Magic's of Nexus

Things related to the known magic system and spells throughout the realm.

- Healing Spells
- Offensive Spells
- Support Spells
- Bardic Songs

Healing Spells

All currently known healing spells.

Vigor

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
1	1	1	1	1	1	1	1	1

Mana used to cast : 2
The vigor spell refreshes its target. When casting the spell, the caster pretends to be throwing a splash of water on the target while speaking the spellchant. The target then feels his exhaustion wash away, and is able to fight with renewed energy. As healing is the province of the gods, like all life magic, Clerics and Paladins excel at casting this spell. Bards, who dabble in everything, are also quite able vigor casters.

Mend Wounds

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
3	4	3	4	3	4	6	5	5

Mana used to cast : 4
The mend-wounds spell causes the wounds of the target to mend, by magically accelerating the body's natural healing process. When casting the spell, the caster pretends to be bandaging a wound on himself while pointing at the target and speaking the spellchant. The target's wounds will begin to knit and close, allowing the target to fight on as the damage becomes a dim memory. As healing is the province of the gods, like all life magic, Clerics and Paladins excel at casting this spell. Bards, who dabble in everything, are quite able casters of this spell as well.

Lordewok's Detraumatize

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
7	*n/a*	9	*n/a*	11	*n/a*	*n/a*	*n/a*	*n/a*

Mana used to cast: 7

Lordewok's Detraumatize, or detraumatize as it is known, is a super-charged version of the lesser spell mend-wounds. The spell calls directly upon the caster's (who must be Cleric, Paladin or Bard) faith to power the spell, drawing into the caster a small portion of the power of their deity. The caster yells their deity's name, and concentrates inwardly upon the power of the their faith. As they do, a visible aura surrounds them, as the strong healing energies fill their being. The caster then need only point their hands at the target, who can be up to three zones away. The target's pain and tiredness are washed away as the spell instantly knits bone and tissue, attempting to render the target whole. As can be seen by the spell's name, this spell was created by the cleric Lordewok, who wanted nothing more than to hone his already superior healing skills in his battle to protect the Realms.

Heal

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
8	*n/a*	12	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*

Mana used to cast : 30
The Heal Spell is the single most powerful application of healing magic a mortal is capable of. While the cost is great, so are the benefits. The heal spell causes it's recipient's body to be completely restored of health and stamina, stopping only in the cure of afflictions. For this reason, people capable of casting the spell as well as devices charged with it are in great demand. To cast, the caster must clear their mind completely, and focus only on the energies they are gathering as they speak the spellchant. The caster will begin to glow from the healing energies, until they touch their target, passing the glow to them. At that point, the target's wounds and fatigue wash away as the energy passes over them. This spell is limited in nature, because it is so demanding of the caster. As such, each caster may only use this spell a few times each day, else risk death, as they attempt to gather energies that their mortal forms cannot handle.

Kenlokerai's Renewal

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
11	*n/a*	13	*n/a*	16	*n/a*	*n/a*	*n/a*	*n/a*

Mana used to cast: 13
Kenlokerai's Renewal (herein referred to as Renewal), is the most powerful unlimited healing spell that can exist within the magical weave and still be castable by mortals. This spell calls directly upon the caster's deity, and their link to the faith. As such, this spell must be cast by Cleric, Paladin, or Bard. The amount of power of this spell is stronger amongst the devout followers of the gods, and even stronger amongst their Chosen. The caster yells their deity's name, and concentrates inwardly upon the power of the their god. As they do, a visible aura surrounds them,

as the strong healing energies fill their being. The caster then need only concentrate on bringing the power of the god into their recipient. The target's pain and injury are obliterated as flesh knits, even regrowing lost members if needed, attempting to completely renew the target's body.

Offensive Spells

All currently known offensive spells.

Hurt

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
1	1	2	2	2	4	7	5	3

Mana: 2 **Range**: 3

Mana cost: 3
The lowest level spell of the air realm, hurt can be cast by a first level mage. In casting the spell, the mage focusses his negative thoughts at the target, then waves his hand as if fanning himslf while speaking the spell chant. The air itself then pushes upon the target, causing flesh to bruise, or even bones to break on a more fragile target.

