

Live Adventure **Extended Rules**



“Effects”

Version 1.2

www.Live-Adventure.de



Imprint

Authors v1.2

Manuel Meilinger
Fabian Geuß

Lectorate

Philipp Schweitzer
Benjamin von der Eltz
Philipp Heidtkamp

Conceptual Basics

Andrea Huber, Benjamin von der Eltz, Holger Windmüller, Thomas Reiner,
Philipp Heidtkamp, Johannes Pemsel, Gregor Lindner, Fabian Geuß,
Hannes Mörtel, Jörn Junghänel, Lena Eriksen, Thorsten Gugg

Layout & design

Fabian Geuß, www.glorienschlein.de

Translation

Judith Glashauer, Fabian Geuß

Publisher

Live Adventure Event GmbH
Lagerstr. 10
93055 Regensburg, Germany

All rights reserved.

You're not permitted to reproduce parts of this rules in any way (photocopy, microfilm, or other processing procedures) without a written agreement of the company Live Adventure, or to process, copy or distribute with aid of electronic systems.

© 2017 Live Adventure Event GmbH

Content

1. Preface	4
2. Basics	5
3. Magic	7
4. Alchemy.....	10
5. List of Spells and Mixtures	11
6. Description of Spells and Mixtures	13
7. NPC Spells and Mixtures	35

1. Preface

Welcome to the rule-set “Effects”. This rule-set contains any and all rules and regulations concerning magic and alchemy in their shortest and most precise form. Should you have any questions or remarks, please contact your gamemaster or use our online forum.

We hope you have a great time weaving your spells and brewing up the mixtures
Your Live Adventure Team

We hope you enjoy your visit to Mythodea,
including lots of spells and mixtures!

- **The Live Adventure Ruleset team**

Rule changes from 1.0 to 1.1:

- More distinct descriptions and small corrections: Heat Object, Deafness and Turn to Stone.

Rule changes from 1.1 to 1.2:

- A new „LARP mit!“ / „Roleplay along!“ text added to chapter „Magic“.
- More focus on components in spell descriptions.
- Alchemists do get a starting stock now.
- More detailed descriptions concerning the use of mixtures.
- Sickness renamed to Nausea to fit the Basic Ruleset description.
- Changes to the spell „Infection“.
- New NPC effects: „Blight“ and „Mass Blight“.

2. The Basics

In this chapter we want to clear up why we standardized the effects of spells and alchemical Mixtures. Regardless whether the effect comes from mages, priests or elementalists, potion makers, alchemists or pharmacists, they all have something in common:

They create different effects on other beings or themselves. For us it's completely clear that all of these classes are trying to get an effect in a different way, and that they each would explain it with a different in-game theory.

Nevertheless, the basic effect stays the same. In order to keep track of the effects, how or "through whom" they are created, we unified them. (See chapter 4, List of Spells and Mixtures).

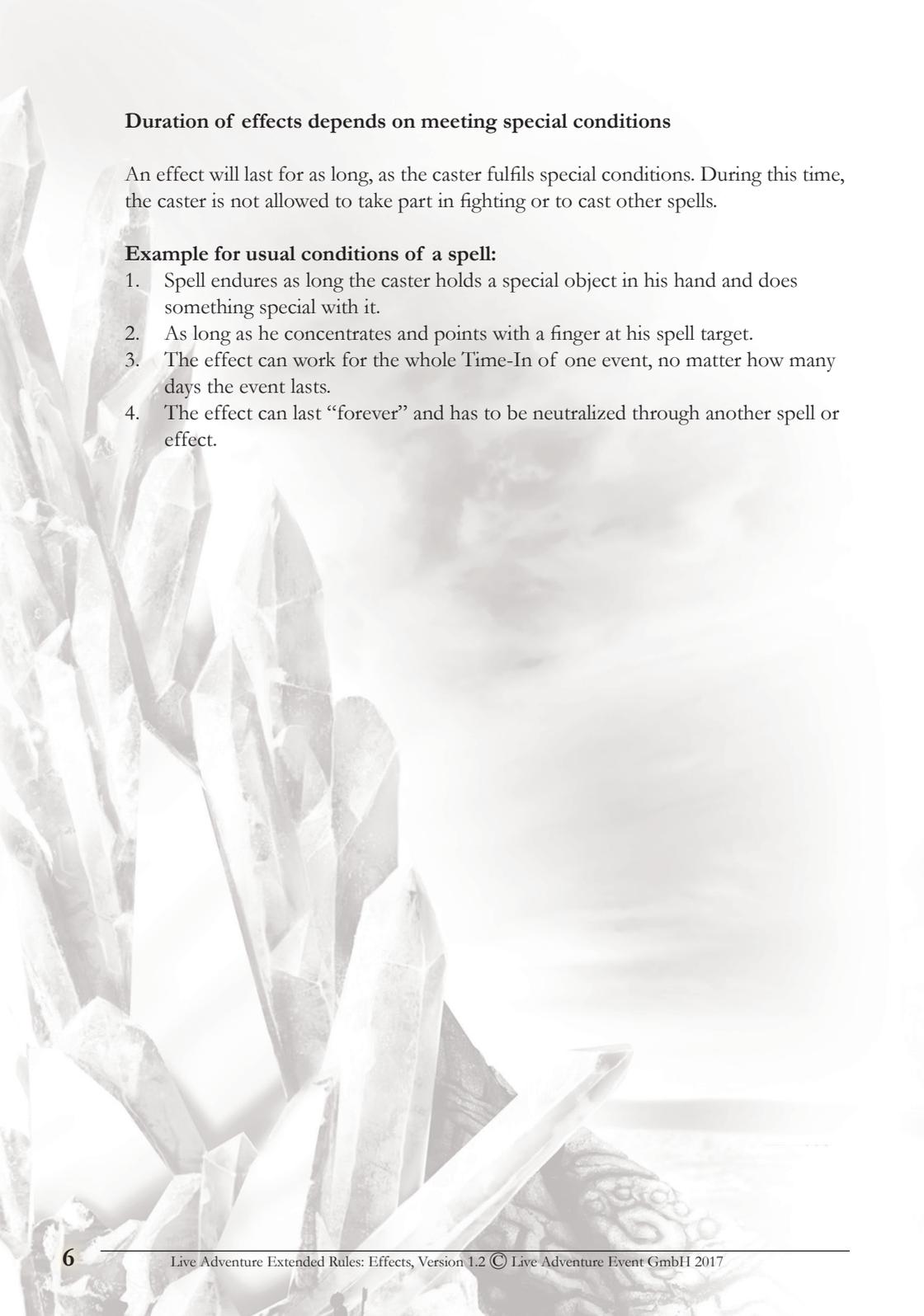
This offers some new possibilities for magically and alchemically skilled characters. All the effects have a mandatory way of action, a certain duration and a word of command at the end. (See chapter 4, List of Spells and Mixtures).

