

# Chapter Six

## Magic

*“Magic is the life blood of the world. I have heard those who fear its power, who cower from its pure unbridled might and curse those of us with the wit to learn its ways. These people are fools. For every time a smith pounds steel into shape on an anvil, every time the tinkerer sets gears in motion, every time a song is sung or a child is born there is magic at work somewhere.*

*It is this power that you learn to master, the power of creation itself. Once it is under your control you will be able to shape this world into a better place for us all. By the same token, if you use it recklessly or irresponsibly then the world will suffer as it did in the days of the Cataclysm. It takes only one look at the wastelands that plague these realms to see the results of arrogance and carelessness.*

*Master it well, young apprentice, for once you begin down this road, the world will never be the same again.”*

*Arkor Prima’s first words to new members of the College Arcane*

Characters in Wildlands can use their Build Points to purchase spell slots, which allow them to cast spells they know. The Build Point cost for spell slots is listed in *Chapter 4: Skills* and depends on the character’s class and the level of the spell slot the character wishes to buy. Characters who wish to purchase spell slots must have certain prerequisites. Those who wish to cast Celestial Magic must have the skill *Read Magic* and those who wish to cast Earth Magic must have the skill *Healing Arts*.

## Schools of Magic

Whenever your character begins learning magic, either celestial or earth, you must select which of the two is your primary school of magic. The other will be the secondary, costing more to buy. There is nothing preventing you from learning both earth and celestial magic but a separate spell pyramid must be built for each school.

## The Pyramid

The central concept governing a character’s spell pyramid in Wildlands is that she must always have more spells at a given level than she has at the level above. A character who wishes to have four 2<sup>nd</sup> level spells must have at least five 1<sup>st</sup> level spells. The net result is a “true pyramid.” That is, if a character wants a 9<sup>th</sup> level spell slot, she must have at least two 8<sup>th</sup> level spell slots, which in turn requires three 7<sup>th</sup> level slots, four 6<sup>th</sup> level slots, and so on. The result is a pyramid that looks like this:

9  
 8 8  
 7 7 7  
 6 6 6 6  
 5 5 5 5 5  
 4 4 4 4 4 4  
 3 3 3 3 3 3 3  
 2 2 2 2 2 2 2 2  
 1 1 1 1 1 1 1 1 1

Such a pyramid is referred to in shorthand as 9-8-7-6-5-4-3-2-1. This refers to 9 first level spells, 8 second level spells, and so on.

There is no restriction on the width of a character's pyramid, only the height. A character may have as many spell slots at a given level as she desires, so long as there are more on the level below (and she can afford the build point cost, of course). As such, pyramids similar to the following are allowed in Wildlands:

5  
 444  
 33333333  
 22222222222222  
 11111111111111111111

In fact, a character could spend her entire career buying nothing but 1<sup>st</sup> and 2<sup>nd</sup> level slots, and retire with twenty-three 2<sup>nd</sup> level and twenty-eight 1<sup>st</sup> level spells without ever learning a 3<sup>rd</sup> level slot, if she so desired.

## Formulas and Patterns

Wildlands uses a "cast on the fly" system that allows a spellcaster to decide at the moment that he casts a spell exactly which spell he will use. The character makes his choices from the spells he knows, spell patterns he has learned from magical Formulas. A character with a formula must take it to a magical juncture to learn the pattern. This juncture may be permanent or temporary in nature, but not all temporary junctures are appropriate. The character uses the magical power of the juncture to "burn" the spell's pattern into his mind, thereby learning it and allowing him to cast it using a spell slot of the appropriate level. A character must have at least one spell slot of the appropriate level in order to learn a spell. The character need not carry the formula with him to cast the spell, as the knowledge is locked away in his mind. There it is generally safe and secure, but there are some methods for removing this knowledge. Some spells are considered so basic that the formulas for them are often permanently inscribed in places of power, such as permanent magical junctures, so that new students will have at least a minimum selection of useful spells. Other spells are more rare and may be difficult to find, requiring a character to search in game if he wishes to know these spells. Some spells are practically non-existent. Starting characters typically have access only to the most basic

of spells. Because of the nature of formulas, however, spells which are reversible in the core NERO rules (e.g. healing/necromantic spells) are treated as separate spell patterns in Wildlands. Thus, a character could learn Cure Light Wounds without ever learning Cause Light Wounds, and vice versa. Some formulas are permanent in nature, allowing any number of characters to learn the spells they contain. Others have a limited number of “charges” and will crumble to dust once a certain number of characters have used them to learn the spell. Sometimes this number of charges is apparent, and sometimes it is a mystery. A character may also use a formula to cast a spell if he hasn’t yet had an opportunity to learn it, though this method may pose some degree of risk. To use a formula in this way, the character must be in physical contact with the formula and use a spell slot of the appropriate level. He then incants the spell and throws a packet (if appropriate) as normal. If the formula has a limited number of charges, one of those charges is used up in the casting, and if the caster uses up the final charge in this fashion, then the formula crumbles to dust and may not be used to learn the spell it contained. On rare occasions, depending on the circumstances surrounding the formula’s use and the place in which the spell is cast, using a formula in this way may summon and release elementals or spirits that may decide to harm the caster or escape into the world at large and cause mischief.

The magical nature of formulas is such that they may not be copied in any way. The methods of creating and copying them was lost with the Cataclysm.

## Spell Effects

With a few exceptions, point-based spells in Wildlands use calculate their effect by doing five times the spell level (see table below). This change from core NERO rules was made because multiples of 5 are easier to add and subtract in hectic combat situations than the 4-based system that core NERO uses. This change also applies to most point-based Earth spells, which makes healing and necromancy both very powerful. There are two major exceptions to this rule: protective spells and “limited target” spells. The point-based protective spells provide the same amount of protection as they do in the core NERO system: 2 points for Bless and Shield, 4 points for Greater Bless and Greater Shield. The limited target spells are specifically Harm/Help Undead and Destroy Undead. Since these spells will only work on undead creatures, their effectiveness against their specific target is doubled (see table below). Because of the increased point value of healing spells, undead in Wildlands do not take double damage from healing magic. They do take damage, but this damage is equal to the number of points the spell would have healed for a living character. The lower-level healing spells are slightly more effective against undead than their core NERO counterparts, while the higher-level spells are slightly less effective. The corrupting energies of chaos cause a character 1 Body Point of damage every time she casts a necromantic spell. Any spell with the word “Chaos” in its verbal is a necromantic spell. This damage affects the character’s “real” Body, and the protective spells Bless and Greater Bless will not absorb it. Cursed ones are an exception to this, as their bodies are already tainted by Chaos. By the same token, Cursed Ones are so tainted by Chaos that channeling the healing energies of the earth through their bodies harms them in the same fashion as necromancy harms the living. Casting the spells *Destroy Undead*, *Harm Undead*, *Purify Blood*, *Restore Limb* or any spell with the word “Cure” in its verbal causes a Cursed One 1 Body Point of damage. A

Cursed One is not protected from this damage by a *Bless* or *Greater Bless* spell. It is important to note that some necromantic effects produce a lingering taint that affects a living character's spirit. These effects cannot be dispelled, but must be healed by their earth magic counterpart. There are also some earth spells that affect the spirit which cannot be dispelled, though they can be counteracted by their necromantic opposites. The effects which cannot be dispelled include:

Disease  
Taint  
Wither Limb  
Waste (the non-damage portion)  
Earth's Strengthening  
Earth's Weakening  
Spiritgrace  
Spiritwrack

The following tables summarize the effects of point-based spells in Wildlands:

<b>Celestial Spell</b>	<b>Effect</b>
Magic Missile	5 Points
Shield	2 Points Armor
Lightning Bolt	10 Points
Ice Bolt	15 Points
Greater Shield	4 Points Armor
Flame Bolt	20 Points
Forked Lightning Bolt	2 bolts of 10 Points
Lightning Storm	30 Points
Ice Storm	35 Points
Dragon's Breath	40 Points
Inferno	3 bolts of 20 Points
Magic Storm	5 Points each

*Each bolt in a Forked Lightning or an Inferno spell does damage according to the table above. Thus, the two Lightning Bolts created by Forked Lightning cause 10 points of damage each, and Inferno's three Flame Bolts each cause 20 points of damage. Each packet of a Creeping Doom or Magic Storm spell causes 5 points of damage.*

<b>Earth Spell</b>	<b>Effect</b>
Cure Light Wounds	5 Points
Cause Light Wounds	5 Points
Bless	2 Points Body
Cure Wounds	10 Points
Cause Wounds	10 Points
Help Undead	30 Points
Harm Undead	30 Points

Greater Bless	4 Points Body
Cure Serious Wounds	20 Points
Cause Serious Wounds	20 Points
Cure Critical Wounds	30 Points
Cause Critical Wounds	30 Points
Insect Swarm	30 Points
Destroy Undead	70 Points
Cure Mortal Wounds	40 Points
Cause Mortal Wounds	40 Points
Renew	45 Points
Waste	45 Points
Creeping Doom	5 Points each

*Note: Wildlands West does require that numerical values be added to end of all spell verbals that use a numerical effect. i.e. “I call forth a Flame Bolt, 20”, “I grant you the power of a Bless, 2”, “I call upon the earth to Cure Light Wounds, 5” etc.*

## Spell Packets

Spell packets are constructed with bird seed and fabric. The bird seed should be the small round variety, with no large sunflower seeds or other heavy or sharp items that could hurt.

Do not use replacements! Rice can get wet and turn into a hardened ball, and many people are allergic to talcum powder. Rubber balls or tightly packed rubber bands will be too hard. If you are caught using something other than bird seed you will have your packets confiscated and will lose your spells for the rest of the day.

The birdseed is placed in the center of the fabric, and the fabric is gathered around it and rubber banded together or sewn shut. No metal or plastic tie wraps may be used. Packets should be loosely packed—tight balls of birdseed can hurt!

The packet may be of any color except orange or yellow. (Orange packets are used to represent alchemical gas globes, yellow packets are used to represent tinkered attacks such as rockets.)

You may want to personalize your spell packets in some way by using a distinctive cloth or writing on the packets. This is a good way to make sure you can get your packets back after a battle without arguing with other spellcasters about whose packets are whose. However, since packets are an out of play phys-rep, you are not assured that you will always recover all of your own packets, and none of someone else’s.

You should never use so much material that the resulting packet cannot fit into a 35mm film canister. Packets that are larger than that will be confiscated by a marshal.

Spell packets are visible as an opaque colored aura of energy only when held in the hand. In-game they are visible but they do not produce any light. They are not in-game items and cannot be stolen, disarmed or removed.

*Example one: Rand is walking down the road when he sees a stranger coming towards him. He notices that she has a handful of spell packets. In-game, he sees magic energy floating around her fingertips and knows that she has “called up” the powers*

*within her to be ready to cast at a moment's notice if needed. "You're making me nervous stranger. Stop channeling your magic, and identify yourself." says Rand. The stranger frowns but puts the packets back in her pocket. In-game, Rand has seen her turn off the magic energy. She can still reach into her pocket and pull them out, but the extra time it will take her represents the channeling of energy needed to cast the spell.*

*Example two: A group of players are held captive by a fierce barbarian bandit. He sees the party's mage with magic energy floating around her fingers. "If you don't call back that energy," says the guard, "I will kill my captive." The mage grudgingly pulls the energy back (by putting the packets back in her pocket.) The barbarian cannot take the packets away from the mage as they are not in-game.*

You should not carry in your hand more spell packets than you can actually cast (although you can have plenty extra in your pouches or pockets). If you only have 3 spells, you cannot have a cauliflower hand with 42 spell packets between your fingers. You can carry packets to represent scrolls or magic items that require a thrown packet but those items must be readily available and not stashed away in a backpack.

