

# Bless

**Level:** 1

**Duration:** Special

**Area of Effect:** One Creature

**Type:** Protection

**Usable By:** Healer / Hearth / Druid

"With purity I bless you."

The Bless spell grants the target 10 additional hit points. These additional points are the first points to be used if the target is harmed in battle. They may not be healed and may not be used toward the use of any Lay on Hands like spell or ability.

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

Golems, Undead and other creatures without a life force may not benefit from a Bless spell.

# Cause Light Wounds

**Level:** 1

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Corruption

**Usable By:** Hearth / Druid / Wrath

"With the Corruption of Malice I Cause Light Wounds upon you."

This spell will harm the intended target for 2 points of damage with the Corruption tagline. "2 Corruption."

Certain creatures such as those whom are corrupted or desecrated will be healed 2 hit points of damage from this spell instead of being harmed.

Undead will also be healed 2 points from this spell.

The target may not exceed its normal maximum allotted hit points using this spell.

This spell cannot be used to harm constructs or other creatures without a life force.

# Cure Light Wounds

**Level:** 1

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Healing

**Usable By:** Healer / Hearth / Druid / Wrath

"With the Serenity of the Land I Cure your Light Wounds."

This spell will heal the intended target for 2 points of damage.

The target may not exceed its normal maximum allotted hit points using this spell.

Certain creatures such as those whom are corrupted or desecrated will take 2 points of damage from this spell instead of healing with the Curative tagline. "2 Curative."

Undead will be harmed 2 points by this spell with the Curative tagline. "2 Curative."

This spell cannot be used to heal constructs or other creatures without a life force.

# Fumble

**Level:** 1

**Duration:** 5 seconds

**Area of Effect:** One Creature

**Type:** Metabolic

**Usable By:** Healer / Hearth / Druid / Wrath / Necromancer

"With the Power of Change I command you to fumble your <item type>."

This spell causes the target to fumble whatever they are holding. This item, even if lassoed to the target, cannot be used for 5 seconds.

The item must be named, but only generally. Commanding someone to Fumble their Sword will suffice for a Scimitar, Shortsword or even Katana.

# Light (Terrestrial)

**Level:** 1

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

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

**Type:** Item

**Usable By:** Healer / Hearth / Druid / Wrath

"I call upon <insert Terrestrial magic used here> magics to Light the Path before me."

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.

White: Healer

Yellow: Hearth

Red: Wrath

Green: Druid

This spell may be used offensively 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.

# Soothe Animal

**Level:** 1

**Duration:** Metabolic

**Area of Effect:** One Creature

**Type:** Metabolic

**Usable By:** Druid

"I call upon nature to sooth the savage beast."

This spell will cause one natural or giant animal to relax and become non-aggressive until attacked.

The creature must be one of animal intelligence and which exists in the regular world. This spell affects both normal and giant varieties of these animals.

# Cause Wounds

**Level:** 2

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Corruption

**Usable By:** Hearth / Druid / Wrath

"With the Corruption of Malice I Cause Wounds upon you."

This spell will harm the intended target for 4 points of damage with the Corruption tagline. "4 Corruption."

Certain creatures such as those whom are corrupted or desecrated will be healed 4 hit points of damage from this spell instead of being harmed.

Undead will also be healed 4 points from this spell.

The target may not exceed its normal maximum allotted hit points using this spell.

This spell cannot be used to harm constructs or other creatures without a life force.

# Cure Wounds

**Level:** 2

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Healing

**Usable By:** Healer / Hearth / Druid

"With the Serenity of the Land I Cure your Wounds."

This spell will heal the intended target for 4 points of damage.

The target may not exceed its normal maximum allotted hit points using this spell.

Certain creatures such as those whom are corrupted or desecrated will take 4 points of damage from this spell instead of healing with the Curative tagline. "4 Curative."

Undead will be harmed 4 points by this spell with the Curative tagline. "4 Curative."

This spell cannot be used to heal constructs or other creatures without a life force.



# Pin

**Level:** 2

**Duration:** 5 Minutes

**Area of Effect:** One Creature

**Type:** Confining

**Usable By:** Healer / Hearth / Druid / Wrath / Necromancer

"I change your state and pin you to the earth."

This spell causes the target to become rooted to the ground they are standing upon for 5 minutes. The Right foot of the target may not move, but otherwise the target is free to protect itself or cast as normal.

This spell may be broken on a ten (10) count with an Enhanced Strength of +2 and on a five (5) count with +4

# Speak with Animals

**Level:** 2

**Duration:** 10 minutes

**Area of Effect:** Caster only

**Type:** Nature

**Usable By:** Druid

"I call upon the forces of Nature herself to allow me to speak with animals."

