

MAGIC SPELLS AND MUSIC

This book will cover the basics of spells and magic in the world of Zelda. While magic is generated by the deities and nature, there are two major ways to implement magic. One is the path of the sage, who through the support of their deity are able to use magic as an art of battle and utility. The other path involves using music to synthesize magical effects.

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SECTION D: TRIFORCE MAGICS

SECTION A: BASE MAGIC

Magic in its most basic form. This section covers all skills usable by keepers of the magic skill. These spells should never have a negative effect on failure because of how basic they are. They can still backlash on a critical failure however.

Magic spells are laid out as follows:

Magic Spell Name

Description: *A Description of the spell, effects, and use.*

School		Prerequisites		Components	
<i>School of Magic the spell is from</i>		<i>Level requirements, other spells, race, class, etc.</i>		<i>Verbal (V), Somatic (S), Material (M with materials needed), Concentration (C)</i>	
Range	Cost	Damage	Duration	Cast Time	Save
<i>Targetable distance</i>	<i>Costs for the spell</i>	<i>Spell Damage Value/Type</i>	<i>Spell Effect Duration</i>	<i>AP or time to cast</i>	<i>Save throws to negate / reduce effect</i>

Curse Magic

Curse an object with terrible luck, causing their critical failure range to become 1-2.

School		Prerequisites		Components	
Demonic		N/A		V,S	
Range	Cost	Damage	Duration	Cast Time	Save
Touch	2MP	N/A	1D2 rounds	1 AP	Magic

Earth Magic

Reenforce yourself with magic adding to your natural resistance, getting +1 on all saving throws.

School		Prerequisites		Components	
Elemental		N/A		V,S	
Range	Cost	Damage	Duration	Cast Time	Save
Touch	2MP	N/A	1 min	1 AP	Magic

Electrical Magic

Create simple electrical effects by powering something within 10ft, or shocking a metal object. This is also a prerequisite to other electrical spells. Shocking metal held by or in contact with a target has a chance to make them drop it. Electrocuting armor is not powerful enough to cause any effect.

School		Prerequisites		Components	
Elemental		Fire Magic, Water Magic		V,S	
Range	Cost	Damage	Duration	Cast Time	Save
Touch	2MP	N/A	1 min	1 AP	Endurance

Twilight Magic

Object becomes Ethereal and cannot take damage from physical attacks, and pass through solid objects. Ethereal Magic can only turn objects, small and not living beings, Ethereal. It costs 2MP per turn the object is kept Ethereal.

School		Prerequisites		Components	
Realm		Caster Level 3		V,S,C	
Range	Cost	Damage	Duration	Cast Time	Save
Touch	2MP/turn	N/A	*	1 AP / turn	N/A

Fire Magic

Create simple fire effects by lighting a torch or stick within 10ft, or holding a flame as a light. The fire remains for 1MP / turn unless it is already burning an object like wood or a torch. This can be maintained at 1MP / turn to improve a single target's heat level by 1. This is also a prerequisite to other fire spells.

School		Prerequisites		Components	
Elemental		N/A		V,S	
Range	Cost	Damage	Duration	Cast Time	Save
10ft	1MP	1D4 Fire	1 turn	1 AP	Acrobatics

Ice Magic

Create a handful of ice, or cool down an object or container. It can also create a small 5ft patch of ice by freezing a water slick surface making any target standing on it get disadvantage on their next dodge attempt. Freezing a Drenched target will cause them to drop 1 heat level. This is also a prerequisite to other ice spells.

School		Prerequisites		Components	
Elemental		N/A		V,S	
Range	Cost	Damage	Duration	Cast Time	Save
10ft	1MP	N/A	1 turn	1 AP	Acrobatics

Illusionary Magic

Creates a small-medium sized illusion within 50ft of whatever you'd like. Others must pass a perception test to find out if it's real or not. The Illusion cannot make noise or actions. This is also a prerequisite to other illusionist spells.

School		Prerequisites		Components	
Arcane		N/A		V,S,C	
Range	Cost	Damage	Duration	Cast Time	Save
50ft	2MP/min	N/A	1 min	1 AP	Perception

Divine/Holy Magic

Create a ball of light lighting up 20ft around you, and 30ft with dim light. The orb can float up to 10ft away from the caster at any time. This is also a prerequisite to other light spells.

School		Prerequisites		Components	
Divine		N/A		V,S,C	
Range	Cost	Damage	Duration	Cast Time	Save
10ft	2MP	N/A	10 min	1 AP	N/A

Necromantic Magic

Taking and manipulating life, you are able to give yourself or a single target an extra 1D10 of temporary false HP. This HP disappears after 10 min, once used, or if dispelled.

School		Prerequisites		Components	
Demonic		N/A		V,S	
Range	Cost	Damage/Heal	Duration	Cast Time	Save
Touch	2MP	1D10 False HP	10 min	1 AP	N/A

Shadow Magic

Create about 20ft area of darkness. This darkness absorbs all natural light, magical light works normally. This is also a prerequisite to other shadow spells.

School		Prerequisites		Components	
Realm		N/A		V,S	
Range	Cost	Damage	Duration	Cast Time	Save
10ft	2MP	N/A	1D4 rounds	1 AP	N/A

Water Magic

Create a cup of water, or remove a cups worth of clean pure water. It takes about 4 casts of this spell on a single target to Drench them. This is also a prerequisite to other water spells.