## Casting Spells

To cast a spell, the caster must have a spell packet in hand. The hand and arm with the spell packet in it must be "free" (Hands that are holding something else, are broken, or are tied or bound either physically or with a binding spell are not "free"). The caster must then correctly recite the short phrase associated with the spell in a voice loud and clear enough to be heard by the intended target. Within two seconds after finishing the verbal, the caster must then throw the packet and hit the target or the target's direct possessions, including shields, weapons, pouches, or a carried creature or other object.

The short phrase or "incantation" of the spell is spoken in plain English so the victim will know what spell has been cast. In game, these words are understood by anyone, but have a "magical effect" associated with them that makes them different from normal speech. Even though you can speak the language, you cannot "fake" a spell incantation or otherwise bluff the casting of a spell.

Spellcasters lose the power to cast a spell as soon as the incantation has begun. You cannot start the incantation for a spell, change your mind, and then still have that spell. You must wait until you reset your spells at a spell reset juncture to replenish the mystic power to use that particular spell slot again.

Likewise, if you say the wrong incantation become tongue-tied while speaking the incantation the spell will be "flubbed". A flubbed incantation causes the spell to fail and the spell slot to be wasted for the day.

Ogre Mage-kin who flub incantations take 1 Body Point of damage. This damage goes directly to their real body.

Spells which cause or heal damage, or that grant points of protection to their target, have a numerical value at the end of the incantation. This is a courtesy to other players and not part of the actual incantation. Wildlands does ask players to always use the numerical tags at the end of their incantations and casters are not allowed to release their spell packet until the moment they speak the numerical tag. If you forget to use the numerical tag, the spell is not flubbed and it still takes effect, the receiving player may just have to ask you how much of an effect it had. You are expected to know the correct

damage and effects of all of the spells you can cast. Failure to call the damage portion will not result in spell failure, but is expected as a courtesy to new players.

Any hit on a spellcaster, from weapon or spell, disrupts a spell regardless of protective points, even if the strike does not do Body damage. Defensive spells and effects (such as a resist) that completely negate one type of attack (e.g. Magic Armor against a sword blow) prevent the spell's disruption, but armor and protective points do not. Any caster who is struck (even for zero damage) at any point while speaking their spell verbal up until they release the spell packet is disrupted. The spell does not occur and they still use up that spell slot for the day.

Any spellcaster who uses a spell that has the word "Chaos" in its verbal takes one point of Body Damage from channeling the energy from this spell. Cursed Ones do not suffer from this disadvantage. Only a Cursed One takes one point of Body Damage from channeling the energy from a spell that uses the word "Earth" in its verbal.

## Touch-Casting

Touch-casting is performed by holding a packet and placing it against the target you wish to affect. The obvious advantage to this is that there is no chance of missing and wasting your spell.

In such a case, the spell recipient may choose to "accept" the spell, thus letting it past their Spell Defenses such as *Shield Magic* or *Reflect Magic*. The recipient must be conscious to "accept" a spell without triggering the Spell Defenses.

You may never "accept" a thrown spell. The decision to accept a spell through touch-casting is made immediately after the spell is cast. This is to prevent a caster from tricking an unsuspecting victim.

The recipient of a touch-cast spell can always refuse the spell by saying "refused." This will use up the spell, but have no effect whatsoever on the recipient. Whenever attempting to touch-cast, you must abide by all NERO safe conduct rules.

You may not touch-cast if your hands are bound in any way, either physically or through binding effects such as *Bind*, *Confine*, *Imprison*, *Paralyze* or *Web*. You are allowed to touch-cast when your feet are bound, or under a *Pin* effect, since you have at least one hand free enough to perform the casting. This includes touch-casting on yourself.

*For example, Truxton is hit with a Bind spell. He has a Release spell formula in memory but he cannot cast it (or even touch-cast it) so he's just plain stuck.*

Touch casting can only be used for spells and cannot be performed with gasses or special abilities that use packets, unless the special ability includes a complete incant of a spell. For example, most monster abilities, like *10 Elemental Fire*, can never be touch-cast.

You may never attempt to touch cast if it will result in a dangerous situation in combat. So, you could not charge ahead and try to tag someone with a packet, as the chance for real world injury is too great. Also, it is courteous to ask (when possible) if a person is acceptable for light contact for the touch casting. In other words, do not use touch casting or packets to violate the No Contact rule.

## Junctures

Junctures are places where magical forces come into focus for barely-understood or largely-unknown reasons, creating areas where many different types of magical effects may take place. Most junctures are temporary and fleeting, lasting no more than a few minutes and benefiting only those who are forewarned of their appearance, while rare ones are permanent. Magical junctures always house spirits or elementals that control the flow of magic through the place. These spirits must be appeased before a character can use the juncture, and the demeanor of these spirits varies. Some are benevolent and freely open the juncture during times of high magic. Some spirits ask for small amounts of precious metals to sustain the magic of the juncture. Other spirits demand greater sacrifice before they will allow the magic to be taken. The types of things a character may do at a juncture include, but are not limited to:

- \* Earn Inspiration beyond her normal limits (i.e. purchase experience points)
- \* Memorize a spell pattern
- \* Craft a weapon, potion, scroll or other item requiring production points
- \* Conjure a spirit or elemental
- \* Resurrect a fallen comrade
- \* Recharge spell slots (normal and adept)
- \* Identify magical items
- \* Plumb secrets better left unrevealed

## Recharging Spells

Spellcasters must recharge spell slots at magical junctures, places of power where they can draw magical energy and store it for later use. There is typically only one specific time during the daily cycle of magic when casters can draw the magic needed to replenish spell slots. Most magical junctures are natural and temporary, leaving casters little choice but to move about searching for places to recharge their spell slots.

## Adept Magic

Adept spells are spell slots that a character can recharge multiple times per day. Instead of being limited to one reset, a character with adept spells may go to a magical juncture an unlimited number of times per day to completely recharge his adept spells. This recharging always has a cost, either in money or in Body damage. If a caster's adept pyramid is large enough, the cost is usually well worth the benefit. Only spells that have short term, intense patterns may be cast with adept spell slots, which eliminates such things as protective and healing spells, as well as spells with very long or indefinite durations. See the spell lists for a full list of spells that may be cast through adept spell slots.

A character builds an adept pyramid in the same way that he builds his normal pyramid, using the same guiding principle. Adept spells have a simple added restriction, however. A character's adept pyramid must never be larger than his normal one. A character with 3 2nd level spells and 5 1<sup>st</sup> level spells could have no more than 3 2nd level adept spells and 5 1st level adept spells. The cost of adept spells is 3 times that of

the character's normal spell slots. Thus, a Scholar purchasing a 1st level adept spell in his primary school would pay 3 Build Points, since the normal spell slot would cost 1, while a Fighter buying the same adept spell slot would pay 9 Build. Adept spells in a secondary realm of magic cost twice as much as adept spells in the character's primary realm.

## Conjuring

Some spells give a character the power to summon forth elementals or spirits to perform services and answer questions. The nature of the service is determined by the spell used and the creature summoned. These spells cannot be cast just anywhere, however. The caster must know the proper place and time to cast the spell, and he must discover this information in game.

Often, the type and temperament of the creature summoned is determined by the place and time of the conjuration. An earth caster who summons a spirit at sunrise in a permanent resurrection juncture may conjure forth a spirit of life, while casting the same spell in the graveyard at midnight might bring forth a much darker and more malign spirit. Each spirit is likely to treat the caster differently. All spirits and elementals are unique characters, and they tend to have long memories for disrespect. A caster who treats a spirit poorly is likely to have difficulty treating with that spirit in future conjurations. The summoned creature is compelled to tell the truth as it understands it, though it is not actually compelled to speak. Spirits may attempt to bargain with their summoners, and the caster must learn the details of a spirit's personality and restrictions in-game. These creatures only appear at certain times and places, but there may occasionally be other considerations (such as ethereal storms) that prevent a spirit's "scheduled" appearance. A spirit can only serve one character at a time and may not be available for a particular summoning if already involved in an extended task for another character. Characters should use caution when conjuring spirits, for the slightest error might release the wrong elemental or spirit into the world.

## Spell Rules

Identical spells may not be stacked. No person may have a second copy of the same spell actively affecting him or her unless the spell description states otherwise. For instance, you may have a total of three of the following spells in any combination: *Endow*, *Delayed Endow*, *Flame Blade*, and *Enchanted Blade*.

If you are hit with a second effect that isn't stackable, the call is "got it". Calling "No effect" in this situation is incorrect. This definition is extended to include all identically named game effects, not just spells. Identical effects are not stackable, unless noted in the effect's description. For example, you have been paralyzed by an enemy spellcaster. You stand Paralyzed and helpless (usually unable to roleplay hits or spells). A second spellcaster throws a Paralyze spell at you. It hits, and you respond "got it" to acknowledge that it hit you, and the spell was used correctly by the caster. "No effect" would be incorrect since you are in fact affected by Paralysis, just not this time. (Although in this case the line of sight definition changes to the most recent caster)

Spell defenses carry over from adventure to adventure. A fighter who still has a *Greater Shield* spell on him at the end of a Wildlands adventure weekend will still have

that spell at the beginning of the next weekend or module. This rule applies only to spells that are “indefinite” in duration.

In-game, Spell Defenses are visible as a flash of magic when they go off. It is obvious to anyone looking at you that you were protected from an attacking spell. You must state what the defense is at the time by saying, for example, “*Reflect Magic*” or “*Shield Magic*”, thus informing all observers that the spell was unsuccessful. Saying “flash” or “no effect” is not allowed. Spells such as *Bless* and *Shield* which merely add hit points do not have to be so announced.

*Bind, Confine, Imprison, Paralyze, Pin, and Web* are all visible to any viewer while they are in effect, so long as they take the time to observe them (they must ask the affected player).

You cannot call a Hold to determine whether any visible effects are present. The amount of time it takes to ask if your character sees the effect is the amount of time it took your character to notice the effect.

The spellcaster is not immune to his or her own spells, nor can they automatically dispel or deactivate their own spells, unless specifically noted in a spell’s description. The skill *Magical Control* does allow casters to dispel many of their own effects and even those of other casters. Read the entry in *Chapter 4: Skills* for details.

*Example one: Ki’Riuna the mage casts a Web spell at the Briv the Gremlin. She then questions him while he is standing there webbed. She cannot at the end of her questioning say “I hereby cancel the spell.” She must cast a Dispel Magic or Release spell, use Magical Control or must leave the area as required by the spell.*

*Example two: Ki’Riuna has no spell defenses left after a fierce battle with undead. She finally sees the evil necromancer who has been leading the undead and she throws a Web spell at him. However, the necromancer has a Reflect Magic spell active which “bounces back” the Web spell to Ki’Riuna. Even though the Web was her own spell, she is still affected by it, so she becomes webbed. Since a Web spell will remain in effect as long as the caster is within “line of sight,” Ki’Riuna will remain webbed unless someone else gives her a Release spell, she uses Magical Control to end the spell, or until she becomes unconscious.*

## Eldritch Power

Many of the spells call upon an energy called eldritch power. This is a type of energy that only affects beings that are alive or animated.

If you cast a *Flame Bolt* spell at someone and miss and hit a tree, the tree will not catch on fire. Nor can you use an *Ice Bolt* spell to keep your ice cream cold. These spells can only affect creatures that are alive or animated.

## Healers vs. Undead

In the battle against the foul undead, the healer has a very powerful weapon. Undead creatures are the reverse of living beings, and so are affected by healing spells in a reversed manner. Any curing spell cast upon an undead will instead do damage to them equal to the amount of healing. Any damage-causing necromantic spell will heal the undead for same effect.