Rumble

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
1	1	2	2	2	4	7	5	3

Mana: 2 **Range**: 3

Mana used to cast : 3
The rumble spell causes the eart to shake beneath the target, causing the creature damage due to the vibrations of the earth echoing through their system. This spell is the lowest level attack spell of the earth realm. To cast this spell, the mage kicks the ground, hard, while speaking the spellchant. The caster must then close their eyes, and visualize the target shaking. When the caster open their eyes, to completel the spell, their vision will be true. Like most attack spells, however, the energies generated from the casting of this spell must be directed at a target, else they will ground through the caster, harming them instead.

Burn

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
1	1	2	2	2	4	7	5	3

Mana: 2 **Range**: 3

Mana used to cast : 3
The lowest level attack spell of the fire realm, burn causes a small flame to appear on the target, burning their flesh, and igniting combustable materials. To cast this spell, the caster makes a fist with one hand, thumb inside the fist, then quickly pulls the thumb in an out several times while speaking the spellchant. When the chant is completed, the caster pulls their thumb from their fist a final time, extending the thumb out completely, and then causing the thumb to dance as if it were a small flame. The caster then quickly points the dancing digit at the target, and a flame appears. Guildmaster Fariol is known to use this spell to light his pipe, though he does not recommend this practice amongst less skilled mages. If the caster does not direct the flame in time, it will appear on the caster's thumb, burning them instead.

Blister

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
1	1	2	2	2	4	7	5	3

Mana: 2 **Range**: 3

Mana used to cast : 3
The spell, blister, is the lowest-ranking offensive spell of the water realm. It causes a sudden movement of the water within the target, drawing it to the surface, inflicting pain and damage. Usually, this spell will cause a painful blister of water to appear on the target's flesh, hence the spell's appropriate name. To cast the spell, the mage speaks the spellchant, while pinching themselves, as if pulling something from within them. The caster then makes a similar pinching gesture in the target's direction to complete the spell. However, the magical energies of this spell, once gathered, must be released. Should the spell not be directed at a target, then it will take it's full effect upon the caster.

Dustgust

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
6	5	7	7	7	10	*n/a*	*n/a*	*n/a*

Mana: 5 **Range**: 4

Mana used to cast : 7
This spell creates a small whirlwind of stinging sand and dust to surround and strike the target. This spell is the second-tier offensive spell of the air realm. To cast this spell, the caster motions his hands in vertical circles while speaking the spellchant. A small whirlwind will appear around the caster, who must then blow the whirlwind to the victim. If the caster does not do so in time, the

whirlwind will engulf him instead of the target... a bad thing to happen in combat.

Stone Crush

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
6	5	7	7	7	10	*n/a*	*n/a*	*n/a*

Mana: 5 **Range**: 4

Mana used to cast : 7
The spell, crush, short for stonecrush, is the second tier offensive spell of the earth realm. The stonecrush spell causes the surrounding stones and earth to fly at the target, impacting and crushing the target. To cast this spell, the caster holds their hands in front of themselves, staring at them, while speaking the spellchant. As he nears the end of the spellchant, the caster then pulls their hands apart and then grinds them together. Stones in the area will begin to swirl about, waiting only for the caster to direct them to their target. Should the target not direct the stones to the target in time, they will home in on the caster, striking them will the full force of the spell.

Fireball

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
6	5	7	7	7	10	*n/a*	*n/a*	*n/a*

Mana: 5 **Range**: 4

Mana used to cast : 7
The second-level offensive spell of the fire realm, fireball causes the caster to reach into the fire realm and throw a handful of fiery matter at the target. When casting the spell, the caster's hand begins to glow bright red as they whisper the spellchant. The caster then pulls back their hand as if preparing to throw a stone, at which point the fireball appears in the caster's hand. The caster must then throw the fireball at the target before the red, protective glow fades from their hand, else the destructive energies will strike them instead.

Waterbolt

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
6	5	7	7	7	10	*n/a*	*n/a*	*n/a*

Mana: 5 **Range**: 4

Mana used to cast : 7
Waterbolt is the second-tier offensive spell of the water realm. This spell fires a wave of cold force, which condenses the moisture in the air into a bludgeoning bolt of water. The target is then pounded by the sheer force of the water, which contains several small ice crystals to compound the damage. In order to cast this spell, the caster puts their hands together, palms outward, with their arms fully extended toward the target. The caster then pulls their arms as far back as they will reach while speaking the spellchant. The cold force begins to gather around the caster, who must then push their arms (and the cold) out toward the target. As with many offensive spells, the timing of directing the force is critical, as the cold will eventually strike the caster should it not be directed outward in time.

