

# Fiery Dart

**Level:** 1

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Fire / Elemental

**Usable By:** Elementalist

"I Strike at you with a Fiery dart."

This spell strikes the target with a bolt of magical fire which does 5 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Fiery Dart would first do 3 points of armor damage then the remaining 2 points would be taken from Hit points.

# Icy Dart

**Level:** 1

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Icy / Elemental / Icy / Elemental

**Usable By:** Elementalist

"I Strike at you with an Icy Dart."

This spell strikes the target with a bolt of magical Ice which does 5 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Icy Dart would first do 3 points of armor damage then the remaining 2 points would be taken from Hit points.

## Light (Ethereal)

**Level:** 1

**Duration:** 1 game day or 5 seconds.

**Area of Effect:** One Creature or item

**Type:** Item

**Usable By:** Arcanist / Celestial / Elementalist

"I light the way with the power of <insert ethereal magic used here> magic."

This spell causes an item to glow for 1 game day. To represent this; a glow stick or other colored light may be used. The Color of the light depends on the type of magic used.

Blue: Celestial

Purple: Arcanist

Orange: Elemental

This spell may be used offensively as well against certain creatures which are light sensitive such as Shadow Dwarves, and Dusk Elves. In this case the creature is blinded for 5 seconds.

The target can still defend itself, but may not attack for those 5 seconds, and must act blind in a safe manner.

# Mage Shield

**Level:** 1

**Duration:** Special

**Area of Effect:** One Creature

**Type:** Protection

**Usable By:** Arcanist / Celestial / Elementalist

"I shield myself in the power that is magic."

The Mage Shield spell grants the target 5 additional armor points. These additional points are the first points to be used if the target is harmed in battle. They may not be repaired.

This spell does stack with any actual physical armor the caster may be wearing,

The Mage Shield spell expires after one day (at spell reset) if the points are not used.

Golems, Undead and other creatures without a life force may benefit from a Mage Shield Spell.

This spell does stack with the Force shield and Force Armor spells

# Stone Dart

**Level:** 1

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Earth / Stone / Elemental

**Usable By:** Elementalist

"I Strike at you with a Stone Dart."

This spell strikes the target with a bolt of magical Stone which does 5 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Stone Dart would first do 3 points of armor damage then the remaining 2 points would be taken from Hit points.

# Thundering Dart

**Level:** 1

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Lightning / Elemental

**Usable By:** Elementalist

"I Strike at you with a Thundering Dart."

Verbal: "I Strike at you with a Thundering Dart"

This spell strikes the target with a bolt of magical Lightning which does 5 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Thundering Dart would first do 3 points of armor damage then the remaining 2 points would be taken from Hit points.

# Detect Magic

**Level:** 2

**Duration:** 1 minute

**Area of Effect:** One Target

**Type:** Scrying

**Usable By:** Arcanist / Celestial / Elementalist

"I Detect the Magics before me using Ethereal Power."

With this spell an Ethereal caster may detect Magical auras on a subject. The level of detail depends on the magic detected.

If a target has a Terrestrial Magic on them the caster, simply knows it has a Terrestrial aura.

If the target has an Ethereal Magic on them then the caster will know what type, but not what actual spells are involved.

Example: If a target had an Elemental Shield spell and a Blessing of Wrath Spell on them the caster would know they have an Elemental Magic and a Terrestrial Magic on them.

This spell may be used on items as well as creatures.

# Fiery Shard

**Level:** 2

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Fire / Elemental

**Usable By:** Elementalist

"I conjure a Fiery Shard"

This spell strikes the target with a bolt of magical Fire which does 10 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Fiery Shard would first do 3 points of armor damage then the remaining 7 points would be taken from Hit points.



# Icy Shard

**Level:** 2

**Duration:** Instant

**Area of Effect:** One Creature

**Type:**

**Usable By:** Elementalist

"I conjure an Icy Shard."

This spell strikes the target with a bolt of magical Ice which does 10 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Icy Shard would first do 3 points of armor damage then the remaining 7 points would be taken from Hit points.

# Stone Shard

**Level:** 2

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Earth / Stone / Elemental

**Usable By:** Elementalist

"I conjure a Stone Shard."

This spell strikes the target with a bolt of magical Stone which does 10 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Stone Shard would first do 3 points of armor damage then the remaining 7 points would be taken from Hit points.

# Strength of Magic

**Level:** 2

**Duration:** Special

**Area of Effect:** One Creature

**Type:** Metabolic

**Usable By:** Arcanist / Celestial / Elementalist

"I Empower you with the strength of Magic."