Thus a *Cure Light Wounds* spell will do 5 points of damage against an undead, and a *Cause Wounds* spell will heal the undead for 5 points.

## Necromancy

In most places in the Wildlands, necromancy is accepted as merely another aspect of earth magic. There are no laws restricting it (for that matter, there aren't a lot of laws restricting anything; this is the Wildlands). However, some groups feel the necromancy is evil and corrupts the earth. It has been blamed for everything from famine to the dead rising from their graves on their own.

Proponents of necromancy argue that this is ridiculous superstition and that such things occur as a normal part of living in a highly magical world. They argue that necromancy, like any other kind of magic, is a tool that can be used to battle evil as easily as serve it.

Assume for game purposes that there are many learned treatises on both sides and that people have been arguing the point for many hundreds of years.

## NERO Formal Magic System

Core NERO rules make use of Formal Magic rules for casters who advance beyond the 9<sup>th</sup> level of spellcasting. Wildlands does not use Formal Magic of any variety.

## High Magic

Wildlands does have an advanced magic system called High Magic. High Magic can do things beyond the scope of simple battle magic. There are a large variety of possible effects and implications. High Magic requires the presence of a marshal in every single case. The marshal will direct all who observe as to any effects and happenings. There is very little commonly known about High Magic, except that it exists. Spellcasters who desire to learn more about it must find an in game resource for their teachings and knowledge.

## Magic Items

There are not very many magic items in the Wildlands campaign. Sometimes you will find or be able to use one. Magic items are very valuable and the rules for them are very specific.

As with High Magic, very little is known about Magic Items and the process of creating them. This is another topic that must be researched in game if you want to know more. Here are the rules that apply for those you may encounter.

A magic item can be examined by anyone, but no magical properties of any kind are known by simple examination. To tell if an item is magical, it must be brought to a

Conjuration juncture, and a spellcaster who knows the pattern *Conjuration/Spirit of Detection* must cast the spell while handling and observing the item.

To make the properties of the magic item useable, the spellcaster must have and cast the pattern *Conjuration/Spirit of Divination* on the item. The person who intends to use the item must also be present at the juncture for them to be able to use the item.

When using a magic item, you must say “Activate <Spell Incant>.” This is an in-game statement that cannot be made if you are *Silenced*, gagged, or otherwise unable to speak. If the spell requires you to hit a target with a spell packet, then you must have a packet and throw it, obeying all spellcasting rules. If the magic item duplicates a skill (such as *Dodge*), then you merely have to call out the skill name as per the rule pertaining to that skill. If the magic item duplicates a spell where the caster has a choice, the choice must be stated after the spell name; for example “Activate *Disarm* longsword.” In-game, the effect of an activated magic item is recognizable to all who hear it.

Magic items can be directed at yourself even in situations where you would not normally be able to touch-cast. Speaking is not considered an in-game “ability,” so these items be used even if the character is not allowed to use “game abilities” for some reason.

*For example, Luna the healer has a magic item with a Purify Blood spell. During a battle, she is hit with a Nausea poison. Because she is under the effects of the poison, she cannot use in-game skills and cannot cast a Purify Blood spell on herself. However, since she can still speak, she can say “Activate I Call Upon the Earth to Purify Your Blood.”*

*Example two: Luna has a magic item with a Release spell in it. She is captured and has her hands tied behind her back. She cannot cast a spell, but she can activate a magic item. She waits till her captors aren’t looking and then says “Activate, With Mystic Force I Release You.” They turn back to get her, but now she has her hands free and is ready for them.*

*Example three: Luna has been captured by Muka the Evil. Muka tied Luna’s hands behind her back and sat her down under a tree. Luna has already used up her Release item, but she still has a Flame Bolt item. She cannot activate this however because it would require a thrown spell packet and both of her hands are tied.*

There are three main types of Magic Items:

**Limited (Times Ever):** This denotes an item with one-shot spells in it. Once the charge is used up, it is gone forever. These items are rarely indestructible—so beware of *Shatter* spells. When you receive a magic item tag for a “Times Ever” item, the appropriate spell tags will be stapled to the back.

Once those spell tags are gone, the item no longer will detect magical though it still may have an in-game monetary value.

**Temporary (Times per Day or Other):** This denotes an item with charges that are replenished at the start of every game-day. To get any spell tags that are used with the item, you must bring both the item and the item tag to logistics each game-day.

Most of these items are indestructible, and are not affected by *Shatter*, *Destroy*, or any kind of trap. If the item is *Shatterable*, it will be marked on the magic item tag.

**Permanent (Times per Day or Other):** This denotes a powerful effect stored within an item. This is used for effects such as *Damage Aura* that make a weapon do extra damage (and hurt creatures damaged only by magic). Most of these items are indestructible, and are not affected by *Shatter*, *Destroy*, or any kind of trap. If the item is *Shatterable*, it will be marked on the magic item tag.

Any additional properties will be made known at time of Divination. You must have the item tag and appropriate phys-rep available and in hand (or on appropriate body part, such as a necklace around the neck) to use it.

## Potions and Scrolls

The effects of potions and scrolls are the same as for a cast spell.

A scroll or potion physical representation is not valid unless it has an actual scroll or potion tag attached to the phys rep. Likewise, a scroll or potion tag without a physical representation is also invalid. If you receive tags without physical representations (for example, after using your Production Points to create items), then it is your responsibility to provide the appropriate physical representation and make sure the tag is attached.

All potion phys reps must be large enough to hold at least a minimum of a quarter ounce of liquid. The phys rep does not actually have to contain any liquid to be valid. All scroll phys reps must be at least 16 square inches (For example, a scroll that is 2 inches tall by 8 inches long would be fine).

When the item is used, the tag for the potion should be ripped in half and put into a pocket or pouch to be disposed of in a trash can later.

To use a potion, you must roleplay the proper drinking motions, and this must take at least three seconds. You do not have to count it out loud.

A potion may be “force fed” to an unconscious or sleeping person by someone else, but such a character cannot “accidentally” drink one. You cannot attach a potion or elixir to your collar or shield and “bite” into it to get its effects while bound or in battle.

Potions cannot be mixed into food or drink or diluted or mixed together in any way. All potions affect the drinker only, and bypass any protective spells such as *Shield Magic* or *Reflect Magic*.

Note that potions affect only the drinker and do not give the drinker the “power” of the particular potion. For example, a person drinking a *Dispel Magic* potion does not gain the ability to cast a *Dispel Magic*—instead, the potion will dispel all magics on the drinker.

To use a scroll, you must pull out the scroll, hold it before you, have enough light to be able to read it, touch a spell packet to the scroll, actually read the scroll, and then throw the packet. If your scroll is attached to a weapon or shield, you may not be swinging it while reading the scroll.

After the scroll is used, the tag is removed but the paper remains. The magical writing is inert although anyone can tell what spell used to be on the scroll. You must have an actual scroll phys rep for each scroll tag.

Note that scrolls can only be read by someone with a *Read Magic* skill of the appropriate level.

## Spell Defenses

There are a few spells and effects that will defend the recipient from incoming spells or attacks. Each can protect against one spell or effect only. They are cast upon the recipient in advance and stay with the recipient until “activated” by the effect they are meant to prevent. The Spell Defenses are *Magic Armor*, *Poison Shield*, *Reflect Magic*,

and *Shield Magic*. Some alchemical items mimic the effect of magic spells, but the defenses are called differently. See the item description for details.

In-game, you are always aware of what Spell Defenses are active on you. Once a Spell Defense is active, then it will affect the next applicable incoming effect, regardless of whether or not you would have been affected. It will then be used up.

If a Spell Defense activates while the victim is sleeping normally, the victim will wake and be aware that the Spell Defense is gone.

All Spell Defenses must be called correctly (for example “*Reflect Magic*” or “*Magic Armor*”) to be effective and must be called within two seconds.

## Spell Durations

**Concentration:** This spell lasts as long as the caster maintains concentration. While concentrating, the caster cannot run or use any game skills.

**Timed:** Some spells last for a specific amount of time, either 10 minutes or an hour.

**Instant:** The duration of this spell is instantaneous, but its effects may be permanent. (Thus, any damage taken from these spells is permanent until cured.)

**Indefinite:** The effects of this spell are permanent unless the victim receives the proper counterspell or the spell’s effect is used up (or the victim dies). The counter spell will be listed in the spell description.

**Line of Sight:** This spell lasts as long as the caster could see the victim from wherever the caster is located. It also lasts if the victim could see the caster.

Basically, if you can draw a straight line between the caster and the victim without the line being obscured by any obstacles, then the Line of Sight is still in effect. The caster cannot close his or her eyes or hide behind someone else to break Line of Sight.

If the caster breaks Line of Sight by imposing a very large object such as a building or large tree between the caster and the victim for longer than 10 seconds, the spell is broken. If view of the character is resumed before the 10 seconds is up, then the spell continues. These spells will cease immediately if the caster falls unconscious (for example, from combat or a *Sleep* spell).

## Celestial Spell List

### Level 1

Disarm §  
Endow \*  
Light \*  
Magic Missile §  
Shield \*

### Level 2

Conjuration of Detection  
Delayed Endow \*  
Lightning Bolt §  
Magic Armor \*  
Pin § \*  
Repel §

### Level 3

Greater Shield \*  
Ice Bolt §  
Shatter §  
Trance § \*  
Weapon of Darkness \*

### Level 4

Awaken  
Bind § \*  
Flame Blade \*  
Flame Bolt §  
Shun § \*

### Level 5

Conjuration of Divination  
Forked Lightning Bolt §  
Release  
Shield Magic \*  
Silence § \*  
Web § \*

### Level 6

Destroy §  
Enchanted Blade \*  
Lightning Storm §  
Sleep § \*

### Level 7

Charm \*  
Ice Storm §  
Steal Pattern  
Thunderstruck \*

### Level 8

Confine § \*  
Dispel Magic  
Dragon's Breath §  
Reflect Magic \*

### Level 9

Conjuration of Knowledge  
Inferno §  
Magic Storm §  
Mindwipe  
Timestop §

\* indicates a spell that can be dispelled with Magical Control

§ indicates a spell that can be cast through an adept spell slot.

## Earth Spell List

### Level 1

Bless \*  
Cause Light Wounds  
Cure Light Wounds  
Disarm § \*  
Light \*  
Endow \*  
Free Undead §  
Torment Living §  
Torment Undead §  
Trap Undead § \*

### Level 2

Control Undead \*  
Cause Wounds  
Cure Wounds  
Delayed Endow \*  
Magic Armor \*  
Pin § \*  
Repel §  
Spirit of Detection  
Turn Undead §

### Level 3

Cause Disease §  
Cure Disease  
Greater Bless \*  
Harm Undead §  
Help Undead  
Remove Weakness  
Trance § \*  
Weakness § \*  
Woodbind \*

### Level 4

Awaken  
Bind § \*  
Cause Serious Wounds  
Cure Serious Wounds  
Desecrate \*  
Poison Shield \*  
Sanctuary § \*  
Shun § \*

### Level 5

Purify Blood  
Release  
Shield Magic \*  
Spirit of Divination  
Silence § \*  
Taint Blood  
Web § \*

### Level 6

Cause Critical Wounds  
Cure Critical Wounds  
Insect Swarm  
Sleep § \*  
Solidify §  
Speak with the Dead §

### Level 7

Charm \*  
Create Undead  
Curse §  
Destroy Undead §  
Earth's Strengthening \*  
Earth's Weakening \*  
Remove Curse  
Restore Limb  
Steal Pattern  
Wither Limb §

### Level 8

Banishment §  
Confine § \*  
Cause Mortal Wounds  
Cure Mortal Wounds  
Dispel Magic  
Paralyze § \*  
Reflect Magic \*  
Unparalyze

### Level 9

Creeping Doom §  
Renew  
Spirit of Knowledge  
Spirit of Vengeance  
Spiritgrace  
Spiritwrack  
Waste

\* indicates a spell that can be dispelled with Magical Control  
§ indicates a spell that can be cast through an adept spell slot.

