

# Blessing of the Grave

**Level:** 1

**Duration:** Special

**Area of Effect:** One Undead

**Type:** Protection / Darkness

**Usable By:** Necromancer

"From the darkness of Undeath I grant you the Blessing of the Grave."

The spell grants an undead 4 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 Blessing of the Grave spell expires after one day (at spell reset) if the points are not used.

Only Undead are affected by a Blessing of the Grave Spell.

# 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.

# Inflict Light Wounds

**Level:** 1

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Darkness / Fel

**Usable By:** Necromancer

"With the Darkness of Entropy, I Inflict Light Wounds upon you."

This spell will harm the intended target for 3 points of damage with the Darkness tagline. "3 Darkness." This spell will harm all living beings regardless of their status.

Undead hit by this spell will be healed with the Darkness tagline. "3 Darkness."

The Undead 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.

# Elude Undead

**Level:** 2

**Duration:** 10 minutes

**Area of Effect:** Caster only

**Type:** Necromancy

**Usable By:** Necromancer

"Servants of Darkness, Powers of Undeath, bow and be humbled by the blackness of my soul."

This spell fills the necromancer with the energies of Undeath, making any Undead ignore him.

Intelligent Undead will see the caster as one of them, but they are free to ignore or interact with the Necromancer as they see fit.

# Inflict Wounds

**Level:** 2

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Darkness / Fel

**Usable By:** Necromancer

"With the Darkness of Entropy, I Inflict Wounds upon you."

This spell will harm the intended target for 6 points of damage with the Darkness tagline. "6 Darkness." This spell will harm all living beings regardless of their status.

Undead hit by this spell will be healed with the Darkness tagline. "6 Darkness."

The Undead 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.

# 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 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.

# 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"



# Drain Vitality

**Level:** 3

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Darkness / Fel

**Usable By:** Necromancer

"With all the Darkness of my Soul, I call upon Necromancy to Drain your Vitality."

Once cast this spell causes 6 points of Damage to its victim.

Furthermore, the If the Necromancer is corrupted, desecrated or other such attuned they are healed 6 points of damage.

If the Necromancer is not attuned in these ways they gain no benefit from this spell, but the target is still harmed by it.

The target must be a living creature in any case and this spell cannot be used to harm constructs or other creatures without a life force, nor will the Necromancer be healed from any of these creatures.

If the target has a spell shield or other form of protection against this spell, the Necromancer is not healed by this spell.

# 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.

# Plague

**Level:** 3

**Duration:** 1 Hour

**Area of Effect:** One Creature

**Type:** Darkness / Fel

**Usable By:** Necromancer

""By the Blackness of Undeath I unleash the plague upon you."

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

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

Undead whom are hit by this spell will gain the ability to call the "disease" tagline for the duration of 1 hour, or until they are affected by a Remove Disease.

# 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.

# Control Undead

**Level:** 4

**Duration:** 1 Hour

**Area of Effect:** 1 Undead Only

**Type:** Order

**Usable By:** Wrath / Necromancer

"Creature of Undeath heed my call and be controlled by my darkness, answering only to me."

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

The Undead must be at or below 250 hit points to fall under the control of the caster. This may be naturally or through damage taken.

On a created Undead the control will last even if the Undead's hit points rises back above 250, but on a Free Willed Undead, it will regain it's free will as soon as it is back over 250 hit points

The Undead will follow the casters commands to the best of its abilities even unto its own destruction.

# 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.

# Inflict Serious Wounds

**Level:** 4

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Darkness / Fel

**Usable By:** Necromancer

"With the Darkness of Entropy, I Inflect Serious Wounds upon you."

This spell will harm the intended target for 24 points of damage with the Darkness tagline. "24 Darkness."  
This spell will harm all living beings regardless of their status.

Undead hit by this spell will be healed with the Darkness tagline. "24 Darkness."

The Undead 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.



# 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.

# Inflict Poison

**Level:** 5

**Duration:** 1 hour

**Area of Effect:** One Creature

**Type:** Darkness / Fel

**Usable By:** Necromancer

"I use the Foulness of the Necromantic Arts to inflict you with deadly Poison."

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.