The word of command is of special importance and must be spoken after the preparation of the spell or potion. The word of command is always the name of the spell or mixture. Any participant basically only needs to be able to understand the word of command (Not the entire spell or preparation), e.g. in a big battle, and can by this be sure to play out the correct effect. This way, we are sure to stop discussions without restraining the characters in their individual game-play.

Effects that go by the same name but have different grades of strength are acquired step by step and require the previous stage to learn the next. Effects that are created by magic, cannot be neutralized through alchemy and the other way around.

As long as you keep to the basic rules for magic and alchemy, the way how you act it out is completely your choice. You can choose the components and way of representing the spell during play freely.

Still, the corner points have to be fulfilled! Meaning the magician has to use the word of command after his spell and utter at least the minimum count of words for the spell, the alchemist has to stick to the brewing times and both of them need to act out the activators of the effect (throwing a component and hit the opponent, drink or get one into contact with the brewed mixture, etc.)



Duration of effects depends on meeting special conditions

An effect will last for as long, as the caster fulfils special conditions. During this time, the caster is not allowed to take part in fighting or to cast other spells.

Example for usual conditions of a spell:

1. Spell endures as long the caster holds a special object in his hand and does something special with it.
2. As long as he concentrates and points with a finger at his spell target.
3. The effect can work for the whole Time-In of one event, no matter how many days the event lasts.
4. The effect can last “forever” and has to be neutralized through another spell or effect.

3. Magic

When we talk about „Magic“ or „magic abilities“ within the context of a Larp, we want to stress that LARP is just a game, something that is made up. The organizers of the event do not assume or ask the participants to accept that such or similar powers exist in reality.

Magic Theory

The word magic is only a generic term for all the diversity of arcane powers that a character potentially has at his disposal during a LARP event. There are, of course, a lot of possible classes other than the typical magic-user: shamans, every kind of priest, witches, druids etc. are for the sake of ease all classified as “magic-users”. Naturally every character should have his own personal idea of the working of magic, and even when everybody is using the same spells (see further down), the components and formulas used may differ, and we also encourage magic-users to make up their own custom kit and spells.

A special note on practicing „magic“ in the fictional country of Mythodea

Some characters receive their power from „higher beings“ like gods or spirits. For example, clerical powers that are used by priests, paladins, templars or others, or demonic magic that is called up by witches, evocators or others. All these „higher beings“ have no direct contact to their believer as long these are on the continent of Mythodea. A priest can feel the presence of his god, but cannot access his power directly. For such players, this means they have to contact a Gamemaster when they are trying to work their magic and ask what happens when they try.

LARP mit!

(Roleplay along!) Voluntary limitations while practicing magic: One of the most fascinating aspects of roleplay are challenges that characters need to overcome. Or that may hinder or otherwise effect daily activities. One good example is some kind of limitation when doing magics. A healer in his first year might not be able to cure a wound but „only“ be able to move the wound to his own body (a practice often seen with shamans or other „archaic“ character concepts). Another idea would be that young and inexperienced mages inflict one point of damage on themselves whenever they cast a spell. These (strictly voluntary) limitations to one owns magician play can lead to many unique moments and will increase interaction due to the necessity of an ingame teacher.

Demonstration/Play:

Technically, every spell stays the same no matter which character casts it, just the difference the different magic users have to come up with in acting them already make the game richer. This is explicitly supported by the GM! A traditional magic-user, who learned his spells at an academy will for example use a fan or similar component for the spell “Gust of Wind” whereas a shaman would use feathers or something similar. Their choice of components is completely up to the magic-user, but basic parameters have to be fulfilled every time a spell is cast such as drawing a line on the ground for a barrier, or throwing and actually hitting the target with a safe object for a magical missile.

Spell-magic:

The most commonly used form of casting magic. With this method, the caster combines a component apt to the spell with a fitting spoken phrase (there are no restraints to the individuality of what language to use. Some use German, some Latin or Greek or even fantasy languages to cast). Thus the caster creates a connection to a source of magic and is then able to channel the power of this energy. Other theories are accepted too – it is all up to your own imagination.

The Term „Spellmagic“ refers to all spells casted in a „normal way“. The tables (Chapter 5 List of Spells and Mixtures) give a certain amount of words that have to be spoken as „magic phrase“ for every spell and its level. We do not prescribe any wording, because of all the different magic concepts of our players. You can decide freely on your own spell, you only have to stick to the amount of words uttered for a given spell. This means, too, that you ALWAYS have to shout out the command word of that spell (name of the spell) after you have finished casting, so that every other player understands you and can correctly react to what you have done.

Mana / Magic-Pool:

Whenever a Character wants to perform magic, this is not done without mental strain, because the casting of spellmagic also costs a lot of strength. This strength is technically represented by a so-called magic pool, from which the magic-user can draw his strength to cast spells. It represents his magical potential. The Magic pool consists of EP's that have been invested in the Magic pool and that have thereby been converted into magic points. Additionally, one may invest points in the skill Additional Magic Points and those invested EP's are transformed into magic points.