School		Prerequisites		Components	
Elemental		N/A		V,S	
Range	Cost	Damage	Duration	Cast Time	Save
10ft	2MP	N/A	Instant	1 AP	N/A

Wind Magic

Create simple wind effects by blowing objects under 5lbs back 20ft, or pulling objects below 5lbs towards you 20ft. Can be used to reduce your heat level by 1 if 1MP is paid per minute. This doesn't work on heat level 4 or 5. This is also a prerequisite to other wind spells.

School		Prerequisites		Components	
Elemental		N/A		V,S	
Range	Cost	Damage	Duration	Cast Time	Save
30ft	1MP	N/A	Instant	1 AP	N/A

SECTION B: GENERAL MAGIC

Simple magic spells that most with a knowledge of magic could learn. These spells should never have a negative effect on failure because of how basic they are. They can still backlash on a critical failure however.

Magic spells are laid out as follows:

Magic Spell Name

Description: *A Description of the spell, effects, and use.*

School		Prerequisites		Components	
<i>School of Magic the spell is from</i>		<i>Level requirements, other spells, race, class, etc.</i>		<i>Verbal (V), Somatic (S), Material (M with materials needed), Concentration (C)</i>	
Range	Cost	Damage	Duration	Cast Time	Save
<i>Targetable distance</i>	<i>Costs for the spell</i>	<i>Spell Damage Value/Type</i>	<i>Spell Effect Duration</i>	<i>AP or time to cast</i>	<i>Save throws to negate / reduce effect</i>

Acid Spray

Fires a small spray of acid from the caster's hand. The acid hits a target within range and splashes to all targets within 5ft of the initial target. A dodge save is made for all targets to avoid the damage.

School		Prerequisites		Components	
Elemental		Earth Magic		V,S	
Range	Cost	Damage	Duration	Cast Time	Save
10ft (5ft AoE)	2MP	1D4 Acid	Instant	1 AP	Acrobatics

Animal Friend

Natural Charisma with animals can only get you so far, with this spell animals like you even more, giving you +2 on Charm and Diplomacy checks against Animals who are not hostile towards you.

School		Prerequisites		Components	
Divine, Elemental		Earth Magic		V,C,M(Mud on Face)	
Range	Cost	Damage	Duration	Cast Time	Save
Self	2MP	N/A	1 min	1 AP	N/A

Bolt

Fires a bolt of magical energy at a single enemy dealing 1D4 magic damage on impact.

School		Prerequisites		Components	
Arcane		N/A		V,S	
Range	Cost	Damage	Duration	Cast Time	Save
70ft	2MP	1D4 Energy	Instant	1 AP	N/A

Chilling Touch

A ghostly chilling feeling watches over a target dealing 1D6 demonic damage. Targets affected take a Endurance saving throw or cannot regain HP for 1 round.

School		Prerequisites		Components	
Demonic		Necromantic Magic		V,S	
Range	Cost	Damage	Duration	Cast Time	Save
60ft	2MP	1D6 Demonic	Instant	1 AP	Endurance

Dazzling Lights

A large array of flashing lights and colours used to dazzle and amaze those affected. Targets take a Perception test or become blinded by the lights, taking disadvantage on their next saving throw.

School		Prerequisites		Components	
Arcane		Illusionary Magic		V,S	
Range	Cost	Damage	Duration	Cast Time	Save
60ft	2MP	N/A	1D4 rounds	1 AP	Perception

Elemental Bolt

Adds an element to your arcane bolt. You must know the element you wish to use with this spell. Each element has a particular effect below:

Earth = XD4 Earth/Acid Damage, Endurance Save or target loses 1 AV

Fire = XD4 Fire Damage, Magic Save or target burns for 1D2 rounds

Ice = XD4 Ice Damage, Endurance Save or target becomes paralyzed for 1 round, gains +1 AV

Water = XD4 Water Damage, target becomes soaked

Wind = XD4 Wind Damage, Acrobatics Save or target is knocked prone

School		Prerequisites		Components	
Arcane, Elemental		Bolt, [Elemental] Magic		V,S	
Range	Cost	Damage	Duration	Cast Time	Save
70ft	3MP	X=½ caster lvl	Instant	1 AP	N/A

Frozen Flesh

Cause ice to form on the surface of a target's skin causing them to feel extremely cold; dealing 1D6 Ice/Cold Damage and reducing their heat level by 1.

School		Prerequisites		Components	
Elemental		Ice Magic		V,S	
Range	Cost	Damage	Duration	Cast Time	Save
60ft	2MP	1D6 Ice/Cold	Instant	1 AP	N/A

Sage's Hand

Levitate a target object that weighs 10lbs and is up to 30ft away. Cannot levitate non willing objects / targets.

School		Prerequisites		Components	
Divine		Sage Class		V,S,C	
Range	Cost	Damage	Duration	Cast Time	Save
30ft	1MP/round	N/A	X rounds	1 AP	N/A

Wayfinding Magic

Know which direction to go once per day.