This spell grants the target a +2 Strength bonus, in addition to any Strength already have, for one action of their choice of up to 10 seconds duration to which Strength could be applied. They may use this Strength in the same ways as the Enhanced Strength skill. For example, one action is one weapon swing or object throw, or one confinement break, object lift, or object carry for up to 10 seconds.

If the target does not make an action in which they apply this strength bonus this spell wears off after one game day at spell reset.

# Thundering Shard

**Level:** 2

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Lightning / Elemental

**Usable By:** Elementalist

"I conjure a Thundering Shard."

This spell strikes the target with a bolt of magical Lightning which does 10 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Thundering Shard would first do 3 points of armor damage then the remaining 7 points would be taken from Hit points.

# Elemental Storm of Fire

**Level:** 3

**Duration:** 3 packets (15 seconds)

**Area of Effect:** Up to 3 targets

**Type:** Elemental / Fire

**Usable By:** Elementalist

"I bring forth a storm of Fire."

This spell allows the caster to hurl 3 packets at up to 3 separate targets, each of which call a tagline attack of 20 fire.

These packets are considered non-magical for the purposes of being blocked.

The caster has 15 seconds to throw these packets, but he/she may not cast another spell until the packets have been thrown or the duration expires.

# Elemental Storm of Ice

**Level:** 3

**Duration:** 3 packets (15 seconds)

**Area of Effect:** Up to 3 targets

**Type:** Elemental / Icy

**Usable By:** Elementalist

"I bring forth a storm of Ice."

This spell allows the caster to hurl 3 packets at up to 3 separate targets, each of which call a tagline attack of 20 Ice.

These packets are considered non-magical for the purposes of being blocked.

The caster has 15 seconds to throw these packets, but he/she may not cast another spell until the packets have been thrown or the duration expires.

# Elemental Storm of Lightning

**Level:** 3

**Duration:** 3 packets (15 seconds)

**Area of Effect:** Up to 3 targets

**Type:** Elemental / Lightning

**Usable By:** Elementalist

"I bring forth a storm of Lightning."

This spell allows the caster to hurl 3 packets at up to 3 separate targets, each of which call a tagline attack of 20 lightning.

These packets are considered non-magical for the purposes of being blocked.

The caster has 15 seconds to throw these packets, but he/she may not cast another spell until the packets have been thrown or the duration expires.

# Elemental Storm of Stone

**Level:** 3

**Duration:** 3 packets (15 seconds)

**Area of Effect:** Up to 3 targets

**Type:** Earth / Stone / Elemental

**Usable By:** Elementalist

"I bring forth a storm of Stone."

This spell allows the caster to hurl 3 packets at up to 3 separate targets, each of which call a tagline attack of 20 Stone.

These packets are considered non-magical for the purposes of being blocked.

The caster has 15 seconds to throw these packets, but he/she may not cast another spell until the packets have been thrown or the duration expires.



# Mage's Vestments

**Level:** 3

**Duration:** Special

**Area of Effect:** One Creature

**Type:** Protection

**Usable By:** Arcanist / Celestial / Elementalist

"I surround you in Vestments of Magic."

The Mage's vestments spell grants the target 10 additional Armor points. These additional points are the first points to be used if the target is harmed in battle. They may not be repaired.

The Mage's Vestments spell expires after one day (at spell reset) if the points are not used.

This spell does stack with any actual physical armor the caster may be wearing, and the spell fails should the caster cast either of the Force spells for (Force Shield or Force Armor).

Golems, Undead and other creatures without a life force may benefit from a Mage's Vestments Spell

# Curse of Anguish

**Level:** 4

**Duration:** 10 minutes

**Area of Effect:** One Creature

**Type:** Metabolic / Cursing

**Usable By:** Arcanist / Celestial / Elementalist

"I place upon you a curse of Anguish."

This spell causes all damage to its victim to be increased by 4 points.

A Target may only have one Curse of Anguish placed upon them at a time.

# Fiery Blade of the Elements

**Level:** 4

**Duration:** 15 swings (10 minutes)

**Area of Effect:** Caster only

**Type:** Item

**Usable By:** Elementalist

"I bring forth from the Elements a Fiery Blade."

This spell allows the Elemental caster to gain a +5 damage bonus for the next 15 swings of his or her weapon, and calls the Fire/Fiery tagline.

This spell only affects the very next swings made by the caster, and that swing must occur within 10 minutes of casting this spell.

