target receives 3 DP for 10 minutes. Additionally, for the duration of the spell mage characters cannot be interrupted by injuries caused by weapons or spells while casting. The spell is marked by putting a clearly visible yellow armband on the target's elbow. Note: Defense points granted by magic are counted as a single pool, encompassing the entire body, and multiple sources never stack.
	*WITH TURN OF LIFE: Spirit Shield; The first time the caster is heavily wounded within 10 minutes of casting this spell (but not killed outright), they can instantly enter Ghost Form instead of dying. The Ghost Form rules apply, except that the effect can't be terminated at will before the 10 minutes of Ghost Form have expired, and the caster cannot take other characters out of Ghost Form or Shadow Form. 10 minutes later they reappear, fully healed and with repaired armor and suffer the 10 seconds of helplessness as per the Ghost Form spell rules. In this form, Sacred Shield can only be self-cast. Type: Physical and Arcana

NAME	**TURN OF LIFE**
Tier	3
Effect type	Arcana
Casts per day	2
Activations per cast	1
Apply via	Self only
Duration	10 min to cast next spell
Incantation	*As days grow dark,* *and turn to night,* *I now rise up,* *against the tide.* *A blade protects,* *Yet it can kill,* *Now magic bends,* *To my own will!*
Meta command word	N/A
Description	The next spell cast within 10 minutes has an alternate effect as described below. The cast for the spell is still consumed as normal. • Healing > Weakness: Three targets touched by hand or staff (on their body or clothing) by the caster in the next 10 minutes are rendered weak for 5 minutes- they cannot move, fight, cast, or apply spell effects. They can only speak quietly and apply spell effects from active spells. Type: Arcana • Magic Trace > Transfer Pain: The caster touches a target character who is suffering from wounds and/or negative spell effects. The target is healed and any negative spell effect is dispelled. The target informs the caster what spell effects were active on them. For 1 minute afterwards the caster is weak – they cannot move, fight, cast, or apply spell effects. They can only speak in a low voice and apply already-active magical effects. They suffer severe pain and a weaker version of the effect that was on the target. Type: Arcana • Borrowed Life > Steal Vitality: The caster touches the torso or a limb of a target character for 10 seconds. If a limb is touched, it becomes lightly wounded and is not functional until healed. If the torso is touched the target becomes heavily wounded. Afterwards, the caster has 1 minute to touch another target and apply 1 charge of the "Healing" spell (fully heals and grants 1 DP). Type: Physical and Arcana • Resurrection > Touch of Death: In the next 10 minutes, the caster can touch a single target (on their body or clothing) and instantly kill them. Keyword: "Die!" Type: Physical

Description	• Ghost Form > Banishment: In the next 10 minutes the caster may touch a target (on their body or clothing). The target character is imprisoned in the Ghost Form spell. They can be taken out by the OSP effect "Extortion from transportation spell". The target can talk to other characters that are „in the realm of the dead" (characters that are dead, casters in Ghost Form or Shadow Form), and move, but they can't exit the spell before the time runs out, get another character in Ghost Form or Shadow Form out, cast spells, or apply effects on themselves. When the time runs out, the target suffers 10 seconds of helplessness as per the original Ghost Form spell. The target remembers the experience. Note: the caster must have a spare scroll/green light to give the target so they can indicate they are in a transport spell. Type: Arcana • Enchantment > Paranoia: In the next 10 minutes, the caster can touch a target. For 5 minutes after being touched, the target must roleplay paranoia. They are unaware they are under a Mental effect. Type: Mental • Pacifism > Anger: In the next 10 minutes, the caster can touch a target. For 5 minutes after being touched, the target is consumed with uncontrolled rage and attacks anybody nearby. They gain +1 Defense Point. If they are a mage, they cannot cast any new spells for the duration. They can apply the effects of spells cast before the start of the Anger effect. They are unaware they are under a Mental effect. Type: Mental and Arcana • Sacred Shield > Spirit Shield: The first time the caster is heavily wounded within 10 minutes of casting this spell (but not killed outright), they can instantly enter Ghost Form instead of dying. The Ghost Form rules apply, except that the effect can't be terminated at will before the 10 minutes of Ghost Form have expired, and the caster cannot take other characters out of Ghost Form or Shadow Form. 10 minutes later they reappear, fully healed and with repaired armor and suffer the 10 seconds of helplessness as per the Ghost Form spell rules. In this form, Sacred Shield can only be self-cast. Type: Physical and Arcana