This spell grants the druid to talk to animal like creatures.

The creature must be one of animal intelligence and which exists in the regular world. This spell affects both normal and giant varieties of these animals. The creature will understand the Druid and can converse with him/her.

Special Druid creatures such as Unicorns and Gryphon may also be spoken to as well.

This spell does not confer any form of friendship, and the animal is free to refuse to talk to the Druid or act accordingly.

# Strength of Ogres

**Level:** 2

**Duration:** Special

**Area of Effect:** One Creature

**Type:** Metabolic

**Usable By:** Healer / Hearth / Druid / Wrath / Necromancer

"With the force of the stone, you are gifted the strength of Ogres."

This spell grants the target a +2 Strength bonus, in addition to any Strength they 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.

# Cause Disease

**Level:** 3

**Duration:** 1 hour (instant)

**Area of Effect:** One Creature

**Type:** Corruption

**Usable By:** Hearth / Druid / Wrath

"I call upon Corruption to infest and Cause Disease."

This spell will harm the intended target by causing them to become diseased. A Diseased Creature cannot run, they must walk. Furthermore, a Diseased target feels more pain thus they take an extra 2 points of damage from all attacks for the duration of the spell or until it's removal

Certain Creatures such as those whom are corrupted or desecrated will be healed of any diseases they may have instantly, be they natural or magical in nature.

This spell cannot be used to harm constructs or other creatures without a life force, and have no effect on the Undead.

# Cure Disease

**Level:** 3

**Duration:** Instant (1 hour)

**Area of Effect:** One Creature

**Type:** Healing

**Usable By:** Healer / Hearth / Druid

"By The power of the land and with purity I cure you of disease."

This spell will remove any disease natural or magical the target may have.

Certain Creatures, such as those whom are corrupted, will be harmed. This spell causing them to become diseased instead for a duration of 1 hour.

A Diseased Creature cannot run, they must walk. Furthermore, a Diseased target feels more pain thus they take an extra 2 points of damage from all attacks for the duration of the spell or until it's removal

This spell cannot be used to heal constructs or other creatures without a life force, and it has no effect on the Undead.

# Destroy Item

**Level:** 3

**Duration:** Instant

**Area of Effect:** One Item

**Type:** Destruction

**Usable By:** Healer / Hearth / Druid / Wrath / Necromancer

"With the Power of Change I destroy your <item type>"

This spell causes the target's item to shatter into pieces and become unusable.

The item must be named, but only generally. Naming someone's sword will suffice for a Scimitar, Shortsword or even Katana.

Items that are magical, enchanted or made from indestructible materials are not affected by this spell.

Creatures of Stone, Metal or Bone such as Golems or Skeletons also take hit point damage from this spell if they are not wearing any armor in the amount of 25 hit points of damage. In this case the Item type would be stated as "body"

# Entangling Vines

**Level:** 3

**Duration:** 10 minutes

**Area of Effect:** One creature

**Type:** Confining

**Usable By:** Druid

"I call forth the powers of nature to entangle you in Vines."

This spell encases the target in vines which trap them from head to toe. The target may not move nor cast during the duration of this spell.

Strength score of +3 or higher will allow the Vines to be broken on a 10 count. (i.e. Breaking 1, Breaking 2, Breaking 3...)

Strength score of +6 or better will allow the vines to be broken on a 5 count (i.e. . Breaking 1, Breaking 2, ...)

These counts should be at a reasonable pace of approximately 1 second per count.

The vines in no other way harm the target.

If the target is unable to break or snap the vines they may be killed on a 5 count. Creatures which are actively breaking the vines may not be killed on a 5 count.

# Fear

**Level:** 3

**Duration:** 5 minutes

**Area of Effect:** One Creature

**Type:** Mind Effecting

**Usable By:** Hearth / Druid / Wrath / Necromancer

"With discord and panic are you commanded to Fear Me"

This causes the target creature to flee 20 feet from the caster for the duration of the spell.

The creature will not come near the caster again during the duration, and they will not attack the caster in any form even at with spells or weapons at range.

This spell cannot be used to effect constructs or other creatures without a life force. It is also ineffective against mindless creatures such as Zombies.



# Greater Bless

**Level:** 3

**Duration:** Special

**Area of Effect:** One Creature

**Type:** Protection

**Usable By:** Healer / Hearth / Druid

"With Strength and Purity I grant you a Greater bless."

The Greater Bless spell grants the target 20 additional hit points. These additional points are the first points to be used if the target is harmed in battle. They may not be healed and may not be used toward the use of any Lay on Hands like spell or ability.