## Spell Descriptions

*Awaken*  
4<sup>th</sup>

*Althena's Mental Clarifier*

Realm: Celestial & Earth

Duration: Instant

Incantation: **"I command you to Awaken."**

This spell awakens the recipient from a Waylay, unconsciousness, any sleep effect, and the charm effects Charm, Shun, Silence, Dominate, and Fear. It does not include Love, Enslavement, or Vampire Charm.

*Bind*  
4<sup>th</sup>

*Lasset's Mystic Binding*

Realm: Celestial & Earth

Duration: Line of Sight

May be cast through an adept spell slot

May be dispelled with Magical Control

Incantation: **"With mystic force, I Bind you."**

This spell snares the arms of its victim, binding them straight to its sides. The victim may talk freely, but may not use any game skills requiring use of the arms, including using a weapon or shield, casting a spell, or using a gas poison. The victim may walk, run, or leave the combat area as desired. This spell does not prevent the victim from being searched or being given a Killing Blow, although a moving victim is unlikely to allow either action, which can be interrupted automatically.

*Bless*  
1<sup>st</sup>

*Bearkiller's Protection*

Realm: Earth

Duration: Indefinite

May be dispelled with Magical Control

Incantation: **"I grant you the power of a Bless, 2."**

This spell gives the recipient two extra Body Points. These points are the first Body Points lost to damage. This spell cannot be used to revive an unconscious person or harm an undead. The extra Body Points granted will not protect the caster from suffering the effects of casting either Earth/Chaos magic. If a Bless and a Greater Bless are both present, then it is the player's choice as to which is lost first.

*Damishment*  
8<sup>th</sup>

*Oerian's Otherworldly Exile*

Realm: Earth

Duration: Other

May be cast through an adept spell slot

Incantation: **“With eldritch force I cause your Banishment.”**

This spell sends an otherworldly creature back to its own plane. Such a creature cannot even return to this plane for at least 24 hours, and even then the creature can only enter this plane through a gate or in response to a magical summons. Any items the creature was carrying are left behind when the creature is banished.

*(onjuration) of Detection*  
2<sup>nd</sup>

*Ilthoin's Minor Conjunction*

Realm: Celestial

Duration: Other

Incantation: **“I conjure a celestial presence to detect magic.”**

This spell, if cast at the proper time and location, summons forth a minor elemental that can tell the summoner whether an item is magical or not. The caster must learn in-game what places and times are proper for summoning such a being. This spell follows the rules for conjunctions, and it can be dangerous.

*(onjuration) of Divination*  
5<sup>th</sup>

*Ilthoin's Major Conjunction*

Realm: Celestial

Duration: Other

Incantation: **“I conjure a celestial presence to divine the properties of this <item>.”**

This spell, if cast at the proper time and location, summons forth a powerful elemental that can advise the summoner about the properties of one magical item. The caster must learn in-game what places and times are proper for summoning such a being. This spell follows the rules for conjunctions, and it can be dangerous.

*(onjuration) of Knowledge*  
9<sup>th</sup>

*Ilthoin's Conjunction of Power*

Realm: Celestial

Duration: Other

Incantation: **“I conjure a celestial presence to bring me knowledge.”**

This spell, if cast at the proper time and location, summons forth a powerful elemental that can advise the summoner, answering to the best of its ability any question asked. The caster must learn in-game what places and times are proper for summoning such a being. This spell follows the rules for conjunctions, and it can be dangerous.

*(reeping Doom*  
9<sup>th</sup>

*Arakid's Insect Bombardment*

Realm: Earth

Duration: Instant

May be cast through an adept spell slot

Incantation: **“I conjure forth a Creeping Doom, 5, Creeping Doom, 5, Creeping Doom, 5...”**

This spell summons small swarms of insects with razor-sharp stingers and pincers. This spell works like the Magic Storm spell, requiring the caster to plant both feet. As long as both of the caster's feet do not move and the spell isn't disrupted, the caster may throw multiple packets, one at a time, calling out “Creeping Doom” with each one thrown. Each packet acts as a separate spell which causes 5 points of eldritch damage.

*Cause Critical Wounds*  
6<sup>th</sup>

*Morgin's Enhanced Aberration*

Realm: Earth (Necromancy)

Duration: Instant

Incantation: **“I call upon chaos to Cause Critical Wounds, 30.”**

This spell will do 30 hit points of body damage to the target. It does not affect armor. Against undead, this spell will cure the creature of 30 points of body damage.

*Cause Disease*  
3<sup>rd</sup>

*Korac's Demise*

Realm: Earth (Necromancy)

Duration: Indefinite

May be cast through an adept spell slot

Incantation: **“I call upon chaos to Cause Disease.”**

This spell will infect the recipient with a debilitating disease. The infection is not contagious, but makes the victim unable to run. The victim will appear increasingly listless and ill as the disease progresses and will lose a Body Point every half an hour. These Body Points can be regained through healing spells. The loss of a Body Point every half an hour will continue until the disease is cured by a Cure Disease or a Renew. The spell Purify Blood will not cure someone under the effects of this spell. This spell might not be effective against creatures with no metabolism.

*Cause Light Wounds*  
1<sup>st</sup>

*Sovina's Minor Aberration*

Realm: Earth (Necromancy)

Duration: Instant

Incantation: **“I call upon chaos to Cause Light Wounds, 5.”**

This spell will do 5 points of body damage to the target. It does not affect armor. It will heal 5 Body Points of damage on an undead creature.

Cause Mortal Wounds  
8<sup>th</sup>

*Tali's Greater Aberration*

Realm: Earth (Necromancy)

Duration: Instant

Incantation: **“I call upon chaos to Cause Mortal Wounds, 40”**

This spell will do 40 points of body damage to the target. It does not affect armor. It will cure 40 Body Points to an undead creature.

Cause Serious Wounds  
4<sup>th</sup>

*Accolon's Corrupter*

Realm: Earth (Necromancy)

Duration: Instant

Incantation: **“I call upon chaos to Cause Serious Wounds, 20.”**

This spell will do 20 points of body damage to the target. It does not affect armor. It will cure 20 Body Points to an undead creature.

Cause Wounds  
2<sup>nd</sup>

*Suvina's Lesser Aberration*

Realm: Earth (Necromancy)

Duration: Instant

Incantation: **“I call upon chaos to Cause Wounds, 10.”**

This spell will do 10 hit points of body damage to the target. It does not affect armor. It will cure 10 Body Points to an undead creature.

Charm  
7<sup>th</sup>

*Dalton's Mystic Befriending*

Realm: Celestial & Earth

Duration: One Hour

May be dispelled with Magical Control

Incantation: **“I command you to be Charmed.”**

This spell makes the victim view the caster as his or her best friend in the whole world. While this spell is in effect, no amount of logic or roleplaying will convince the victim that he or she has been Charmed, and the victim will not remember the casting of the spell. An attack on the victim by the caster's party will not immediately break the spell, but if the caster cannot come up with a good reason why he or she is not helping to defend the victim, then that will. If the caster attacks the victim, then the spell is broken immediately. A victim of this spell will not do anything completely against his or her own nature (such as attack his or her own party) unless a very good reason can be given by the caster. The spell does not turn the victim into a mindless robot blindly following orders, but it does require the victim to stay by the side of the new “friend” and listen to his or her “suggestions.” This spell only works on creatures that have a mind as defined by the game. Several creatures (such as lesser undead, golems, or some giant insects) do

not have a mind that can be affected by this spell. After the spell's duration expires, the victim remembers everything that happened except the actual casting of the Charm spell. Depending upon the circumstances, the victim might sometimes realize that he or she had been charmed. If the charmed character is hit with another Charm spell or Charm effect, the most recent one will take precedence if there is a conflict. This does not necessarily negate the first Charm effect. Note that this spell is not strong enough to override Control Undead, Enslavement or Vampire Charm.

Confine  
8<sup>th</sup>

*Mannaria's Advanced Eldritch Binder*

Realm: Celestial & Earth

Duration: Line of Sight

May be cast through an adept spell slot

May be dispelled with Magical Control

Incantation: **“With mystic force, I Confine you.”**

This spell snares the arms of its victim, binding them straight to its sides, and immobilizes the victim completely. The victim may talk freely, but may not use any game skills requiring use of the arms, including using a weapon or shield, casting a spell, or using a gas poison. The victim may not walk, run, or be moved in any way. Any item the victim is holding cannot be dropped, even if hit with a Disarm effect. However, since the effect allows the victim to be searched, anyone else can choose to physically remove a hand-held item from the victim by simply “searching” them. Even a victim with Superhuman Strength cannot prevent himself from being “searched” in this manner. This spell does not prevent the victim from being given a Killing Blow.

Control Undead  
2<sup>nd</sup>

*Ylivik's Sphere of Coercion*

Realm: Earth (Necromancy)

Duration: One Hour

May be dispelled with Magical Control

Incantation: **“I call upon chaos to Control Undead.”**

This spell allows the caster to control one lesser undead for one hour. Tasks may not involve any sentient thought higher than an animal: “Guard this” is fine, but “Count all the leaves on that tree” requires sentience and will not work. The most recent Control Undead effect takes precedent, if there is a conflict. This spell will not affect a living target, although it will remove a living person's Shield Magic or Reflect Magic. This effect is stronger than Charm, Shun, Dominate or Fear. The most recent Control Undead, Vampire Charm or Enslavement effect will take precedent if there is a conflict.

Create Undead  
7<sup>th</sup>

*Necro's Re-animator*

Realm: Earth (Necromancy)

Duration: One Hour

**Incantation: “I call upon chaos to Create Undead.”**

This spell only works on a corpse that has not previously been animated, and will pull the character’s spirit back to reanimate its former body. The resulting zombie will then follow the caster’s commands as if a Control Undead spell had been cast upon it. Note that this spell must be cast within the five minute period between a character’s death and the point where the spirit heads to the Resurrection juncture. This spell will not affect a living target, although it will remove a living person’s Shield Magic or Reflect Magic. This spell transforms the individual into a mindless berserker who will fight until reduced to no hit points or until ordered to stop by the caster. The zombie can use no skills: no critical attacks, no spells, no waylays. It will do damage based on its weapons only. It cannot cast spells nor converse (although it may be commanded to parrot a particular phrase given it by the caster). If the newly created zombie has no weapon, then it will be able to attack with “claws” (up to short sword sized weapons) doing one point of damage each. The caster must provide the physical representations for the claws. The creature’s visual appearance does not change immediately. Makeup is not immediately required for this spell, but should be donned at earliest possible convenience. A Hold may never be called in order to acquire proper phys-reps or makeup. If the zombie is reduced to zero Body Points or the one hour time limit runs out, then the spirit is once again free and cannot be trapped again. Once freed, the spirit will attempt to resurrect only if the five minute dissipation count has been completed. If the zombie is reduced to zero body points within the five minute count, the body does not dissipate immediately. The spirit will remember nothing of the time spent as a zombie. The one hour time period cannot be extended by any means. The zombie created will have half the body points the victim had in life, as well as any armor that is left on the corpse. The new zombie is immune to all alchemical substances and the spells Charm, Death, Life, Paralysis, Sleep and Taint Blood. In addition, the zombie will take damage from all healing spells and will be cured by necromantic spells. It will be affected by all undead affecting spells such as Trap Undead and Sanctuary.