Shockbolt

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
11	9	12	12	12	*n/a*	*n/a*	*n/a*	*n/a*

Mana: 10 **Range**: 4

Mana used to cast : 10
This spell, the third tier attack spell in the air realm, causes a bolt of shocking static electricity to be fired at the target. To cast this spell, the caster rubs the sleeve of their robe on their hair while speaking the spellchant. The static built from this rubbing is absorbed into the caster's hand, and can then be fired by pointing at the target. A blue arcing bolt fires, striking the target for moderate damage. It is imporrtant to direct this energy quickly however, as the spell's protection from the magically enhanced static does not last long... Many a young mage has died from the static discharge of not releasing the spell in time.

Shatterstone

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
11	9	12	12	12	*n/a*	*n/a*	*n/a*	*n/a*

Mana: 10 **Range**: 4

Mana used to cast : 10
Shatterstone is the third tier offensive spell of the earth realm. This spell causes the stone around the target to explode, hurling sharp shards of rock at the target, inflicting strong damage upon them. To cast this spell, the caster places their right hand in a fist and opens it most forcefully while speaking the spellchant. The caster then directs the explosive force with their other hand. Should the caster delay too much before directing the force, the spell will ground through the caster, causing the stone around the caster to explode, harming them.

Burstflame

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
11	9	12	12	12	*n/a*	*n/a*	*n/a*	*n/a*

Mana: 10 **Range**: 4

Mana used to cast : 10
Burstflame is the third tier attack spell of the fire realm. This spell causes a fiery explosion to engulf the target briefly, causing the target great harm. To cast this spell, the caster speaks the spellchant, while keeping their right hand turned up, fingers dancing like licking flames while pointing the other hand at the target. Flames will burst from the ground below the target, and engulf the target. The caster is warned to ensure a proper target for the spell, else the spell's effects will ground out at the caster's location, greatly harming the caster instead.

Steamblast

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
11	9	12	12	12	*n/a*	*n/a*	*n/a*	*n/a*

Mana: 10 **Range**: 4

Mana used to cast : 10
The steamblast spell is the third tier offensive spell of the water realm. Steamblast causes a hot jet of water and steam to fire from the the caster to the target, scalding them. Steamblast follows a similar magical principle as Waterbolt, however, the magic that condenss the water then heats it to boiling as it fires at the target. To cast the spell, the caster forces their left hand forward, palm facing the target, while speaking the spellchant, and making a wave motion with the right hand. As the spellchant is completed, the caster's right hand should reach the right, palm open toward the target. As with all attack spells, there is a good chance that this spell will ground out through the caster, should it be miscast.

Lightning

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
15	12	*n/a*	*n/a*	16	*n/a*	*n/a*	*n/a*	*n/a*

Mana: 15 **Range**: 4

Mana used to cast : 15
The fourth level spell of the air realm, lightning is a powerful offensive spell. To cast this spell, the

caster rubs the sleeves of their robes together while speaking the spellchant. As the chant is spoken, arcs of electrical energy will crackle up and down the caster's arms, and a small cloud will appear within the space around the caster's arms. The caster then speaks the last word of the chant and throws both hands towards the target. Lightning will fire from the cloud into the mage's arms, and then be directed toward the target. If the caster is slow in selecting a target, the electrical energies will ground through the caster, inflicting the full damage of the lightning strike upon the caster.

Engulf

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
15	12	*n/a*	*n/a*	16	*n/a*	*n/a*	*n/a*	*n/a*

Mana: 15 **Range**: 4

Mana used to cast : 15
The fourth tier spell of the Earth Realm, engulf is a powerful offensive spell. Casting the spell causes the earth itself to reach up, and engulf the target, causing damage from crushing and suffocation. To cast the spell, the caster mutters the spellchant, while placing the palms of their hands together. As the caster completes the chant, they must then pull their hands apart, palms touching still, and bend all their fingers, and close their hands together. The earth itself will beging to shake, and the caster must then point their closed hands at the target, and open them to direct the spell. As is common with attack spells, if the target of the spell is not quickly identified, the energies will discharge at the caster, causing them a severe penalty in combat.