# Fire Shield

**Level:** 4

**Duration:** Special

**Area of Effect:** One Creature

**Type:** Protection

**Usable By:** Elementalist

"I give the gift of the elements and Shield you from Fire."

This spell grants the target Protection from any harmful Fire attack, Spell or Tagline.

This spell is considered separate for Spell shield checks and once activated simply protects the bearer from any form of Flame still expending the spell or tagline for the attacker.

To Defender must state "Flash" to let the attacker know the attack failed and the Shield was consumed.

A creature may only ever have 1 Fire Shield spell active at a time. Furthermore, they may not stack this spell with Ice Shield or Lightning Shield. It will stack with other defenses against Magics, as well as the Armor Against Elements Spell and Runes which have a similar effect.

The spell expires after one day (at spell reset) if not used.

Special Note: This spell does defend against physical attacks such as packets or the fire/flaming tagline

# Icy Blade of the Elements

**Level:** 4

**Duration:** 15 swings (10 minutes)

**Area of Effect:** Caster only

**Type:** Item

**Usable By:** Elementalist

"I bring forth from the Elements an Icy Blade."

This spell allows the Elemental caster to gain a +5 damage bonus for the next 15 swings of his or her weapon, and calls the Ice/Icy tagline.

This spell only affects the very next swings made by the caster, and that swing must occur within 10 minutes of casting this spell.

# Icy Shield

**Level:** 4

**Duration:** Special

**Area of Effect:** One Creature

**Type:** Protection

**Usable By:** Elementalist

"I give the gift of the elements and Shield you from Ice."

This spell grants the target Protection from any harmful Ice attack, Spell or Tagline.

This spell is considered separate for Spell shield checks and once activated simply protects the bearer from any form of Ice still expending the spell or tagline for the attacker.

To Defender must state "Flash" to let the attacker know the attack failed and the Shield was consumed.

A creature may only ever have 1 Ice Shield spell active at a time. Furthermore, they may not stack this spell with Fire Shield or Lightning Shield. It will stack with other defenses against Magics, as well as the Armor Against Elements Spell and Runes which have a similar effect.

The spell expires after one day (at spell reset) if not used.

Special Note: This spell does defend against physical attacks such as packets or the Ice/Icy tagline

# Lightning Shield

**Level:** 4

**Duration:** Special

**Area of Effect:** One Creature

**Type:** Protection

**Usable By:** Elementalist

"I give the gift of the elements and Shield you from Lightning."

This spell grants the target Protection from any harmful Lightning attack, Spell or Tagline.

This spell is considered separate for Spell shield checks and once activated simply protects the bearer from any form of Lightning still expending the spell or tagline for the attacker.

To Defender must state "Flash" to let the attacker know the attack failed and the Shield was consumed.

A creature may only ever have 1 Lightning Shield spell active at a time. Furthermore, they may not stack this spell with Ice Shield or Fire Shield. It will stack with other defenses against Magics, as well as the Armor Against Elements Spell and Runes which have a similar effect.

The spell expires after one day (at spell reset) if not used.

Special Note: This spell does defend against physical attacks such as packets or the Lightning/Thundering tagline

# Strength of Golems

**Level:** 4

**Duration:** Special

**Area of Effect:** One Creature

**Type:** Metabolic

**Usable By:** Arcanist / Celestial / Elementalist

"I conjure upon you power and the strength of Golems."

This spell grants the target a +4 Strength bonus, in addition to any Strength already have, for one action of their choice of up to 10 seconds duration to which Strength could be applied. They may use this Strength in the same ways as the Enhanced Strength skill. For example, one action is one weapon swing or object throw, or one confinement break, object lift, or object carry for up to 10 seconds.

If the target does not make an action in which they apply this strength bonus this spell wears off after one game day at spell reset.



# Thundering Blade of the Elements

**Level:** 4

**Duration:** 15 swings (10 minutes)

**Area of Effect:** Caster only

**Type:** Item

**Usable By:** Elementalist

"I bring forth from the Elements a Thundering Blade."

This spell allows the Elemental caster to gain a +5 damage bonus for the next 15 swings of his or her weapon, and calls the Lightning tagline.

This spell only affects the very next swing made by the caster, and that swing must occur within 10 minutes of casting this spell.

# Wall of Stone

**Level:** 4

**Duration:** 1 hour

**Area of Effect:** 10 ft by 10 foot wall

**Type:** Earth / Stone / Elemental

**Usable By:** Elementalist

"I call forth a Wall of Stone to arise from the Earth."

This spell erects a 10-foot-tall 10-foot-long 1-foot-thick wall of thorns to arise from the ground blocking all passage.