School		Prerequisites		Components	
Divine		Earth Magic, Wind Magic, or Water Magic		V,S,C	
Range	Cost	Damage	Duration	Cast Time	Save
Self	1MP	N/A	Instant	1 AP	N/A

SECTION A-2: ADVANCED MAGIC

Magic in its more advanced form. This section covers all skills usable by keepers of the magic skill. These spells have a designated negative effect on failure, and can backlash.

Magic spells are laid out as follows:

Magic Spell Name

Description: *A Description of the spell, effects, and use.*

Higher Levels: *Description of buffs to the spell at higher levels.*

Failure Effect: *Description of the failure effect on this spell. This is not the critical failure backlash.*

School		Prerequisites		Components	
<i>School of Magic the spell is from</i>		<i>Level requirements, other spells, race, class, etc.</i>		<i>Verbal (V), Somatic (S), Material (M with materials needed), Concentration (C)</i>	
Range	Cost	Damage	Duration	Cast Time	Save
<i>Targetable distance</i>	<i>Costs for the spell</i>	<i>Spell Damage Value/Type</i>	<i>Spell Effect Duration</i>	<i>AP or time to cast</i>	<i>Save throws to negate / reduce effect</i>

Armor Curse

Description: Target Player has their AV reduced by 2 for 1 minute / caster level.

Higher Levels: At level 4 reduce AV by 3, and at level 8 reduce AV by 4.

Failure Effect: 1 round self cursed at level 1 effect.

School		Prerequisites		Components	
Demonic		Curse Magic		V,S,M(Handful of Plant Rot)	
Range	Cost	Damage	Duration	Cast Time	Save
Touch	4MP	N/A	1min/caster lvl	1 AP	Magic

Curse of Bad Luck

Description: Target player is cursed and gets disadvantage on all saves for the next 1D4 rounds.

Higher Levels: At level 6 the critical failure range of the cursed target also becomes 1-2.

Failure Effect: 1 round self cursed at level 1 effect.

School		Prerequisites		Components	
Demonic		Curse Magic		V,S,M(Clover)	
Range	Cost	Damage	Duration	Cast Time	Save
Touch	4MP	N/A	1D4 rounds	1 AP	Magic

Demonic Blast

Description: A corrupted ball of demonic energy launches from your hand into a target opponent dealing 1D8 Demonic Damage.

Higher Levels: At level 5 you can hit 2 targets (or the same one twice), at level 10 you can hit 3 targets (or the same one three times).

Failure Effect: Spell reverses and does 1D4 Demonic Damage to the caster instead.

School		Prerequisites		Components	
Demonic		Curse Magic or Necromantic Magic		V,S	
Range	Cost	Damage	Duration	Cast Time	Save
100ft	2MP	1D10 Demonic	Instant	1 AP	Acrobatics

Dispel Curse

Description: Removes Curse magic from a single target.

Higher Levels: At level 5 the target hit cannot be cursed again for 1D4+1 rounds.

Failure Effect: Spell has no effect, Caster gets Disadvantage against next Curse Magic used against them.

School		Prerequisites		Components	
Divine		Divine/Holy Magic		V,S	
Range	Cost	Damage	Duration	Cast Time	Save
Touch	4MP	N/A	Instant	2 AP	N/A

Dispel Magic

Description: Removes Elemental school magic from a single target person or dispels a elemental spell (like a magical wall).

Higher Levels: At level 5 this can affect all friendly targets and all chosen spells within 10ft at 8MP.

Failure Effect: Spell has no effect, Caster gets Disadvantage against next Elemental Magic used against them.

School		Prerequisites		Components	
Arcane		Level 3		V,S	
Range	Cost	Damage	Duration	Cast Time	Save
Touch	4MP	N/A	Instant	2 AP	N/A

Healing Light

Description: Target player is healed for XD4 HP where X is the caster's level. This deals equal damage to undead.

Higher Levels: At level 5 this spell also removes burning, poisoned, and paralysed effects.

Failure Effect: Heal a random target for 2D4 HP instead (Cannot be intended target).

School		Prerequisites		Components	
Divine		Divine/Holy Magic		V,S	
Range	Cost	Damage/Heal	Duration	Cast Time	Save
Touch	4MP	XD4	Instant	1 AP	Endurance

Illusionary Tongue

Description: Your voice sounds beautiful and grants you +2 on charm and diplomacy checks against those within 60ft / that can hear you.

Higher Levels: At level 5 this grants you +3 instead.

Failure Effect: Your voice becomes silent to those within range / that could normally hear you for 1 round.

School		Prerequisites		Components	
Arcane		Illusionary Magic		V,S,C	
Range	Cost	Damage	Duration	Cast Time	Save
60ft, Hearing	1MP/min	N/A	X min	1 AP	Magic

Shadow Double

Description: Creates an exact duplicate of target creature in a shadowy form. This duplicate has all gear of the copied individual but opposite (So fire sword would be ice, dark armor would be light armor, etc). It can also perform all skills of the copied target. The Shadow Double has half the HP and Mana of the original, and will disappear at the end of the combat or after 2D4 rounds.

Higher Levels: At level 10 this spell can spawn a second shadow double if both have ¼ HP and Mana instead.

Failure Effect: Shadow Double attacks indiscriminately based on distance for ¼ their duration time (min 1 round).