A character that knows the magical spells Gust of Wind (2 MP), Magical Armour 1 (2 MP), Magical Armour 2 (4 MP), Magical Missile 1 (1 MP) and additionally has invested 2 EP's in the skill Additional Magic Points has a total magic pool of 11 magic points. This means that he or she can use a total of 13 magic points per day to cast spells. How many times he casts a certain spell in his spell book is his own choice.

Regeneration:

The magic pool can be regenerated in two different ways:

The first method is to sleep. 4 hours of undisturbed sleep regenerate 40% of the maximum of his magic pool, 5 hours do 60% and when sleeping longer than 6 hours you achieve 100%. The second possibility is to find a master in alchemy who can create a special potion called Energy Fluid that allows a magic-user to quickly regain Magic Points.

Restrictions:

To stay true to the classic image of a magic-user, priest, shaman, druid etc. a magically gifted character cannot cast spells anymore when wearing metal armour. This is also true for a chain mail shirt. The same is valid for battle: If a magic-user doesn't cast any spells but actively grabs a weapon and starts fighting or if he is physically attacked (or wounded) he has interrupted his casting because he breaks his concentration.

Naturally a fleeing Magic-user cannot concentrate enough anymore to cast a Magical spell.

Learning new spells is not a mere "buying" from a list. The Player has to acquire them in a logical way within the game. (Of course there is some exception during the creation.)

As example, new spells could be acquired through a visit at an academy, through meeting up with a teacher, finding and studying scrolls and other methods. As stated before, learning a new skill/spell takes an amount of time and should be played out accordingly. All possible spells and mixtures can be found in Chapter 5. Others than those are not allowed on the ConQuest Event!

4. Alchemy

Alchemy is the lore of analysing and brewing different kinds of substances, potions or poisons. Also, similar to magic-users, the role-playing of the preparation and the process is extremely important. Starting with the collection of the specific herbs or samples, and continuing with the preparation itself (light the fire, boil water, crush the herbs, use phials and filters etc.) the preparation ends with the analysis, heating up, distillation, filtering and brewing. Only when the plot asks for it will an alchemist be asked to follow specific recipes or actions.

Unlike magic users, the alchemists have no limit in performing their arts by having to spend points, but they are limited because of the preparation time required for each potion or salve.

For example, an alchemist that knows the recipe for „Truth Serum“ would be able to brew it around 48 times a day (20 minutes per potion and 6 hours of sleep), as long he or she would do absolutely nothing else than that. You may brew more than one portion at a time (like, in the same cauldron), but then the potion takes more time to brew. As example: 3 Portions at the same time in one process take 1 hour to brew (3x20 mins).

Since a magician starts with a full magic pool at the beginning of a LARP, the alchemist is allowed to start with a selection of „stock items“ accordingly. The selection may consist of potions and ointments with a total brewing time of 60 minutes.

Basically, there are two ways for the potions to affect someone: „Contact“ and „Swallow“ with different preparation times. Contact refers to the use on weapons (e.g. poison). It only requires brief contact. When using mixtures that have to be swallowed you have to make sure that no real harm can come to the target, by enquiring with a game-master and especially the intended target BEFORE he or she comes into contact with the mixture. Please be aware there might exist real-life conditions like allergies or diabetes that you do not know about. Or maybe you are treating a minor who is not allowed to drink alcohol. A brief clearance with the target is always necessary. To make this easier, it is allowed to use all potions as ointment. Please note that ointment are still considered as „swallowed potions“ concerning the rules.

The durability of all created mixtures is limited to the duration of the event.

Learning to brew new mixtures is not a mere “buying” from a list. The Player has to acquire them in a logical way within the game. (Of course there is some exception during the creation.) For example, new recipes could be acquired through a visit at an academy, through meeting up with a teacher, finding and studying scrolls and other methods. As stated before, learning a new skill/spell takes a large amount of time and should be acted out accordingly. All possible Spells and Mixtures can be found in Chapter 10.5. Others than those are not allowed on the ConQuest Event.

5. List of all spells and mixtures

All effects that you can immunize against, are marked with *.

Sprüche und Mixturen	German Name	A/M	Cost of EP
Alarm	Alarm	M	2
Armour 1 - 6	Rüstungseffekt 1-6	A/M	2/4/7/10/15/20
Barrier	Barriere	A/M	4
Berserker*	Berserker	A/M	4
Coma*	Koma	A/M	25
Clean Wound	Reinigung der Wunde	A/M	2
Cure Wound	Heilung Wunde	A/M	3
Cure Body	Heilung Körper	A/M	9
Deafness*	Taubheit	A/M	3
Defuse Secured Magic	Magieentsicherung	M	4
Detect Effect 1-2	Effekt erkennen 1-2	A/M	1/2
Disarm	Entwaffnen	M	1
Dispel Magic	Magie aufheben	M	2
Energy Field	Energiefeld	M	5
Energy Fluid 1-2	Energiefluid 1-2	A	10/10
Fire	Feuer	A/M	1
Forget*	Vergessen	A/M	3
Gust of Wind	Windstoß	M	2

Spells and Mixtures	German Name	A/M	Cost of EP
Heat Object	Gegenstand erhitzen	M	2
Light	Licht	A/M	1
Magic Search 1-2	Magische Suche 1-2	M	2/4
Missile 1-5	Geschoss 1-5	A/M	1/2/3/4/5
Nausea*	Übelkeit	A/M	3
Neutralize Alchemy	Alchemie neutralisieren	A	2
Regrowth	Nachwachsen	M	25
Seal	Siegel	A/M	2
Secure Magic	Magiesicherung	M	4
Shield against Effect	Effektschutz	M	8
Silence*	Schweigen	A/M	4
Sleep*	Schlaf	A/M	2
Slow 1-2	Verlangsamung 1-2	A/M	3/5
Speak with Animals	Tiersprache	A/M	2
Strength 1-2	Stärke 1-2	A/M	4/8
Strengthen Shield	Schildverstärkung	A/M	4
Transfer Magic	Magie übertragen	M	2
Truth*	Wahrheit	A/M	4
Turn to Stone*	Versteinern	A/M	6
Weakness 1-2*	Schwäche 1-2	A/M	4/8

6. Description of all Spells and Mixtures

The German spell name is always in brackets.

