

Spells

Green Level Spells

The default spells that a spellcaster can use. Non-Roleplaying Players (NRPs) will only use these spells.

Name	Word Count	Used by	Type	Effect
Fireball	20	Mage, Battle Mage	Ranged	2 HP damage
Lightning Bolt	35	Mage, Battle Mage	Ranged	3 HP damage
Freeze	30	Mage, Battle Mage	Ranged	Target is frozen for a 20 count
Heal	25	Cleric	Touch	Living non-cleric target is healed up to 3HP
Cure	40	Cleric	Touch	Dead non-cleric target is brought back to life with up to 6HP
Revive	55	Cleric	Self	Caster comes back to life with full HP. Enemies must stay away from a reviving cleric
Sanctuary	Special	Cleric	Warband	Usable once per game phase. Requires a loud 30 count with the word "sanctuary" repeated. Warband members (alive or dead) must gather during the count, to the cleric and are healed to full health. Everyone else must move at least 3 meters away from the cleric until the end of the count
Harm	30	Necromancer	Ranged	Transfers 2HP to the Necromancer. Up to the Necromancer's Steal Life limit. After which it just causes damage to the target like a Fireball
Raise	30	Necromancer	Ranged	Target is brought back to life with half their HP (rounded up)
Resurrect	55	Necromancer	Self	Caster comes back to life with full HP. Any friendly player within 3 meters is brought back to life with half their HP (rounded up). Enemies must stay away from a resurrecting necromancer

Adventurer Level Spells

Added to a spellcaster's repertoire when they reach [Adventurer](#) level

Name	Word Count	Used by	Type	Effect
Curse Weapon	35	Necromancer	Touch	As Harm but damage is transferred from the necromancer's weapon's hits. Lasts until the necromancer takes damage
Firestorm	25	Mage	Ranged	As Fireball but mage can throw 2 spell balls, one after another (shout fireball with each)

Name	Word Count	Used by	Type	Effect
Mass Heal	30	Cleric	Touch	As Heal but cleric can lay hands on two people at once

Defaults for all spells

- Casting a spell always requires that the caster stays still, does not attack or defend themselves. If the caster is damaged (or moves) during a spell, it is disrupted and if they still wish to cast it, they must begin over again.
- The caster must say a number of words and end the spell by saying its name so everyone effected can hear.
- If a spell has a range, it requires a spell ball to be thrown - a hand sized foam or other soft light object (lighter than a tennis ball). These follow the same rules as other thrown weapons.
- All spells ignore armour and shields. If it hits someone, their weapon, their armour or their shield - that person is affected by the spell.

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Last update: **2015/09/13 16:32**

