

# Blade of Strife

**Level:** 1

**Duration:** 5 Swings

**Area of Effect:** Caster only

**Type:** Item

**Usable By:** Wrath

"And Strife shall guide my blade."

This spell allows the Wrath caster to gain a +2 damage bonus for the very next 5 swings of his or her weapon. This spell only affects the very next 5 swings made by the caster, and that swing must occur within 5 minutes of casting this spell.

# Cause Light Wounds

**Level:** 1

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Corruption

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

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

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

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

Undead will also be healed 2 points from this spell.

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

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

# Cure Light Wounds

**Level:** 1

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Healing

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

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

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

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

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

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

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

# Fumble

**Level:** 1

**Duration:** 5 seconds

**Area of Effect:** One Creature

**Type:** Metabolic

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

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

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

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

# Light (Terrestrial)

**Level:** 1

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

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

**Type:** Item

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

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

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

White: Healer

Yellow: Hearth

Red: Wrath

Green: Druid

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

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

# **Blessing of Wrath**

**Level:** 2

**Duration:** Special

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

**Type:** Protection

**Usable By:** Wrath

"By Strife I bless and stoke within you the Fires of Wrath."

This spell acts as a mass Bless spell granting up to 3 separate individuals 10 extra hit points each. 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 Wrath spell expires after one day (at spell reset) if the points are not used.

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

# Cause 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.

# 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.

# Blades of Wrath

**Level:** 3

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

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

**Type:** Strife

**Usable By:** Wrath

"With Anger in my heart, I strike at you with Blades of Wrath."

This spell allows the caster to hurl 3 packets at up to 3 targets, each packet of which call a tagline attack of 15 body.

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

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

# 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.

# 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.

# 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.

# Blessing of War

**Level:** 4

**Duration:** Special

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

**Type:** Protection

**Usable By:** Wrath

"War is upon you and I grant you its blessings."

This spell acts as a mass Protection Spell granting up to 3 separate individuals 15 extra hit points & 15 extra armor points each. These additional points are the first points to be used if the target is harmed in battle. They may not be healed nor repaired and may not be used toward the use of any Lay on Hands like spell or ability.

The Blessing of War Spell expires after one day (at spell reset) if the points are not used.

This spell does not stack with the higher-level Armor of Wrath spell.

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



# 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.

# 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.

# 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.

# 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.

# Shield of War

**Level:** 5

**Duration:** Special

**Area of Effect:** Caster only

**Type:** Item / Protection

**Usable By:** Wrath

"May this Shield of War be fueled by my Anger and Strengthened by my resolve."

The Shield of War spell grants the target 30 additional armor points. These additional points are the first points to be used if the target's armor is harmed in battle.

The armor points provided by this spell may not be repaired, though they may be stacked with any armor as well as other armoring spells in the wrath magic spell list.

A Caster may only ever have 1 Shield of War spell active at a time.

The Shield of War spell expires after one day (at spell reset) if the points are not used. This spell may be stacked with the Higher-Level Armor or Heroes Spell (granting the caster a total of 100 armor points)

The Caster must be carrying some form of shield for this spell to be active.

# 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

# **Blessing of Strife**

**Level:** 6

**Duration:** Special

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

**Type:** Protection

**Usable By:** Wrath

"And let Anger and Strife surround us and Bless us all."

This spell acts as a mass Protection Spell granting up to 3 separate individuals 25 extra hit points & 25 extra armor points each. These additional points are the first points to be used if the target is harmed in battle. They may not be healed nor repaired and may not be used toward the use of any Lay on Hands like spell or ability.

The Blessing of Wrath Spell expires after one day (at spell reset) if the points are not used.

This spell does not stack with the lower level Blessing of War Spell.

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

# Cause Critical Wounds

**Level:** 6

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Corruption

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

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

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

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

Undead will also be healed 40 points from this spell.

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

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

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

# Cure Critical Wounds

**Level:** 6

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Healing

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

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

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

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

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

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

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

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

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

# Destroy Armor

**Level:** 6

**Duration:** Instant

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

**Type:** Destruction

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

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

This spell causes the target's armor to shatter.

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

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



# Disrupt Magic

**Level:** 6

**Duration:** Instant

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

**Type:** Destruction

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

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

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

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

# 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.

# 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

# 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.

# Wrath of War

**Level:** 7

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

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

**Type:** Strife

**Usable By:** Wrath

"By the power of my anger I let loose the Wrath of War."

This spell allows the caster to hurl 3 packets at up to 3 separate targets, each of which call a tagline attack of 40 body.

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

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

# Blade of Blood

**Level:** 8

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

**Area of Effect:** Caster only

**Type:** Item

**Usable By:** Wrath

"With Hate and Anger shall the Twin Blades of War and Strife bathe me in Blood."

This spell allows the Wrath caster to gain a +10 damage bonus for the next 10 swings of his or her weapon.

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



# 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.

# 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.

# 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 Rage

**Level:** 8

**Duration:** Special

**Area of Effect:** Caster only

**Type:** Item / Corruption

**Usable By:** Wrath

"Forge my Anger, stoke my Hatred, and grant unto me a Shield of Rage."

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

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

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

This spell will then simultaneously with the above-mentioned skill cause the attacker 40 hit points of body damage.

This damage bypasses armor and goes directly to hit points.

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

Note: If coupled with the Shield Bash skill the damage caused by the Shield Bash will become Body Damage as well and is added into the effect of the spell.

(i.e. a Player who used this spell with a Shield Bash who has weapon damage of +3 and an enhanced strength would state "Shield Bash of Rage "

# 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



# Armor of Heroes

**Level:** 9

**Duration:** Special

**Area of Effect:** Caster only

**Type:** Item / Protection

**Usable By:** Wrath

"Heroes and Warmongers, Tyrants, and Soldiers of Old protect me in your armor."

The Armor of Heroes spell grants the target 70 additional armor points. These additional points are the first points to be used if the target's armor is harmed in battle. This spell may be stacked with the Lower Level Shield of War Spell (granting the caster a total of 100 armor points)

The armor points provided by this spell may not be repaired, though they may be stacked with any armor as well as other armoring spells in the wrath magic spell list.

A Caster may only ever have 1 Armor of Heroes spell active at a time.

The Armor of Heroes 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 an Armor of Heroes unless they can cast it upon themselves.

The Caster must be wearing some form of armor for this spell to be active.

# 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.

# Death

**Level:** 9

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Death

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

"I pass judgement and sentence you to Death."

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

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

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

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

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

# Emaciate

**Level:** 9

**Duration:** Instant

**Area of Effect:** One Creature

**Type:** Corruption

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

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

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

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

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

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

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

# 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