

MAGIC SPELLS PLUGIN

MINECRAFT (CRAFT BUKKIT)

[HTTP://DEV.BUKKIT.ORG/SERVER-MODS/MAGICSPELLS/](http://dev.bukkit.org/server-mods/magicspells/)

<http://code.google.com/p/nisovin-minecraft-bukkit-plugins/>

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OVERVIEW	4
Usage.....	4
Spells.....	4
Configuration.....	4
Permissions.....	4
PERMISSIONS	5
General.....	5
Learning.....	5
Granting.....	5
Casting.....	5
Teaching.....	6
Advanced.....	6
EXTERNAL SPELLS	6
GENERAL CONFIGURATION	7
Mana System.....	9
Spell Options.....	9
SPELL CONFIGURATION	10
General Spell Configuration Options.....	10
Instant Spell Options.....	10
Buff Spell Options.....	11
Channeled Spell Options.....	11
External Spell Options.....	11
Individual Spell Options.....	12
SPELL LIST	12
Meta Spells.....	12
Command Spells.....	12
Instant Spells.....	13
Buff Spells.....	13
Channeled Spells.....	14
External Spells.....	14
MULTI SPELLS	14
NO-MAGIC ZONES	15
SPELL CONFIGURATION	15
General Spell Configuration Options.....	17
Instant Spell Options.....	17
Buff Spell Options.....	17
Channeled Spell Options.....	18
External Spell Options.....	18
Individual Spell Options.....	18
SPELL COPIES	19
FREQUENTLY ASKED QUESTIONS	20
Upcoming Changes.....	20
Recent Changes.....	21

Overview

MagicSpells is a plugin that creates spells your players can use. Its main purpose is to give your players access to certain abilities that you might not want to give them unlimited access to. Each spell can be assigned customized reagent (item) costs, cooldowns, durations, ranges, and so on. Spells can be cast by using the `/cast` command, swinging a wand, or both. It's all customizable.

Usage

Spells can be cast either by using the `/cast` command or by using a wand item. To cast a spell, a player must first know the spell. Server operators know all spells by default. They can teach spells to other players by using the `teach spell`. For example, to teach bob the blink spell, an operator would type: `/cast teach bob blink`.

Bob can now use the blink spell. He can either cast it by command, by typing `/cast blink`, or he can cast it with a wand item. To select the spell, he holds the wand in his hand and right clicks. Right clicking will cycle through any spells assigned to the item he is holding. When he has the one he wants, he left clicks to cast.

If Bob does not have the required reagents for the spell, or if he has cast it recently and it is still on cooldown, he will not be able to cast the spell and will instead receive an error message.

If mana is enabled, a player can use the `/mana` command to see how much mana they currently have.

Spells

You can see a list of all of the spells currently available by viewing the [Spell List](#) page.

Configuration

The zip file contains a `config.yml` file that should go into the MagicSpells folder within your plugins directory. The default configuration has appropriate spell costs, durations, and messages for each spell. However, you will most likely want to customize this to fit your server.

You can modify the `config.yml` file directly, or you can choose to leave it intact and instead create an alternate config file, by default `altConfig.yml`. Any configuration values in this alternate file will override the values in the main config file.

To reload the configuration, simply cast the fake reload spell (`/cast reload`). Only server operators can do this (it can also be done from the command line).

- [General Configuration Options](#) - Options that affect the plugin in general
- [Spell Configuration Options](#) - Options that affect spells
- [Spell Copies](#) - Create copies of spells with different configurations
- [Multi Spells](#) - Create spells that combine multiple spell effects
- [No-Magic Zones](#) - Set up zones that prevent spells from being cast

Permissions

The ability for players to learn and cast spells can be fully configured using the [available permissions nodes](#). Please note that the old legacy Permissions plugin will no longer be supported as of version 1.1. If you are still using it, you should change to a newer, supported permissions plugin. The permission management plugins currently available are [PermissionsBukkit](#), [PermissionsEx](#), and [bPermissions](#).

Permissions

By default, normal users do not know any spells when they first log in, but they can learn to cast any spell. Server operators will already know all spells, and will be able to teach spells to other players. If you would like to change this on your server, you can use these permission nodes. Please note that when it says "spellname" you should fill in the *internal* name of the spell. Don't use the redefined name you provide with the "name" configuration option, and don't just leave "spellname" there, obviously.