School		Prerequisites		Components	
Divine		Shadow Magic, Level 5		V,S,C	
Range	Cost	Damage	Duration	Cast Time	Save
Touch	10MP	N/A	2D4 rounds	2 AP	Magic

Shield Curse

Description: Target player is cursed and unable to use any shield until they pass a magic check or 1D4+1 rounds have passed. Does not stack with another curse.

Higher Levels: At level 5 this becomes 2D4 rounds instead.

Failure Effect: 1 round self cursed at level 1 effect.

School		Prerequisites		Components	
Demonic		Curse Magic		V,S,C	
Range	Cost	Damage	Duration	Cast Time	Save
Touch	3MP	N/A	1D4 rounds	1 AP	Magic

Translocation

Description: Caster and everything/everyone within 10ft of them get translocated to a location they have visited before. A 5-10ft translocation circle must be made on the ground. Translocation tries to have the caster and transported materials arrive in a safe space at the target location, however in odd cases (like in a critical failure) some objects appear inside of things like walls, and must pass an Endurance test or die. This can also occur if there is not enough space at the arrival location for all translocated individuals.

Higher Levels: At level 8 you can translocate up to 15ft of people.

Failure Effect: Arrive at an unknown location, cannot attempt the spell again for the day.

School		Prerequisites		Components	
Realm		Twilight Magic, Level 4		V,C,M(Chalk/Drawn Circle)	
Range	Cost	Damage	Duration	Cast Time	Save
5-10ft AoE	3MP	N/A	Instant	5 min	N/A

Wall of Bones

Description: Creates a wall of bones and skeletons that has the ability to reach out and grab enemies within 5ft of it. The wall counts as having a Brawl 12 for the grapple attempt. A lift check is needed to escape the wall, grappled targets are considered prone; They can make the Lift check once every round.

Higher Levels: At level 4 your wall have Brawl 10, and at level 8 it has Brawl 8 and has a 10ft grab range.

Failure Effect: Wall is half its length and duration.

School		Prerequisites		Components	
Demonic		Curse Magic		V,S,M(A Bone)	
Range	Cost	Damage	Duration	Cast Time	Save
20ft (5x20ft)	4MP	N/A	1D4+1 rounds	1 AP	Lift

Wall of Earth

Description: Creates a wall of earth that can be shaped in any way from 5-15ft in length or width. The wall is solid and is made of the hardest stone available nearby, giving it properties of the stone it's made of. Each 5ft section of wall generally has 15HP and 4AV.

Higher Levels: At level 4 your wall have 25HP and 6AV, and at level 8 your wall has 30HP and 10AV.

Failure Effect: Wall gets no AV.

School		Prerequisites		Components	
Elemental		Earth Magic		V,S,M(A Handful of Pebbles)	
Range	Cost	Damage	Duration	Cast Time	Save
20ft (5-15x5-15ft)	4MP	N/A	1D4+1 rounds	1 AP	N/A

Wall of Fire

Description: Creates a wall of fire that deals 1D4 Fire Damage to all those it touches. It also creates 20ft of light and increases heat level by 1 for all those within 20ft of it.

Higher Levels: At level 4 your wall does 2D4 Fire Damage, and at level 8 your wall can create 30ft of light and increase heat level by 2 for all within 30ft of it.

Failure Effect: Wall fizzles out after a single round, and only does 1 fire damage.

School		Prerequisites		Components	
Elemental		Fire Magic		V,S,M(Match, Flint, or Fire)	
Range	Cost	Damage	Duration	Cast Time	Save
20ft (5x20ft)	4MP	1D4 Fire	1D4+1 rounds	1 AP	N/A

Wall of Ice

Description: Creates a wall of ice that deals 1D4 cold/ice damage to all those it touches. If cast on a character it skewers them on a failed acrobatics check, dealing 1D4 Piercing damage. The wall is solid and cannot be seen through. Heat level is reduced by 1 for everything within 20ft of the wall.

Higher Levels: At level 4 your wall does 2D4 Ice/Cold Damage, and at level 8 your wall can reduce heat level by 2 for all within 30ft of it and by 3 for those within 5ft of it.

Failure Effect: Wall shatters out after a single round, and only does 1 ice/cold damage.

School		Prerequisites		Components	
Elemental		Ice Magic		V,S,M(Water Flask or Handful Ice)	
Range	Cost	Damage	Duration	Cast Time	Save
20ft (5x20ft)	4MP	1D4 Ice/Cold	1D4+1 rounds	1 AP	Acrobatics

Wall of Light

Description: Creates a wall of holy light that blinds anything that is cast on and within 5ft of (with failed endurance save). The wall is so bright it cannot be seen through however the wall itself only repels undead or dark beings dealing 1D4 holy/light damage and knocking them back 5ft; and stops spells. Each ft section of wall has 15HP and 5AV against Magic attacks.

Higher Levels: At level 5 wall blinds within 10ft of it, and each section of wall has 20HP and 8AV against Magic attacks.

Failure Effect: Wall sections have 5HP and no AV against Magic.

School		Prerequisites		Components	
Divine		Divine/Holy Magic		V,S	
Range	Cost	Damage	Duration	Cast Time	Save
20ft (5x20ft)	4MP	1D4 Holy/Light	1D4+1 rounds	1 AP	Endurance

Wall of Lightning

Description: Creates a wall of lightning that electrocutes anything that touches it, or anything metal within 5ft of the wall dealing 1D6 Electrical damage. Metal objects and Arrows passing through the wall deal 1D4 Electrical damage in addition to their normal damage, and anything hit by the wall itself has a 25% chance to be stunned. The wall is see through and generates 5ft of light around it.