4.6. School of Death

Spells by Tier:	T1- Nightmare, Soul Sap, Retribution T2- Animate Dead, Enfeeblement, Shadow Form T3- Death Touch, Dark Avatar, Dominate Soul

NAME	**NIGHTMARE**
Tier	1
Effect type	Mental (Nightmare/Sleep/False Memories) / Physical (Die)
Casts per day	2
Activations per cast	1
Apply via	Touch by hand
Duration	10 min to activate / 5 min "Sleep" OR 1 min "Sleep" + 5 min false memories
Incantation	*Fall into a nightmare steep* *Luring you to wander deep* *Slip into the widow's weep* *Lose your will to eternal sleep!*
Meta command word	Sleep
Description	The target falls asleep for 5 min. Should the caster choose to, they can explain to the target that they are suffering from nightmares. Alternatively, if a cast of „Animate Dead" is also spent (only „Nightmare" incantation required): The target falls asleep for 1 min. The caster gives them a short false idea/memory (3-4 short sentences) that the target believes for 5 min after they wake up.

NAME	SOUL SAP
Tier	1
Effect type	Arcana
Casts per day	2
Activations per cast	1
Apply via	Touch by hand
Duration	Instant
Incantation	*You'll expire into me,* *For my sake, you'll pay the fee!* *Your essence I will take, not borrow* *I am the harvester of sorrow!*
Meta command word	"DIE!"
Description	The target can either be someone heavily wounded, a corpse, or one of the caster's own Undead. If applied to someone heavily wounded or a corpse, the caster is instantly fully healed OR all negative effects on them are instantly removed. If applied to the caster's own Undead, both of the above occur. Subsequently, the heavily wounded person dies; the undead is destroyed. Alternatively, if cast while in the Dark Avatar State, and also spending a cast of „Animate Dead" (only „Soul Sap" incantation said over a corpse required): The Dark Avatar is restored to 5 Defense Points and the death effect after the end of Dark Avatar does not occur.

NAME	RETRIBUTION
Tier	1
Effect type	Arcana + <type of effect reflected>
Casts per day	2
Activations per cast	1
Apply via	Self only
Duration	10 min
Incantation	*I will twist, that which was cast* *I'll make sure it is your last!* *As I suffer, so shall you,* *grim dark endings for us two*
Meta command word	„RETRIBUTION!"
Description	The first spell effect to target the caster in the next 10min is fully duplicated on to the source of the spell.

NAME	ANIMATE DEAD
Tier	2
Effect type	Arcana
Casts per day	6
Activations per cast	1
Apply via	Touch by hand
Duration	1 minute prolonged contact to activate / 5 minutes „Undead"
Incantation	*Untimely death and bitter pain,* *the end you served was not in vain.* *Rise to your feet, hear my command!* *Serve my name, take a stand!*
Meta command word	„ANIMATE!"

Description	The caster chants over a target corpse for 1 minute. Subsequently, the target follows all of the caster‘s commands for 5 min. The Undead has 5 defense points (counted as a single pool), is immune to mental spell effects, moves and fights normally. It does not have access to any of its‘ original memories or meta abilities. Unless commanded otherwise by the caster, it attacks the closest threat to the caster that they see. If the caster dies, the Undead follows their last command. The caster can use 2 casts, saying the incantation only once, to raise a corpse instantly. The caster cannot cast another „Animate Dead“ spell for 5 minutes. The caster can use 4 casts, saying the incantation only once, to raise 2 corpses instantly. To do that, the caster must be touching both corpses simultaneously. For the next 5 minutes the caster suffers weakness (cannot fight, run, cast). The caster can have up to 2 active undead minions under their control at any time. If they relinquish control over an undead before it expires – that undead dies instantly. Undead creatures are instantly killed by the „Burn“ effect and by dispels. Cutting the throat does not instantly kill the undead. The spell is marked by putting a clearly visible gray armband on the target’s elbow. Note: Defense points granted by magic are counted as a single pool, encompassing the entire body, and multiple sources never stack.