General

- `magicspells.noreagents` - Allows the player to cast without needing or consuming reagents
- `magicspells.nocooldown` - The player is not affected by spell cooldowns
- `magicspells.silent` - The player will not broadcast the cast messages (`str-cast-self`, `str-cast-others`, etc) when casting spells

Learning

- `magicspells.learn.spellname`
- `magicspells.learn.*`

A player with the **`magicspells.learn.spellname`** node will be able to learn the specified spell. If they don't have this permission, they will *not* be able to learn the spell. This defaults to true for all players. The **`magicspells.learn.*`** node will give permission to learn all spells.

Granting

- `magicspells.grant.spellname`
- `magicspells.grant.*`

You can automatically grant spells to a user (so they don't have to learn them) by giving them the **`magicspells.grant.spellname`** permission. A player with this permission will be taught the spell *permanently* the moment they log in. Removing this permission node will *not* unlearn the spell. This defaults to false for all players. The **`magicspells.grant.*`** node will grant all spells.

Casting

- `magicspells.cast.spellname`
- `magicspells.cast.*`

A player must have the **`magicspells.cast.spellname`** permission in order to cast a spell. This permission does not give them the spell, it just allows them to cast it. For many servers, modifying this permission node will not be necessary. It can be useful to deny access to certain spells on certain worlds. This defaults to true for all players. The **`magicspells.cast.*`** node will give permission to cast all spells.

Teaching

- `magicspells.teach.spellname`
- `magicspells.teach.*`

The **`magicspells.teach.spellname`** permission is required if a player needs to teach a spell to another player. This also affects creating spellbooks and (optionally) scrolls. Keep in mind that even if a player has this permission, they will not be able to teach spells unless they have learned the *teach* spell themselves. This defaults to true for all players. The **`magicspells.teach.*`** node will give permission to teach all spells.

Advanced

- `magicspells.advanced`

Some spells have advanced options, and these all fall under one node: **`magicspells.advanced`**. This applies to the following:

- Allows you to use `"/cast list <player>"` to see a list of the player's known spells.
- Allows you to use `"/cast forget <player> *"` to reset a player's spell list. All spells will be removed, then their granted spells will be re-added.
- Allows you to create base scrolls with `"/cast scroll -base <scroll> [uses]"`.

External Spells

- [History](#)
- [Source](#)

External spells allow you to make spells out of commands from other plugins. These are the configuration options for external spells.

Option	Description
<code>command-to-execute</code>	The command(s) to execute when the spell is cast. This is a list of commands.
<code>command-to-execute-later</code>	The command(s) to execute after a certain time has passed. This is a list of commands. The delay time is defined by the <code>command-delay</code> option.
<code>command-delay</code>	The amount of time to delay the commands defined in <code>command-to-execute-later</code> option. This is in server ticks (20 ticks per second usually).
<code>command-to-block</code>	This is a list of commands to block players from using. This option is mostly unnecessary as of version 1.1.
<code>temporary-permissions</code>	A list of permission nodes to grant a player temporarily when casting the spell.
<code>require-player-target</code>	Whether to require a player target to cast the spell.
<code>obey-los</code>	Whether to obey line-of-sight restrictions. Only matters if <code>require-player-target</code> is true.
<code>range</code>	The range to target a player. Only matters if <code>require-player-target</code> is true.

The commands can use %a to fill in the player name of the actor (caster), and %t to fill in the name of the target player, if require-player-target is true.

An external spell functions the same as any other spell as far as the plugin is concerned. If you'd like multiple external spells, just use the [spell copies](#) system like you would for any other spell. They can also be used as part of a [multi-spell](#).

General Configuration

- [History](#)
- [Source](#)

There are several configuration options under the "general" header in the config file that will change the way the plugin functions.