*Cure Critical Wounds*  
6<sup>th</sup>

*Morgin’s Enhanced Restorative*

Realm: Earth (Healing)

Duration: Instant

**Incantation: “I call upon the earth to Cure Critical Wounds, 30.”**

This spell will restore up to 30 Body Points of damage but never more than a character’s maximum. It will restore an unconscious character but will not resurrect a dead one. It will do 30 Body Points of damage against undead creatures.

*Cure Disease*  
3<sup>rd</sup>

*Korac’s Eldritch Infusion*

Realm: Earth (Healing)

Duration: Instant

May be cast through an adept spell slot

Incantation: **“I call upon the earth to Cure Disease.”**

This spell will cure a character infected with a disease. This spell will not cure any Body Points lost because of the infection.

Cure Light Wounds  
1<sup>st</sup>

*Sovina's Minor Restorative*

Realm: Earth (Healing)

Duration: Instant

Incantation: **“I call upon the earth to Cure Light Wounds, 5.”**

This spell will restore up to 5 Body Points of damage but never more than a character's maximum. It will restore an unconscious character but will not resurrect a dead one. It will do 5 Body Points of damage against undead creatures.

Cure Mortal Wounds  
8<sup>th</sup>

*Tali's Greater Restorative*

Realm: Earth (Healing)

Duration: Instant

Incantation: **“I call upon the earth to Cure Mortal Wounds, 40.”**

This spell will restore up to 40 Body Points of damage but never more than a character's maximum. It will restore an unconscious character but will not resurrect a dead one. It will do 40 Body Points of damage against undead creatures.

Cure Serious Wounds  
4<sup>th</sup>

*Accolon's Aberration*

Realm: Earth (Healing)

Duration: Instant

**“I call upon the earth to Cure Serious Wounds, 20.”**

This spell will restore up to 20 Body Points of damage but never more than a character's maximum. It will restore an unconscious character but will not resurrect a dead one. It will do 20 Body Points of damage against undead creatures.

Cure Wounds  
2<sup>nd</sup>

*Sovina's Lesser Restorative*

Realm: Earth (Healing)

Duration: Instant

Incantation: **“I call upon the earth to Cure Wounds, 10.”**

This spell will restore up to 10 Body Points of damage but never more than a character's maximum. It will restore an unconscious character but will not resurrect a dead one. It will do 10 Body Points of damage against undead creatures.

Curse  
7<sup>th</sup>

*Trisilia's Curse*

Realm: Earth

Duration: Indefinite

May be cast through an adept spell slot

Incantation: **"I Curse you with destruction."**

This spell will cause the victim to take double damage from all attacks that would affect them, either physical or magical. It can be removed by a Remove Curse or a Dispel Magic. The damage taken is doubled before any Spell Defenses are applied. The Curse effect does not lower a creature's threshold, nor does it make the creature affected by additional attacks that would not normally affect it. Additional Curses continue to double the damage cumulative with each curse. (The second Curse causes 4x damage, the third one causes 8x damage, and so on).

Delayed Endow  
2<sup>nd</sup>

*Midtguard's Delayed OGRESTRENGTH*

Realm: Celestial & Earth

Duration: Indefinite

May be dispelled with Magical Control

Incantation: **"I grant you the power of a Delayed Endow."**

This spell endows the recipient with temporary Superhuman Strength. The spell grants the recipient +2 Strength for a small period of time, which is typically 10 seconds. This Strength may be used in one of the following ways:

Dragging an unconscious or dead body at full running speed for 10 seconds

Pushing down or breaking a door or object (if +2 Strength is sufficient)

Breaking out of a Pin effect (which causes the recipient 2 Body Damage) but not

Bind, Confine, Paralyze, or Web effects.

Increased combat damage (see below)

Unlike a normal Endow, the recipient may choose when to use a Delayed Endow. Delayed Endow will not benefit creatures that have Superhuman Strength greater than +1, and will only add +1 to a creature with +1 strength. The spell may be stacked with other Endow/Blade spells (maximum three spells total), but the spells will only work one at a time. It does not allow you to hurt a monster that can only be damaged by magical weapons.

The manner in which a Delayed Endow affects combat is much the same way as a Critical Attack. It allows the bearer to swing for an additional +1 damage against a single opponent for one fight. It can be combined with an actual Critical Attack or Back Attack, since the increased damage from those is not magical. This is the only situation in which a Delayed Endow can last for longer than 10 seconds.

Desecrate  
4<sup>th</sup>

*Hector's Vilification*

Realm: Earth (Necromancy)

Duration: Indefinite

May be dispelled with Magical Control

Incantation: **“I call upon chaos to Desecrate you.”**

This spell will remain in effect as long as the subject’s hands are crossed on their chest and they do not receive any body damage. The recipient is protected against all non-ranged attacks from living creatures. Ranged attacks (such as spells, missile weapons, and gas poisons) can affect the recipient. The character with a Desecrate active may use no game abilities except touch-casting on themselves.

Destroy  
6<sup>th</sup>

*Zalinarik’s Improved Shattering Force*

Realm: Celestial

Duration: Instant

May be cast through an adept spell slot

Incantation: **“I summon a force to Destroy <item>.”**

This spell will utterly destroy any door, or any object up to the size of a normal door, rendering it useless. It cannot be used to create a door-sized hole in an object larger than a door. It can target a suit of armor, reducing Armor Points to zero, although the spells Shield and Greater Shield will be unaffected. Destroying an item that has other items within, hanging from, or fastened to it will destroy all of the items. This spell will destroy not only a shield but also any scrolls attached to the back. Destroying a trapped door or item will set off and destroy the trap as well. After the item is destroyed, the debris must be cleared in-game. The in-game noise made is equivalent to the noise generated out-of-game by moving the destroyed item. For example, when a door is destroyed, the act of opening the door (out-of-game) is the amount of noise generated in-game.

Destroy Undead  
7<sup>th</sup>

*Necro’s Abomination*

Realm: Earth (Healing)

Duration: Instant

May be cast through an adept spell slot

**“I call upon the earth to Destroy Undead, 70.”**

This spell will do 70 Body Points of damage against undead creatures. This spell will not affect a living target, although like all spells it will remove a living person’s Shield Magic or Reflect Magic. Note that while Harm Undead is not a healing spell, it channels the same energies to produce its effects and is classified as such in regards to Cursed Ones.

Disarm  
1<sup>st</sup>

*Ganmarek’s Limited Curse of Clumsiness*

Realm: Celestial & Earth

Duration: Instant

May be cast through an adept spell slot

Incantation: **“I summon a force to disarm your <item>”**

This spell causes the target to drop a specific hand-held item. The item must be dropped as soon as possible. The dropped item may not be picked up by the victim for five seconds. The five seconds begins after the item is dropped. Only the item named may be fumbled in this manner. A Hold can never be called to drop the named item. Saying a general description like “weapon” is fine, although if the target is holding two items which match the description, then it is the target’s choice as to which to drop. A shield is not considered a “weapon” for purposes of this spell. The disarming magics are strong enough to overcome any rope or chain that you may have attached to your hand. If the chain is unshatterable then it will become “unrung.” If a Paste of Stickiness was applied to the item in the last hour, the item will remain in your hand, but the Paste of Stickiness will be used up in the process. Spirit Link also protects against Disarm effects, but the wielder must not use the item for 5 seconds. Spell packets cannot be affected, while orange gas poisons and yellow tinkered rockets can be affected.

*Dispel Magic*  
8<sup>th</sup>

*Killraven’s Diabolical Disrupter*

Realm: Celestial & Earth

Duration: Instant

Incantation: **“I call forth mystic power to Dispel Magic.”**

This spell will dispel all active spells and non-necromantic effects on a given creature or object unless specifically noted by the spell description. A Shield Magic or Reflect Magic will protect all other spells on a person from a Dispel Magic, but will be used up in the process. A Dispel Magic potion isn’t stopped by a Shield Magic or a Reflect Magic, and will dispel those spells and all others spells active upon the target.

*Dragon’s Breath*  
8<sup>th</sup>

*Arcevol’s Draconian Enchantment*

Realm: Celestial

Duration: Instant

May be cast through an adept spell slot

Incantation: **“I call forth a Dragon’s Breath, 40.”**

This spell allows the caster to fire a bolt of magical flame, doing 40 hit points of eldritch fire damage to the target.

*Earth’s Strengthening*  
7<sup>th</sup>

*Androma’s Spirit Calling*

Realm: Earth

Duration: Instant

May be dispelled with Magical Control

Incantation: **“I call upon the Earth to strengthen this spirit.”**

If cast on a dead character before the body fades (five minutes from the moment of death), this spell strengthens the spirit and adds one white stone to the black bag for the spirit’s next resurrection attempt. Multiple castings of this spell add multiple white stones, but the character’s black bag returns to its normal state after the character resurrects.

Earth’s Weakening  
7<sup>th</sup>

*Spirit Rake of Sourange*

Realm: Earth (Necromancy)

Duration: Instant

May be dispelled with Magical Control

Incantation: **“I call upon chaos to sunder this spirit.”**

If cast on a dead character before the body fades (five minutes from the moment of death), this spell weakens the spirit and adds one black stone to the black bag for the spirit’s next resurrection attempt. Multiple castings of this spell add multiple black stones, but the character’s black bag returns to its normal state after the character resurrects.

Enchanted Blade  
6<sup>th</sup>

*Turing’s Aura of Enchantment*

Realm: Celestial

Duration: Indefinite

May be dispelled with Magical Control

Incantation: **“I grant you the power of an Enchanted Blade.”**

This spell endows the recipient with the temporary ability to imbue your weapon with magic, and increase the damage it can cause. The spell grants the recipient the ability to call +2 damage and the tagline “Magic” for the duration of the spell.

Much like a Delayed Endow spell, the recipient may choose when to use an Enchanted Blade. Enchanted Blade will fully benefit creatures that have Superhuman Strength. The spell may be stacked with other Endow/Blade spells (maximum three spells total), but the spells will only work one at a time. It does not allow you to hurt a monster that can only be damaged by magical weapons.

The manner in which an Enchanted Blade affects combat is much the same way as a Critical Attack. It allows the bearer to swing for an additional +2 damage against a single opponent for one fight. This damage is called as “Magic”. It can be combined with an actual Critical Attack or Back Attack, since the increased damage from those is not magical.

Endow  
1<sup>st</sup>

*Barantur’s Charm of Ogre Strength*

Realm: Celestial & Earth

Duration: Indefinite

May be dispelled with Magical Control

Incantation: **“I grant you the power of an Endow.”**

This spell endows the recipient with temporary Superhuman Strength. The spell grants the recipient +2 Strength for a small period of time, which is typically 10 seconds. This Strength may be used in one of the following ways:

- Dragging an unconscious or dead body at full running speed for 10 seconds
- Pushing down or breaking a door or object (if +2 Strength is sufficient)
- Breaking out of a Pin effect (which causes the recipient 2 Body Damage) but not Bind, Confine, Paralyze, or Web effects.
- Increased combat damage (see below)

A normal Endow will not allow the recipient to choose when it is used. Endow will take effect upon beginning to attack the very next creature that you swing at for damage. Endow will not benefit creatures that have Superhuman Strength greater than +1, and will only add +1 to a creature with +1 strength. The spell may be stacked with other Endow/Blade spells (maximum three spells total), but the spells will only work one at a time. It does not allow you to hurt a monster that can only be damaged by magical weapons.

The manner in which an Endow affects combat is much the same way as a Critical Attack. It allows the bearer to swing for an additional +1 damage against a single opponent for one fight. It can be combined with an actual Critical Attack or Back Attack, since the increased damage from those is not magical. This is the only situation in which an Endow can last for longer than 10 seconds.