NAME	**ENFEEBLEMENT**
Tier	2
Effect type	Arcana
Casts per day	2
Activations per cast	1
Apply via	Touch by hand
Duration	10 min to apply / 5 min „Weak“
Incantation	*Power, it‘s a dagger,* *And your heart is full of holes.* *You‘re bleeding out your spirit,* *you‘re bleeding out your soul*
Meta command word	N/A
Description	Any spell effects on the target are instantly removed. They become weak for 5min – they cannot move, fight, cast. They can only speak quietly and apply spell effects from active spells.

NAME	**SHADOW FORM**
Tier	2
Effect type	Arcana
Casts per day	2
Activations per cast	1
Apply via	Self only
Duration	10 min
Incantation	*Tear yourself, oh veil of night* *Grant me passage, that is my plight* *Where the departed rest,* *I make my flight*
Meta command word	N/A

Description	The caster immediately enters a Transport State for up to 10 min. They cannot be touched, touch, attack, be targeted by spells, cast new spells, apply spell effects, and their movements make no noise in-game- the player needs to move silently, they cannot be seen normally. They can see dead and living characters. While touching them, they can also communicate with them. A Life Mage in Ghost Form can instantly end the Transport State by touch. At the end of the duration, the Transport state ends and the caster enters 10s of weakness (immobilized, cannot fight, defend themselves, cast, apply spell effects). Should the caster choose, they can see and communicate with the dead without entering Transport State, but the cast is still considered spent. The player marks that this spell is active by moving with a scroll or a book in hand held above their head. At night, they must also indicate it with a green light.

NAME	**DEATH TOUCH**
Tier	3
Effect type	Arcana (delay) / Physical („Die“)
Casts per day	3
Activations per cast	1
Apply via	Touch by hand
Duration	10 minutes to activate / instant „Die“ or „Die after x<=20min>“
Incantation	*My hand shall pulse, with deathly might* *A touch of bliss, bringing delight.* *For now, your heart will stop to pace* *Relax and feel, my deadly embrace*
Meta command word	DIE! / „Die after x<=20min>!“
Description	The target dies by sudden death immediately or after up to 20 min, as specified by the caster.

NAME	**DARK AVATAR**
Tier	3
Effect type	Arcana
Casts per day	1
Activations per cast	1
Apply via	Self only
Duration	10 min to activate (die) / 10 min
Incantation	*I feel the taste of ash and dust* *I will fear not, for it won’t last* *A cold dark touch; my final breath* *I stand tall, I am shadow and death!*
Meta command word	N/A
Description	If the caster dies within the next 10 min, they enter the Dark Avatar state for 10 min. They have 5 Defense Points and are immune to mental spell effects. At the end of the duration, the caster instantly dies. The only spell they can cast is „Soul Sap“, in combination with one cast of „Animate Dead“. Only the „Soul Sap“ incantation needs to be said over a corpse. If done so, the Dark Avatar is restored to 5 Defense Points and the death effect at the end of the Dark Avatar is canceled. Raising undead is not mandatory, as long as the time for the Animate Dead cast and the Animate Dead charge have been spent. The spell is marked by putting a clearly visible gray armband on the elbow.

NAME	DOMINATE SOUL
Tier	3
Effect type	Mental
Casts per day	1
Activations per cast	1
Apply via	Touch by hand
Duration	10 min to apply / 5 min
Incantation	*Blind you grow to your desire,* *I claim your soul into my mire!* *As it drifts, you hear death's toll,* *Dance to my commands, my doll!*
Meta command word	"DOMINATE!"
Description	The target obeys the caster for the next 5min. They blindly follow the caster's commands, even if they go against their normal loyalties and friendships. Any existing or newly applied Mental spell effects affecting the target are overruled by the domination. After the duration expires, the target remembers everything they have done while affected.