Option	Description	Default
str-cast-usage	The message that appears when someone uses the /cast command without any arguments.	Usage: /cast <spell>. Use /cast list to see a list of spells.
str-unknown-spell	Message that appears when a player is trying to cast a spell they don't know or doesn't exist.	You do not know a spell with that name.
str-spell-change	String that appears when a player right clicks to cycle through spells assigned to the wand they are holding.	You are now using the %s spell.
str-on-cooldown	String that appears when a player tries to cast a spell on cooldown.	That spell is on cooldown (%c seconds remaining).
str-missing-reagents	Message when a player is trying to cast a spell without reagents.	You do not have the reagents for that spell.
str-cant-cast	Message when Permissions has prevented a player from casting a spell. Caused by a missing magic spells.cast.spellname permission node.	You can't cast that spell right now.
str-console-name	The name used when casting teach or forget from the console.	Admin
text-color	The color number code for all text used by the plugin, found here: http://www.minecraftwiki.net/images/4/4c/Colors.png .	3
ops-have-all-spells	Whether server operators know all spells by default.	true
default-all-perms-false	Whether to make all permissions default to false. If this is false, grant permissions will still default to false, but cast, learn, and teach permissions will be true for all players.	false
broadcast-range	The default distance that spell strings are broadcast from the casting player to other players nearby.	20
default-all-perms-false	If this is true, all permission nodes will default to false, and must be assigned by a permissions plugin.	false

ignore-default-bindings	Whether to ignore the cast-item settings for all spells. Useful if you just want players to use the bind spell to set up cast items.	false
ignore-cast-item-durability	A list of items that will ignore durability values when used as cast items. Any tools used as cast items will need to be in this list or they will not work at different durability values.	(a list of item ids)

global-cooldown	The global cooldown between spell casts, in milliseconds.	500
los-transparent-blocks	The list of blocks to use as transparent when checking for line-of-sight.	(some transparent block ids)
cast-on-animate	If this is true, spells will be cast whenever the player swings his arm. If this is false, spells will be cast when the player left clicks. this may seem the same at first, but it is different. If this is true, spells may sometimes cast on right click, as interacting with some blocks/tools will cause the player's arm to swing. If this is false, it will generally work okay, but sometimes the left click just doesn't register so no spell will cast. This seems to vary based on the direction the player is looking and what block they are looking at. There really isn't an ideal option, so it's just a matter of preference.	true

Mana System

The following options are under the "mana" subheading under "general" and apply to the mana system.

Option	Description	Default
enable-mana-bars	Whether to enable the mana system.	true
max-mana	The maximum mana points.	100
mana-bar-prefix	The text that precedes the mana bar when viewing mana.	Mana:
mana-bar-size	The number of characters in the mana bar.	35
color-full	The color of the filled portion of the mana bar.	10 (green)
color-empty	The color of the empty portion of the mana bar.	0 (black)
regen-tick-seconds	How often mana regenerates for players, in seconds.	5
regen-percent	How much mana regenerates per tick, as a percentage of max mana.	5
show-mana-on-use	Whether to show the mana bar when mana is used on a spell.	false
show-mana-on-regen	Whether to show the mana bar when mana is regenerated.	false
show-mana-on-wood-tool	If this is enabled, the current mana percentage will be shown by updating the durability on a wooden tool in the inventory.	true
tool-slot	The inventory slot of the tool to use to show mana, if the above is enabled.	8 (last hotbar slot)

Spell Options

The spell options can be seen on the [spell configuration](#) page, as well as configuration options for individual spells on their own pages, which can be accessed through the [spell list](#).

Spell Configuration

- [History](#)
- [Source](#)

Each spell has three different types of configuration options.

- General configuration options that all spells have.
- Configuration options that all spells of the spell type have (instant, buff).
- Specific configuration options unique to the spell.

Important: The default configuration file does NOT contain all config options, it is just an example. Just because a config option isn't in the default doesn't mean it is not available. For example, it's possible to add a duration to any buff spell, even though the default configuration file does not have a duration on all buff spells.

General Spell Configuration Options

The following configuration options are available for all spells.

Option	Description	Default
enabled	Whether to enable this spell. If you don't want to use this spell, set this to false to save system resources.	true
name	The name used in-game for the spell, if you don't like the default name	(the default name)
description	A description for this spell, which will appear when using the help spell.	(empty)
cast-item	The wand item used to cast the spell.	280
cooldown	The spell cooldown, in seconds.	0
shared-cooldowns	A list of spells (and cooldowns) that also get placed on cooldown when this spell is cast.	(none)
ignore-global-cooldown	Whether to ignore the global spell cooldown.	false
cost	A list of reagent costs. Each item in the list must have an item id, a quantity, and optionally a data value, in this format: ` <itemid[:data]> "health"="" "hunger"="" "mana"="" <quantity>`.="" 10`.<="" `mana="" also="" and="" be="" by="" can="" costs="" example:="" for="" health,="" hunger="" in="" itemid.="" mana,="" of="" or="" place="" specified="" td="" the="" using=""> <td>(none)</td> </itemid[:data]>>	(none)
str-cost	A string that describes the cost, for easy reading. Appears when using the help spell.	(empty)
str-cast-self	The message sent to the player casting the spell.	(empty)
str-cast-others	The message sent to nearby players when a player casts a spell.	(empty)
can-cast-with-item	Whether the spell can be cast with a wand item. Always false for command spells.	true
can-cast-by-command	Whether the spell can be cast by using the `/cast` command. Always true for command spells.	true