Alarm (Alarm)	
EP-cost	2
Time to brew (drink)	-
Time to brew (contact)	-
Spell duration	6 seconds spell duration (4 words min.)
Components	A small piece of thread and a little bell.
Execution	The caster ties the bell and the thread to the object that needs to be protected and speaks the magical words.
Duration	12 hours or till the Alarm rang once.
Effect	Through this spell, the caster is able to install a magical alarm on an object (door, chest, etc.) If a person touches it (friend or foe), the alarm triggers. He or she must cry a loud alarm cry as long as he/she is touching (e.g. doorknob) or holding (e.g. chest) the object, and for at least 30 seconds after the object has been released.

Armour 1-6 (Rüstung 1-6)	
EP-cost	2/4/7/10/15/20 (cumulative, lower level has to be learned before the next one)
Time to brew (drink)	10/20/35/50/75/100 min
Time to brew (contact)	20/40/70/100/150/200min
Spell duration	6/12/21/30/45/60 seconds spell duration (4/8/14/20/30/40 words min.)
Components	A blue ribbon plus 1 = a piece of soft leather 2 = a piece of hard leather. 3 = a piece of metal reinforced leather (studs for example). 4 = a piece of mail Armour. 5 = a piece of scale Armour. 6 = a piece of plate Armour.
Execution	<p>Magic: The caster holds the required piece of Armour in his hand, touches all body parts of the target with it and speaks the magical words. Then the target of the spell has to wear the blue band in a visible way (like a sash).</p> <p>Alchemy: Swallow Potion or contact (pour the potion over all parts of the body to be protected. Then the target of the potion has to wear the blue band in a visible way (like a sash).</p>
Duration	12 hours or till used.
Effect	<p>The effect creates an energy field around the target that protects for 1-6 Armour Points depending on the level of the spell. This means protection against 1-6 hits, regardless where, and not 1-6 Armour points per body part.</p> <p>Armour effects cannot be combined (Armour 1+ Armour 2 will be Armour 2)</p>

Barrier (Barriere)	
EP-cost	4
Time to brew (drink)	-
Time to brew (contact)	40 Minuten
Spell duration	12 seconds spell duration (8 words min.)
Components	Some flour and a rope
Execution	The caster makes a line by pouring the flour on the ground. An alchemist additionally pours his mixture on the line.
Duration	12 hours
Effect	The caster is able to create a barrier that cannot be passed by magical or physical means. The barrier can have either a length of 3 m and a height of 5 m or a length of 5 m and a height of 3 m. The barrier cannot be split up nor bend or changed in another way. The barrier can only be a vertical wall.

Berserk (Berserker)	
EP-cost	4
Time to brew (drink)	20 min
Time to brew (contact)	40 min
Spell duration	12 seconds spell duration (8 words min.)
Components	-
Execution	Alchemical: drinking or contact. Magic: casting the spell and touching the person the effect is to be inflicted on.
Duration	10 Minutes.
Effect	The affected character gets into a mad rush and fights against any person near him, no matter if friend or foe until the end of the effect or till it is impossible for the character to attack any further (blocked, tied, dead, etc.). He/she gets two extra life points till the end of the effect.

Coma (Koma)	
EP-cost	25
Time to brew (drink)	125 min
Time to brew (contact)	250 min
Spell duration	75 seconds spell duration (50 words min.)
Components	Rice & Blood from a fresh wound (-1 lifepoint) that the spell-caster inflicts on himself. (The wound is only usable for one spell)
Execution	Alchemist: Target character has to drink/touch the potion. Magic: pour the rice in the blood and throw the rice on the victim. The rice has to hit the opponent.
Duration	24 hours or nullified.
Effect	The character hit by this falls into a deep coma, not knowing what happens around him, not seeing or hearing or feeling anything. In this state, the character is vulnerable.

Clean Wound (Reinigen der Wunde)	
EP-cost	2
Time to brew (drink)	-
Time to brew (contact)	10 min
Spell duration	6 seconds spell duration (4 words min.)
Components	Water
Execution	Alchemy: Bring water to a boil (for better effect add flower petals or herbs, etc.), then store. Over the course of the next 24 hours this purified water can be used to clean wounds. This effect works on everyone, not just the alchemist. Magic: The caster touches the water and speaks the spell, then stores it. Over the course of the next 24 hours this purified water can be used to clean wounds. This effect works on everyone, not just the caster.

Clean Wound (Reinigen der Wunde)	
Duration	24h
Effect	This spell creates a means to keep a character from bleeding to death or dying from an inflamed wound. Using the water to clean a wound prevents inflammation (see chapter 12 “Character Death”). If the wound is not consequently treated magically/ alchemistically or by a healer, it will not heal. After application of the purified water, the character still remains wounded and has to be treated accordingly. For more info on “being wounded” see chapter 10 of the basic rule-set, “Fighting”.

Cure Wound (Heilung Wunde)	
EP-cost	3 (Clean Wound is prerequisite)
Time to brew (drink)	10 min
Time to brew (contact)	20 min
Spell duration	5 seconds spell duration (3 words min.)
Components	ointment
Execution	Magic: The caster coats the wound with a salve and speaks out the spell. Alchemist: Wounded Character has to drink the potion or apply the mixture on the wounds.
Duration	Instant
Effect	The caster heals one wound (Restores one hitpoint) on a single person. This does NOT prevent inflammation, which requires the “healing wound”-spell, skill “First Aid” or treatment by a healer. The effect begins immediately, but it takes more than 10 minutes for the wound to heal completely. If the character is involved in a fight or heavy bodily exercise (p.e. lifting something heavy) before this time is up, the wound will open again, causing loss of the restored hitpoint.