Immolate

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
15	12	*n/a*	*n/a*	16	*n/a*	*n/a*	*n/a*	*n/a*

Mana: 15 **Range**: 4

Mana used to cast : 15
The immolate spell is the fourth tier offensive spell of the fire realm. Immolate causes the target to suddenly begin to blaze, being completely immolated by fire. Mercifully for the target, the spell duration is not long, however, having every part of one's body ignite, even briefly, causes severe damage to the target. The caster speaks the spellchant while bringing their hands together, as fists. As the spellchant ends, the caster opens their hands, keeping the heels together, while motioning their fingers like dancing flames. The caster will then be surrounded by a nimbus of fire, which they must then direct, by pointing anc concentration, out to the target. The flaming sheath flies through the air from caster to target, and adjusts itself for the target's size in flight. Should the caser lose concentration in directing the flight of the sheath, it will return and strike the caster for

full effect.

Bloodboil

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
15	12	*n/a*	*n/a*	16	*n/a*	*n/a*	*n/a*	*n/a*

Mana: 15 **Range**: 4

Mana used to cast : 15
The bloodboil spell is the fourth-tier attack spell of the water realm. This spell is quite appropriately named, for it causes the ambient moisture and water within the target to begin to heat, and boil, causing immense damage to the target. To cast this spell, the caster begins to shudder, as if having a fit, while stammering out the spellchant. An aura of waterheat begins to surround the caster as the chant progresses. When the chant is completed, the caster points with both hands at the target, who then begins to act in a similar fashion as their internal liquids boil. The caster must direct the waterheat force quickly after summoning it, else the force will penetrate the caster, boiling their blood instead. More than one mage has lost life this way.

> **Lost Spell: Thelia left to cleanse the corruption in the weave as Astaroth's spells were actually damaging it.**

Astaroth's Combust

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
n/a	14	*n/a*	*n/a*	21	*n/a*	*n/a*	*n/a*	*n/a*

Mana: 30 **Range**: 4

Mana used to cast : 27
The combust spell is a new offensive spell of the fire realm, fitting between immolate and flamefill. Rather that surround the target with a flaming aura, as does immolate, the combust spell actually causes the target's flesh to spontaneously ignite and burn, requiring less magic (and obviously being less effective) than flamefill. Mercifully for the target, the magical flames extringuish nearly immediately, however, by that time, the damage is already done, as the target's flesh has been horribly burnt. spell is the fourth tier offensive spell of the fire realm. The caster speaks the spellchant while bringing their hands together, as fists. As the spellchant ends, the caster's hands will begin to glow red, (nearly blinding with heat to those who posessess infravision). The caster then fans out his hands, keeping them touching, and a jet of magical energy fires from each fingertip.... When this energy strikes it's target, the struck points spread heat around, until all of the target's flesh spontaneously bursts into flame, oten killing the target.

Thunderbolt

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
n/a	16	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*

Mana: 50 **Range**: 5

Mana used to cast : 40
Thunderbolt is the fifth tier offensive spell in the air realm, and the most powerful known spell of that realm. To cast this spell, the caster speaks the spellchant, while forming and shaping a stormcloud with their hands. As the cloud is completed, and the chant spoken, the caster then drives both hands through the cloud to point at the victim. A massive thunderbolt will arc from the cloud, as directed by the caster's hands, to strike the target. The impact from this spell alone is enough to kill smaller targets, and knock giants from their feet. When combined with the hellish power of the electrical discharge, thunderbolt is a terribly powerful offensive force. Skilled casters of this spell have been known to use it to blast down stone fortresses that are not magically protected in as few as 3 strokes. Casters of thunderbolt are warned to be quick in directing the energies of the spell, as the cloud will discharge soon after its formation, sending the thunderbolt to the nearest target, which is nearly always the caster.