Instant Spell Options

Option	Description	Default
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range	The range this spell can be used, in blocks. Can also be a radius of effect, depending on the spell. Some spells have a capped range, no matter what this value is.	0 (infinite range)
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Buff Spell Options

Option	Description	Default
num-uses	How many uses this spell has before it expires.	0 (infinite)
use-cost	The reagent cost that is regularly consumed while this spell is active. Follows the same pattern as the cost option.	(none)
use-cost-interval	The number of uses between each time the use-cost is charged to the player.	0
duration	The duration of the spell, in seconds.	0 (infinte)
str-fade	The string that appears to the player when the spell effect wears off, either by using all the uses or when the duration is up, or when deactivated manually by the player.	(empty)

Channeled Spell Options

Option	Description	Default
channel-time	The amount of time after casting before the caster is not considered to be channeling anymore.	30
req-participants	The number of players who must cast the spell for it to be successful.	1
req-percent	The percentage of online players required to cast the spell for it to be successful. 0 is disabled.	0
max-distance	The maximum distance from the first channeler to participate in a channeled spell. 0 is infinite.	0
str-too-far-away	Error message when max-distance is exceeded.	You are too far away.
str-start-channel	Message when a player starts channeling.	(empty)
str-moved	Message when a player cancels their channeling by moving.	You have stopped channeling.
str-spell-success	Message sent to channelers when the spell is successfully cast.	(empty)

External Spell Options

Option	Description	Default
command-to-execute	The full command(s) to execute when the spell is cast, not including the slash. Multiple commands can be separated with double vertical bars.	(empty)
command-to-execute-later	The full command(s) to execute later, generally to disable the effect. The wait is defined by command-delay. Can be left empty if not necessary. Multiple commands can be separated with double vertical bars.	(empty)
command-delay	The number of server ticks (1 second = approx. 20 ticks) to wait before executing the delayed commands above.	0

command-to-block	The command to block when a user tries to use the command directly. Any command starting with this text will be blocked. Multiple commands can be separated by double vertical bars.	(empty)
str-cant-use-command	The text that shows if a player tries to type the command directly, rather than by using the spell.	You don't have permission to do that.

Individual Spell Options

Each spell also has individual options. See the [spell list](#) for more information.

Spell List

- [History](#)
- [Source](#)

This is a list of all the spells currently available in the plugin.

Meta Spells

These spells are command-based spells that affect the plugin itself. You'll probably want to always have these available, otherwise players won't be able to use the plugin properly.

- list - Lists the player's currently known spells.
- help - Shows information about the indicated spell.
- teach - Teaches another player a spell.
- forget - Causes a player to forget a spell.
- spellbook - Turns a bookcase into a spellbook that can teach players a specified spell when clicked. Usage is: /cast spellbook <spellname> [uses]. The uses option is optional, and if left off, will default to the default-uses option in the config, which is -1. A -1 is infinite uses.
- bind - Allows a player to override the default wand binding. Usage is: /cast bind <spellname>, while holding the desired wand item in hand.

Command Spells

These are spells that must be typed using the /cast command. The meta spells above are also considered command spells.

- mark - Marks your current location for later recall.
- recall - Teleports you to your marked location.
- tome - Creates a book that can be read (right-clicked) to learn a spell. Requires the BookWorm plugin. Usage: while holding a BookWorm book, type /cast tome <spellname> [uses].
- [scroll](#) - Creates a spell scroll that can be used to cast spells without knowing the spell. Has a limited number of uses. This spell will prevent paper from stacking. Usage: while holding a piece of paper, type /cast scroll <spellname> [uses]. A server op can create a "base" scroll, which has a negative id. A base scroll's uses aren't consumed. Instead, when a base scroll is used, a new scroll is created as a copy. This allows you to have a store with an infinite supply of base scrolls. The command usage is: /cast scroll -base <spellname> [uses].