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

Golems, Undead and other creatures without a life force may not benefit from a Bless Spell

# Remove Fear

**Level:** 3

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Mind Effecting

**Usable By:** Healer / Hearth / Druid / Wrath

"Let Harmony restore your tranquility and remove your fear."

This spell will remove all Fear, Horror, or Terror effects from the target instantly. It does not prevent further effects of this nature from taking place after the initial effects are removed.

# Repel Being

**Level:** 3

**Duration:** 10 minutes

**Area of Effect:** Special: One Creature/10ft

**Type:** Order / Mind Effecting

**Usable By:** Healer / Hearth / Druid / Wrath / Necromancer

"With the Power of the Land I Repel this being, now come not near me."

This spell causes a being to have to stay ten feet away from the caster for the duration of the spell, while the caster holds his hand palm upward toward them.

The Caster may, once this spell is cast, cast other spells and the being may choose to wander off or remain and wait out the duration of the spell, but must stay at least ten feet away from the caster.

If the Being is closer than ten feet when this spell is cast they must back up to that distance, before they may defend themselves or attack anything else.

If the Caster walks forward the Being, must continue to walk back, always staying at least 10 feet away.

# Cause Serious Wounds

**Level:** 4

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Corruption

**Usable By:** Hearth / Druid / Wrath

"With the Corruption of Malice I Cause Serious Wounds upon you,"

This spell will harm the intended target for 16 points of damage with the Corruption tagline. "16 Corruption."

Certain creatures such as those whom are corrupted or desecrated will be healed 16 hit points of damage from this spell instead of being harmed.

Undead will also be healed 16 points from this spell.

The target may not exceed its normal maximum allotted hit points using this spell.

This spell cannot be used to harm constructs or other creatures without a life force.

# Cure Serious Wounds

**Level:** 4

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Healing

**Usable By:** Healer / Hearth / Druid

"With the Serenity of the Land I Cure your Serious Wounds."

This spell will heal the intended target for 16 points of damage.

The target may not exceed its normal maximum allotted hit points using this spell.

Certain creatures such as those whom are corrupted or desecrated will take 16 points of damage from this spell instead of healing with the Curative tagline. "16 Curative."

Undead will be harmed 16 points by this spell with the Curative tagline. "16 Curative."

This spell cannot be used to heal constructs or other creatures without a life force.

# Curse of Weakness

**Level:** 4

**Duration:** 10 minutes

**Area of Effect:** One Creature

**Type:** Metabolic / Cursing

**Usable By:** Healer / Hearth / Druid / Wrath / Necromancer

"I curse you with weakness and remove your strength from you."

This spell causes its victims strength to be reduced by 4 points.

This reduces the damage called by the victim of the curse by 4 points regardless of what their strength score may have been before this spell.

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

# Decay

**Level:** 4

**Duration:** Special

**Area of Effect:** One Creature

**Type:** Corruption

**Usable By:** Druid / Wrath / Necromancer

"With Corruption and Rot I cast your body into decay."

The spell speeds up a target's count from dead status to dissipation. Once the target's count reaches 3 minutes, they must dissipate.

Once cast the person's count is reset at 2 minutes. This must be lower than the time they had left in their count such that if an individual had only 30 seconds left the spell would not alter the count but would still force the dissipation once the count reached 3 minutes.

# Strength of Giants

**Level:** 4

**Duration:** Special

**Area of Effect:** One Creature

**Type:** Metabolic

**Usable By:** Healer / Hearth / Druid / Wrath / Necromancer

"Like a Mountain your strength will be like that of Giants."

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.



# Wall of Thorns

**Level:** 4

**Duration:** 1 hour

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

**Type:** Nature

**Usable By:** Druid

"Leaf and Branch, Stick and Vine, forces of nature, arise to form a Wall of Thorns."

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 blunt weapons have no effect. Spells using Ice or Lightning also do half their normal damage. Others have no effect.

It may only be harmed fully by bladed weapons or fire.

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 Thorns 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.

# Bind

**Level:** 5

**Duration:** 5 minutes

**Area of Effect:** One Creature

**Type:** Confining

**Usable By:** Healer / Hearth / Druid / Wrath / Necromancer

"By the power of change are you bound your arms to your body."

This spell causes the target's arms to become stuck to their sides preventing the use of their hands for spell casting, or combat for 5 minutes.

The Target is free to otherwise move about, and even run away if they so choose.

This spell may be broken on a ten (10) count by a target with Enhanced Strength of +5 and on a five (5) count with +10.

# Curse of the Mute

**Level:** 5

**Duration:** 10 minutes

**Area of Effect:** One Creature

**Type:** Mind Effecting

**Usable By:** Healer / Hearth / Druid / Wrath / Necromancer

"A Curse upon you to become Mute and speak no more."