The wall has 100 hit points and a DR of 10. Cleaving weapons which attack it do so at half damage, and slashing weapons have no effect. Spells using Fire or Earth also do half their normal damage. Others have no effect.

It may only be harmed fully by Blunt weapons or Ice.

Damage from a specified element or damage type is halved or eliminated before the DR is applied.

Special Note, it is highly recommended the caster mark their Wall of Stone clearly, safely, and properly. Outdoors on the grass powder such as chalking works well, and at night multiple glow sticks are an excellent marker. Cutting into a wood Floor, or chalk on a deck are not good ideas for obvious reasons.

# Fiery Bolt

**Level:** 5

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Fire / Elemental

**Usable By:** Elementalist

"I Strike you down with a Fiery Bolt."

This spell strikes the target with a bolt of magical Fire which does 50 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Fiery Bolt would first do 3 points of armor damage then the remaining 47 points would be taken from Hit points.

# Icy Bolt

**Level:** 5

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Icy / Elemental

**Usable By:** Elementalist

"I Strike you down with an Icy Bolt."

This spell strikes the target with a bolt of magical Ice which does 50 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Icy Bolt would first do 3 points of armor damage then the remaining 47 points would be taken from Hit points.

# Sleep

**Level:** 5

**Duration:** 10 Minutes

**Area of Effect:** One Creature

**Type:** Metabolic

**Usable By:** Arcanist / Celestial / Elementalist

"I command the ethereal to place you to sleep."

This spell causes the target fall deeply asleep for the duration of the spell,

Sleeping targets may be attacked and cannot defend themselves until they have taken at least 10 hit points of damage.

A sleeping target may also be shaken awake on a 10 count.

Lastly a sleeping target may be killed on a 5 count.

# Stone Bolt

**Level:** 5

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Earth / Stone / Elemental

**Usable By:** Elementalist

"I Strike you down with a Stone Bolt"

This spell strikes the target with a bolt of magical Stone which does 50 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Icy Bolt would first do 3 points of armor damage then the remaining 47 points would be taken from Hit points.

# Thunder Bolt

**Level:** 5

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Lightning / Elemental

**Usable By:** Elementalist

"I Strike you down with a Thundering Bolt"

This spell strikes the target with a bolt of magical Lightning which does 50 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Thundering Bolt would first do 3 points of armor damage then the remaining 47 points would be taken from Hit points.

# Dispel Magic

**Level:** 6

**Duration:** Instant

**Area of Effect:** One item of creature.

**Type:** Destruction

**Usable By:** Arcanist / Celestial / Elementalist

"I use my knowledge of the Ethereal to Dispel Magic."

This spell causes all spells active of 6th level or lower to be removed from the target. Spell shields will protect against this spell but they themselves are consumed in the process.

Creatures of Magic such as Displacer Beasts or Celestial Guardians also take body damage from this spell in the amount of 50 hit points of damage.



# Elemental Maelstrom of Fire

**Level:** 6

**Duration:** 3 packets (15 seconds)

**Area of Effect:** Up to 3 targets

**Type:** Elemental / Fire

**Usable By:** Elementalist

"I eliminate all in a maelstrom of Fire."

Verbal: "I eliminate all in a maelstrom of Fire"

This spell allows the caster to hurl 3 packets at up to 3 separate targets, each of which call a tagline attack of 30 fire.

These packets are considered non-magical for the purposes of being blocked.

The caster has 15 seconds to throw these packets, but he/she may not cast another spell until the packets have been thrown or the duration expires.

# Elemental Maelstrom of Ice

**Level:** 6

**Duration:** 3 packets (15 seconds)

**Area of Effect:** Up to 3 targets

**Type:** Elemental / Icy

**Usable By:** Elementalist

"I eliminate all in a maelstrom of Ice."

This spell allows the caster to hurl 3 packets at an up to 3 separate targets, each of which call a tagline attack of 30 Ice.

These packets are considered non-magical for the purposes of being blocked.

The caster has 15 seconds to throw these packets, but he/she may not cast another spell until the packets have been thrown or the duration expires.

# Elemental Maelstrom of Lightning

**Level:** 6

**Duration:** 3 packets (15 seconds)

**Area of Effect:** Up to 3 targets

**Type:** Elemental / Lightning

**Usable By:** Elementalist

"I eliminate all in a maelstrom of Lightning."

This spell allows the caster to hurl 3 packets at an up to 3 separate targets, each of which call a tagline attack of 30 lightning.