Instant Spells

These are spells that are cast instantly. They are often targeted, and generally do not have any lasting effects after being cast. These can be cast either by using the /cast command or by swinging a configurable casting wand.

- blink - Teleports you to your target location.
- build - Builds a block remotely.
- combust - Sets the target enemy on fire.
- confusion - Causes nearby monsters to attack each other.
- conjure [1.3] - Conjure materials out of the air.
- cripple [1.2] - Slow down your target enemy for a short time.
- disarm - Forces your targeted player to drop their held weapon
- drainlife - Steal life from your enemy.
- entomb - Traps the target enemy in glass.
- explode - Causes an explosion at your target location.
- fireball - Throws a fireball.
- firenova - Summons an expanding ring of fire.
- forcepush - Pushes all enemies away from you.
- forcetoss - Throws the targeted enemy into the air.
- gate - Teleports to a defined location (the spawn point by default).
- geyser - Create a geyser of water that shoots your enemy into the air.
- heal - Heal a target player.
- leap - Jump a long distance forward.
- lightning - Calls down lightning at your target location.
- mana - Restores mana.
- pain - A generic direct damage spell.
- phase [1.3] - Phase through solid matter to the other side.
- prayer - Heals yourself.
- purge - Kill all monsters and animals around you.
- repair - Instantly repairs your gear.
- telekinesis - Activate switches and buttons remotely (currently a bit buggy).
- volley - Launches a volley of arrows at a target location.
- wall - Creates a temporary wall to block your enemies.
- zap - Destroys the target block.

Buff Spells

These are spells that you cast on yourself to give yourself enhancements. They generally have a duration or number of uses. These can be cast either by using the /cast command or by swinging a configurable casting wand.

- carpet - Walk on a flying carpet of glass.
- empower [1.2] - Empowers your spells to make them stronger.
- flamewalk - Burn enemies around you as you walk.
- frostwalk - Freeze water as you walk across it.
- gills - Lets you breath underwater.
- haste [1.2] - Lets you run faster for a time.
- invulnerability - Become invulnerable to damage.
- lifewalk - Flowers bloom in your footsteps.
- lightwalk - Lights your path.
- minion - Summons a minion to fight for you.

- reach [1.3] - Place and (instantly) destroy blocks from a distance for a time.
- reflect - Causes spells casted at you to reflect back to the caster.
- safefall - Allows you to fall without taking damage.
- stealth - Makes you invisible to monsters.
- stonevision - Allows you to see through stone.
- walkway - Creates a magical walkway that always stays ahead of you.
- windwalk [1.3] - Fly through the air. (This is still a work in progress. It currently grants creative mode and prevents block placement and destruction.)

Channeled Spells

These are spells that usually require more than one player to cast at the same time, and stand still until the spell is complete.

- summon - Summon another player to your position.
- sun - Changes the time to morning.

External Spells

The special "external" spell allows you to create a spell from a command provided from an external plugin. If you want more than one external spell, use the default "external" spell for the first spell, then define spell copies for other external spells. A player must have permission to use the command for the external spell to work. See the [configuration section](#) for config instructions.

Multi Spells

- [Source](#)

Spells can be combined to form new spells. The configuration for this is a bit confusing, so I'll provide an example. We're going to combine the lightning spell and the explode spell. First, we need to create a new spell in the spells section of the config file, we'll call this spell "zeus". All of the general spell configuration options apply to a multi-spell.

```
spells:
  zeus:
    cooldown: 30
    check-individual-cooldowns: false
    cost:
      - 331 5
    str-cost: 5 redstone dust
    spells:
      - lightning
      - explode
```

Now we need to add another configuration section, similar to how we add spellcopies. Add it to the end of the config file. This is only to tell the plugin that the "zeus" spell should be treated as a multi-spell.

```
multispells:
  - zeus
```

Now just reload and it should work. Keep in mind that any messages sent by any of the spells will still be sent, because it will act as if they are cast normally. The reagents for the individual spells will not be charged, so you will need to set the reagent cost of the multi-spell. The cooldowns will only be checked if the option is specified.

No-Magic Zones

- [History](#)
- [Source](#)

A no-magic zone can be created either by defining two points of a cuboid, or by using an already defined WorldGuard region. The configuration section can be added to the bottom of the config.yml file, and looks something like this:

```
no-magic-zones:
  - worldguard:world:test-zone
  - cuboid:world:140,60,-170:200,128,-100
```

The list of zones must be in one of the two formats. The WorldGuard format is "worldguard:world name:region name", and the defined cuboid format is "cuboid:x,y,z:x,y,z".

