Spell List

MageHand

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Elements

Tier 1 Elements

The four basic elements. Sources for these elements are easily found.

Air

Air is primarily for zone control. All of the Air spells can push or throw enemies away from the casting position.

Earth

Earth is primarily for defence. All of the Earth spells erect walls of varying sizes.

Fire

Fire is the primary damage-dealing element. Out of the Tier 1 elements, the Fire spells do the most damage at each level.

Water

Water is primarily a utility element. It’s most useful alongside the Tier 2 elements Lightning and Ice. This is because all of the Water spells wet the environment and both Lightning spells and Ice spells become more powerful in a wet environment.

Tier 2 Elements

Each of the Tier 2 elements are formed of 2 compatible Tier 1 elements (e.g. Air + Fire = Lightning)

Lightning (Air + Fire)

Ice (Air + Water)

Meteor (Earth + Fire)

Growth (Earth + Water)

# Spell Types

All spells have a Transit type and a Post-Transit type. A spell’s Transit type describes its behaviour while it’s moving between the casting position and the target position. A spell’s Post-Transit type describes its behaviour once it reaches the target position.

## Transit spell types

### Projectile

Projectile spells fly an object from the casting position to the target position. Projectile spells can be blocked by terrain and other valid targets. If blocked, the target position changes to the block position. The Post-Transit stage of a Projectile spell is activated once the object reaches the target position.

### Beam

Beam spells extend an effect from the casting position to the target position. Beam spells can be blocked by terrain. If blocked, the target position changes to the block position. The Post-Transit stage of a Beam spell is activated when the beam reaches its full length.

### Effect Projectile

Effect spells fly an object from the casting position to the target position. Effect Projectile spells are not blocked by any terrain between the casting position and the target position. The Post-Transit stage of an Effect Projectile spell is activated once the object reaches the target position.

## Impact spell types

### Instant

Instant spells simply execute their effects.

### Object

Object spells place one or more objects near the target position at the end of the Transit stage. These objects are then used to execute their effects. The objects last in the world for a specified number of seconds or until destroyed.

# Spell List

## Tier 1

### Air

Zone control

Level 1 – Beam, Instant

A Small gust of wind towards the target position.

* Small push on impact

Level 2 – Beam, Object

A Small tornado appears at the target position.

* Object (tornado)
  + Short range throw
  + Lasts for # seconds

Level 3 – Beam, Object

A Medium tornado appears at the target position.

* Object (tornado)
  + Low DoT while in tornado
  + Medium range throw
  + Short range pull
  + Lasts for # seconds

### Earth

Defence

Level 1 – Projectile, Object

A group of Small rocks flies towards the target position and then lands in a Medium rock pile of Small rocks on the ground at or beyond the target position.

* Projectile
  + Low damage on impact
* Object (rock pile)
  + Collapses after Low damage
  + Lasts for # seconds

Level 2 – Projectile, Object

A Medium boulder flies towards the target position and then lands on the ground at or beyond the target position.

* Projectile
  + Medium damage on impact
* Object (boulder)
  + Collapses after Medium damage
  + Medium AoE damage (Short range) on collapse
  + Lasts for # seconds

Level 3 – Effect Projectile, Object

A Large shard of stone shoots out of the ground at the target position.

* Object (shard)
  + Collapses after High damage
  + Medium AoE damage (Medium range) on collapse
  + Lasts for # seconds

### Fire

Damage

Level 1 – Effect Projectile, Object

A Small fire appears at target position

* Object (fire)
  + Low DoT while in fire
  + Lasts # seconds

Level 2 – Projectile, Object

A Small fireball shoots to the target position. A Medium fire appears at target position

* Object (fire)
  + Medium AoE damage (Short range) on fireball impact
  + Medium DoT while in fire
  + Lasts # seconds

Level 3 – Beam, Object

A jet of flame shoots to the target position. A Large fire appears at target position

* Beam (jet)
  + High DoT while in jet
* Object (fire)
  + Medium DoT while in fire
  + Lasts # seconds

### Water

Utility

Level 1 – Beam, Object

A spurt of water shoots towards the target position. A Small puddle forms at the target position.

