

Spell numbers starting at 0

```
public enum SpellType : byte
{
    Damage,
    DamageTeam,
    Stun,
    StunTeam,
    Heal,
    HealTeam,
    Fire,
    FireTeam,
    Water,
    WaterTeam,
    Earth,
    EarthTeam,
    Wind,
    WindTeam,
    Ice,
    IceTeam,
    Rock,
    RockTeam,
    Thunder,
    ThunderTeam,
    Poison,
    PoisonTeam,
    Psychic,
    PsychicTeam,
    Ghost,
    GhostTeam,
    Shadow,
    ShadowTeam,
    Light,
    LightTeam,
    //Add new spells here
}
```

DAMAGE SPELLS

DAMAGE

Damages the player

PRIMARY EFFECT		SECONDARY EFFECT	
Health	-5	-	-
TEMPORARY EFFECTS			
Strength	-	Defense	-
Luck	-	Duration	-
NOTES			

FIRE

Sets the player on fire

PRIMARY EFFECT		SECONDARY EFFECT	
Health	-1	Repeat	10x
TEMPORARY EFFECTS			
Strength	-	Defense	-
Luck	-	Duration	-
NOTES			

WATER

*Blasts the player with a
torrent of water*

PRIMARY EFFECT		SECONDARY EFFECT	
Health	-10	Stun	5s
TEMPORARY EFFECTS			
Strength	-	Defense	-
Luck	-	Duration	-
NOTES			

THUNDER

*Calls down a bolt of lightning
on the player*

PRIMARY EFFECT		SECONDARY EFFECT	
Health	-25	Stun	5s
TEMPORARY EFFECTS			
Strength	-15	Defense	-15
Luck	=0	Duration	30s
NOTES			

POISON

Poisons the player

PRIMARY EFFECT		SECONDARY EFFECT	
Health	-1	Repeat	30x
TEMPORARY EFFECTS			
Strength	-10	Defense	-10
Luck	-10	Duration	30s
NOTES			
This spell's effects are concurrent			

GHOST

Drains the life force from the player

PRIMARY EFFECT		SECONDARY EFFECT	
Health	-20	-	-
TEMPORARY EFFECTS			
Strength	=0	Defense	-
Luck	-	Duration	30s
NOTES			

PSYCHIC

*Reads the players mind,
exposing their intentions*

PRIMARY EFFECT		SECONDARY EFFECT	
Health	-10	-	-
TEMPORARY EFFECTS			
Strength	-10	Defense	-
Luck	-10	Duration	30s
NOTES			

STUN SPELLS

STUN

Stuns the player

PRIMARY EFFECT		SECONDARY EFFECT	
Stun	5s	-	-
TEMPORARY EFFECTS			
Strength	-	Defense	-
Luck	-	Duration	-
NOTES			

ICE

Encases the player in ice

PRIMARY EFFECT		SECONDARY EFFECT	
Stun	5s	Health	-5
TEMPORARY EFFECTS			
Strength	-	Defense	-
Luck	-	Duration	-
NOTES			

ROCK

Concusses the player

PRIMARY EFFECT		SECONDARY EFFECT	
Stun	5s	Health	-10
TEMPORARY EFFECTS			
Strength	-10	Defense	-10
Luck	-	Duration	30s
NOTES			

SHADOW

Engulfs the player in darkness

PRIMARY EFFECT		SECONDARY EFFECT	
Stun	10s	Health	-25
TEMPORARY EFFECTS			
Strength	=0	Defense	=0
Luck	=0	Duration	20s
NOTES			

HEALING SPELLS

HEAL

Heals the player

PRIMARY EFFECT		SECONDARY EFFECT	
Health	+5	-	-
TEMPORARY EFFECTS			
Strength	-	Defense	-
Luck	-	Duration	-
NOTES			

WIND

Protects the player with a shield of air

PRIMARY EFFECT		SECONDARY EFFECT	
Health	+10	-	-
TEMPORARY EFFECTS			
Strength	-	Defense	+10
Luck	-	Duration	30s
NOTES			

LIGHT

Envelops the player in an empowering light

PRIMARY EFFECT		SECONDARY EFFECT	
Health	+25	-	-
TEMPORARY EFFECTS			
Strength	+25	Defense	+25
Luck	+25	Duration	15s
NOTES			