Flame Blade  
4<sup>th</sup>

*Arcevol's Elemental Conjunction*

Realm: Celestial

Duration: Indefinite

May be dispelled with Magical Control

Incantation: **“I grant you the power of a Flame Blade.”**

This spell endows the recipient with the temporary ability to imbue your weapon with the power of fire, and increase the damage it can cause. The spell grants the recipient the ability to call +2 damage and the tagline “Flame” for the duration of the spell.

Much like a Delayed Endow spell, the recipient may choose when to use a Flame Blade. Flame Blade will fully benefit creatures that have Superhuman Strength. The spell may be stacked with other Endow/Blade spells (maximum three spells total), but the spells will only work one at a time. It does not allow you to hurt a monster that can only be damaged by magical weapons.

The manner in which a Flame Blade affects combat is much the same way as a Critical Attack. It allows the bearer to swing for an additional +2 damage against a single opponent for one fight. This damage is called as “Flame”. It can be combined with an actual Critical Attack or Back Attack, since the increased damage from those is not magical.

Flame Bolt  
4<sup>th</sup>

*Folson's Elemental Flamestrike*

Realm: Celestial

Duration: Instant

May be cast through an adept spell slot

Incantation: **"I call forth a Flame Bolt, 20."**

This spell does 20 points of eldritch fire damage to the victim.

Forked Lightning Bolt  
5<sup>th</sup>

*Hanson's Twin Thunderbolts*

Realm: Celestial

Duration: Instant

May be cast through an adept spell slot

Incantation: **"I call forth a Forked Lightning Bolt, 10."**

This spell delivers two separate Lightning Bolt spells with one packet. The caster speaks only one incantation and throws only one packet, but a struck victim suffers the effects of two separate Lightning Bolts. Shield Magic and Reflect Magic only work on the first Lightning Bolt. There is no time to activate items between each Lightning Bolt. Each absorb, resist, cloak, or bane versus lightning used will work against one bolt.

Free Undead  
1<sup>st</sup>

*Morien's Malignant Mistake*

Realm: Earth (Necromancy)

Duration: Instant

May be cast through an adept spell slot

Incantation: **"I call upon chaos to Free Undead."**

This spell will cause an undead creature to be freed from the effects of a Trap Undead spell. This spell will not affect a living target, although it will remove a living person's Shield Magic or Reflect Magic.

Greater Bless  
3<sup>rd</sup>

*Bearkiller's Enhanced Protection*

Realm: Earth

Duration: Instant

May be dispelled with Magical Control

Incantation: **"I grant you the power of a Greater Bless, 4."**

This spell gives the recipient 4 extra Body Points. These points are the first Body Points lost to damage. This spell cannot be used to revive an unconscious person or harm an undead. The extra Body Points granted will not protect the caster from suffering the effects of casting either Earth/Chaos magic. If a Bless and a Greater Bless are both present, then it is the player's choice as to which is lost first.

Greater Shield  
3<sup>rd</sup>

*Barantur's Improved Protective Field*

Realm: Celestial

Duration: Indefinite

May be dispelled with Magical Control

Incantation: **“With eldritch force I grant you a Greater Shield, 4.”**

This spell gives the recipient 4 additional Armor Points. The extra points are the first Armor Points lost due to damage. If a Shield and a Greater Shield are both present, then it is the player's choice as to which is lost first.

Harm Undead  
3<sup>rd</sup>

*Doria's Bane of the Doomed*

Realm: Earth (Healing)

Duration: Instant

May be cast through an adept spell slot

Incantation: **“I call upon the earth to Harm Undead, 30.”**

This spell will do 30 Body Points of damage to an undead or cursed one. This spell will not affect a living target, although it will remove a living person's Shield Magic or Reflect Magic. Note that while Harm Undead is not a healing spell, it channels the same energies to produce its effects and is classified as such in regards to Cursed Ones.

Help Undead  
3<sup>rd</sup>

*Doria's Boon of the Doomed*

Realm: Earth (Necromancy)

Duration: Instant

Incantation: **“I call upon chaos to Help Undead, 30.”**

This spell will heal an undead creature for 30 Body Points of damage. This spell will not affect a living target nor a cursed one, although it will remove a living person's or Cursed One's Shield Magic or Reflect Magic.

Ice Bolt  
3<sup>rd</sup>

*Swansona's Cold Strike*

Realm: Celestial

Duration: Instant

May be cast through an adept spell slot

Incantation: **“I call forth an Ice Bolt, 15.”**

This spell does 15 points of eldritch cold damage to the victim.

Ice Storm  
7<sup>th</sup>

*Kalliestro's Elemental Maelstrom*

Realm: Celestial

Duration: Instant

May be cast through an adept spell slot

Incantation: **“I call forth an Ice Storm, 35.”**

This spell does 35 points of eldritch cold damage to the victim.

Inferno  
9<sup>th</sup>

*Izlandur’s Maelstrom of Fire*

Realm: Celestial

Duration: Instant

May be cast through an adept spell slot

Incantation: **“I call forth an Inferno of flame, 20.”**

This spell delivers three separate Flame Bolt spells with one packet. The caster speaks only one incantation and throws only one packet, but a struck victim suffers the effects of three separate Flame Bolts. Shield Magic and Reflect Magic only work on the first Flame Bolt. There is no time to activate items between each Flame Bolt. Each absorb, resist, cloak, or bane versus fire used will work against one bolt.

Insect Swarm  
6<sup>th</sup>

*Arakid’s Locust Cloud*

Realm: Earth

Duration: Instant

May be cast through an adept spell slot

Incantation: **“I conjure forth an Insect Swarm, 30.”**

This spell summons a huge cloud of magical insects that engulf the victim, biting and stinging him for 30 points damage.

Light  
1<sup>st</sup>

*Alva’s Illuminator*

Realm: Celestial & Earth

Duration: Next Daybreak

May be dispelled with Magical Control

Incantation: **“I grant you the power of a Light.”**

This spell produces a glowing light and allows the caster to kindle a light wand or glowstick. The light can then be used by anyone. It will not work without a phys rep. You cannot cast a Light spell at a person or tree and have the person or tree glow. There must be a flashlight or other out-of-game light source provided. The spell lasts until daybreak or until it is dispelled. If using a flashlight for this spell, the lens of the flashlight must be covered by a cloth, tissue paper or a gel to diffuse the light. Do not shine the light in anyone’s face. This spell (like all spells) will remove a Shield Magic or Reflect Magic. Certain races are vulnerable to light spells. For a Light spell to be used in this fashion, the caster does not produce a light source. Instead they call the incantation

and throw a packet at the target. If the packet hits, the target takes any racial effects from the Light spell.

Lightning Bolt  
2<sup>nd</sup>

*Hanson's Thunderbolt Generator*

Realm: Celestial

Duration: Instant

May be cast through an adept spell slot

Incantation: **"I call forth a Lightning Bolt, 10."**

This spell does 10 points of eldritch lightning damage to the victim.

Lightning Storm  
6<sup>th</sup>

*Hanson's Maelstrom Effect*

Realm: Celestial

Duration: Instant

May be cast through an adept spell slot

Incantation: **"I call forth a Lightning Storm, 30."**

This spell does 30 points of eldritch lightning damage to the victim.

Magic Armor  
2<sup>nd</sup>

*Robalyn's Mystic Protection Field*

Realm: Celestial & Earth

Duration: Indefinite

May be dispelled with Magical Control

Incantation: **"I grant you the power of a Magic Armor."**

A Magic Armor spell will protect the wearer from the next single strike by a NERO-safe weapon. The recipient must state "Magic Armor." The attack and the Magic Armor will then be expended. This does not protect against a Killing Blow or a fall, nor does it work against any traps other than weapon traps. A Magic Armor will be blown even if the amount of damage called is "zero."

Magic Missile  
1<sup>st</sup>

*Cornelius' Mystic Projectile*

Realm: Celestial

Duration: Instant

May be cast through an adept spell slot

Incantation: **"I call forth a Magic Missile, 5."**

This spell does 5 points of eldritch magic damage to the victim.

Magic Storm  
9<sup>th</sup>

*Amalyzix's Mystic Bombardment*

Realm: Celestial

Duration: Instant

May be cast through an adept spell slot

Incantation: **"I call forth a Magic Storm, 5, Magic Storm, 5, Magic Storm 5..."**

At the time of casting, the caster must plant both feet. As long as both feet remain planted and the spell is not disrupted as per normal spell rules, the caster may throw a packet after completing the incant "Magic Storm." While the spell is in effect, the caster can perform no other skill nor cast any other spell. Each packet thrown acts as a separate spell which causes 5 points of eldritch magic damage to the target.

*Mindwipe*  
9<sup>th</sup>

*Wizard's Bane of Terl*

Realm: Celestial

Duration: Instant

Incantation: **"I call forth mystic power to Wipe your Mind."**

With this spell, the caster removes all spell patterns from the victim's mind. The victim can no longer use spell slots until he re-memorizes spell patterns using formulas at a magical juncture. This does not reduce the number of unused spell slots for the day, but it does prevent the victim from accessing the power of those slots. A marshal must cross out the names of all spell patterns on the victim's card, signing it to authenticate the change.

*Paralyze*  
8<sup>th</sup>

*Nyrina's Nerve Blocker*

Realm: Celestial & Earth

Duration: Line of Sight

May be cast through an adept spell slot

May be dispelled with Magical Control

Incantation: **"I curse you with Paralysis."**

This spell completely immobilizes the victim. The target may not move any part of their body and may be given a Killing Blow while thus trapped. An Unparalyze spell or a Dispel Magic will release a victim from the paralysis. A Release spell will not work. This spell only works on creatures that have a metabolism. Some creatures are not affected by this spell.

*Pin*  
2<sup>nd</sup>

*Peranore's Minor Binding*

Realm: Celestial & Earth

Duration: Line of Sight

May be cast through an adept spell slot

May be dispelled with Magical Control

Incantation: **"With mystic force I Pin you."**

This spell will root the target's right foot in place. The target may pivot their body 360 degrees but may not move their right foot. The Pin can be removed with a Release spell or a Dispel Magic.

Poison Shield  
4<sup>th</sup>

*Klarissa's Poison Protector*

Realm: Earth

Duration: Indefinite

May be dispelled with Magical Control

Incantation: **"I grant you the power of a Poison Shield."**

This spell protects the recipient from the next attack with the word "poison" in the verbal. It is then immediately used up. It will not protect against ingested elixirs.

Purify Blood  
5<sup>th</sup>

*Vorin's Antidote*

Realm: Earth (Healing)

Duration: Indefinite

Incantation: **"I call upon the earth to Purify your Blood."**

This spell will cleanse the recipient's blood, removing any and all alchemical effects or monster effects with the word "poison" in the verbal that are currently active on the character, even beneficial ones. It will not remove a Poison Shield, Enslavement, or Euphoria. It is also a very good in-game cure for an in-game hangover. Purify Blood will not cure any damage previously wrought by the poison effect.

Reflect Magic  
8<sup>th</sup>

*Kincaid's Enchantment Reflection*

Realm: Celestial & Earth

Duration: Indefinite

May be dispelled with Magical Control

Incantation: **"I call forth mystic power to Reflect Magic."**

This spell will reflect the next spell cast at the recipient back upon the caster, after which it is used up. The recipient must say "Reflect Magic" to inform the caster that the spell was returned. The original caster is still the caster of the spell. This spell lasts until used up or Dispelled, and cannot be used in conjunction with a Shield Magic. If you have a Reflect Magic active, you may still "accept" spells that are touch-cast. You cannot "accept" thrown spells.