Cure Body	
EP-cost	12 (cumulative, Cure Wound is prerequisite)
Time to brew (drink)	30 min
Time to brew (contact)	60 min
Spell duration	18 seconds spell duration (12 words min.)
Components	Salve
Execution	<p>Magic: Caster coats the wound with a salve and speaks out the spell.</p> <p>Alchemist: Wounded character has to drink the potion or apply the mixture on the wounds</p>
Duration	Instant
Effect	<p>The caster heals all wounds (Restores all lost hitpoints) on a sigle person. This does NOT prevent inflammation, which requires the “healing wound”-spell, skill “First Aid” or treatment by a healer. The effect begins immediately, but it takes more than 30 minutes for the wounds to heal completely. If the character is involved in a fight or heavy bodily exercise (p.e. lifting something heavy) before this time is up, the wounds will open again, causing loss of the restored hitpoints.</p>

Deafness (Taubheit)	
EP-cost	3
Time to brew (drink)	15 min
Time to brew (contact)	30 min
Spell duration	9 seconds spell duration (6 words min.)
Components	Some wax and a piece of cloth.
Execution	<p>The caster enrols the wax in the cloth, points it at the target and speaks the magical words. Alchemist: Swallow or contact with potion.</p>
Duration	10 min
Effect	The caster can inflict deafness on the target for 10 minutes.

Defuse Secured Magic (Magieentsicherung)	
EP-cost	4
Time to brew (drink)	-
Time to brew (contact)	-
Spell duration	12 seconds spell duration (8 words min.)
Components	1 dagger and a magical flame
Execution	The caster takes the dagger in his or her hand and cleanses it with the magical flame. Then he speaks the magical words while ungluing the wax with the three hairs from the object (see spell „Secured Magic“).
Duration	Instant
Effect	With this special spell, the caster is able to take down a spell securing an object. By this, the caster is then able to maybe dispel the magic in this object.

Detect Effect 1 (Effekt erkennen 1)	
EP-cost	1
Time to brew (drink)	0 (special, see below)
Time to brew (contact)	0 (special, see below)
Spell duration	3 seconds spell duration (2 words min.)
Components	Sand
Execution	<p>Magic: The caster concentrates and needs free hands.</p> <p>Alchemist: Probe the object a little (Zero time needed).</p>
Duration	Instant
Effect	This helps to examine if an effect is on an object or person.

Detect Effect 2 (Effekt erkennen 2)	
EP-cost	2 (cumulative, Spell level 1 has to be learned before)
Time to brew (drink)	0 (special, see below)
Time to brew (contact)	0 (special, see below)
Spell duration	6 seconds spell duration (4 words min.)
Components	Sand
Execution	Magic: The caster needs concentration and free hands. Alchemist: Probing the object at least five minutes long.
Duration	Instant
Effect	By this you can detect not only the effect, but gain information about the strength, source and other things to be analysed. The GM decides the amount of information that can be gained.

Disarm (Entwaffnen)	
EP-cost	1
Time to brew (drink)	-
Time to brew (contact)	-
Spell duration	3 seconds spell duration (2 words min.)
Components	A piece of string or drapery
Execution	The caster knots the string or the drapery and speaks his words.
Duration	Instant
Effect	The character affected by the spell must drop the weapon in his main hand immediately.

Dispel Magic (Magie aufheben)	
EP-cost	2+ (special, see below)
Time to brew (drink)	-
Time to brew (contact)	-
Spell duration	6 seconds spell duration (4 words min.)
Components	Small wooden stick
Execution	The caster touches the object or the person (even himself) with the small wooden stick, utters the words and breaks the stick.
Duration	Instant
Effect	<p>The spell enables the magican to dispel any other magic that is not secured by the spell „Secure Magic“. While doing this, the magican spends the required amount of points plus the cost of the that has to be broken from his magic pool.</p> <p>Example: If a magican wants to dispel a magical Barrier (4 MP), he needs to have 6 MP in his pool (2 MP for the Dispel Magic cast and 4 MP for the Barrier spell). If the user does not have enough points in his pool, he will lose 2 MP for the spell and there is no effect. Effects gained through alchemy can NOT be dispelled with this spell.</p> <p>The magican is even able to dispel magic that is targeted on him before it inflicts the effect. To do this, the caster has to begin his own Dispel Magic nor more than 2 seconds after the command word of the opponent that inflicted a spell on him was uttered. Furthermore, spells or effects from chapter 6 cannot be dispelled. Same for Missile spells targeting the caster.</p>

Energy Field (Energiefeld)	
EP-cost	5
Time to brew (drink)	-
Time to brew (contact)	-
Spell duration:	15 seconds spell duration (10 words min.)
Components	A piece of string of approx. 1 meter, a softball attached to the string.
Execution	The caster binds the string to the softball, speaks the magical words and starts to spin the ball around himself. The caster can only move within a radius of 2 meters once the spell is cast or the energy field will break up immediately.
Duration	As long as the caster spins the ball around himself and his concentration isn't broken.
Effect	This spell enables the caster to create an energy -or force- field around him or herself, which protects against all physical harm (short-range and long-range weapons, etc.). If the caster wants to include other persons in this protection, he or she can do so only at the beginning of the incantation, before the actual field is created. Only a maximum of three people in addition to the caster can be included (4 persons total). Once the shield is up neither friend nor foe will be able to physically enter or pass through. Any objects or beings outside of the energy field cannot be physically influenced or manipulated. Magic spells can be cast through the barrier at things or beings outside of the field, but also from the outside at people on the inside!

Energy Fluid 1-2 (Energiefluid 1-2)	
EP-cost	10/10 (cumulative, level 1 must be learned before level 2)
Time to brew (drink)	50/100 min
Time to brew (contact)	100/200 min
Spell duration	-
Components	-
Execution	Swallow or contact of potion
Duration	Instant, can only be used every 6 hours!
Effect	The character using it immediately gains 50% or 100% (Level 1 or 2) of his/her max. MP. Example: his/her Magic Pool contains 30 MP. The magician will recover 15 or 30 MP respectively. The user cannot exceed his max. pool level.

