

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.

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.

Heal Light Wounds

Level: 1

Duration: Instant

Area of Effect: One Creature

Type: Healing

Usable By: Healer

"With the light of the Dawn I Heal your Light Wounds."

This spell will heal the intended target for 4 points of damage with the Healing tagline. "4 Healing."

The target may not exceed its normal maximum allotted hit points using this spell. This spell will heal all living beings regardless of their status.

Undead will take full damage from this spell with the Healing tagline. "4 Healing."

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

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.

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.

Heal Wounds

Level: 2

Duration: Instant

Area of Effect: One Creature

Type: Healing

Usable By: Healer

"With the light of the Dawn I Heal your Wounds."

This spell will heal the intended target for 8 points of damage with the Healing tagline. "8 Healing."

The target may not exceed its normal maximum allotted hit points using this spell. This spell will heal all living beings regardless of their status.

Undead will take full damage from this spell with the Healing tagline. "8 Healing."

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

Repel Undead

Level: 2

Duration: 10 minutes

Area of Effect: Caster Only/Special

Type: Order

Usable By: Healer

"Servants of Undeath by the Lights Purity I Repel You."

This spell causes all undead to have to stay ten feet away from the caster for the duration of the spell, so long as the caster has their hand raised.

The healer may cast other spells while this spell is active. The undead 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, so long as the caster has their hand raised.

If the Undead are 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 Healer walks forward the Undead, must continue to walk back, always staying at least 10 feet away.

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.

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"

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

Healing Hands

Level: 3

Duration: 10 minutes

Area of Effect: Caster Only

Type: Healing

Usable By: Healer

"Life guides my hand so they may heal."

This spell allows a healer to mimic the Lay On Hands Epic ability. For the duration, a Healer may transfer hit points from themselves to another on a 1 hit point to 1 hit point basis. This spell may not reduce the healer to below 1 hit point, thus the healer may not sacrifice themselves to heal another using Healing Hands.

To use this ability a 5 count is needed, then the amount transferred.

Example "Healing Hands 1, Healing Hands 2 Healing Hands 3, Healing Hands 4, Healing Hands 5, transferring 10 hit points"

The points transferred act just as if the healer was damaged in combat and may be healed normally.

Remove Disease

Level: 3

Duration: 1 hour

Area of Effect: One Creature

Type: Healing

Usable By: Healer

"With Virtue your health is restored and Disease is removed."

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

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

Undead whom are hit by this spell will lose their ability to call any form of "disease" tagline for the duration of 1 hour, or until they are affected by a Plague 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.

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.

Heal Serious Wounds

Level: 4

Duration: Instant

Area of Effect: One Creature

Type: Healing

Usable By: Healer

"With the light of the Dawn I Heal your Serious Wounds."

This spell will heal the intended target for 32 points of damage with the Healing tagline. "32 Healing."

The target may not exceed its normal maximum allotted hit points using this spell. This spell will heal all living beings regardless of their status.

Undead will take full damage from this spell with the Healing tagline. "32 Healing."

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

Preserve Body

Level: 4

Duration: 10 minutes

Area of Effect: One Creature

Type: Healing

Usable By: Healer / Hearth

"With blessings of Life, to Preserve your body, that you shall not perish."

The spell stops the target's count from Bleeding, Critical, or Lethal status towards dead for the duration of the spell. If the target is not brought back from that health status during the duration of the Preserve Body spell they once again start their count at wherever they had stopped it.

Thus, if a target had but 30 seconds left until dead and was preserved by this spell, yet not brought back from Lethal Wounded status in 10 minutes, they would again start their count at 30 seconds remaining once the spell ended.

This spell may instead negate a reduced count or forced dissipation effect such as Decay, but does not also stop the target's count.

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.

Turn Undead

Level: 4

Duration: 10 minutes

Area of Effect: 10-foot diameter from the caster

Type: Order / Healing

Usable By: Healer

"Servants of Undeath Flee before the twin lights of Order and Purity."

This spell causes all Undead with less than 250 hit points to have to flee from the area of effect and travel no less than 100 yards from the caster at the fastest rate they can.

During this time these Undead may not do anything other than defend themselves from incoming attacks.