* Beam (spurt)
  + AoE wetness (Short range)
* Object (puddle)
  + AoE wetness (Short range)
  + Lasts for # seconds

Level 2 – Beam, Object

A jet of water shoots towards the target position. A Medium puddle forms at the target position.

* Beam (jet)
  + AoE wetness (Medium range)
  + Light DoT while in jet
  + Medium push while in jet
* Object (puddle)
  + AoE wetness (Medium range)
  + Lasts for # seconds

Level 3 – Effect Projectile, Object

A waterspout appears at the target position.

* Object (waterspout)
  + AoE wetness (Medium range)
  + Medium DoT while in waterspout
  + Medium range pull
  + Medium range throw
  + Lasts for # seconds

## Tier 2

### Lightning (Air + Fire)

Zone control, Damage

Level 1 – Effect Projectile, Object

A ball of static appears at the target position. Lightning arcs to surfaces within Short range.

* Object (static ball)
  + Low damage on arc impact
  + Small push on arc impact
  + Lasts for # seconds

Level 2 – Beam, Object

A surge of lightning towards the target position. Lightning arcs to surfaces within Short range from target position.

* Beam (surge)
  + Medium DoT while in surge
  + Medium push while in surge
* Object (static ball)
  + Medium damage on arc impact
  + Small push on arc impact
  + Lasts for # seconds

Level 3 – Projectile, Instant

A slow ball of lightning moves towards the target position. Lightning arcs to surfaces within Medium range.

* Projectile (ball)
  + Low damage AoE (Medium range)
* Instant
  + High damage AoE (Medium range)
  + Medium push (Large range)

### Ice (Air + Water)

Zone control, Utility

Level 1 – Effect Projectile, Object

A Medium snow drift drops on target position.

* Object (snow drift)
  + AoE freeze (Medium range)
  + Low damage on impact
  + Snow drift is traversable
  + Lasts for # seconds

Level 2 – Beam, Instant

A freezing wind towards the target position.

* Beam (wind)
  + AoE freeze (Large range)
  + Medium DoT while in wind
  + Medium push while in wind

Level 3 – Projectile, Object

A Medium freezing vortex moves towards the target position and then stays there.

* Projectile (vortex)
  + AoE freeze (Short range)
  + Medium DoT while in vortex
  + Medium range throw
  + Medium range pull
* Lasts for # seconds

### Meteor (Earth + Fire)

Defence, Damage

Level 1 – Projectile, Location

A Small meteor flies to the target position and then lands on the ground at or beyond the target position.

* Projectile
  + Low damage on impact
* Location
  + Explodes when approached (short range) or after Low damage
  + Medium AoE damage (Short range) on explosion
  + Lasts for # seconds

Level 2 – Projectile, Location

A Medium meteor flies to the target position and then lands on the ground at or beyond the target position.

* Projectile
  + Medium damage on impact
* Location
  + Explodes when approached (short range) or after Medium damage
  + Medium AoE damage (Medium range) on explosion
  + Short push on explosion
  + Lasts for # seconds

Level 3 – Projectile, Location

A Large meteor flies to the target position and then lands on the ground at or beyond the target position.

* Projectile
  + Medium damage on impact
* Location
  + Explodes when approached (short range) or after Medium damage
  + High AoE damage (Medium range) on explosion
  + Medium push on explosion
  + Lasts for # seconds

### Growth (Earth + Water)

Defence, Utility

Level 1 – Location

An elevator plant appears at the target position. The plant grows to the player’s height when they are on or above it. It retracts once the player leaves.

* Lasts for # seconds

Level 2 – Location

Trap vines appear at the target position.

* Medium DoT while in vines
* Medium range pull
* Lasts for # seconds

Level 3 – Location

A Venus fly trap appears at the target position

* Attacks when approached (short range)
* Medium damage on attack
* Medium range throw after attack
* Lasts for # seconds