Release  
5<sup>th</sup>

*Hiro's Splendid Unbinding*

Realm: Celestial & Earth

Duration: Indefinite

Incantation: **"With mystic force I Release you."**

This spell will release a creature caught in a Bind, Pin, Web or Confine effect, as well as negating all active Paste of Stickiness effects upon the creature. It will not free someone who has been Paralyzed or Imprisoned. A Release spell can also be used to free someone bound by any nonmagical means (such as handcuffed, tied up, gripped by a tentacle, or caught in a Physical Web). It will not unlock a cell door, but will open a stock if the creature is locked in one.

Remove Curse  
7<sup>th</sup>

*Trisilia's Charm*

Realm: Earth

Duration: Instant

Incantation: **“I rid you of your Curse.”**

This spell will cancel all Curse spells except Paralysis but will not restore any Body Points lost. Alternately, it might allow the recipient to drop one cursed item carried. It will not rid anyone of a Curse of the Wanderer.

Remove Weakness  
3<sup>rd</sup>

*Tyrr's Damage Restorer*

Realm: Earth

Duration: Instant

Incantation: **“I rid you of Weakness.”**

This spell will remove all active Weakness effects on a creature.

Renew  
9<sup>th</sup>

*Goldmeadow's Purification*

Realm: Earth (Healing)

Duration: Instant

**“I call upon the Earth to Renew your form, 45.”**

This powerful spell completely cleanses a living body and purifies it. The spell cures 45 Body Points of damage and removes all detrimental effects on the character that do not affect the spirit. This spell has no effect on dead characters. Undead and cursed ones hit by this spell are immediately dropped to -1 Body Points.

Repel 2<sup>nd</sup>

*Jondar's Force of Repulsion*

Realm: Celestial & Earth

Duration: Concentration

May be cast through an adept spell slot (Earth only)

Incantation: **“With mystic force I Repel you.”**

This spell requires the caster to hit a target and hold the hand used to throw the packet palm out, facing the recipient. That hand cannot be used for any other purpose, although the caster may use the other hand for in-game skills. The victim and the target must then stay at least 10 feet apart while the spell is in effect. When the spell is first cast,

the recipient must move 10 feet away from the caster. After that, neither the recipient nor the caster may approach within 10 feet of each other; the caster cannot approach the recipient any easier than the recipient may approach the caster. Either may back away. If it is impossible for the recipient to move more than 10 feet away from the caster because of physical obstructions when the spell is cast, the caster must first attempt to move 10 feet away from the recipient. This spell is not a charm effect and cannot be resisted with the racial ability Resist Charm.

Restore Limb  
7<sup>th</sup>

*Thorna's Entropy Disrupter*

Realm: Earth (Healing)

Duration: Instant

Incantation: **"I call upon the earth to Restore your <limb>."**

This spell causes the target's limb to become usable and restored. The limb must be specified by the caster (right or left leg or arm). If the caster does not specify, or if the spell is received from a potion, then it is the target's choice as to which limb is restored.

Sanctuary  
4<sup>th</sup>

*Hector's Aura of Protection*

Realm: Earth

Duration: Indefinite

May be cast through an adept spell slot

May be dispelled with Magical Control

Incantation: **"I call upon the earth to grant you Sanctuary."**

This spell will remain in effect as long as the subject's hands are clasped overhead and they do not receive any body damage. The recipient is protected against all non-ranged attacks from undead creatures. Ranged attacks (such as spells, missile weapons, and gas poisons) can affect the recipient. The character with a Sanctuary active may use no game abilities except touch-casting on themselves.

Shatter  
3<sup>rd</sup>

*Zalinarik's Shattering Force*

Realm: Celestial

Duration: Instant

May be cast through an adept spell slot

Incantation: **"I summon a force to Shatter <item>."**

This spell may be cast upon any weapon or shield or any item up to a shield in size. It may also be cast at a creature, to affect such an item. Shatter can be used to shatter armor. Specifically, it will do 10 points of armor damage. Therefore, it is possible for a strong suit of armor to be Shattered, yet still provide protection. The correct verbal in this case is **"I summon a force to Shatter your armor, 10"**

The item thus affected is shattered into shards and is rendered completely useless. Shattering an item that has other items within or fastened to it will destroy all of the

items. Shattering a box will set off any traps present as well as destroying the items within.

### Shield 1<sup>st</sup>

*Almrood's Protective Field*

Realm: Celestial

Duration: Indefinite

May be dispelled with Magical Control

Incantation: **"With eldritch force I grant you a Shield, 2."**

This spell gives the recipient two extra Armor Points. These extra points are the first Armor Points lost due to damage. If a Shield and a Greater Shield are both present, then it is the player's choice as to which is lost first.

### Shield Magic 5<sup>th</sup>

*Tyler's Improved Protection From Enchantment*

Realm: Celestial & Earth

Duration: Indefinite

May be dispelled with Magical Control

Incantation: **"I call forth mystic power to Shield Magic."**

This spell will cancel the next spell cast at the recipient, including beneficial spells, after which it is used up. You must say "Shield Magic" immediately when this spell is used. Shield Magic cannot be used in conjunction with a Reflect Magic. If you have a Shield Magic active, you may still "accept" spells that are touch-cast. You cannot "accept" thrown spells.

### Shun 4<sup>th</sup>

*Jondar's Charm of Avoidance*

Realm: Celestial & Earth

Duration: One Hour

May be cast through an adept spell slot

May be dispelled with Magical Control

Incantation: **"I command you to Shun me."**

This spell causes the victim to feel great discomfort around the caster. The victim will not initiate attack on the caster while the spell is in effect, and the victim will immediately move at least 10 feet away from the caster and stay at least that far away while the spell is in effect. If the victim is within the 10 feet when the spell is cast, the victim must move away, but never in a manner that will endanger the victim or cause direct harm to the victim. This spell does not create a 10 foot magical circle around the caster which is effective only upon the victim; if the victim has to come closer than ten feet in order to get away (say for example, to pass close to the caster in order to get to an exit), then that is permissible. While within that 10 foot area, the victim can take no in-game actions against the caster. This spell is a type of charm and can be resisted with the racial ability Resist Charm, and it can be cured with an Awaken spell or Dispel Magic

spell. In the case of conflict, stronger charms such as Vampire Charm or Enslavement will override its effects.

*Silence*  
5<sup>th</sup>

*Turing's Mystical Muzzler*

Realm: Celestial & Earth

Duration: Ten Minutes

May be cast through an adept spell slot

May be dispelled with Magical Control

Incantation: **"I command you to Silence."**

The victim of this spell cannot talk and cannot cast any spell. The victim must still call out the damage points his or her weapons do if combat ensues while the spell is in effect, as well as any out-of-game "trigger" phrases such as "Reflect Magic" or "Parry." The silence can be removed by either Awaken or Dispel Magic. This is not a charm spell and thus it cannot be resisted by those with the Resist Charm ability.

*Sleep*  
6<sup>th</sup>

*Folson's Somnolent Vapors*

Realm: Celestial & Earth

Duration: Ten Minutes

May be cast through an adept spell slot

May be dispelled with Magical Control

Incantation: **"I command you to Sleep."**

Sleep causes the target to instantly fall into a deep sleep. The target will not awaken for 10 minutes unless someone shakes them vigorously while shouting for them to wake. It takes one minute of shaking and shouting to wake a person this way. An Awaken or Dispel Magic spell will wake the victim immediately. This spell will not work on some creatures without a metabolism, such as undead creatures, golems, or some giant insects. It can be resisted by creatures with a Resist Sleep ability.

*Solidify*  
6<sup>th</sup>

*Grath's Corporeal Trap*

Realm: Earth

Duration: Line of Sight

May be cast through an adept spell slot

Incantation: **"With mystic force I Solidify you."**

This spell forces a creature into a solid form. Creatures lose all powers associated with a non-corporeal, gaseous or otherwise mutable form.

*Speak with the Dead*  
6<sup>th</sup>

*Redmantle's Tale of the Dead*

Realm: Earth (Necromancy)

Duration: Other

May be cast through an adept spell slot

Incantation: **“I call upon Chaos to Speak with the Dead.”**

This spell allows the caster to ask three questions of a sentient being which has died. The spell must be cast and the questions completed before the body fades, which typically gives the caster five minutes after death occurs to ask her questions. The face of the body moves to communicate, but the corpse cannot move otherwise. The spirit does not have to answer the caster’s questions; it will act as it did in life. If the caster can threaten the spirit with a Spiritwrack, it may be more inclined to talk. The spell has no effect on the undead, but it will work on an animated character if he is slain within 5 minutes of his original death.

*Spirit of Detection*  
2<sup>nd</sup>

*Stormclaw’s Minor Calling*

Realm: Earth

Duration: Other

Incantation: **“I conjure a spiritual presence to detect magic.”**

This spell, if cast at the proper time and location, summons forth a minor elemental that can tell the summoner whether an item is magical or not. The caster must learn in-game what places and times are proper for summoning such a being. This spell follows the rules for conjurations, and it can be dangerous.

*Spirit of Divination*  
5<sup>th</sup>

*Stormclaw’s Major Calling*

Realm: Earth

Duration: Other

Incantation: **“I conjure a spiritual presence to divine the properties of this <item>.”**

This spell, if cast at the proper time and location, summons forth a powerful elemental that can advise the summoner about the properties of one magical item. The caster must learn in-game what places and times are proper for summoning such a being. This spell follows the rules for conjurations, and it can be dangerous.

*Spirit of Knowledge*  
9<sup>th</sup>

*Stormclaw’s Greater Calling*

Realm: Earth

Duration: Other

Incantation: **“I conjure a spiritual presence to bring me knowledge.”**

This spell, if cast at the proper time and location, summons forth a powerful spirit that can advise the summoner, answering to the best of its ability any question asked. The caster must learn in-game what places and times are proper for summoning such a being. This spell follows the rules for conjurations, and it can be dangerous.

*Spirit of Vengeance*  
9<sup>th</sup>

*Moonthirst's Bane*

Realm: Earth

Duration: Other

Incantation: **“I conjure a spiritual presence to quench my thirst for vengeance.”**

This spell, if cast at the proper time and location, summons forth a spirit which is sent to find and kill one specific person. Once summoned, the caster must describe the victim as well as he can, and the spirit tries to find and kill the victim. The spirit hunts until the victim dies or one hour has passed. The caster must learn in-game what places and times are proper for summoning such a being. This spell follows the rules for conjurations, and it can be dangerous.

*Spiritgrace*  
9<sup>th</sup>

*Androma's Spirit Fortification*

Realm: Earth

Duration: Other

Incantation: **“I call upon the earth to grace your spirit with life.”**

This spell strengthens a spirit's ties to this plane, making it easier to resurrect. The spell must be cast on a character's body within five minutes of his death, and each Spiritgrace adds five yellow stones to the character's black bag for the next resurrection attempt. If the player picks one of these stones, the character resurrects perfectly and the spirit suffers no weakening from the death.

*Spiritwrack*  
9<sup>th</sup>

*Sourange's Tortured Spirit*

Realm: Earth

Duration: Other

**“I call upon chaos to wrack your spirit with suffering.”**

This spell tears at a spirit's ties to this plane, permanently weakening it. The spell must be cast on a character's body within five minutes of her death, and each Spiritwrack permanently adds a black stone to the victim's black bag. As soon as possible following the casting of the spell, both the victim and the caster must report the casting to logistics.

*Steal Pattern*  
7<sup>th</sup>

*Oerian's Transference*

Realm: Celestial & Earth

Duration: Other

Incantation: **“With mystic force I steal the <spell name> from your mind.”**

This spell allows the caster to steal a spell pattern from the mind of another spellcaster. The caster must have observed the victim casting the spell he wishes to steal,

and the victim must be unconscious, as the conscious mind is too strong to allow this spell to function. A marshal must cross out the name of the spell pattern on the victim's character card and add it to the caster's, signing both cards to authenticate the changes. If the caster tries to steal a pattern that is too high level for him to cast, the pattern is taken from the mind of the victim and destroyed. The spell has no effect on a victim who is dead.