This spell causes the target to be unable to speak for the duration of the spell.

This renders them unable to cast any magic which requires verbals.

# Neutralize Poison

**Level:** 5

**Duration:** Instant (1 Hour)

**Area of Effect:** One Creature

**Type:** Healing

**Usable By:** Healer / Hearth / Druid

"The two powers of land and order Neutralize the Poison in your Blood."

This spell will heal the target of any poisons or toxins, natural or magical.

Certain creatures such as those whom are corrupted or desecrated will be harmed instantly, causing them to become poisoned.

A Poisoned Target cannot run; they suffer 1 (one) hit point of damage every minute until the Poison runs its course or it is removed.

This spell cannot be used to harm constructs or other creatures without a life force, and have no effect on the Undead

# Poison Blood

**Level:** 5

**Duration:** 1 Hour (Instant)

**Area of Effect:** One Creature

**Type:** Corruption

**Usable By:** Hearth / Druid / Wrath

"I exploit the power of Corruption to Poison your Blood."

This spell will harm the intended target causing them to become poisoned. A Poisoned Target cannot run; they suffer 1 (one) hit point of damage every minute until the Poison runs its course or it is removed.

Certain creatures such as those whom are corrupted or desecrated will be healed instantly of any poisons, natural or magical.

This spell cannot be used to harm constructs or other creatures without a life force and has no effect on the Undead.

# Shield Against Poisons

**Level:** 5

**Duration:** Special

**Area of Effect:** One Creature

**Type:** Protection

**Usable By:** Healer / Hearth / Druid / Wrath / Necromancer

"I call upon the land to grant you a Shield against all forms of Poison."

This spell grants the target protection from any harmful Toxin or Poison. Ingested, Spell or Tagline.

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

The defender must state "Flash" to let the attacker know the poisoning failed and the shield was consumed.

A creature may only ever have 1 Shield against Poisons spell active at a time.

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

# Slumber

**Level:** 5

**Duration:** 10 minutes

**Area of Effect:** One Creature

**Type:** Metabolic

**Usable By:** Healer / Hearth / Druid / Wrath / Necromancer

"I call upon Change to cast you into a deep slumber."

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.

# Speak with Elementals

**Level:** 5

**Duration:** 10 minutes

**Area of Effect:** Caster only

**Type:** Elemental

**Usable By:** Druid

"Four lords of the elements hear me that I might speak with elementals."

This spell grants the Druid to talk to Elemental creatures.

The creature must be one from the Elemental planes. The creature will understand the Druid and can converse with him/her.

This spell does not confer any form of friendship, and the elemental is free to refuse to talk to the Druid, and even attack him/her.



# Barrier Against Magic

**Level:** 6

**Duration:** Special

**Area of Effect:** One Creature

**Type:** Protection

**Usable By:** Healer / Hearth / Druid / Wrath / Necromancer

"I grant you a Barrier against Magic that you may be protected."

This spell grants the target protection from any harmful spell of 8th level or less and level 9 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.

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

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

This spell may not be coupled with a Defense against Magic spell, Minor Invulnerability to 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

# Cause Critical Wounds

**Level:** 6

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Corruption

**Usable By:** Hearth / Druid / Wrath

"With the Corruption of Malice I Cause Critical Wounds upon you."

This spell will harm the intended target for 40 points of damage with the Corruption tagline. "40 Corruption."

Certain creatures such as those whom are corrupted or desecrated will be healed 40 hit points of damage from this spell instead of being harmed. This spell may also be used to heal these creatures back from Critically Wounded status.

Undead will also be healed 40 points from this spell.

Further if this spell reduces a target to below zero (0) hit points they will drop to critically wounded status.

The target may not exceed its normal maximum allotted hit points using this spell.

This spell cannot be used to harm constructs or other creatures without a life force.

# Cure Critical Wounds

**Level:** 6

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Healing

**Usable By:** Healer / Hearth / Druid / Wrath

"With the Serenity of the Land I Cure your Critical Wounds."

This spell will heal the intended target for 40 points of damage.

This spell may also be used to heal the target back from Critically Wounded status, unless they would take damage from this spell as listed below.

The target may not exceed its normal maximum allotted hit points using this spell.

Certain creatures such as those whom are corrupted or desecrated will take 40 points of damage from this spell instead of healing with the Curative tagline. "40 Curative."

Further if this spell reduces a target to below zero (0) hit points they will drop to critically wounded status

Undead will be harmed 40 points by this spell with the Curative tagline. "40 Curative."

This spell cannot be used to heal constructs or other creatures without a life force.