Higher Levels: At level 5 the wall can electrocute chosen targets within 10ft as a 1AP attack action from the caster dealing 2D6 Electrical damage with 25% chance to stun. At level 8 all of the walls damage values go up by +1D.

Failure Effect: Wall zaps everything within 5ft of its cast range dealing 1D6 Electrical Damage (including to the caster and allies), it then disappears at the end of the round.

School		Prerequisites		Components	
Elemental		Electrical Magic		V,S	
Range	Cost	Damage	Duration	Cast Time	Save
20ft (5x15ft)	4MP	1D4 Electrical	1D4+1 rounds	1 AP	Endurance

Wall of Shadows

Description: Creates a wall of darkness that cannot be seen through even with magic. I had a 50% chance to blind anyone passing through it for 1D2 rounds. It also absorbs magical attacks.

Higher Levels: At level 6 any magic absorbed by the wall is cast on a random target within 60ft when the wall is dispelled or disappears.

Failure Effect: The wall does not appear.

School		Prerequisites		Components	
Divine		Shadow Magic		V,S	
Range	Cost	Damage	Duration	Cast Time	Save
20ft (5x15ft)	2MP	N/A	1D2 rounds	1 AP	N/A

Wall of Twilight

Description: Creates an opaque wall of twilight that reflects physical attacks. Ranged physical attacks bounce back off the wall at a random possible target. This wall can be used as a Twilight Realm Gate for the purposes of a Mujula Mage, or Realm Gateway Magic.

Higher Levels: At level 6 the wall reflects magic as well.

Failure Effect: The wall appears but does not provide any physical or magical protection, just visual effects and gateway use.

School		Prerequisites		Components	
Realm		Twilight Magic		V,S	
Range	Cost	Damage	Duration	Cast Time	Save
20ft (5x15ft)	2MP	N/A	1D4 rounds	1 AP	N/A

Wall of Water

Description: Creates a wall of water that deals 1D4 water damage to all those it touches, and launches them upwards 15ft and backwards 10ft. If they hit the ceiling or wall they take an additional 1D4 Bludgeoning damage. Targets hit are considered Drenched. An Acrobatics check can be made to avoid the Bludgeoning damage.

Higher Levels: At level 4 the wall does 2D4 water damage, and at level 8 it does 2D6 water damage, and 1D6 Bludgeoning.

Failure Effect: The wall appears for one 1 round doing level 1 damage.

School		Prerequisites		Components	
Elemental		Water Magic		V,S,M(Flask of Water)	
Range	Cost	Damage	Duration	Cast Time	Save
20ft (5x20ft)	4MP	1D4 Water	1D4 rounds	1 AP	Acrobatics

Wall of Wind

Description: Creates a wall of wind for 1D4+1 rounds that is invisible minus the sound or dust particles it picks up. Touching this wall launches objects under 300 lbs backwards 10ft taking an acrobatics check to avoid falling prone, and reflects all projectiles (Physical or Magical) sending back towards a random possible location. Perception check is needed to see or hear the wall.

Higher Levels: At level 4 the wall knocks back everything under 500 lbs, and at level 8 it reflects projectiles at random targets.

Failure Effect: The wall appears for one 1 round but can only blow back 100 lbs or less, and does not reflect magic.

School		Prerequisites		Components	
Elemental		Wind Magic		V,S,M(Paper Fan)	
Range	Cost	Damage	Duration	Cast Time	Save
20ft (5x20ft)	4MP	N/A	1D4 rounds	1 AP	Acrobatics / Perception

Weapon Curse

Description: Target player is cursed and unable to use any weapon until they pass a magic check or 1D4 rounds have passed. Does not stack with another curse. The target can still fight unarmed or with natural weapons.

Higher Levels: At level 5 the target takes disadvantage on unarmed combat attacks as well.

Failure Effect: Self curse at level 1 for 1 round.

School		Prerequisites		Components	
Demonic		Curse Magic		V,S,M(Pin Needle / Blood)	
Range	Cost	Damage	Duration	Cast Time	Save
Touch	3MP	N/A	1D4 rounds	1 AP	Magic

SECTION C: MAGICAL SONGS (NOT UPDATED)

Magic usable only by music players. This requires both the magic and music skills, unless of course you're a minstrel.

Sage spells are laid out as follows:

Magic Song Name (CP Cost):

Prerequisites: *Such as level requirements or other spells, skills, or qualities.*

Range: *Range or target area of the spell*

MP Cost: *Magic point cost of the spell, will be either a formula or static.*

Effect: *A short description of the spell and it's effects*

Effect Duration: *Instant, turns, or rounds effect stays active*

Casting Time: *Time required to have song take effect*

Save DC: *If applicable, the DC to save against*

Ballad of The Windfish

Prerequisites: *N/A*

Range: *20ft straight Line, 10ft Wide*

MP Cost: *4MP*

Effect: *Creates a wave of water 10ft wide moving 20ft forward dealing 2D4 water damage to all hit.*

