



Spellcasters lose the power to cast a spell as soon as the incantation has begun. You cannot start the incantation for a spell, change your mind, and then still have that spell. You must wait until the following game-day to restudy and store the mystic power to cast the spell again.

A spellcaster can continue casting spells even while being hit and taking damage. That's why it is often a wise idea in any battle to take out or *Silence* the spellcaster first!

Spell Defenses

There are a few spells and effects that will protect the recipient from incoming spells or attacks. Each can protect against one spell or effect only. They are cast upon the recipient in advance and stay with the recipient until "activated" by the effect they are meant to prevent.

The Spell Defenses are *Elemental Shield*, *Magic Armor*, *Poison Shield*, *Reflect Magic*, and *Spell Shield*.

When one of these spells is cast upon you, you must rip off the "uncast" flag from the bottom of the tag and then place it on your active tag ring. This is to show that it is in effect upon you. In-game, you are always aware of what Spell Defenses are active on you.

Once a Spell Defense is active, then it will affect the next applicable incoming effect, regardless of whether or not you would have been affected by it. It will then be used up.

For example: Terin is hit by a Control Undead spell. Not being an undead, it would have no effect upon him. However, it will still use up his Spell Shield.

If a Spell Defense activates while the victim is sleeping normally (*not* from a *Sleep* effect), the victim will wake and be aware that the Spell Defense is gone.

All Spell Defenses must be called correctly

(for example "*Reflect Magic*" or "*Magic Armor*") to be effective and must be called within two seconds.

If you forget you have a valid spell defense and then later realize that you did, it is still used up and you must throw away the tag. This is to prevent cheaters from conveniently "forgetting" to use their Spell Defenses except when they really need them.

Touch-Casting

To touch-cast, hold a packet and place it against the target you wish to affect. Touch-casting thus avoids the chance of missing your target.

The recipient of a touch-cast spell may choose to "accept" the spell, thus letting it past their Spell Defenses such as *Spell Shield* or *Reflect Magic*. (You have no choice but to accept a thrown spell; it will always set off your Spell Defenses.)

The recipient must be conscious to accept a spell. An unconscious person's Spell Defenses will always go off.

For example: Terin falls in battle and drops to -1, but since he was not hit by any spells, he still has an active Spell Shield. Darlissa runs over, touches him, and casts a Cure Wounds upon him. Because he is unconscious, he cannot consciously "accept" this spell. His Spell Shield is now used up and he remains unhealed.

The decision to accept a spell through touch-casting is made immediately after the spell is cast. This is to prevent a caster from tricking an unsuspecting victim.

The recipient of a touch-cast spell can always refuse the spell by saying "refused." This will use up the spell, but have no effect whatsoever on the recipient.

For example: Terin is Confined by his arch enemy Vorin. Vorin laughs and approaches and touches Terin with a packet and says snottily "I grant you the gift of death!" Since this was

touch-cast, Terin can accept this spell or refuse it. He wisely chooses to refuse the spell.

You may not touch-cast if both of your hands are bound in any way, either physically or through binding effects such as *Bind*, *Confine*, *Paralysis*, *Prison*, or *Web*. You are allowed to touch-cast when your feet are bound, or under a *Pin* effect, since you have at least one hand free enough to perform the casting. This includes touch-casting on yourself.

For example, Belthivis is hit with a Bind spell which forces his arms to his sides. He has a Release spell in memory but he cannot cast it (or even touch-cast it) so he's just plain stuck. If he had been hit by a Pin spell, he would still be able to cast.

Touch casting can only be used for an incanted spell, a magic item, or for skills with the verbals of "magic," "elemental," or "arcane." It cannot be used with gas globes or the "poison" attack.

Schools of Magic

Whenever your character begins learning magic, either Celestial or Earth, you must select which of the two is your primary school of magic. The other will be the secondary, costing more to learn. There is nothing preventing you from learning both Earth and Celestial magic but a separate spell pyramid must be built for each school.

Spell Rules

The spellcaster is not immune to his or her own spells. A spell that is reflected back will affect the caster.

Nor can a caster automatically dispel or deactivate their own spells, unless specifically noted in a spell's description. (For instance, a mage can drop his or her *Prison* or *Circle of Power*.)

Example: Darlissa casts a Web spell at Vax the goblin. She then questions him while he is webbed. She cannot at the end of her questioning say "I hereby cancel the spell." She must cast a Dispel, Purify, or Release spell or must leave the area as required by the spell.

Spell defenses carry over from adventure to adventure. A character who has a *Shield* spell active at the end of an adventure weekend will still have that spell at the beginning of the next weekend or module (unless the player has lost the tags between events).

This rule applies only to spell defenses that are active upon you and are "indefinite" in duration. There can be no *Wards* or *Wizard Locks* active at game start.

Many effects are visible to those observing them. *Bind*, *Confine*, *Entangle*, *Paralysis*, *Pin*, *Prison*, and *Web* are all visible while they are in effect to any viewer who takes the time to observe them. This means you have to ask