# Destroy Armor

**Level:** 6

**Duration:** Instant

**Area of Effect:** One set of armor.

**Type:** Destruction

**Usable By:** Healer / Hearth / Druid / Wrath / Necromancer

"With the Power of Change your armor is destroyed."

This spell causes the target's armor to shatter.

Armors that are magical, enchanted or made from indestructible materials still take 50 armor points of damage from this spell.

Creatures of Stone, Metal or Bone such as Golems or Skeletons also take hit point damage from this spell if they are not wearing any armor in the amount of 50 hit points of damage.

# Disrupt Magic

**Level:** 6

**Duration:** Instant

**Area of Effect:** One Item or creature.

**Type:** Destruction

**Usable By:** Healer / Hearth / Druid / Wrath / Necromancer

"With the Power of Change shall magic be disrupted."

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.

# Entangling Thorns

**Level:** 6

**Duration:** 10 minutes

**Area of Effect:** One Creature

**Type:** Confining

**Usable By:** Druid

"I call forth the powers of nature to entangle you in Thorn."

This spell encases the target in Thorny Vines which trap them from head to toe. The target may not move nor cast during the duration of this spell. And furthermore, the Target will take 15 points of damage from this spell.

Strength score of +6 or higher will allow the vines to be broken on a 10 count. (i.e. Breaking 1, Breaking 2, Breaking 3...)

Strength score of +12 or better will allow the vines to be broken on a 5 count (i.e. Breaking 1 Breaking 2...)

These counts should be at a reasonable pace of approximately 1 second per count.

Regardless the vines will still harm the target.

If the target is unable to break or snap the vines they may be killed on a five (5) count. Creatures which are actively breaking the vines may not be killed on a count.

# Mist Form

**Level:** 6

**Duration:** 10 minutes

**Area of Effect:** Caster only

**Type:** Protection

**Usable By:** Healer / Hearth / Druid

"Nature grant me your wings that I may float on the wind with a form of Mist."

This spell changes the casters form to the state of a fog like mist. Views see only a foggy representation of the caster.

While in Mist Form, the caster can only walk, and cannot cast spells, but may speak, and may move about.

Because the caster retains their general size and shape they cannot flow under doors or float across impassable terrain.

The caster may come in and out of Mist Form for the duration of the spell on a five count, for either coming into or out of form.

The Spell may be dispelled by normal means, but otherwise when in mist form all attacks pass harmlessly through the caster.

# Armor of the Spirit

**Level:** 7

**Duration:** Special

**Area of Effect:** One Creature

**Type:** Protection

**Usable By:** Healer / Hearth / Druid / Wrath / Necromancer

"With the power of the land I protect your spirit in armor."

This spell grants the target protection from many overpowering and deadly 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 once activated protects the bearer from the said attack, still expending the attack for the attacker. The Armor of the Spirit 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 Armor of the Spirit spell active at a time. This includes the Ethereal spell Mage's 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)



# Barkskin

**Level:** 7

**Duration:** Special

**Area of Effect:** Caster only

**Type:** Protection

**Usable By:** Druid

"By the very powers of Nature my skin shall be as Bark."

The Barkskin spell grants the target Thirty-Five (35) additional armor points. These additional points are the first points to be used if the target's armor is harmed in battle.

This spell may not be stacked with other armor type spells, but this spell does stack with any regular armor the caster may be wearing.

The armor points provided by this spell may not be repaired.

A Caster may only ever have 1 Barkskin spell active at a time.

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

# Destroy Undead

**Level:** 7

**Duration:** Instant

**Area of Effect:** One Undead

**Type:** Order / Light / Healing

**Usable By:** Healer / Druid / Wrath

"I call upon the natural order to Destroy this Abomination of Undeath before me."

Undead who are hit by this spell will take 100 hit points of damage, if they are not protected from this sort of magic.

If an Undead is dropped to 0 hit points or below by this spell they are instantly turned to ash by this spell, unless they have some form of protection against such magic.

This spell cannot be used to harm most other creatures who are not Undead while they are living.

If this spell is used against Certain Creatures, such as those who are corrupted or desecrated, while they are at dead status it will instantly turn them to dust as well. Forcing the target to go to resurrect if they have the additional life-force to do such

# Friendship

**Level:** 7

**Duration:** 1 hour

**Area of Effect:** One Creature

**Type:** Mind Effecting / Charming

**Usable By:** Healer / Hearth / Druid

"Peace be given to you and bring you Harmony and Friendship."

This spell causes the Target to fall under the control of the Caster for the duration of the spell, or until the caster dies, the target is destroyed or control is otherwise wrestled from the caster.

The target will follow the casters commands to the best of its abilities, but will not do anything which is beyond its normal nature or ability.