Earthquake

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
n/a	16	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*

Mana: 50 **Range**: 5

Mana used to cast : 40
Earthquake is the fifth-tier offensive spell of the earth realm, and is the most powerful known spell in that realm. Earthquake causes the earth to open up and attempt to swallow the spell's target. While the spell is rarely completely successful, the opening and closing of the magical fault is quick enough to trap a portion of the target, effectively amputating the sections sealed in the earth, often leaving only the target's head behind. To cast this spell, the caster places their hands open and together, quickly opening and closing them as the spellchant is spoken. The earth will then begin to shake, and the caster must then throw their open hands out to direct th earth to the target. Should the caster be slow in directing the energy, the earth will open up beneath them, as if they were the intended target. Fortunately for such mages, clerical magic allows the regeneration of lost members. This spell is often used in seiges, allowing the instant destruction of a fortresses walls in a few quick castings.

Flamefill

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
n/a	16	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*

Mana: 50 **Range**: 5

Mana used to cast : 40
Flamefill is the fifth-tier offensive spell of the fire realm, and is the most powerful known spell of that realm. It is also considered one of the most cruel spells known. Simply put, flamefill completely fills the inside of the target with flames, burning and charring their internal organs. This spell will instantly slay most targets, consuming them in fire as would a funeral pyre, leaving only the most rugged or magically shielded targets alive. To cast flamefill, the mage speaks the spellchant, while wiping their forehead as if very warm. As the spell energies are forming, the caster becomes uncomfortably warm, and just as the spell is about to burn them, they must direct the hellish heat from themselves to the target. The struck target's internal system is instantly filled with flames. Casters of this spell are warned not to wait too long before directing the effects of this spell to the target, as it is often a fatal mistake.

Iceblade

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
n/a	16	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*

Mana: 50 **Range**: 5

Mana used to cast : 40
Iceblade is the most powerful spell of the water realm. This spell causes the ambient moisture in the victim itself to condense and solidify into the form of a large blade within the vitals of the target. As water expands when it freezes, the iceblade will cause the target massive internal damage, from a pierced lung up to completely impaling the victim. To cast this spell, the caster shivers, as if extremely cold, then points at the victim's chest cavity while speaking the spellchant. Frost forms on the caster's fingertips as an invisible bolt of numbing cold strikes the victim. The iceblade quickly becomes visible, usually covered in blood and gore.

Inferno

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
n/a	21	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*

Mana: 100 **Range**: 6

Mana used to cast : 75
Inferno is a sixth-tier offensive spell, existing in the fire realm of magic, and is a word used to scare the mages of the Ivory Tower. Why? Because for all their study of the spell, which sems draconic in origin, they cannot reverse engineer it's formula from the pattern. This spell is the hallmark of Red Dragons, passed to each red by the ancients when they reach a millenia of age. This spell is obviosuly based upon flamefill, with similar effects, save the fire that is generated is equal in power to the breath of an Ancient Red Wyrm. Few targets have ever survived a casting of Inferno, and those that have were magically shielded. In most cases, all the remains after the inferno spell is cast is a charred husk that was once a corpse. As is the case with all draconic magic, the verbal and somantic material componens for this spell are unknown.

Acidify

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
n/a	21	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*

Mana: 100 **Range**: 6

Mana used to cast : 75
Acidify is a sixth-tier offensive spell, existing in the earth realm of magic. It, too, is draconic in origin, existing within the dark secrets kept by the Black Dragons. Many a mage has died in experimentation, trying to unlock this spells secrets. Acidify seems to be someone a status symbol amongst the blacks, and is given only to those blacks who have reached 1,000 winters of age. The acidify spell turns the victim's blood to acid, causing their bodies to be destroyed from the inside out. Few targets have ever survived a casting of Acidify, and those that have were magically shielded. In most cases, all the remains after the acidify spell is wretched mass of melted flesh.... As is the case with all draconic magic, the verbal and somantic material componens for this spell are unknown.

Thunderstorm

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
n/a	21	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*

Mana: 100 **Range**: 6

Mana used to cast : 75
Thunderstorm is a sixth-tier offensive spell, existing in the air realm of magic. This spell is an obvious extension of Thunderbolt, creating a larger stormcloud that strikes with multiple, concurrent discharges to the same target. This spell is centuries old, and in the possession of the Blue Dragons, who teach it to those in their number who live 1,000 years. A spell formula for this spell was once duplicated, however, the mage who did so went mad, destroying himself, his

research and the entire Ivory Tower of Roviss. Since then, all magi who attempted to research this spell have died by an electrical discharge. It is believed that the Blue Dragons has warded this spell within the weave, however, it is unknown how they may have done so. As is the case with all draconic magic, the verbal and somantic material componens for this spell are unknown.