Fire (Feuer)	
EP-cost	1
Time to brew (drink)	0 min (special, see below)
Time to brew (contact)	0 min (special, see below)
Spell duration	3 seconds spell duration (2 words min.)
Components	Lighter or matches.
Execution	The magician takes the lighter or matches in his hand and speaks the magical words. The alchemist uses the lighter or matches on burnable material in his hand.
Duration	Till the match has burned or the lighter is switched off.
Effect	A little flame appears in the casters' hand.

Forget (Vergessen)	
EP-cost	3
Time to brew (drink)	15 min
Time to brew (contact)	30 min
Spell duration	9 seconds spell duration (6 words min.)
Components	Alcohol
Execution	The caster sprinkles the alcohol on the earth near the victim and speaks the magical words. Alchemy: Victim has to drink or contact potion.
Duration	Permanent or until the effect is dispelled
Effect	The caster can force the target to forget something that has happened recently. A maximum of 1 minute can be deleted from the mind of the target.

Gust of Wind (Windstoß)	
EP-cost	2
Time to brew (drink)	-
Time to brew (contact)	-
Spell duration	6 seconds spell duration (4 words min.)
Components	1 bundle of feathers or a fan
Execution	The caster takes the bundle of feathers or fan in his hand and fanning with it he speaks the magical words.
Duration	As long as the caster keeps on fanning (maximum 1 Minute).
Effect	The caster creates an elemental Gust of Wind that pushes an object (size and weight of a grown up person) or person back 5 meters for as long as the spell lasts. The spell only works on one target, not many!

Heat Object (Gegenstand erhitzen)	
EP-cost	2
Time to brew (drink)	-
Time to brew (contact)	-
Spell duration	6 seconds spell duration (4 words min.)
Components	A match.
Execution	The caster must light the match, point at the object and speak the magical words.
Duration	Till the match burns down.
Effect	With this magical spell the caster can heat an object. As long as the match burns, this object cannot be held, even with gloves. If casted on a worn armour this has the effect that the wearer has unbelievable pain and thus goes to the ground (this inflicts no wound on the person hit by this spell). This person can only stop the pain through the heat by taking off the armour as long as the match burns. After the match extinguished, the object is no longer hot.

Light	
EP-cost	1
Time to brew (drink)	5 min
Time to brew (contact)	10 min
Spell duration	3 seconds spell duration (2 words min.)
Components	Magician: Flashlight. Alchemist: Snaplight in Bottle
Execution	The caster holds the flashlight in his hand and speaks the magical words. Alchemist puts Snaplight in a bottle.
Duration	Until the lamp is switched off or the user casts another spell.
Effect	The caster creates a magical/alchemical light. The flashlight must be pointed towards the ground (No searchlight; not to be pointed in the eyes of an opponent etc).

Magic Search 1-2 (Magische Suche 1-2)	
EP-cost	2/4 (cumulative, Magical Search 2 requires Magical Search 1)
Time to brew (drink)	-
Time to brew (contact)	-
Spell duration	6/12 seconds spell duration (4/8 words min.)
Components	1 dagger, 1 magical flame, 1 specific object
Execution	The caster holds the dagger, cleanses it in the magical flame and waves it above the object. Then he or she must lay the dagger on the palm of his/ her hand and speak the magical words.
Duration	10 min
Effect	<p>Level 1: By this, the magician is able to find a person, if the user owns a personal object from the person that has to be found. The object has to be something that was in close contact with the person (e.g worn jewellery like rings etc.)</p> <p>Level 2: The magician is able to find an object that has a close connection to the object used by the magician during the spell. (e.g the pommel of a sword to find the its blade). The GM decides if the object can be found (e.g if special circumstances hinder the detection) and decides the amount of information received through this spell.</p>

Missile 1-5 (Geschoss 1-5)	
EP-cost	1/2/3/4/5 (cumulative, requires all previous levels)
Time to brew (drink)	-
Time to brew (contact)	10/20/30/40/50 min
Spell duration	3/6/9/12/15 seconds (2/4/6/8/10 words min.)
Components	A soft ball
Execution	The caster throws the ball on the target. Lightly (Gently) touching the victim equals a softball hit. Attention: During fights or battles you may only use softballs, for safety reasons there are no contact-spells allowed.
Duration	Instant
Effect	If the spell-caster hits the target, it will suffer a number of wounds equal to the spell/brew level. Hits on the head are not valid. The caster throws a softball at his victim.

Nausea (Übelkeit)	
EP-cost	3
Time to brew (drink)	15 min
Time to brew (contact)	30 min
Spell duration	9 seconds spell duration (6 words min.)
Components	-
Execution	Magic: Contact. Alchemist: Contact with potion or drinking.
Duration	1 min
Effect	The Character has to throw up and suffer the typical pain or concentrate real hard not to do so.

Neutralize Alchemy (Alchemie neutralisieren)	
EP-cost	2
Time to brew (drink)	Identical with the time to brew of the alchemical effect that is to be neutralized, regardless of its form of use.
Time to brew (contact)	Identical with the time to brew of the alchemical effect that is to be neutralized, regardless of its form of use.
Spell duration	-
Components	-
Execution	Swallow or Contact
Duration	Instant
Effect	Neutralizes only the effect of the previous mixture. A sleep effect neutralizing potion helps only against a sleep poison and not against any other potion. Effects gained through magic spells cannot be neutralized via this mixture.

Regrowth (Nachwachsen)	
EP-cost	25
Time to brew (drink)	-
Time to brew (contact)	-
Spell duration	75 words spell duration (50 words min.)
Components	1 dagger, 1 magical flame, 1 specific object, salve.
Execution	The caster holds the dagger, cleanses it with the magical flame puts it on the wound and then anoints the wound with the salve.
Duration	12 hours
Effect	The target character will have all lost limbs regrown within 12 hours. After the 12 hours are up, the new limb can be used 100%.