Effect Duration: *instant*

Casting Time: *1 AP*

Ballad of Gales

Prerequisites: *level 7*

Range: *50ft range, 15ft area*

MP Cost: *6MP*

Effect: *Creates a wave of water 10ft wide moving 20ft forward dealing 2D4 water damage to all hit.*

Effect Duration: *instant*

Casting Time: *1 AP*

Ballad of the Goddess

Prerequisites: *Sage of Hylia*

Range: *Up to 2 targets in 50ft range*

MP Cost: *3MP / target*

Effect: *Targets get +3AP on their attacks of choice, as long as it's with a melee weapon..*

Effect Duration: *song duration*

Casting Time: *1 AP*

Command Melody

Prerequisites: *level 2*

Range: *30ft, single target / 3 levels*

MP Cost: *2MP / target*

Effect: *Command a single target (+1 / 3 levels optional) to either drop their weapon, run away, or go prone. They can avoid this command by passing an Endurance save.*

Effect Duration: *instant*

Casting Time: *1 AP*

Save: *Endurance*

Din's Song

Prerequisites: *Sage of Din*

Range: *15ft around Caster*

MP Cost: *2MP / turn*

Effect: *Caster creates a ring of fire around them dealing 1D4 fire damage to any enemies that enter it..*

Effect Duration: *song duration*

Casting Time: *1 AP*

Earth God's Lyric

Prerequisites: *level 3*

Range: *25ft from caster*

MP Cost: *3MP*

Effect: *This song creates mobile earth around the caster. They can choose to either make walls or throw stones at the enemy. When creating a wall it is 10ft high by 20ft wide. When throwing stones it does 2D4 Bludgeoning Earth damage per shot (A ranged check is needed to hit).*

Effect Duration: *1 AP (wall lasts 2D4 turns)*

Casting Time: *instant*

Elegy of Emptiness

Prerequisites: *level 5*

Range: *25ft from caster*

MP Cost: *3MP / turn*

Effect: *This song has two uses. In combat all chosen targets whom hear this song must take a Charisma save. If they fail they will give up any hostile actions and go prone for the song's duration (they can remake the save each turn). Out of combat the song takes a rendition of the caster's darkness in their soul and turns it into an embodied statue. While this statue will remain for up to an hour, the outcome of the statues looks are a true representation of the caster's inner darkness.*

Effect Duration: *song duration + 1 turn*

Casting Time: *1 AP*

Epona's Song

Prerequisites: *Mount Skill*

Range: *15ftx15ft*

MP Cost: *1MP*

Effect: *Gives +5 to chance to tame an animal, or calls your tamed pet to your side.*

Effect Duration: *instant*

Casting Time: *1 AP*

Farewell to Gibdo's

Prerequisites: *level 3*

Range: *25ft around the caster*

MP Cost: *1MP / turn*

Effect: *Creates a circle of protection from undead. No undead can cross the circle except with a successful Endurance save with -5 to their roll. If they touch the circle without passing this save they take 1D6 holy damage and get launched back 20ft. The circle is lit up and clearly visible to all. Undead already inside the circle are unaffected unless they try to cross out of it.*

Effect Duration: *song duration*

Casting Time: *instant*

Farore's Song

Prerequisites: *Sage of Farore*

Range: *25ft around the caster*

MP Cost: *2MP / turn*

Effect: *Increases the movespeed of all chosen targets in the area to 45ft.*

Effect Duration: *song duration*

Casting Time: *instant*

Goron's Lullaby

Prerequisites: *none*

Range: *20ft radius around caster*

MP Cost: *4MP*

Effect: *Targets in range*

Effect Duration: *Song duration + 2d4 rounds afterward, unless awoken or following a hostile action taken against them.*

Casting Time: *1 AP*

Save DC: *10*

Manbo's Mumbo

Prerequisites: *N/A*

Range: *10ftx10ft*

MP Cost: *1MP*

Effect: *The musician and everyone within 10ft of him can be warped to the dungeon entrance.*

Effect Duration: *instant*

Casting Time: *2 turns*

Majora's Madness (Special)

Prerequisites: *Level 8*

Range: *100ft*

MP Cost: *16MP*

Effect: *All who hear it must make a save or go insane for 1d3 days. Caster takes a reduced save due to the concentration required to perform the music for this song.*

Effect Duration: *1d3 days*

Casting Time: *2 rounds*

Save: *Endurance+4 for audience, Endurance-2 for caster*

March of the Stalchildren

Prerequisites: *none*

Range: *Caster*

MP Cost: *4MP*

Effect: *Caster summons 1d4 Stalchildren under their command for the duration of the effect. These Stalchildren will follow orders given by the caster to the best of their ability. At the end of the spell's effect they return from whence they came, be it the ground or a shadow-warp. If the musician is interrupted the Stalchildren will continue to obey the last order given until the rolled duration, even if the song is cut off prematurely.*

Effect Duration: *2d6 rounds + song duration*

Casting Time: *2 AP*

Melody of Darkness

Prerequisites: *level 6*

Range: *Up to 4 targets within 20ft*

MP Cost: *4MP*

Effect: *Caster opens a rip to the Dark world teleporting the chosen targets there or back. It only works in area where dark world tears can be found. Upon learning this song and playing it for the first time the caster will be forever connected to the dark world and be able to see these tears naturally.*