Thus, a Human will not try to fly off a building, a Knight cannot be made to Lie, and so on.

Any attempt to make a creature who is under the Friendship spell do such an action will immediately break the friendship spell.

The friendship spell can be used to have the new friend defend the caster from others (though they may not kill their friends or family) and if a truly brave being such as a knight this may be even until its own death.

Special Note: This spell can be extremely fun and is a role-playing challenge at times. Always be aware that is you are a victim of this spell and unsure if you would do a command default in the casters favor.

# Paralyze

**Level:** 7

**Duration:** 10 minutes

**Area of Effect:** One Creature

**Type:** Metabolic

**Usable By:** Healer / Hearth / Druid / Wrath / Necromancer

"I change your state of being and cause your body to become paralyzed."

This spell causes the victim to be unable to use his/her body from head to toe. The target may not move nor cast during the duration of this spell, unless they have the proper form of protection against such magic.

If the target is unable to receive aid in removing the paralyze spell, they may be killed on a 5 count.

# Renew

**Level:** 7

**Duration:** Instant/Special

**Area of Effect:** One Creature

**Type:** Healing / Order

**Usable By:** Healer / Hearth / Druid

"With the power of the land I renew your body and spirit."

This spell does no healing but it will restore a target back to its original form if it has been paralyzed, petrified or shape changed.

This spell will also cleanse them of any toxins and / or disease they may have normal or magical. It will furthermore regenerate any missing body parts.

This spell causes an Undead with more than 250 hit points to become Paralyzed for 1 minute. Undead with less than 250 hit points whom are hit by this spell and lack the appropriate spell protection are rendered back to their natural state and die instantly

# Spirit of the Ent

**Level:** 7

**Duration:** 1 Hour

**Area of Effect:** Caster only

**Type:** Nature

**Usable By:** Druid

"Nature guide me and Grant unto me the Spirit of the Ent."

This spell allows the Caster to enter a Large Tree and remain within for up to 1 hour, being totally protected from all harm, and unnoticeable to anyone looking on.

A Large Tree is defined as a living tree whose circumference is large enough that the Druid could be completely engulfed by it.

The Druid goes must stay with the tree and touching it until a time they come out of the tree. When exiting the tree, they must state, stepping out of tree 1, stepping out of tree 2, stepping out of tree 3.

During this process the druid may be attacked, but not killing blowed, but they may not fight back either.

During this process if the duration is not yet over for the spell the may reenter the tree they are presently exiting from.

Once out of the tree the spell is over and must be recast to enter the same or another tree.

The Druid is aware of his/her surroundings as normal while in the tree.

The Tree itself is also fully protected from all harm during the duration of the Spirit of the Ent spell.

# Wither Limb

**Level:** 7

**Duration:** Special

**Area of Effect:** One Creature

**Type:** Metabolic

**Usable By:** Druid / Wrath / Necromancer

"By the power of Rot I Corrupt you and wither your <name of limb>."

This spell causes the target's limb named in the spell to become a wither husk, and useless until it is restored in some manner or until the spell expires after one day (at spell reset).

When casting the spell, the target must be a limb of the creature capable of function and support.

For example, on a humanoid target the only limbs available would be the Right Arm, Right Leg, Left Arm or Left Leg.

The Target is free to otherwise move about; as best they can be depending on which limb was withered.

# Cause Lethal Wounds

**Level:** 8

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Corruption

**Usable By:** Hearth / Druid / Wrath

"With the Corruption of Malice I Cause Lethal Wounds upon you."

This spell will harm the intended target for 90 points of damage with the Corruption tagline. "90 Corruption."

Certain creatures such as those whom are corrupted or desecrated will be healed 90 hit points of damage from this spell instead of being harmed.

This spell may also be used to heal these creatures back from Critically and/or Lethally Wounded status. This spell will also cleanse them of any toxins and/or disease they may have normal or magical. It will furthermore regenerate any missing body parts.

Further if this spell reduces a target to below zero (0) hit points they will drop to lethally wounded status.

Undead will also be healed 90 points from this spell.

The target may not exceed its normal maximum allotted hit points using this spell.

This spell cannot be used to harm constructs or other creatures without a life force.

This spell will harm the intended target for 90 points of damage.

Certain Creatures such as those whom are corrupted or desecrated will be healed 90 points of damage from this spell instead of harmed.

This spell may also be used to heal these creatures back from Critically and/or Lethally Wounded status. This spell will also cleanse them of any toxins and/or disease they may have normal or magical. It will furthermore regenerate any missing body parts.

Further if this spell reduces a target to below zero (0) hit points they will drop to Lethally wounded status.