These packets are considered non-magical for the purposes of being blocked.

The caster has 15 seconds to throw these packets, but he/she may not cast another spell until the packets have been thrown or the duration expires.

# Elemental Maelstrom of Stone

**Level:** 6

**Duration:** 3 packets (15 seconds)

**Area of Effect:** Up to 3 targets

**Type:** Elemental / Earth / Stone

**Usable By:** Elementalist

"I eliminate all in a maelstrom of Stone."

This spell allows the caster to hurl 3 packets at an up to 3 separate targets, each of which call a tagline attack of 30 Stone/crushing.

These packets are considered non-magical for the purposes of being blocked.

The caster has 15 seconds to throw these packets, but he/she may not cast another spell until the packets have been thrown or the duration expires.

# Mage's Armor of the Spirit

**Level:** 6

**Duration:** Special

**Area of Effect:** One Creature

**Type:** Protection

**Usable By:** Arcanist / Celestial / Elementalist

"I conjure from the Ethereal and protect your Spirit in the Mage's Armor"

This spell grants the target Protection from many overpowering attack types.

These are the following: Critical Strike (any), Crippling Strike, Lethal Strike, Death, Life, Condemn, Assassinate, Stunning Strike, Infectious Strike and Ambush

This spell is considered separate for Spell shield checks and one activated simply protects the bearer from the said attack, still expending the attack for the attacker. The Mage's Armor spell is also consumed by the attack.

To Defender must state "Flash" to let the attacker know the attack failed.

A creature may only ever have 1 Mage's Armor of the Spirit spell active at a time. This includes the Terrestrial spell Armor of the Spirit.

The spell expires after one day (at spell reset) if not used.

Special Note: This spell is not consumed by the Ambush skill it simply protects against it so long as it has not been consumed.

Note, this spell will be consumed by and protect against the Demise tagline. It will stop the tagline effect, but the base damage called will still harm the target. (i.e. 25 Demise, will still do 25 points of damage, but the target will not take a Demise effect).

# Minor Invulnerability to Magic

**Level:** 6

**Duration:** Special

**Area of Effect:** One Creature

**Type:** Protection

**Usable By:** Arcanist / Celestial / Elementalist

"I lace about you an Invulnerability to Magic."

This spell grants the target Protection from any harmful spell of 8th level or less and 9th level direct damage spells.

This spell is considered separate for Spell shield checks and once activated simply protects the bearer from the said spell, still expending the spell for the attacker. If the defender is hit with a spell of any Level the magic of the Barrier against Magic spell is consumed.

To Defender must state "Flash" to let the attacker know the spell failed and the barrier was consumed.

A creature may only ever have 1 Minor Invulnerability to Magic spell active at a time.

This spell may not be coupled with a Defense against Magic spell, Barrier against Magic spell or Invulnerability to Magic Spell.

The spell expires after one day (at spell reset) if not used.

Special Note: This spell does not defend against physical attacks such as packets or the magic tagline

# Blizzard

**Level:** 7

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Icy / Elemental

**Usable By:** Elementalist

"From the Frozen Tundra I summon the fury of a Blizzard."

This spell strikes the target with a bolt of magical Ice which does 100 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Blizzard would first do 3 points of armor damage then the remaining 97 points would be taken from Hit points.

# Earthquake

**Level:** 7

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Stone / Elemental

**Usable By:** Elementalist

"From the Great Depths I summon the fury of an Earthquake."

This spell strikes the target with a bolt of magical Earth which does 100 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Earthquake would first do 3 points of armor damage then the remaining 97 points would be taken from Hit points.



# Inferno

**Level:** 7

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Fire / Elemental

**Usable By:** Elementalist

"I consume all in the Flames of a Volcanic Inferno."

Verbal: "I consume all in the Flames of a Volcanic Inferno"

This spell strikes the target with a bolt of magical Flame which does 100 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Inferno would first do 3 points of armor damage then the remaining 97 points would be taken from Hit points.

# Lightning Storm

**Level:** 7

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Lightning / Elemental

**Usable By:** Elementalist

"I strike at you with Thunder from the heart of a Lightning Storm."

This spell strikes the target with a bolt of magical Lightning which does 100 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Lightning Storm would first do 3 points of armor damage then the remaining 47 points would be taken from Hit points.

# Shield of Fire

**Level:** 7

**Duration:** Special

**Area of Effect:** Caster only

**Type:** Elemental / Fire

**Usable By:** Elementalist

"I command the eternal flame and wreath my shield in Fire."

This spell must be coupled with the Shield Block or Shield Bash skill to be used.