AS OF VERSION 1.3:

The configuration layout has changed significantly in 1.3. It looks like this now:

```
no-magic-zones:
  zone1:
    world: world
    type: cuboid
    point1: -30,0,-30
    point2: 30,128,30
    message: You cannot cast spells near spawn.
    allowed-spells:
      - list
      - help
  zone2:
    world: world
    type: worldguard
    region: arena
    message: An anti-magic auramakes your spell fizzle.
```

Spell Configuration

- [History](#)
- [Source](#)

Each spell has three different types of configuration options.

- General configuration options that all spells have.
- Configuration options that all spells of the spell type have (instant, buff).
- Specific configuration options unique to the spell.

Important: The default configuration file does NOT contain all config options, it is just an example. Just because a config option isn't in the default doesn't mean it is not available. For example, it's possible to add a duration to any buff spell, even though the default configuration file does not have a duration on all buff spells.

General Spell Configuration Options

The following configuration options are available for all spells.

Option	Description	Default
enabled	Whether to enable this spell. If you don't want to use this spell, set this to false to save system resources.	true
name	The name used in-game for the spell, if you don't like the default name	(the default name)
description	A description for this spell, which will appear when using the help spell.	(empty)
cast-item	The wand item used to cast the spell.	280
cooldown	The spell cooldown, in seconds.	0
shared-cooldowns	A list of spells (and cooldowns) that also get placed on cooldown when this spell is cast.	(none)
ignore-global-cooldown	Whether to ignore the global spell cooldown.	false
cost	A list of reagent costs. Each item in the list must have an item id, a quantity, and optionally a data value, in this format: ` <itemid[:data]> "health"="" "hunger"="" "mana"="" <quantity>`.="" 10`.<="" `mana="" also="" and="" be="" by="" can="" costs="" example:="" for="" health,="" hunger="" in="" itemid.="" mana,="" of="" or="" place="" specified="" td="" the="" using=""> <td>(none)</td> </itemid[:data]>>	(none)
str-cost	A string that describes the cost, for easy reading. Appears when using the help spell.	(empty)
str-cast-self	The message sent to the player casting the spell.	(empty)
str-cast-others	The message sent to nearby players when a player casts a spell.	(empty)
can-cast-with-item	Whether the spell can be cast with a wand item. Always false for command spells.	true
can-cast-by-command	Whether the spell can be cast by using the `/cast` command. Always true for command spells.	true

Instant Spell Options

Option	Description	Default
range	The range this spell can be used, in blocks. Can also be a radius of effect, depending on the spell. Some spells have a capped range, no matter what this value is.	0 (infinite range)

Buff Spell Options

Option	Description	Default
num-uses	How many uses this spell has before it expires.	0 (infinite)
use-cost	The reagent cost that is regularly consumed while this spell is active. Follows the same pattern as the cost option.	(none)
use-cost-interval	The number of uses between each time the use-cost is charged to the player.	0
duration	The duration of the spell, in seconds.	0 (infinte)
str-fade	The string that appears to the player when the spell effect wears off, either by using all	(empty)

the uses or when the duration is up, or when deactivated manually by the player.

Channeled Spell Options

Option	Description	Default
channel-time	The amount of time after casting before the caster is not considered to be channeling anymore.	30
req-participants	The number of players who must cast the spell for it to be successful.	1
req-percent	The percentage of online players required to cast the spell for it to be successful. 0 is disabled.	0
max-distance	The maximum distance from the first channeler to participate in a channeled spell. 0 is infinite.	0
str-too-far-away	Error message when max-distance is exceeded.	You are too far away.
str-start-channel	Message when a player starts channeling.	(empty)
str-moved	Message when a player cancels their channeling by moving.	You have stopped channeling.
str-spell-success	Message sent to channelers when the spell is successfully cast.	(empty)

External Spell Options

Option	Description	Default
command-to-execute	The full command(s) to execute when the spell is cast, not including the slash. Multiple commands can be separated with double vertical bars.	(empty)
command-to-execute-later	The full command(s) to execute later, generally to disable the effect. The wait is defined by command-delay. Can be left empty if not necessary. Multiple commands can be separated with double vertical bars.	(empty)
command-delay	The number of server ticks (1 second = approx. 20 ticks) to wait before executing the delayed commands above.	0
command-to-block	The command to block when a user tries to use the command directly. Any command starting with this text will be blocked. Multiple commands can be separated by double vertical bars.	(empty)
str-cant-use-command	The text that shows if a player tries to type the command directly, rather than by using the spell.	You don't have permission to do that.