Frost Spikes

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
n/a	21	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*

Mana: 100 **Range**: 6

Mana used to cast : 75
Frostspikes is a sixth-tier offensive spell, existing in the air realm of magic. This fact alone has sparked some debate, as White Dragon's natural affinity seemed to be water spells, however, it became somewhat clear that air was easier to cool than water, and, as such, the more powerful frost-spells are in the air realm. This spell is similar in nature to iceblade, though more cruel. Rather than foucssing on a single body location, this spell causes many frostspikes to be formed within the target's body, cutting thm to ribbons as they tear their way out from the inside. This spell is taught to white dragons in their 1000th winter, and has never been successfully duplicated by a humanoid mage. As is the case with all draconic magic, the verbal and somantic material componens for this spell are unknown.

Venom

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
n/a	21	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*

Mana: 100 **Range**: 6

Mana used to cast : 75
Venom is a sixth-tier offensive spell, existing in the water realm of magic. Known only to the Green Dragons, and this spell replaces the target's blood with a stinging, horrible venom, killing the body. (Note: This fact makes all know poison resistances ineffetive, as most of them work in the blood.) Fortunately, the spell is isntantaneous, so that if the initial atatck doesn't kill the target, the target's blood returns to normal. This spell seems to be controlled amongst dragonkind, known only to the old greens, who have seen more than a millenia. All humanoid researchers of this spell have died, horribly, however, that has not stopped more from trying. As is the case with all draconic magic, the verbal and somantic material componens for this spell are unknown.

Hellfire

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
n/a	25	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*

Mana: 200 **Range**: 6

Mana used to cast : 100
Hellfire is a devastating use of mana. It falls into the seventh tier of spells, which is a classification magi fear, since such a tier is inacessible to most mortal magi. The spell is obviously within the fire realm of magic. This spell, again, Draconic in origin, is known only by the Ancient Red Wyrm. The hellfire spell reaches beyond the Plane of Fire, into Kyorl's Hells, and focusses these flames into every living cell in the target. destroying them. To date, only the Great Dreaos has been known to have survived the casting of this spell... Targets are so consumed by the hellfire that they are reduced to ash by the spell's instantaneous effect. As is the case with all draconic magic, the verbal and somantic material componens for this spell are unknown.

Disintegrate

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
n/a	25	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*

Mana: 200 **Range**: 6

Mana used to cast : 100
Disintegrate is a devastating use of mana. It falls into the seventh tier of spells, which is a classification magi fear, since such a tier is inacessible to most mortal magi. The spell is obviously within the earth realm of magic. This spell, again, Draconic in origin, is known only by the Ancient Black Wyrm. The disintegrate spell uses raw mana to pull a target apart, piece by piece, reducing them to a pile of ash. Historically, only the Storm Giants have ever survived a casting of this spell, and most of them were left with missing limbs and severe injuries. In a few rare cases, the spell's effect destroyed flesh from all around the target, without killing or maiming them. As is the case with all draconic magic, the verbal and somantic material componens for this spell are unknown.

Ionize

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
n/a	25	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*

Mana: 200 **Range**: 6

Mana used to cast : 100
Ionize is a devastating use of mana. It falls into the seventh tier of spells, which is a classification

magi fear, since such a tier is inacessible to most mortal magi. The spell is obviously within the air realm of magic. This spell, again, Draconic in origin, is known only by the Ancient Blue Wyrm. The ionize spell creates a devastating bolt of lightning and thunder so powerful that most things it strikes are completely ionized (that is to say, torn apart electrically, leaving nothing behind.) The only known survivor of this spell (unscathed, though horribly injured) was an Ancient Silver Wyrm in the War of the Races. Other recipients who have survived have had large parts of their bodies blown away. As is the case with all draconic magic, the verbal and somantic material componens for this spell are unknown.