Undead whom are hit by this spell will also be healed 90 points of damage from this spell.

The target may not exceed its normal maximum allotted hit points using this spell.

This spell cannot be used to harm constructs or other creatures without a life force.



# Cure Lethal Wounds

**Level:** 8

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Healing

**Usable By:** Healer / Hearth / Druid / Wrath

"With the Serenity of the Land I Cure your Lethal Wounds."

This spell will heal the intended target for 90 points of damage.

This spell may also be used to heal the target back from Critically Wounded, and/or the Lethally Wounded status, unless they would take damage from this spell as listed below.

This spell will also cleanse them of any toxins and / or disease they may have normal or magical. It will furthermore regenerate any missing body parts.

The target may not exceed its normal maximum allotted hit points using this spell.

Certain creatures such as those whom are corrupted or desecrated will take 90 points of damage from this spell instead of healing with the Curative tagline. "90 Curative."

Further if this spell reduces a target to below zero (0) hit points they will drop to lethally wounded status

Undead will be harmed 90 points by this spell with the Curative tagline. "90 Curative."

This spell cannot be used to heal constructs or other creatures without a life force.

# Curse of Pain

**Level:** 8

**Duration:** 10 minutes

**Area of Effect:** One Creature

**Type:** Metabolic

**Usable By:** Healer / Hearth / Druid / Wrath / Necromancer

"By anguish's hand I Curse your body with Frailty and Pain."

This spell causes its victim's body to become far more susceptible to pain.

This causes all damage called against the victim of the curse to be doubled for the duration of this spell.

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

# Defense Against Magic

**Level:** 8

**Duration:** Special

**Area of Effect:** One Creature

**Type:** Protection

**Usable By:** Healer / Hearth / Druid / Wrath / Necromancer

"I grant you a defense against Magic that you may be protected."

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 Defense against 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, Minor Invulnerability to 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.

# Elemental Friendship

**Level:** 8

**Duration:** 1 hour

**Area of Effect:** 1 Elemental only

**Type:** Mind Effecting

**Usable By:** Druid

"By the Power of the Four Lords of the Elemental Realms do I bind this Elemental in Friendship with me."

This spell causes the Target Elemental to fall under the complete control of the Caster for the duration of the spell, or until the caster dies, the Elemental is destroyed, or control is otherwise wrestled from the caster.

The Elemental will follow the casters commands to the best of its abilities even until its own destruction.

This spell will not wrestle Master Control away from a Summoned Elemental, and though the Elemental will look favorably upon the Druid it will still be bound by the contract of its Master Controller.

This spell does not confer any special ability to speak to or understand the elemental upon the druid, beyond what means the Druid already has.

# Remove Curses

**Level:** 8

**Duration:** Instant

**Area of Effect:** One Item or creature.

**Type:** Protection

**Usable By:** Healer / Hearth / Druid / Wrath / Necromancer

"Harmony and purity are granted unto you that all Curses upon you are removed."

This spell causes all curses active of 7th level or lower to be removed from the target.

This spell function for both Creatures and Items which may be cursed.

# Annihilate Undead

**Level:** 9

**Duration:** Instant

**Area of Effect:** One Undead (Target)

**Type:** Order / Healing

**Usable By:** Healer / Druid / Wrath

"I call upon the Virtue of the natural order to Annihilate this Undead Atrocity."

This spell will by pass any spell shield worn by an Undead.

Undead who are hit by this spell will take 250 hit points of damage. Undead whose hit points drop to 0 or below are instantly turned to ash by this spell.

This spell cannot be used to harm most other creatures who are not Undead while they are living.

If this spell is used against certain creatures, such as those who are corrupted or desecrated, while they are at dead status it will instantly turn them to dust as well. Forcing the target to go to resurrect if they have the additional life-force to do such

# Barrier of Protection

**Level:** 9

**Duration:** 1 hour

**Area of Effect:** Up to a 10-foot diameter zone from caster.

**Type:** Protection

**Usable By:** Healer / Hearth / Druid / Wrath / Necromancer

"I Inscribe my barrier about me that none may pass."

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 Barrier up or Barrier down. If the barrier is active but down anything may pass, once up nothing may leave or enter including magic.

To signify the Barrier 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 their Barrier 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.

# Death

**Level:** 9

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Death

**Usable By:** Hearth / Druid / Wrath

"I pass judgement and sentence you to Death."

This spell will affect one creature who will be dropped to Dead Status if they do not have an appropriate form of protection

Certain Creatures such as those whom are desecrated will be brought back from Dead Status to 1 hit point. The target may not exceed its normal maximum allotted hit points using this spell. This spell will also cleanse them of any toxins and / or disease they may have normal or magical. It will furthermore regenerate any missing body parts.