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

Undead whom are hit by this spell will gain the ability to call the "poison" tagline for the duration of 1 hour, or until they are affected by a Destroy Toxin

# 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

# Create Skeleton

**Level:** 6

**Duration:** 1 hour

**Area of Effect:** One Corpse

**Type:** Necromancy

**Usable By:** Necromancer

"By the darkness of Necromancy I command your Skeleton to Arise and serve."

This spell creates an Undead from a freshly dead corpse. The Body of the deceased arises to serve its new master as an Undead Skeleton.

The Skeleton has the following stats:

Hit Points: 70

Armor: 0

Speed: Half

Attack: 4 claw (or weapon damage +2)

The newly created Skeleton can follow simple orders.

Once destroyed or the duration expires the being's spirit is released and the body turns to ash. Forcing the target to go to resurrect if they have the additional life-force to do such

The spell may not be recast on the Skeleton and nothing will prevent the Skeleton from expiring in one hour's time.

This spell cannot be used on 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.

# Inflict Critical Wounds

**Level:** 6

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Darkness / Fel

**Usable By:** Necromancer

"With the Darkness of Entropy, I Inflict Critical Wounds upon you."

This spell will harm the intended target for 60 points of damage with the Darkness tagline. "60 Darkness."  
This spell will harm all living beings regardless of their status.

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

Undead hit by this spell will be healed with the Darkness tagline. "60 Darkness."

The Undead 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.

# Shadow Form

**Level:** 6

**Duration:** 10 minutes

**Area of Effect:** Caster only

**Type:** Protection

**Usable By:** Wrath / Necromancer

"Veil of Darkness, descend upon me and cloak me in Shadow."

This spell changes the casters form to the state of a shadow. Viewers see only a shadowy representation of the caster.

While in Shadow 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 pass under doors or float across impassable terrain.

The caster may come in and out of Shadow 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 shadow form all attacks pass harmlessly through the caster.

# Siphon Life Force

**Level:** 6

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Darkness / Fel

**Usable By:** Necromancer

"From the Pit of Necromancy, shall I Siphon your very Life Force from you."

Once cast this spell causes 30 points of damage to its victim.

Furthermore, the If the Necromancer is corrupted, desecrated or other such attuned they are healed 30 points of damage.

If the Necromancer is not attuned in these ways they gain no benefit from this spell, but the target is still harmed by it.

The target must be a living creature in any case and this spell cannot be used to harm constructs or other creatures without a life force, nor will the Necromancer be healed from any of these creatures.

If the target has a spell shield or other form of protection against this spell, the Necromancer is also not healed by this spell.

# 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)

# Create Zombie

**Level:** 7

**Duration:** 1 hour

**Area of Effect:** One creature

**Type:** Necromancy

**Usable By:** Necromancer

"By Necromancy's Pit I shall call forth my Zombie to walk the earth."

This spell creates an Undead from a freshly dead corpse. The Body of the deceased arises to serve its new master as an Undead Zombie.

The Zombie has the following stats:

Hit Points: 100

Aarmor: 0

Speed: Walk Only

Attack: 6 Claw (or weapon damage +4)

The newly Created Zombie can follow simple orders.

Once destroyed or the duration expires the being's spirit is released and the body turns to ash. Forcing the target to go to resurrect if they have the additional life-force to do such

The spell may not be recast on the Zombie and nothing will prevent the Zombie from expiring in one hour's time.

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

# Inflict Mortal Wounds

**Level:** 7

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Darkness / Fel

**Usable By:** Necromancer

"With the Darkness of Entropy, I Inflict Mortal Wounds upon you."

This spell will harm the intended target for 90 points of damage with the Darkness tagline. "90 Darkness."  
This spell will harm all living beings regardless of their status.

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

Undead hit by this spell will be healed with the Darkness tagline. "90 Darkness."

The Undead 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.



# 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.

# 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.

# Create Ghoul

**Level:** 8

**Duration:** 1 hour

**Area of Effect:** One Corpse

**Type:** Necromancy

**Usable By:** Necromancer

"By the Darkest Abyss of Necromancy I Command you to arise and serve as my Ghoul."

This spell creates an Undead from a freshly dead corpse. The Body of the deceased arises to serve its new master as an Undead Ghoul.