Individual Spell Options

Each spell also has individual options. See the [spell list](#) for more information.

Spell Copies

- [History](#)
- [Source](#)

You can create copies of spells with different configurations. For example, you could have a small explosion spell and a large explosion spell. This is best explained by just giving an example. In this example, we'll create a copy of the "explode" spell that is bigger and more awesome.

```
spells:
  explode:
    description: Create a small explosion.
    explosion-size: 3
  crater:
    description: Create a huge explosion.
    explosion-size: 8
spellcopies:
  - crater=explode
```

Keep in mind this is just an example showing the relevant config sections, this is obviously missing a lot. So basically, you copy the config for one spell, and give it a new name header. Then you add the spellcopies section at the bottom of your config, and add the item specifying that the crater spell is actually the explosion spell. Make sure you get the order correct (copy=original).

Frequently Asked Questions

Help me! Why isn't it working?

If - after reading through this entire post - you can't figure out why it isn't working, please take the time to submit a proper help request. You can post your request either on [the Bukkit Forums thread](#) or in [the MagicSpells forum](#). You should provide the following information:

- The CraftBukkit build you're using.
- The MagicSpells version you're using.
- Which permissions plugin (if any) you are using.
- The error in the console, if there is one.
- Your config file(s). Please don't put them directly into the post, use a service like <http://pastebin.com> and just post the link here.

It says I need reagents whenever I cast a spell! Where do I get reagents?

One of the main ideas behind this plugin is to give players cool abilities, but with a cost. The reagents are the spell's cost. This can be configured in the config.yml file individually for every spell. The config option name is "cost". You can also add your name to the list of exceptions in the general.cast-for-free option.

Can I unbind spells from items?

Yes. Simply use the bind spell to bind the spell to your empty hand, and it will no longer be bound to any item.

Why can't my players cast spells? Why does it say "You cannot cast that spell right now" when I try to cast any spell?

Please make sure your permissions are all set up correctly. Look in the Configuration: Permissions section for more information. This is usually caused when you are missing magicspells.cast permissions.

Will you add iConomy (or another economy plugin) support?

With the addition of the 'tome' and 'scroll' spells, I currently have no plans to add special support for an economy plugin. You should be able to create tomes and scrolls and sell them using any plugin that allows you to sell items, thus allowing you to sell spells.

I have a great spell idea! Will you add it?

Please tell me about it by [submitting a ticket](#)! I can't guarantee that I'll make it, but if it's a feasible idea, I'll definitely consider it. I'm always looking for new spell ideas. Note that I may not respond directly to your idea, but I always read the suggestions.

I've found a bug! What do I do?

Please [submit a ticket](#)! Please include your CraftBukkit build number, any error in the console, the situation that caused the error (if known), and if you think it's applicable, the list of plugins you use.

Upcoming Changes

Version 1.4 (Not yet released)

- Added experience and levels as reagent options
- Added cast-time option to gate and recall spells
- Added magicspells.no-target permission node
- Changed drainlife to be more generic: removed 'damage' and 'heal' options, which are replaced with 'take-type', 'take-amt', 'give-type', and 'give-amt'
- Possibly fixed issue with mana regen stopping randomly
- Various improvements and bug fixes

Recent Changes

You can also view the [complete change log](#).

Version 1.3.2 (November 2) [1337]

- Fixed /mana command
- Added cast-on-animate config option
- Fixed tomes to work with new BookWorm version

Version 1.3.1 (October 27) [1337]

- Can no longer drop items when using windwalk

Version 1.3 (October 24) [1337]

- New spells: reach, conjure, windwalk, phase
- New config options for zap spell: allowed-block-types, check-plugins, drop-block, drop-normal
- Added pass-through-ceiling option for blink
- No-magic-zone config changed a lot, new features added
- Can now use data-values for cast items
- Added ignore-cast-item-durability to still allow tools and stuff to be used as cast items without problem
- Added global-cooldown option, as well as ignore-global-cooldown for spells
- The magicspells.silent permission only silences broadcast messages now
- Added ManaChangeEvent
- Many bug fixes