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.

Calm

Level: 1
Duration: 5 Minutes (Special)
Area of Effect: One Creature
Type: Metabolic
Usable By: Hearth

"By the Hearth's glow Feel Warm and Calm,"

This spell causes the target to relax and stop attacking or any aggressive actions until either the duration of the spell expires or the target is itself the victim of aggression.

Note: A target creature though relaxed is still wary and will defend itself, which will instantly break the Calm Spell's effect.

Special Note: This spell will negate Berserk effects on a being

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.

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.

Flame of the Hearth

Level: 2
Duration: (Special) / 5 Minutes / 5 Attacks
Area of Effect: Caster Only
Type: Fire
Usable By: Hearth

"By the Forge I wield the Hearth's Flame."

This spell grants the next five attacks made by the caster be they physical or magical to be able to add the Flame tagline to them as well.

(i.e. A Mace that normally would call 5 blunt can call 5 Blunt Flame. A Spell which would do 5 magic would now do 5 Magic Flame)

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

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 Strenth 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"

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 addition 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.

Reveal Magic

Level: 3
Duration: 10 minutes
Area of Effect: Caster Only
Type: Scrying
Usable By: Hearth

"By hearth and home, Magic Reveal yourself to me."

With this spell a Hearth caster may detect magical auras on a subject. They may also refocus their attention and detect magical auras on additional subjects for the duration of the spell by asking about the subject specifically.

The level of detail depends on the magic detected.

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

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

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

This spell may be used to Reveal magic on items as well as creatures.

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.

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 Lethaly 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.

Stone Form

Level: 4
Duration: 10 minutes
Area of Effect: Caster Only
Type: Protection
Usable By: Hearth

"With the Stones of the Hearth I encase my form."

This spell grants the caster a Damage Reduction of minus 2 (-2) from all forms of attack for the duration of the spell.

Furthermore, it renders the Caster immune to Puncturing attacks from Missile weapons for the same duration.

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.

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.

DIsplacement

Level: 5
Duration: 1 Hour
Area of Effect: Caster Only
Type: Protection
Usable By: Hearth

"With the Flickering of the Hearth's Flame I displace myself."

This spell grants the caster a form of misdirection which causes the very next successful attack against him/her to miss regardless of source.

The caster should state "Displacement" to indicate they were not effected by the attack.

Note Area of effect attacks still harm the Caster and use up this spell.

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.

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.

Detect Planar Origin

Level: 6
Duration: 10 minutes
Area of Effect: Caster Only
Type: Scrying
Usable By: Hearth

"By the Hearth of the world may I detect those not of this Plane."

With this spell a Hearth caster may detect a Planar Creature for what they are. The level of detail depends on any Lore skill the caster may have.

For Example:

If the Target is a Djinn from the Plane of Air disguised as a Human. The caster with no Lore would be able to tell the Target was a creature of the Plane of Air.

With the Planar Lore skill, the caster would know that the being was not a standard elemental of that plane,

With the Elemental Lore Skill, The Caster would know the creature was in fact a Djinn from the Plane of Air

With Elemental Air Lore, the Caster would even know that this was a Prince of the Djinn of the 4th Trading House of the Plane of Air.

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

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.

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)

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.

Home Guard

Level: 7
Duration: 1 Day (Special)
Area of Effect: One room or Building
Type: Protection
Usable By: Hearth

"May the Flame of the Hearth Bar all those of <creature type> kind from entering this place."

This places a barrier on a structure or room which causes a specifically named Race or creature type to take 40 points of damage and be knocked back ten (10) feet upon their first attempt at entry to the protected location.

Note: This damage and effect is only upon the creatures first attempt to enter a location, after which the being may not be affected by the Home Guard again during its duration.

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 it is 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

Bind Planar Creature

Level: 8
Duration: 1 hour
Area of Effect: 10-foot diameter zone around where the creature is stuck.
Type: Metabolic
Usable By: Hearth

"By the Hearth's might I shall bind fast this creature of another Plane."

This spell creates a 10-foot diameter dome shaped barrier around the targeted creature if it is from another Plane.

This Zone acts as a Prison for the duration of the spell, and the creature may not leave this area.

While restricted to this Zone the Bound creature may still use range attacks/spells, they simply cannot leave.

Other beings may enter and leave normally as can attacks and spells made by others, or the Caster him/herself.

This Spell has no effect on beings from the Prime Material Plane (The world) and is wasted if used against them.

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.

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.

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.

Dismiss Planar Being

Level: 9
Duration: Instant
Area of Effect: One Target
Type: Planar
Usable By: Hearth

"By Hearth and Home I Dismiss you from my sight, leave my plane and return from whence you came."

This spell causes a Creature from another plane to be sent back to its home plane until it can be successfully summoned again.

Lesser Planar Beings who have a spell shield take 100 hit points of damage and their shield is blow. If a Lesser being does not have a spell shield or the damage done by this spell shield exceeds its current hit points it is sent back to its home plane instantly.

Greater beings may use an appropriate spell shield as a defense against this spell. If they do not have a spell shield they will take 100 points of damage and if this amount exceeds their hit points they are sent back to their home plane.

Members of the Celestial Races (Djinn-born, Sons of Kith, Brotherhood Arcanum, etc.…) will take 50 points of damage unless they have a proper spell shield in place. They will not be banished as their origins may be extra planar but the Material plane is now their home.

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.

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

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.