This spell places an enchantment upon the casters shield which only he/she may use.

When the caster chooses to he/she may active the spell while also using a Shield Block or Shield Bash skill

This spell will then simultaneously with the above-mentioned skill cause the attacker 35 hit points of fiery damage.

The caster must state when using his skill either "Shield Block of Fire" or "Shield Bash of Fire" to allow his opponent to know that the spell was activated

The spell is consumed along with the Blocking defense.

The spell expires after one day (at spell reset) if not used.

# Shield of Ice

**Level:** 7

**Duration:** Special

**Area of Effect:** Caster only

**Type:** Elemental / Icy

**Usable By:** Elementalist

"I command the Frozen wastes and wreath my shield in Ice."

This spell must be coupled with the Shield Block or Shield Bash skill to be used.

This spell places an enchantment upon the casters shield which only he/she may use.

When the caster chooses to he/she may active the spell while also using a Shield Block or Shield Bash skill

This spell will then simultaneously with the above-mentioned skill cause the attacker 35 hit points of Icy/Frost damage.

The caster must state when using his skill either "Shield Block of Ice" or "Shield Bash of Ice" to allow his opponent to know that the spell was activated

The spell is consumed along with the Blocking defense.

The spell expires after one day (at spell reset) if not used.

# Shield of Lightning

**Level:** 7

**Duration:** Special

**Area of Effect:** Caster only

**Type:** Elemental / Lightning

**Usable By:** Elementalist

"I command the Raging Tempest and wreath my shield in Lightning."

This spell must be coupled with the Shield Block or Shield Bash skill to be used.

This spell places an enchantment upon the casters shield which only he/she may use.

When the caster chooses to he/she may active the spell while also using a Shield Block or Shield Bash skill

This spell will then simultaneously with the above-mentioned skill cause the attacker 35 hit points of lightning damage.

The caster must state when using his skill either "Shield Block of Lightning" or "Shield Bash of Lightning" to allow his opponent to know that the spell was activated

The spell is consumed along with the Blocking defense.

The spell expires after one day (at spell reset) if not used.

# Shield of Stone

**Level:** 7

**Duration:** Special

**Area of Effect:** Caster only

**Type:** Elemental / Stone / Earth

**Usable By:** Elementalist

"I command the Boulders and Rocks and wreath my shield in Stone."

This spell must be coupled with the Shield Block or Shield Bash skill to be used.

This spell places an enchantment upon the casters shield which only he/she may use.

When the caster chooses to he/she may active the spell while also using a Shield Block or Shield Bash skill

This spell will then simultaneously with the above-mentioned skill cause the attacker 35 hit points of Stone/Crushing damage.

The caster must state when using his skill either "Shield Block of Stone" or "Shield Bash of Stone" to allow his opponent to know that the spell was activated

The spell is consumed along with the Blocking defense.

The spell expires after one day (at spell reset) if not used.

# Wizard Lock

**Level:** 7

**Duration:** One Event

**Area of Effect:** One Clearly Defined Area

**Type:** Protection

**Usable By:** Arcanist / Celestial / Elementalist

"I lock this vessel with the full might of the Ethereal."

This spell creates a seal of protection which forbids creatures from opening the sealed item the barrier if active. This area must be a clearly defined portal such as a door, or item such as a box.

This spell may be raised and lowered by the casters command, by stating Wizard Lock Open or Wizard Lock Closed. If the Wizard Lock is active but open anything may open the vessel, once locked nothing may leave or enter including magic.

A Clearly defined vessel such as a Box or a Door must be marked to denote the presence of the Wizard Lock

The Knock and Disjunct spells as well as a Disrupt or Destroy Magic ritual will remove a Wizard Lock.

Special Note, it is highly recommended the caster mark the Area clearly, Safely, and properly. Bright Tape across the opening will suffice.

Cutting into a wood Floor, or chalk on a deck are not good ideas for obvious reasons.

# Armor against Elements

**Level:** 8

**Duration:** Special

**Area of Effect:** One Creature

**Type:** Protection

**Usable By:** Elementalist

"I command the Planes to Armor you against the Elements."

This spell grants the target Protection from any harmful Elemental attack, Spell or Tagline.

This spell is considered separate for Spell shield checks and once activated simply protects the bearer from any form of Elemental still expending the spell or tagline for the attacker.

To Defender must state "Flash" to let the attacker know the attack failed and the Shield was consumed.