Seal (Siegel)	
EP-cost	2
Time to brew (drink)	-
Time to brew (contact)	20 min
Spell duration	6 seconds spell duration (4 words min.)
Components	Wax from a white and a black candle.
Execution	<p>Magic: The caster holds both candles in his hands and lets the wax drip on the object, speaking the words.</p> <p>Alchemy: Pour potion over object.</p>
Duration	24 hours
Effect	The effect protects books, scrolls, chests or other things against being opened. The effect does not protect the objects from other damage like being burned etc.

Secure Magic (Magiesicherung)	
EP-cost	4
Time to brew (drink)	-
Time to brew (contact)	-
Spell duration	12 seconds spell duration (8 words min.)
Components	Some wax and 3 hairs from the caster.
Execution	The caster sticks the 3 hairs to the object he wants to protect using the wax and speaks the magical words.
Duration	12 hours
Effect	The spell enables the caster to protect another spell, that has a longer duration, from being dispelled.

Shield against Effect (Effektschutz)	
EP-cost	8
Time to brew (drink)	-
Time to brew (contact)	-
Spell duration	24 seconds spell duration (16 words min.)
Components	Prism or mirror.
Execution	Caster takes mirror or prism in both hands, holds it before his body and speaks his spell.
Duration	12 hours or until caster got hit by the first spell invoked onto him.
Effect	This spell shields the caster (or any person which the spell is casted on) with an antimagic field that will negate any given spell that hits this field. There can only be one field at a time on a person, a second one would instantly negate the first one.

Silence (Schweigen)	
EP-cost	4
Time to brew (drink)	20 min
Time to brew (contact)	40 min
Spell duration	12 seconds spell duration (8 words min.)
Components	A cloth and a feather.
Execution	<p>Magic: The caster puts the feather in the cloth, points it to the target and speaks the magical words.</p> <p>Alchemy: Swallow or contact with potion.</p>
Duration	20 min
Effect	This spell disables the target person to speak

Sleep (Schlaf)	
EP-cost	2
Time to brew (drink)	10 min
Time to brew (contact)	20 min
Spell duration	6 seconds spell duration (4 words min.)
Components	Rice
Execution	<p>Magic: Throw the Rice on the victim (cannot be blocked by a shield); rice must hit the target.</p> <p>Alchemy: Swallow or contact with potion.</p>
Duration	10 min
Effect	The character falls asleep. With cold water etc. he or she can be woken up for a short time, but after that the character falls asleep again. If attacked the effect will be over after the first wound inflicted on the character. This can be a hit by a sword, a knock-out blow or an assassination attempt, but no death blow.

Slow 1-2 (Verlangsamung 1-2)	
EP-cost	3/5 (cumulative, level 1 has to be learned before level 2)
Time to brew (drink)	15/15
Time to brew (contact)	30/30
Spell duration	9/15 seconds spell duration (6/10 words min.)
Components	-
Execution	<p>Alchemist: Swallow or contact with potion.</p> <p>Magic Level 1: Lay own hand on own mouth, point to target, speak the words. Magic Level 2: Grab your your other hand's wrist, point to target, speak the words.</p>
Duration	Alchemist: 15 seconds, Magician: As long as magician concentrates and touches his mouth / wrist.
Effect	<p>Level 1: The caster is able to slow down the speed of speech of the victim. The target can only speak in slowmotion.</p> <p>Level 2: The caster is able to slow down the speed of movement of the victim. The target can only move in slow motion.</p>

Speak With Animals (Tiersprache)	
EP-cost	2
Time to brew (drink)	10 min
Time to brew (contact)	20 min
Spell duration	6 seconds spell duration (4 words min.)
Components	A snail- or seashell.
Execution	Alchemist: Drink or get in contact with the mixture, while being near an animal. Magic: Near the animal, take the shell to your ear and speak the words.
Duration	5 min
Effect	As a result of this spell, the caster is able to speak the language of an animal. The GMs will decide the kind and extent of information that is received. It has to be mentioned, that, of course, a worm will not be happy to be pulled out of the ground and will have very limited information.

Strength 1-2 (Stärke 1-2)	
EP-cost	4/8 (cumulative, level 1 has to be learned first)
Time to brew (drink)	20/40 min
Time to brew (contact)	40/80 min
Spell duration	12/24 seconds spell duration (8/16 words min.)
Components	-
Execution	Magic: contact. Alchemist: drink or contact.
Duration	10 min
Effect	The person gains 50% or 100% (rounded up) of his/her EXTRA life points. Wounds that caused a loss of the extra life points have to be healed extra. The maximum cap of life points, 10, is the limit.

Strengthen Shield (Schildverstärkung)	
EP-cost	4
Time to brew (drink)	-
Time to brew (contact)	40 min
Spell duration	12 seconds spell duration (8 words min.)
Components	Some talc powder or fine sand.
Execution	Magic: The caster pours the powder on the shield and speaks the magical words. Alchemy: Apply potion on shield.
Duration	Ends 10 minutes after the first hit to the shield in a fight, effect fades away within an hour after spell is cast if there is no involvement in a fight.
Effect	The effect protects a shield from destruction (Exception: NPC Spell „ Destroy Shield “). The rule of 5 hits for a small shield and 10 for a big one until it is destroyed is not valid in this case. Caster or shield user has to put a visible blue ribbon over the shield as sign for this effect.

Transfer Magic (Magie Übertragen)	
EP-cost	2 (special, see below)
Time to brew (drink)	-
Time to brew (contact)	-
Spell duration	6 seconds spell duration (4 words min.)
Components	writing tools, for example a feather and ink, or a brush and paint
Execution	The caster draws a magical symbol on the palm of her/his hand, than puts the hand on the target and speaks the magical words.
Duration	Instant
Effect	With this spell, the magican is able to transfer his own MP to another person or into another spell. If the magic is transferred into a person, the target cannot take more MP than his normal Magic Pool is capable of. A spell could be made stronger to make it harder for an opponent to dispel it. Transfer Magic costs 2MP plus the transfered MP.