The Ghoul has the following stats:

Hit Points: 70

Armor: 0

Speed: Full

Attack: 10 Disease

The newly created Ghoul can follow simple orders.

Once destroyed or the duration expires the being's spirit is released and the body turns to ash. Forcing the target to go to resurrect if they have the additional life-force to do such

The spell may not be recast on the Ghoul and nothing will prevent the Ghoul from expiring in one hour's time.

This spell cannot be used on 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.

# Curse of Rot

**Level:** 8

**Duration:** Until removed or Resurrection

**Area of Effect:** One creature

**Type:** Cursing

**Usable By:** Wrath / Necromancer

"With Darkness in my soul I call forth, Boils, Bile, Pus, and Decay and curse you with Rotting, and Infections that shall not heal."

This spell curses the target so that no form of healing Magical or otherwise will work on the target until the curse is removed. This effect even blocks healing to those targets which would require reverse magics to heal, such as some dark Fey which are healed by Corruption Magics.

Thus, any spell or effect which would harm the target will still be effective regardless of the type needed do to the targets status (i.e. Corrupted, Desecrated...).

This Curse lasts until a Remove Curse Spell is cast on the Creature or a Greater type of magic which affects Curses. Thus, a Ritual Cleanse would remove this effect but the Heal Spell (H9) would not. The spell also dissipates from the Creature upon Resurrection (Ritual not a Life or similar spell).

Special Note: Lay on Hands used through Spell or a Knight's special ability is still unable to heal the target creature, but the knight would still lose any hit points transferred to the Creature.

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

# 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.

# Inflict Lethal Wounds

**Level:** 8

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Darkness / Fel

**Usable By:** Necromancer

"With the Darkness of Entropy, I Inflict Lethal Wounds upon you."

This spell will harm the intended target for 135 points of damage with the Darkness tagline. "135 Darkness."  
This spell will harm all living beings regardless of their status.

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

Undead hit by this spell will be healed with the Darkness tagline. "135 Darkness."

The Undead 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.

# 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.



# Shield of Entropy

**Level:** 8

**Duration:** Special

**Area of Effect:** Caster only

**Type:** Item / Necromancy

**Usable By:** Necromancer

"Veil of Darkness Eternal grant unto me a Shield of Entropy."

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 simultaneously with the above-mentioned skill causes the attacker 60 hit points of Necromantic/Darkness damage.

Please note certain Creatures such as the Undead will be healed 60 hit points of damage from this spell instead of being harmed. This damage bypasses armor and goes directly to hit points.

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

# 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.

# Condemn

**Level:** 9

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Death

**Usable By:** Wrath / Necromancer

"I cast my judgement upon you and Condemn 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

Some creatures who are harmed by this spell and 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 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.

# Create Wraith

**Level:** 9

**Duration:** 1 hour

**Area of Effect:** One Corpse

**Type:** Necromancy

**Usable By:** Necromancer

"Of Vapor and Shadow I bind your soul to Necromancy, arise now my Wraith and serve me."

This spell creates an Undead from a freshly dead corpse. The Body of the deceased arises to serve its new master as an Undead Wraith.

The Wraith has the following stats:

Hit Points: 70

Armor: 0

Speed: Full

Attack: 10 Fear

Special: May Phase on a five (5) count

The newly created Wraith can follow simple orders.

Once destroyed or the duration expires the being's spirit is released and the body turns to ash. Forcing the target to go to resurrect if they have the additional life-force to do such

The spell may not be recast on the Wraith and nothing will prevent the Wraith from expiring in one hour's time.

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

# Vampiric Embrace

**Level:** 9

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Darkness / Fel

**Usable By:** Necromancer

"With Necromantic Foulness I place you in a Vampiric Embrace."

Once cast this spell causes 60 points of Damage to its victim.

Furthermore, the If the Necromancer is corrupted, desecrated or other such attuned they are healed 60 points of damage.

If the Necromancer is not attuned in these ways they gain no benefit from this spell, but the target is still harmed by it.

The target must be a living creature in any case and this spell cannot be used to harm constructs or other creatures without a life force, nor will the Necromancer be healed from any of these creatures.

If the target has a spell shield or other form of protection against this spell, the Necromancer is also not healed by this spell.