A creature may only ever have 1 Armor against Elements spell active at a time. Furthermore, they may not stack this spell with 1 Elemental Shield such as Ice Shield, Fire Shield, or Lightning Shield. It will stack with other defenses against Magics, as well as Runes which have a similar effect.

The spell expires after one day (at spell reset) if not used.

Special Note: This spell does defend against physical attacks such as packets or the Elemental/Thundering tagline



# Dragon's Fire

**Level:** 8

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Fire / Magic

**Usable By:** Arcanist / Celestial / Elementalist

"I incinerate you in the conflagration of the Dragon's Fire."

This spell strikes the target with a hail of magical Fire which duplicates a Dragon's Breath weapon of flame. This attack does 125 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Dragon's Fire would first do 3 points of armor damage then the remaining 122 points would be taken from Hit points. If the hit point Damage is enough to render the Target below 0 hit points they bypass the Bleeding Stage and go directly to the Critical Stage with all the requirements of revival thereof.

# Elemental Onslaught of Fire

**Level:** 8

**Duration:** 3 packets (15 seconds)

**Area of Effect:** Up to 3 targets

**Type:** Fire / Elemental

**Usable By:** Elementalist

"I annihilate all in an Onslaught of Fire."

This spell allows the caster to hurl 3 packets at an up to 3 separate targets, each of which call a tagline attack of 50 fire.

These packets are considered non-magical for the purposes of being blocked.

The caster has 15 seconds to throw these packets, but he/she may not cast another spell until the packets have been thrown or the duration expires.

# Elemental Onslaught of Ice

**Level:** 8

**Duration:** 3 packets (15 seconds)

**Area of Effect:** Up to 3 targets

**Type:** Elemental / Icy

**Usable By:** Elementalist

"I annihilate all in an Onslaught of Ice."

Verbal: "I annihilate all in an Onslaught of Ice"

This spell allows the caster to hurl 3 packets at an up to 3 separate targets, each of which call a tagline attack of 50 Ice.

These packets are considered non-magical for the purposes of being blocked.

The caster has 15 seconds to throw these packets, but he/she may not cast another spell until the packets have been thrown or the duration expires.

# Elemental Onslaught of Lightning

**Level:** 8

**Duration:** 3 packets (15 seconds)

**Area of Effect:** Up to 3 targets

**Type:** Lightning / Elemental

**Usable By:** Elementalist

"I annihilate all in an Onslaught of Lightning."

This spell allows the caster to hurl 3 packets at an up to 3 separate targets, each of which call a tagline attack of 50 lightning.

These packets are considered non-magical for the purposes of being blocked.

The caster has 15 seconds to throw these packets, but he/she may not cast another spell until the packets have been thrown or the duration expires.

# Elemental Onslaught of Stone

**Level:** 8

**Duration:** 3 packets (15 seconds)

**Area of Effect:** Up to 3 targets

**Type:** Elemental / Earth / Stone

**Usable By:** Elementalist

"I annihilate all in an Onslaught of Stone."

This spell allows the caster to hurl 3 packets at an up to 3 separate targets, each of which call a tagline attack of 50 Stone.

These packets are considered non-magical for the purposes of being blocked.

The caster has 15 seconds to throw these packets, but he/she may not cast another spell until the packets have been thrown or the duration expires.

# Fiery Blade of Elemental Fury

**Level:** 8

**Duration:** 15 swings (10 minutes)

**Area of Effect:** Caster only

**Type:** Item

**Usable By:** Elementalist

"I surround my blade with Fiery Fury."

This spell allows the caster to gain a +15 damage bonus for the next 15 swings of his or her weapon, and calls the Fire/Fiery tagline.

This spell only affects the very next swing made by the caster, and that swing must occur within 10 minutes of casting this spell.

# Icy Blade of Elemental Fury

**Level:** 8

**Duration:** 15 swings (10 minutes)

**Area of Effect:** Caster only

**Type:** Item

**Usable By:** Elementalist

"I surround my blade with Icy Fury."

This spell allows the caster to gain a +15 damage bonus for the next 15 swings of his or her weapon, and calls the Ice/Icy tagline.

This spell only affects the very next swing made by the caster, and that swing must occur within 10 minutes of casting this spell.

# Invulnerability to Magic

**Level:** 8

**Duration:** Special

**Area of Effect:** One Creature

**Type:** Protection

**Usable By:** Arcanist / Celestial / Elementalist

"Through my knowledge and Command of Magic I grant you Invulnerability against Magic."

This spell grants the target Protection from any harmful spell of 8th level or less and 9th level direct damage spells. Furthermore, the caster is rendered immune to spells of 3rd Level or less for the duration of the spell or until the spell is consumed.