Truth (Wahrheit)	
EP-cost	4
Time to brew (drink)	20 min
Time to brew (contact)	-
Spell duration	12 seconds spell duration (8 words min.)
Components	Little scale and a sword.
Execution	<p>Magic: The caster speaks the magical words and takes the sword in his right hand and the scale in his left hand.</p> <p>Alchemy: Target has to swallow the potion.</p>
Duration	Only one question.
Effect	The effect forces the target to answer one question truthfully. The question must have a specific goal, and no additional questions may be asked. The target must answer the question and must give all information he has concerning the question. It should be possible to answer the question in two sentences.

Turn to Stone (Versteinern)	
EP-cost	6
Time to brew (drink)	30 min
Time to brew (contact)	60 min
Spell duration	18 seconds spell duration (12 words min.)
Components	1 Softball
Execution	<p>Magic: The caster speaks the magical words and throws the Softball.</p> <p>Alchemy: Victim swallows or gets in contact with potion.</p>
Duration	15 min
Effect	The effect petrifies the victim. The target is indestructible while being a stone. No interaction possible. After effect ends, the victim does not know what happened while being petrified.

Weakness 1-2 (Schwäche 1-2)	
EP-cost	4/8
Time to brew (drink)	20/40 min
Time to brew (contact)	40/80 min
Spell duration	12/24 seconds spell duration (8/16 words min.)
Components	Peas
Execution	Magic: The caster throws the peas at the victim (they cannot be blocked with a shield). Alchemy: Swallow or contact with potion.
Duration	10 minutes
Effect	The victim loses 50% or 100% (rounded up) of his/her EXTRA Life Points. The victim does not lose any of his normal Life Points.

7. NPC Spells and Mixtures

The spells and mixtures described in the following chapter cannot be learned by players, these are solely for NPCs and are only listed for the description of the effects.

An immunisation against the following effects is impossible!

It is also possible that players meet special NPCs during the game, like the Avatars, which can conjure up or use effects that are not listed here. In such a case, the effects will be explained by a GM.

Blight (Pesthauch)	
EP-cost	3
Spell duration	9 seconds spell duration (6 words min.)
Components	Spray of water.
Execution	The caster sprays water on the target.
Duration	One minute.
Effect	The target is affected is nauseated, needs to vomit and feels terrible. Effect ist similar to nausea but one cannot immunize.

Mass Blight (Massenpesthauch)	
EP-cost	12
Spell duration	27 seconds spell duration (18 words min.)
Components	Spray of water.
Execution	The caster sprays water on the targets.
Duration	One minute.
Effect	All characters in the vicinity are nauseated, need to vomit and feel terrible. Effect similar to nausea but one cannot immunize.

Destroy Shield (Schildbrecher)	
EP-cost	12
Spell duration	36 seconds spell duration (24 words min.)
Components	Special artefact weapon (hammer).
Execution	The caster speaks the words of the spell and has to hit the shield of the opponent. The blow must hit the targeted shield or the spell will not work.
Duration	Instant
Effect	Destroys the shield that got hit by the hammer, even if the shield is protected by a „Strengthen Shield“ effect.

Duel (Zweikampf)	
EP-Kosten	10
Spruchzeit	30 seconds spell duration (20 words min.)
Magische Komponenten	-
Durchführung	Uttering the words and point at the target.
Dauer des Effekts	Instantly, until the death of one of the opponents or until the caster stops the spell.
Wirkung	The caster is able to force an opponent to a duel that cannot be disturbed by anyone.

Fear (Furcht)	
EP-cost	4
Spell duration	special, see below
Components	Arrow or special artifact weapon.
Execution	A high pitched cry for around 2 seconds duration, the victim (or his shield) must be hit by arrow or weapon.
Duration	30 Seconds
Effect	The victim flees instantly in fear of the caster. Fighting is not possible for the victim as long as the effect lasts.

Mass Fear (Massenfurcht)	
EP-Kosten	16
Spruchzeit	special, see below
Magische Komponenten	4 or more white pieces of cloth.
Durchführung	A high pitched cry for around 2 seconds duration while waving around dramatically with the white pieces of cloth.
Effektdauer	30 seconds.
Wirkung	Every Player in the direct proximity of the caster flees instantly in fear of the caster. Fighting is not possible for everyone hit by the effect.

Force Wave (Druckwelle)	
EP-cost	6
Spell duration	18 seconds spell duration (12 words min.)
Components	Weapon
Execution	The caster hits the ground with his weapon and speaks the magic words.
Duration	Instant
Effect	If this power is used, everyone, player and NPC, in front of the caster (in a 180° Angle) is hit by a Gust of Wind effect.

Infection (Infizieren)	
EP-cost	4
Time to brew (drink)	20 min
Time to brew (contact)	40 min
Spell duration	9 seconds spell duration (6 words min.)
Components	-
Execution	Alchemy: Swallow or Contact. Spell: Touch.
Duration	Special, see below
Effect	Depends on the infection, the situation will be explained to the victim by a GM (effect-card).

Raise the Dead (Tote erheben)	
EP-Kosten	10
Spruchzeit	30 seconds spell duration (20 words min.)
Magische Komponenten	1 bone and a tuft of hairs
Durchführung	Gestures with the bone and uttering of the words of the spell.
Dauer des Effekts	Instant
Wirkung	The caster is able to raise dead player characters or higher undead NPCs that are under his full control after the spell was cast successfully.

Journey of Souls (Seelenwanderung)	
EP-Kosten	2
Spruchzeit	6 seconds spell duration (4 words min.)
Magische Komponenten	1 bone
Durchführung	Dramatic gestures with the bone and uttering of the words of the spell.
Dauer des Effekts	Instant
Wirkung	Raises a fallen undead

Unholy Blessing (Unheiliger Segen)	
EP-cost	2
Time to brew (drink)	10 min
Time to brew (contact)	20 min
Spell duration	-
Components	-
Execution	Swallowing or contact potion.
Duration	60 min
Effect	The character targeted by the unholy blessing is protected for 60 minutes against the first alchemical effect that hits him. This also includes positive effects like Healing etc.