They may not attack others while fleeing and must pass the 100-yard mark before they can turn back. Though for 10 minutes they may not return within 10 feet of the caster, nor may they attack that caster.

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

Remove Toxin

Level: 5

Duration: Instant (1 Hour)

Area of Effect: One creature/object

Type: Healing

Usable By: Healer

"With the Light of Purity I shall Remove the Toxins before me."

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

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

Undead whom are hit by this spell will lose their ability to call any form of "poison" tagline, such as venom, poison, or nausea, for the duration of 1 hour, or until they are affected by an Inflict Poison.

A Healer may also target an individual Poison vial and turn that poison into a harmless liquid

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.

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

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.

Heal Critical Wounds

Level: 6

Duration: Instant

Area of Effect: One Creature

Type: Healing

Usable By: Healer

"With the light of the Dawn I Heal your Critical Wounds."

This spell will heal the intended target for 80 points of damage with the Healing tagline. "80 Healing."

The target may not exceed its normal maximum allotted hit points using this spell. This spell will heal all living beings regardless of their status.

This spell may also be used to heal the target back from Critically Wounded status.

Undead will take full damage from this spell with the Healing tagline. "80 Healing."

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

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.

Zone of Life

Level: 6

Duration: 1 hour (Special)

Area of Effect: 10-foot diameter zone

Type: Life

Usable By: Healer

"Life protects me that I can forbid the Un-living from entering this Zone of Life."

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

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

Any Undead within the confines of the Zone at the time of its activation are cast out by this spell being forced 10 feet away from the caster.

Spells may pass through normally, but Undead special attacks, such as Nausea gas or Disease packets, may not.

The caster may leave his/her area and return though at any time.

Certain creatures such as those that are desecrated, death attuned, and/or Necro-mongers are also forced out of a Zone of Life when cast, but otherwise their spells and attacks may pass through.

Special Note, it is highly recommended the caster mark their Zone of Life 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

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)

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.

Heal Mortal Wounds

Level: 7

Duration: Instant

Area of Effect: One Creature

Type: Healing

Usable By: Healer

"With the light of the Dawn I Heal your Mortal Wounds."

This spell will heal the intended target for 120 points of damage with the Healing tagline. "120 Healing."

The target may not exceed its normal maximum allotted hit points using this spell. This spell will heal all living beings regardless of their status.

This spell may also be used to heal the target back from Critically 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 will take full damage from this spell with the Healing tagline. "120 Healing."

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

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

Shield of Valor

Level: 7

Duration: Special

Area of Effect: Caster Only

Type: Item

Usable By: Healer

"With Virtue I call forth Life to grant me the Shield of Valor."

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 heal the caster 60 hit points of damage.

The caster must state when using his skill either "Shield Block of Valor" or "Shield Bash of Valor" 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.

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.

Heal Lethal Wounds

Level: 8

Duration: Instant

Area of Effect: One creature

Type: Healing

Usable By: Healer

"With the light of the Dawn I Heal your Lethal Wounds."

This spell will heal the intended target for 180 points of damage with the Healing tagline. "180 Healing."

The target may not exceed its normal maximum allotted hit points using this spell. This spell will heal all living beings regardless of their status.

This spell may also be used to heal the target back from Critically Wounded 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/

Undead will take full damage from this spell with the Healing tagline. "180 Healing."

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

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.

Fortune

Level: 9

Duration: Special

Area of Effect: Caster only

Type: Healing

Usable By: Healer / Hearth / Wrath

"All things pass in their proper order, so with Fortunes upon me I shall not die."

This spell causes the caster to after 1 minute has passed at Dead status be revived, effectively being brought back to life with one hit point.

This does not cleanse them of any toxins and / or disease they may have normal or magical. It will furthermore not regenerate any missing body parts

Heal

Level: 9

Duration: Instant

Area of Effect: One Creature

Type: Healing

Usable By: Healer

"Let the powers of Life Heal you completely."

This spell will heal the intended back to its full normal maximum allotted hit points. This spell will heal all living beings regardless of their status.

This spell may also be used to heal the target back from Critically Wounded 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

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

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.

Revive

Level: 9

Duration: Instant

Area of Effect: One Creature

Type: Healing

Usable By: Healer

"I call upon life to bring forth your spirit and revive your body."

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

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.

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.