Spell List

MageHand

Contents

[Tier 1 1](#_Toc419736907)

[Air 1](#_Toc419736908)

[Earth 1](#_Toc419736909)

[Fire 2](#_Toc419736910)

[Water 3](#_Toc419736911)

[Tier 2 3](#_Toc419736912)

[Lightning (Air + Fire) 3](#_Toc419736913)

[Ice (Air + Water) 4](#_Toc419736914)

[Meteor (Earth + Fire) 5](#_Toc419736915)

[Plants (Earth + Water) 5](#_Toc419736916)

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

## Beam

Beam spells have a solid line of effect from the casting position to the target position. They are blocked by any terrain between the casting position and target position. Beam spells have a set duration.

## Location

Location spells have an instant effect at the target position. They are not blocked by any terrain between the casting position and target position. Location spells have a maximum duration but some can be terminated in various spell-specific ways.

## Projectile

Projectile spells have an object of effect that travels from the casting position to the target position. They are blocked by any terrain between the casting position and target position. Projectile spells are terminated when they collide with terrain or other obstacles, or when they reach the target position.

# Spell List

## Tier 1

### Air

Zone control

Level 1 – Beam

A Small gust of wind towards the target position.

* Small push on impact
* Lasts for # seconds

Level 2 – Location

A Small tornado appears at the target position.

* Short range throw
* Lasts for # seconds

Level 3 – Location

A Medium tornado appears at the target position.

* Low DoT while in tornado
* Medium range throw
* Short range pull
* Lasts for # seconds

Level 4 – Location

A Large tornado appears at the target position.

* Medium DoT while in tornado
* Long range throw
* Medium range pull
* Lasts for # seconds

### Earth

Defence

Level 1 – Location

A Medium pile of loose stones appears at the target position.

* Collapses after Low damage
* Lasts for # seconds

Level 2 – Location

A Medium boulder appears at the target position.

* Rolls away from the casting position after Medium damage
* Rolling boulder collapses on impact
* Medium AoE damage (Short range) on impact
* Lasts for # seconds

Level 3 – Location

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

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

Level 4 – Location

# Large shards of crystal shoot out of the ground around the target position (Medium range).

* Each shard collapses after High damage
* Medium AoE damage (Medium range) from each shard on collapse
* Lasts for # seconds

### Fire

Damage

Level 1 – Location

A Small fire appears at target position

* Low DoT (lasts # seconds)
* Lasts # seconds

Level 2 – Projectile

A Small fireball shoots to the target position.

* Medium AoE damage (Short range) on impact
* Low DoT after impact (lasts # seconds)

Level 3 – Projectile

A Medium fireball shoots to the target position.

* High damage on impact
* Medium AoE damage (Medium range) on impact
* Medium DoT after impact (lasts # seconds)

Level 4 – Beam

A jet of flame shoots to the target position.

* Medium AoE damage for its length (Medium range)
* High DoT while in jet
* Medium DoT after impact (lasts # seconds)
* Lasts # seconds

### Water

Utility

Level 1 – Beam

A spurt of water shoots towards the target position

* Wetness from casting position to target position
* AoE wetness (Small range) on impact
* Lasts for # seconds

Level 2 – Location

Rain falls on the target position.

* AoE wetness (Medium range) on impact
* Lasts for # seconds

Level 3 – Beam

A jet of water shoots towards the target position.

* Wetness from casting position to target position
* AoE wetness (Medium range) on impact
* Medium push on impact
* Light DoT while in jet.
* Lasts for # seconds

Level 4 – Location

A waterspout appears at the target position.

* AoE wetness (Medium range) on impact
* Medium DoT while in waterspout
* Medium range pull
* Medium range throw
* Thrown leaves AoE wetness (Small range) on impact
* Lasts for # seconds

## Tier 2

### Lightning (Air + Fire)

Zone control, Damage

Level 1 – Location

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

* Low damage on arc impact
* Small push on arc impact
* Lasts for # seconds

Level 2 – Location

A lightning bolt strikes the target position.

* Medium damage on impact
* Medium push on impact

Level 3 – Beam

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

* Medium DoT while in surge
* Medium push while in surge
* Medium damage on arc impact
* Small push on arc impact
* Lasts for # seconds

Level 4 – Projectile

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

* High damage on impact
* Medium damage on arc impact
* Small push on arc impact

### Ice (Air + Water)

Zone control, Utility

Level 1 – Location

A Medium snow drift drops on target position.

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

Level 2 – Location

A Large snow drift drops on target position.

* AoE freeze (Large range)
* Medium damage on impact
* Snow drift is traversable
* Lasts for # seconds

Level 3 – Beam

A freezing wind towards the target position.

* AoE freeze (Large range)
* Medium DoT while in wind
* Medium push on impact
* Lasts for # seconds

Level 4 – Projectile

A Medium freezing vortex moves towards the target position.

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

### Meteor (Earth + Fire)

Defence, Damage

Level 1 – Location

A Small meteor falls at the target position.

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

Level 2 – Location

A Medium meteor falls at the target position.

* 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 – Location

A Large meteor falls at the target position.

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

Level 4 – Location

# Medium crystal meteors fall around the target position (Medium range).

* Each meteor explodes when approached (short range) or after Medium damage
* High AoE damage (Large range) on explosion
* Medium push on explosion
* Lasts for # seconds

### Growth (Earth + Water)

Defence, Utility

Level 1 – Location

A field of spiky grass grows around the target position (Medium range).

* Light DoT while in grass

Level 2 – 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 3 – Location

Trap vines appear at the target position.

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

Level 4 – 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