This spell is considered separate for Spell shield checks and once activated simply protects the bearer from the said spell, still expending the spell for the attacker. If the defender is hit with a spell of 4th Level or Higher the Magics of the Invulnerability to Magic spell are consumed.

To Defender must state "Flash" to let the attacker know the spell failed and the defense was consumed if the spell is of 4th Level or higher.

Otherwise they would state "Defend" against lower level spells to allow the attacker to know their spell failed, but that the spell shield is still active.

A creature may only ever have 1 Defense against Magic spell active at a time.

This spell may not be coupled with a Barrier against Magic spell, Defense against Magic, or the Minor Invulnerability to Magic spell.

The spell expires after one day (at spell reset) if not used.

Special Note: This spell does not defend against physical attacks such as packets or the magic tagline.



# Thundering Blade of Elemental Fury

**Level:** 8

**Duration:** 15 swings (10 minutes)

**Area of Effect:** Caster only

**Type:** Item

**Usable By:** Elementalist

"I surround my blade with Thundering Fury."

Verbal: "I surround my blade with Thundering Fury"

This spell allows the caster to gain a +15 damage bonus for the next 15 swings of his or her weapon, and calls the Lightning tagline.

This spell only affects the very next swing made by the caster, and that swing must occur within 10 minutes of casting this spell.

# Wall of Force

**Level:** 8

**Duration:** One Event

**Area of Effect:** One Clearly Defined Area

**Type:** Protection

**Usable By:** Arcanist / Celestial / Elementalist

"I Wall of Force that none shall pass."

This spell creates a 10 (ten) foot straight Line of protection which forbids creatures from crossing the barrier if active.

This spell may be raised and lowered by the casters command, by stating Wall up or Wall down. If the Wall of Force is active but down anything may pass, once up nothing may leave or enter including magic.

A Clearly Defined Line or area is one such as a Doorway, or an Edge to a front porch.

Special Note, it is highly recommended the caster mark the Area clearly, Safely, and properly. Outdoors on the grass powder such as chalking works well, and at night rope lights in a 10-foot straight line are an excellent marker.

Cutting into a wood Floor, or chalk on a deck are not good ideas for obvious reasons.

# Earthen Devastation

**Level:** 9

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Earth / Stone / Elemental

**Usable By:** Elementalist

"I expend your existence with Earth Devastation."

This spell strikes the target with a bolt of magical Earth which does 150 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Earthen Devastation would first do 3 points of armor damage then the remaining 147 points would be taken from Hit points.

# Ethereal Circle of Might

**Level:** 9

**Duration:** 1 hour

**Area of Effect:** 10-foot diameter from the caster

**Type:** Protection

**Usable By:** Arcanist / Celestial / Elementalist

"I surround this area in an Ethereal Circle of Might."

This spell creates a 10-foot diameter dome shaped barrier that blocks all effects, and beings from passing through.

A Caster must draw a circle on the ground and then state the verbal of the spell to become active, throwing a packet to their feet in the middle of their circle.

This spell may be raised and lowered by the casters command, by stating Circle up or Circle down. If the Circle is active but down anything may pass, once up nothing may leave or enter including magic.

To signify the Circle is up the caster or someone in the circle should raise their hand up above their head and lower their hand if the barrier is down.

Special Note, it is highly recommended the caster mark the Circle clearly, Safely, and properly. Outdoors on the grass powder such as chalking works well, and at night multiple glow sticks around the border are an excellent marker. Cutting into a wood Floor, or chalk on a deck are not good ideas for obvious reasons.

# Fiery Devastation

**Level:** 9

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Fire / Elemental

**Usable By:** Elementalist

"I expend your existence with Fiery Devastation."

This spell strikes the target with a bolt of magical Fire which does 150 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Fiery Devastation would first do 3 points of armor damage then the remaining 147 points would be taken from Hit points.

# Icy Devastation

**Level:** 9

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Elemental / Icy

**Usable By:** Elementalist

"I expend your existence with Icy Devastation."

This spell strikes the target with a bolt of magical Ice which does 150 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Icy Devastation would first do 3 points of armor damage then the remaining 147 points would be taken from Hit points.

# Thundering Devastation

**Level:** 9

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Lightning / Elemental

**Usable By:** Elementalist

"I expend your existence with Thundering Devastation."

This spell strikes the target with a bolt of magical Lightning which does 150 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Thundering Devastation would first do 3 points of armor damage then the remaining 147 points would be taken from Hit points