**Spells (Some may be impossible)**

**Healing Spells:**

For healing spells: We can have various roman numerals indicating the strength of the spell, like “Heal IV”. We also need to find a way to let it target other players, while

Resurrect: Brings a player back from the dead to their death spot with 1 heart. Not quite sure how to target a player, it might require a chat command.

Full Resurrect: Bring a player back to life to their death spot with full hearts. More costly than a normal resurrect + a series of healing spells, but much quicker.

Curse: Takes 3 of the caster’s hearts and gives 3 to their target.

Possibly: We could do heal over time spells, like a targeted player gains 10 hearts over 30 seconds.

**Offensive spells:**

Fissure: Opens hole at target, then closes again after 2 seconds

Taunt: Makes mobs within a 5-block radius circle of the player attack the player.

Sand Tomb: Creates a 3x3 thing of sand 5 blocks above the target, and then falls. Disappears after 10 seconds.

The Dog Whisperer: Summons 5 dogs and sets their target to the mob the player points at. Requires 45 bones.

Cone of Cold: Causes the blocks in front of the player in some form of cone-shape to turn to ice, freezing mobs in the player’s line of sight in place for 10 seconds. Requires 10 snow blocks.

Flare: Lights the blocks in a 5-block radius of the target block (would need to find a way to make the fires hurt mobs but not wood)

Sacrifice: Kills the player, but also kills mobs around the player in a 10-block radius circle. Good for fighting with a group, as a last sacrifice.

Tornado: Shoots entities within a 5-block radius of the target point into the air.

Lightning: Pretty self-explanatory. Try to make it not harm environment.

Inferno: Essentially level 2 of flare. Same radius as flare, but with a greater cost and a longer lifetime/more damage.

**Defensive Spells:**

Decoy: Spawns a cow and makes mobs in a 5-block radius of the cow attack it.

Spikes: Summons a 6-block long cactus wall where the player is pointing for 10 seconds.

Net: Costs 10 string, freezes mobs in a 5-block radius around the player for 10 seconds.

**Transmutations:**

For transmutations: The player should put the thing they want to transmute in the top of a furnace, and then 5 redstone in the bottom. The furnace would output the result. For example, 2 iron in the top and 5 redstone on the bottom = 1 gold.

**World Spells:**

All World Spells should require an obelisk of sandstone topped with 1 gold block to cast. These *cannot* be built by players, and must be built and designated by admins. All world spells will be announced, for example: “x\_Shanghai\_x has cast Blizzard!”

Blizzard: Forces a 2-minute snow. Costs 2 stacks of snow blocks and 1 water bucket.

Midas Touch: World spell, requiring 10 gold blocks to do. Turns any blocks the player contacts within the next minute to gold. They turn back when the minute is up.

Day: Makes it day. Requires a clock and 1 white wool.

Night: Makes it night. Requires a clock and 1 black wool. Sort of a troll spell.

Social life: Unobtainable.

**Support:** these are spells that change the target’s status.

Invincibility: 10 seconds of invulnerability. Costs 1 diamond and 4 obsidian.

Strength: Increases target’s damage done for 2 minutes. Costs 1 bread and 4 iron.

Resilience: Increases target’s health for 2 minutes.

Heat: Makes a target immune to Cone of Cold (mainly for war).

Torch: Creates a torch in front of the player. Costs 5 torches.

Gills: Allows the target to swim faster + breathe underwater for 30 seconds.

Speed: Increases target’s speed for 5 seconds, but costs the target 2 hearts.

Jump: Allows the target extra jump height for 10 seconds.