Effect Duration: *instant*

Casting Time: *1 minute*

Nayru's Song

Prerequisites: *Sage of Farore*

Range: *1 target within 60ft*

MP Cost: *5MP*

Effect: *Target ignores the most recent damage done to them. This can only be done once per day..*

Effect Duration: *instant*

Casting Time: *instant*

New Wave Bossa Nova

Prerequisites: *level 4*

Range: *30ft (20ft area around the target)*

MP Cost: *4MP / turn*

Effect: *Caster creates a whirlpool in any body of water within 30ft. The whirlpool is 20ft wide and maintains it's form as long as the caster plays. Anything caught in this whirlpool takes 2D4 water damage per round, and get pulled to the center. If they have the "swim skill" they can try to pass a Strength or Dexterity check to swim out, if failed they remain in the whirlpool.*

Effect Duration: *1 turn + song duration*

Casting Time: *1 AP*

Oath to Order

Prerequisites: *level 3*

Range: *20ft around caster*

MP Cost: *2MP*

Effect: *Caster creates an empowering field of music increasing their influence to all party members and allies. This gives all allies within the casters range of influence +2 to their next skill or combat roll.*

Effect Duration: 8 min / until roll is used

Casting Time: 1 turn

Saria's Song

Prerequisites: *N/A*

Range: *target*

MP Cost: *3MP*

Effect: *Calls upon a forest fairy to help the musician. The musician can only have 1 fairy at a time.*

Effect Duration: *2D6 rounds before fairy leaves.*

Casting Time: *2 AP*

Sharpe's Curse

Prerequisites: *none*

Range: *20ft radius around caster*

MP Cost: *1MP / turn played*

Effect: *Deals 1 heart (1D4 damage) per turn to anyone hostile to caster. Undead are instead healed for 1 heart (1D4HP) per turn. This damage ignores armor, but must be heard.*

Effect Duration: *As long as song is played*

Casting Time: *1 AP*

Song of Discovery

Prerequisites: *N/A*

Range: *caster*

MP Cost: *2MP*

Effect: *Allows the caster to sense treasure, shrines, or temples nearby..*

Effect Duration: *30 min*

Casting Time: *5 minutes*

Song of Light

Prerequisites: *level 2*

Range: *1 target within 60ft*

MP Cost: *2MP*

Effect: *target now does Light damage in addition to their regular damage..*

Effect Duration: *song duration + 1D4 turns*

Casting Time: *1 AP*

Song of Passing

Prerequisites: *N/A*

Range: *caster*

MP Cost: *2MP*

Effect: *Allows the caster to know the direction of their goal. The player must state this goal be it “the end of the dungeon”, or “which way to the nearest town”.*

Effect Duration: *10 min*

Casting Time: *1 minute*

Song of Soaring

Prerequisites: *N/A*

Range: *target*

MP Cost: *3MP*

Effect: *Allows target to fly for a short time after the song is concluded, flight speed is double base speed of target and flight is considered to be of Perfect level.*

Effect Duration: *2d6 rounds*

Casting Time: *1 minute*

Song of the Hero

Prerequisites: *level 5*

Range: *target within 60ft*

MP Cost: *6 MP, continuous cast*

Effect: *Target becomes a chosen glowing with light and getting +4 AV, +2 AP, and +2 Damage to the weapon of their choice. While active the caster cannot defend themselves and cannot perform any other songs. Leaving the influence area or having the caster take damage to HP will cause the spell to end.*

Effect Duration: *song duration.*

Casting Time: *1 AP*

Sonata of Awakening

Prerequisites: *N/A*

Range: *20ftx20ft*

MP Cost: *1MP*

Effect: *Awakens sleeping creatures and players, as well as opens some doors and can even restore lost memories.*

Effect Duration: *instant*

Casting Time: *1 AP*

Sun's Song

Prerequisites: *N/A*

Range: *target*

MP Cost: *2MP*

Effect: *Light's up the area around the caster in light giving a 40ft area of full light for the duration..*

Effect Duration: *10 mins.*

Casting Time: *1 minute*

The Frog's Song of Soul

Prerequisites: *N/A*

Range: *target*

MP Cost: *4MP*

Effect: *After playing for 1 hour the musician may restore a person from death to 1 HP. Undead will be destroyed if they fail an Endurance save. This song cannot be done in combat.*

Effect Duration: *None*

Casting Time: *5 min*

Save: *Endurance*

Ting Tong Song

Prerequisites: *level 2*

Range: *up to 3 targets within 60ft*

MP Cost: *2MP / target*

Effect: *All targets affected get +1 AV and +1 AP while under it's effects.*

Effect Duration: *song duration*

Casting Time: *instant*

Tune of Ages

Prerequisites: *level 5*

Range: *caster*

MP Cost: *5MP*

Effect: *Caster can use this tune to relive a past event in the area. They will be able to tell if the ripples of time can show them a past event. If they play this tune and no significant event happened there then nothing will happen and they still lose 2MP.*

Effect Duration: *None*

Casting Time: *instant*

Tune of Echoes

Prerequisites: *level 9*

Range: *party*

MP Cost: *10MP*

Effect: *Combat has gone terribly, friends are dying, my dps stood in the fire. The tune of echoes reads the echoes of time and allows your party to start the combat over. This spell can only be cast once a week, and temporarily exhausted the caster giving them -2 on all rolls for the next hour (after the initial combat the spell was used for).*