*Taint Blood*  
5<sup>th</sup>

*Vorin's Venom Blast*

Realm: Earth (Necromancy)

Duration: Indefinite

May be cast through an adept spell slot

Incantation: **"I call upon chaos to Taint your blood."**

This spell will introduce impurities into the victim's blood. The victim is left extremely weak, and unable to fight or move faster than normal walking speed. The victim becomes unable to use any game skills and will temporarily lose one Body Point from their maximum every 15 minutes. Note that the spells Bless and Greater Bless do not add to your maximum Body Points. Since the victim's maximum Body Point level keeps reducing, these points lost cannot be healed. When the victim is reduced to zero Body Points, they will become unconscious. Fifteen minutes later, they will be at -1 and dying. The skill First Aid applied within a minute will raise the maximum back to zero, but 14 minutes later, the victim will once again revert to -1. This spell might not function against creatures with no metabolism. This spell can be removed by a Purify Blood spell or a Dispel Magic spell.

*Thunderstruck*  
7<sup>th</sup>

*Erentor's Bound Tempest*

Realm: Celestial

Duration: Other

May be dispelled with Magical Control

Incantation: **"I call forth mystic power to bind storm and staff."**

This spell allows the caster to enchant a specially prepared staff to hold lightning spells. The caster uses this spell on the staff and then casts as many lightning based spells as he wishes into the staff. After the casting of Thunderstruck, all lightning spells to be stored must be cast before the caster moves his feet. Only the character who cast the Thunderstruck spell can place spells into the staff, and adept spells cannot be placed into the staff. The caster can use the staff to deliver the stored spells as if they were Spell Strikes. (Example: "Spellstrike Lightning Storm 30") The magic lasts until all the lightning spells are used or the caster leaves the staff more than 10 feet away. The Thunderstruck staff, while under the effect of the Thunderstruck spell, is inherently immune to Shatter and Destroy. If a caster is hit with a disarm effect, then the staff is not dropped, but may not be used to attack or block for 5 seconds. The staff for this spell must be specially prepared, and the weapon has a monetary and production cost. Such a

staff will typically last one event, and it can be reused for as long as it lasts. Each casting of this spell consumes one piece of True Elemental Air, and must be done at a juncture.

Timestop  
9<sup>th</sup>

*Terl's Chronological Paradox*

Realm: Celestial

Duration: Line of Sight

May be cast through an adept spell slot

Incantation: **"I call forth eldritch power to Stop Time."**

This spell is not delivered by a packet, but by voice. All people who hear the incantation are affected by the spell. The victims of this spell are frozen in time, unable to move or be moved. Spells and attacks work on the frozen characters, but their effects are delayed until the spell is broken and then are applied in the order they affected the victim. A character killed while under the effects of a Time Stop stays in her position and delays the five minute count until the Time Stop ends. If, for example, the frozen character is given a killing blow and then a Cure Wounds, the character would fall down dead when the spell was broken and begin a five minute count. A Cure Wounds does not affect a dead character, and would have no effect. This spell cannot be cast on a character who is already dead.

Torment Living  
1<sup>st</sup>

*Sourange's Living Agony*

Realm: Earth (Necromancy)

Duration: Other

May be cast through an adept spell slot

Incantation: **"I call upon Chaos to Torment Living."**

This spell causes pain and anguish in any living creature who hears the caster's voice. Instead of throwing a packet, the caster calls out the incantation as loudly as possible. All living creatures who hear the verbal must wail very loudly in pain and rage, which identifies them as living and gives away their position. This spell does not interrupt spell casting or affect combat skills in any way; the living creature simply cries out at the first opportunity. This spell is not stopped by and has no effect on a Shield Magic.

Torment Undead  
1<sup>st</sup>

*Dramam's Cry of the Earth*

Realm: Earth

Duration: Other

May be cast through an adept spell slot

Incantation: **"I call upon the Earth to Torment Undead."**

This spell causes pain and anguish in any undead creature who hears the caster's voice. Instead of throwing a packet, the caster calls out the incantation as loudly as possible. All undead creatures who hear the verbal must wail very loudly in pain and

rage, which identifies them as undead and gives away their position. This spell does not interrupt spell casting or affect combat skills in any way; the undead creature simply cries out at the first opportunity. This spell is not stopped by and has no effect on a Shield Magic. Cursed Ones who cast this spell are subject to the 1 Body Point of damage from casting an Earth based spell.

Trance  
3<sup>rd</sup>

*Grath's Fascination*

Realm: Celestial & Earth

Duration: Line of Sight

May be cast through an adept spell slot

May be dispelled with Magical Control

Incantation: **"I command you into a Trance."**

This spell drops the victim into a trance-like state, forcing him to stop moving and do nothing but stare straight ahead. Any hit that causes damage or sets off a protective spell breaks this trance, and another character may break it by shaking the affected character while performing a three count. Awaken and Dispel Magic also end the trance. This spell is considered a charm type spell and characters can avoid its effect with Resist Charm. Characters caught in a trance cannot take any action or activate items, but they remember the time spent in the Trance.

Trap Undead  
1<sup>st</sup>

*Morien's Malignance Magnet*

Realm: Earth

Duration: Line of Sight

May be cast through an adept spell slot

May be dispelled with Magical Control

Incantation: **"I call upon the earth to Trap Undead."**

This spell will act upon a lesser undead as a Pin spell, but the undead may not rip free. This spell will not affect a living target, although it will remove a living person's Shield Magic or Reflect Magic. Cursed Ones who cast this spell are subject to the 1 Body Point of damage from casting an Earth based spell.

Turn Undead 2<sup>nd</sup>

*Ylivik's Lesser Sphere of Banishment*

Realm: Earth

Duration: One Hour

Incantation: **"I call upon the earth to Turn Undead."**

This spell will affect undead, causing them to leave the area of combat immediately by attempting to break Line of Sight. A Dispel Magic or Free Undead will rid the creature of this spell, allowing it to return. Some undead are not affected by this spell. This spell will not affect a living target, although it will remove any creature's Shield Magic or Reflect Magic. Cursed Ones who cast this spell are subject to the 1 Body Point of damage from casting an Earth based spell.

Unparalyze  
8<sup>th</sup>

*Nyrina's Nerve Restorer*

Realm: Earth

Duration: Instant

Incantation: **"I rid you of Paralysis."**

This spell will free the subject from all paralysis effects.

Waste  
9<sup>th</sup>

*Sourange's Decimation*

Realm: Earth (Necromancy)

Duration: Other

Incantation: **"I call upon Chaos to Waste your form."**

This spell corrupts one living target by striking it with a massive amount of polluted chaos energy. The spell immediately reduces the living victim to -1 Body Points and the victim is struck with Disease, Taint and Wither Limb effects. These effects are exactly like the spells of the same name, and the victim chooses which limb is withered. This spell has the effect of a Renew spell on undead.

Weakness  
3<sup>rd</sup>

*Tyrr's Damage Reducer*

Realm: Earth

Duration: Indefinite

May be cast through an adept spell slot

May be dispelled with Magical Control

Incantation: **"I curse you with Weakness."**

This spell will curse the victim to do 4 points less damage with every swing (minimum damage being zero, of course). This spell does not actually reduce a creature's strength. It affects all weapon damage in the same way, whether the weapon is used with one hand or two hands. This spell lasts until removed with a Remove Weakness or a Dispel Magic.

Weapon of Darkness  
3<sup>rd</sup>

*Jhoran's Shadow Arms*

Realm: Celestial

Duration: Other

May be dispelled with Magical Control

Incantation: **"I grant you the power of a Weapon of Darkness."**

This spell is cast on a specially prepared weapon. A weapon of the same type, made from shadow, appears in place of the physical weapon. Only the caster of the spell may use the weapon. The spell lasts as long as the caster remains within 10 feet of the weapon, ending when the time comes to renew spells and skills for the day. If the caster

is affected by a Dispel Magic or Light spell, the spell ends prematurely. The Weapon of Darkness, while under the effect of the Weapon of Darkness spell, is immune to Shatter effects. While the Weapon of Darkness may not be Disarmed, the caster may not use it for five seconds after being affected by a Disarm.

The Weapon of Darkness strikes as a normal weapon but causes one extra point of damage. Only the caster can use the weapon, and she may do so even if she does not actually have a weapon skill. The weapon will not harm creatures struck only by magic or silver weapons. If the caster uses two spells to form two one-handed weapons, she can form a weapon in each hand and use both. Only casters of a race that can purchase Two Blades can form and fight with two long swords.

The weapon for this spell must be specially prepared, and the weapon has a monetary and production cost. Such a weapon will typically last one event, and it can be reused for as long as it lasts. Each casting of this spell consumes one piece of True Elemental Darkness, and must be cast at a juncture. The phys-rep of a Weapon of Darkness must be entirely black.

Web  
5<sup>th</sup>

*Arakin's Eldritch Binding Force*

Realm: Celestial & Earth

Duration: Line of Sight

May be cast through an adept spell slot

May be dispelled with Magical Control

Incantation: **“With mystic force I Web you.”**

This spell snares the arms of its victim, binding them straight to its sides, and immobilizes the victim completely. The victim may talk freely, but may not use any game skills requiring use of the arms, including using a weapon or shield, casting a spell, or activating a gas globe. The victim may not walk, run, or be moved in any way. Any item the victim is holding, cannot be dropped, even if hit with a Disarm effect. However, since the effect allows the victim to be searched, anyone else can choose to physically remove a hand-held item from the victim simply by “searching” them. Even a victim with Superhuman Strength cannot prevent himself from being “searched” in this manner. This spell does not prevent the victim from being searched or being given a Killing Blow.

Wither limb  
7<sup>th</sup>

*Thorna's Accelerated Entropy*

Realm: Earth (Necromancy)

Duration: Indefinite

May be cast through an adept spell slot

Incantation: **“I call upon chaos to Wither your <Limb>.”**

This spell causes the target's limb to become aged and infirm. The limb must be specified by the caster (right or left leg or arm). You can have up to four Wither Limb spells upon you at a time. No weapon may be wielded by that limb nor may the limb be used for locomotion or spellcasting. Only an arm or leg can be thus withered. Tentacles

or similar appendages are considered arms for this purpose. The head, tongue, or any other such organ do not count as limbs. A Restore Limb will heal one withered limb. A Dispel Magic will remove all active Wither Limb spells. If the caster does not specify, or if the spell is received from a potion, then it is the target's choice as to which limb is withered.

Woodbind  
3<sup>rd</sup>

*Aaquyn's Oaken Arms*

Realm: Earth

Level: 3

Duration: Other

Incantation: **“I summon a force to Woodbind this weapon.”**

This spell is cast on a specially prepared wooden weapon. The spell lasts as long as the caster remains within 10 feet of the weapon, and ends when the time comes to renew spells and skills for the day. If the caster is affected by a Dispel Magic spell, the spell ends prematurely. The Woodbound weapon strikes as a normal weapon but cause one extra point of damage. Only the caster can use the weapon, and she may do so even if she does not actually have a weapon skill. While under the effect of the Woodbind spell, the weapon is immune to shatter effects, and disarm spells do not require the caster to drop the weapon, but they are unable to use it to attack or block for 5 seconds. The weapon will not harm creatures struck only by magic or silver weapons. If the caster uses two spells to form two one-handed weapons, she can form a weapon in each hand and use both. Only casters of a race that can purchase Two Blades can form and fight with two long swords.

The weapon for this spell must be specially prepared, and the weapon has a monetary and production cost. Such a weapon will typically last one event, and it can be reused for as long as it lasts. Each casting of this spell consumes one piece of True Elemental Earth, and must be cast at a juncture.