Some creatures are harmed by this spell instead of dropped to dead status. These Creatures will take damage based on their Master Fortify Skill. This damage bypasses armor and goes directly to hit points.

Undead who are hit with this spell are restored to Undeath, and brought back to 1 hit point.

This spell cannot be used to harm/heal constructs or other creatures without a life force.



# Emaciate

**Level:** 9

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Corruption

**Usable By:** Hearth / Druid / Wrath

"With the Darkness of Strife and Corruption do I Emaciate you."

This spell will harm the intended target for 120 points of damage.

Certain Creatures such as those whom are corrupted or desecrated will be healed 120 points of damage from this spell instead of healing. This spell may also be used to heal these creatures back from Lethally Wounded status. This spell will also cleanse them of any toxins and / or disease they may have normal or magical. It will furthermore regenerate any missing body parts

Undead whom are hit by this spell will also be healed 120 points of damage from this spell.

The target may not exceed its normal maximum allotted hit points using this spell.

This spell cannot be used to harm constructs or other creatures without a life force.

# Grove Walking

**Level:** 9

**Duration:** 30 minutes

**Area of Effect:** Caster only

**Type:** Nature

**Usable By:** Druid

"Brothers I ask you that with the Ent's as my guide allow me to walk along nature's pathways."

This spell allows the Caster to enter a Large Tree and travel along Nature's pathways to exit at another Large Tree, within 30 minutes.

A Large Tree is defined as a living tree whose circumference is large enough that the Druid could be completely engulfed by it.

The Druid goes Out of play until he/she steps out of the other tree, at which time they come into play and must state, stepping out of tree 1, stepping out of tree 2, stepping out of tree 3.

During this process the druid may be attacked, but not killing blowed, but they may not fight back either.

During this process if the duration is not yet over for the spell the may reenter the tree they are presently exiting from. Once out of the tree the spell is over, and must be recast to enter the same or another tree.

The Druid is aware of his/her surrounding as normal while in the tree.

# Life

**Level:** 9

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Healing

**Usable By:** Healer / Hearth / Druid

"I recall your spirit and grant you the gift of Life."

This spell will bring one Creature back from Dead Status to 1 hit point. The target may not exceed its normal maximum allotted hit points using this spell. This spell will also cleanse them of any toxins and / or disease they may have normal or magical. It will furthermore regenerate any missing body parts

Certain Creatures such as those whom are corrupted or desecrated will be harmed by this spell, being dropped to Dead Status if they do not have an appropriate form of protection.

Some creatures who are harmed by this spell are not dropped to dead status. Instead these Creatures will take damage based on their Master Fortify Skill. This damage bypasses armor and goes directly to hit points.

Undead who are hit with this spell are destroyed unless of sufficient power or if they have the appropriate protections against it.

This spell cannot be used to harm/heal constructs or other creatures without a life force.

# Restore

**Level:** 9

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Healing

**Usable By:** Healer / Hearth / Druid

"With the Lights of Harmony and Purity the Land Restores your health."

This spell will heal the intended target for 120 points of damage. The target may not exceed its normal maximum allotted hit points using this spell. This spell will also cleanse them of any toxins and / or disease they may have normal or magical. It will furthermore regenerate any missing body parts

This spell may also be used to heal the target back from Lethally Wounded status, unless they would take damage from this spell as listed below.

Certain Creatures such as those whom are corrupted or desecrated will take 120 points of damage from this spell instead of healing.

Undead whom are hit by this spell will take 120 points of damage from this spell.

This spell cannot be used to heal constructs or other creatures without a life force.

# Sanctuary

**Level:** 9

**Duration:** 10 minutes

**Area of Effect:** Caster only

**Type:** Protection

**Usable By:** Healer / Druid

"By the grace of Serenity, I claim Dawn's Sanctuary!"

This spell renders the caster using it unable to cast any magic but Healing or Protection magic.

They furthermore may not attack, act aggressively, interrupt any attacks, block others' movement, use an item ability other than those of healing and protection, drag a body, pick up items, or interact beyond conversation, first aid, or triage with any being or object.

A caster in Sanctuary may not use his/her Healing or Cure spells on any Undead as that too would be a form of attack.

In return for this the caster is rendered Immune to all forms of spells and attacks save for Disjunct Magic and such powerful magic that is beyond Mortal grasp as Dragon Magic or High Sorcery.

The caster must place their left arm across their chest to signify to others that they are in Sanctuary, and that all attacks are negated for the duration.

Anyone who mistakenly or foolishly attacks a caster in sanctuary will have their spell or attack have no effect, but the attack/spell is still used up in the attempt.