Effect Duration: *None*

Casting Time: *instant*

Wind God's Aria

Prerequisites: *level 3*

Range: *Single Target / (3 levels after level 3)*

MP Cost: *2MP / turn / target*

Effect: *Causes target with a blade to be able to perform 25ft ranged melee attacks with the sword sending blades of wind out of their swings. They roll Brawl to attack at a range with this ability.*

Effect Duration: *song duration*

Casting Time: *1 AP*

Wind's Requiem

Prerequisites: *N/A*

Range: *500ft around Caster*

MP Cost: 2MP

Effect: *Causes wind to gust in the chosen direction for 5min.*

Effect Duration: *5min*

Casting Time: *1 AP*

Zeffa WindChime

Prerequisites: *N/A*

Range: *20ftx20ft*

MP Cost: *1MP*

Effect: *Teleports player to a dungeon they have visited before (To the entrance).*

Effect Duration: *instant*

Casting Time: *1 minute*

Zelda's Lullaby

Prerequisites: *Royal Family*

Range: *10ftx10ft*

MP Cost: *1MP*

Effect: *Breaks any royal family seals, and opens paths sealed by the 6 sages.*

Effect Duration: *instant*

Casting Time: *1 AP*

**END OF SPELLBOOK! INFORMATION BELOW
HERE IS UNTESTED AND IS NOT FINISHED! IF
YOU MUST USE THE INFORMATION BELOW
THEN JUST KNOW YOUR GAME WILL PROBABLY
BREAK! YOU HAVE BEEN WARNED!**

SECTION D: TRIFORCE MAGICS

Some magics are derived from the research and/or worship of the powers inherent in the Triforce. These magics do not require any pieces of the Triforce, as they only bring forth an aspect of it inherent in all life.

(Maybe powers should be purchased separately, and upgradable to the next tier by spending another point? Would remove the previous version and replace it with the next..)

*-Note: All spells are graduated over time to CP5 cost abilities, getting progressively stronger and costly in MP to use unless there's a drawback to them. Take note of the power tree and use the naming scheme appropriate to the aspect of the triforce in question if you like :P *- End Note

POWER-

Focuses on dealing damage over all else. A disciple of the way of Power may not use spells from the Wisdom or Courage list. Power is typically channelled through the body or weapon used. Ranged and melee attacks are covered in this.

Power Spell Name (CP Cost):

Prerequisites: *Such as level requirements or other spells, skills, or qualities.*

Range: *Distance the spell may reach before becoming ineffective*

MP Cost: *Magic point cost of the spell, will be either a formula or static.*

Effect: *A short description of the spell and it's effects*

Duration: *Instant, turns, or rounds*

1CP -simple attack with weapon at +1 damage output. 1Mp/use

Strike -basic attack, no special bonuses

Smash -used to damage objects more than living creatures. +1 vs constructs and objects, -1 vs living beings

Puncture -used to bypass armour. Deals double damage to armour points before bleed over into hp (ie every one damage does 2 to the armour points, every one beyond that does normal damage to hp)

2CP- stronger attack with weapon at +2 damage output 1Mp/use

Powerful strike

Powerful smash

Powerful puncture

3CP- very strong attack with biteback. Weapon at +4 damage but player takes 2 damage on successful hit. 2MP/use

Wild strike

Wild smash

Wild puncture

4CP- less powerful than the wild variant but without the biteback. Weapon at +3 damage output 2MP/use

Destructive strike

Destructive smash

Destructive puncture

5CP The most powerful attack variant. +5 damage output 3MP/use

Devastating strike

Devastating smash

Devastating puncture

WISDOM-

Focuses on knowledge and protection. A disciple of the way of Wisdom may not use spells from the Power or Courage list.

Wisdom Spell Name (CP Cost):

Prerequisites: *Such as level requirements or other spells, skills, or qualities.*

Range: *Distance the spell may reach before becoming ineffective*

MP Cost: *Magic point cost of the spell, will be either a formula or static.*

Effect: *A short description of the spell and it's effects*

Duration: *Instant, turns, or rounds*

CP1

Remembrance – Helps you remember key information that you've learned in the past. Knowledge checks at +1
1mp/use

Armour – Uses your experience in battle to sharpen your senses, softens blows for a time. Grants DR1 for up to 10
damage taken or 5 rounds have passed. 2Mp/cast

Inspiration – Looking back on your past as well as others, you draw inspiration from the wisdom of the ages. +1 to
perform and craft checks 1mp/use

COURAGE-

Focuses on non-attacking enhancement bonuses and morale in combat/dangerous situations. A disciple of the way of
Courage may not use spells from the Power or Wisdom list.

Courage Spell Name (CP Cost):

Prerequisites: *Such as level requirements or other spells, skills, or qualities.*

Range: *Distance the spell may reach before becoming ineffective*

MP Cost: *Magic point cost of the spell, will be either a formula or static.*

Effect: *A short description of the spell and it's effects*

Duration: *Instant, turns, or rounds*

CP1

Quicken +1 to speed for initiative based checks (retroactive boost to initiative in combat) 1mp/cast lasts 5 rounds

Tenacity +1 to saves for 5 rounds or until save is used. 1Mp/cast

Stoic +1 to morale based checks for 5 rounds. 1Mp/cast