Frostbite

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
n/a	25	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*

Mana: 200 **Range**: 6

Mana used to cast : 100
Frostbite is a devastating use of mana. It falls into the seventh tier of spells, which is a classification magi fear, since such a tier is inacessible to most mortal magi. The spell pattern is so complex, that there is debate wether it is in the air or water realm of magic. This spell, Draconic in origin, is known only by the Ancient White Wyrm. The frostbite spell fills the target with cold energies, attempting to freeze them solid. Not surprisingly, this kills most creatures, only those who are strong enough to resist the magic survive. Survivors of this spell often have a limb shattered soon aferwards, made brittle by the intense cold. As is the case with all draconic magic, the verbal and somantic material componens for this spell are unknown.

Putrify

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
n/a	25	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*

Mana: 200 **Range**: 6

Mana used to cast : 100
Putrify is a devastating use of mana. It falls into the seventh tier of spells, which is a classification magi fear, since such a tier is inacessible to most mortal magi. The spell appears to be of the water realm, due to its ability to destroy the body. This spell, Draconic in origin, is known only by the Ancient Green Wyrm. The putrify spell attempts to destroy and rot the target's body, turning them from a living, breathing organism into a putrid and rotted corpse. Not surprisingly, this kills most creatures, only those who are strong enough to resist the magic survive. Survivors of this spell often have end up dying afterwards from blood infections due to dead limbs that remain attatched. As is the case with all draconic magic, the verbal and somantic material componens for this spell

are unknown.

Support Spells

All currently known support spells.

Light

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
3	3	4	4	4	7	*n/a*	*n/a*	5

Mana used to cast : 5
The light spell causes the target to begin to glow, radiating a soft light. To cast this spell, the caster concentrates upon the natural aura of the target. The caster then traces the outline of the target while speaking the spell-chant, and a small part of that aura is released, illuminating the room. For this reason, most adventurers fear rooms lit with an eerie red light. The duration of this spell is based upon the level of magical skill of the caster.

Curepoison

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
1	1	1	1	1	1	1	1	1

Mana used to cast : 6
The curepoison spell was designed as a direct result of the sheer numbers of fatalities caused by poison in the Nexus. This spell magically purges any active venom within the target, preventing the victim's slow and painful death from the toxin. It is important to note that this spell does not confer any sort of immunity to future injections of the same poison. The caster of this spell concentrates upon the target's life force, and points at the target, while speaking the spell's chant. Some of the caster's life-force flows into the target, and the venom is purged.

Bless

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
5	*n/a*	8	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	10

Mana used to cast : 10
The bless spell calls upon divine aid to assist its target in combat. To cast this spell, the caster clears their mind of all extra thoughts and concentrates upon the power of their god, attuning themselves to it. The caster then smiles at the target, and raises their holy symbol towards them. The caster's god then blesses the target, granting them bonuses to hit and to their natural healing rate.

Protection

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
5	1	*n/a*	*n/a*	5	*n/a*	*n/a*	*n/a*	*n/a*

Mana used to cast : 10
The protection spell causes a portion of the target's natural aura to physically manifest around them, acting as a sort of armor. While under the effects of this spell, the target is more difficult to hit, as the aura slows and stops incoming attacks. Casting this spell, the caster gestures as if placing a helm upon the target while speaking the spell-chant.

Invisibility

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
n/a	10	*n/a*	*n/a*	15	*n/a*	*n/a*	*n/a*	*n/a*

Mana used to cast : 15
The invisibility spell is a high-power illusion spell, which causes it's target to fade from sight. To cast the spell, the mage must clear their mind completely, and focus on the surrounding area. The mage must then prick their finger on a small mirror, to have the minute amount of blood required to power the spell. The caster then points the bleeding finger at the target, while closing their eyes with their other hand and speaking the spell-chant. The target's form will shimmer, and then fade to invisibility, while the magic will drain the blood from the wound, essentially healing it. It is important to note that many creatures have sharp senses, and are not fooled by invisibility.

Detect-Invisible

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
8	8	10	10	9	13	*n/a*	*n/a*	9

Mana used to cast : 10
Casting this spell allows the target to see the unseen. The target of this spell is granted with a magical sixth sense which can detect invisible targets. To cast this spell, the caster covers their eyes with one hand, then uncovers them while speaking the spell-chant. If the spell is to be directed at a target other than the caster, then the caster must point at the target through the whole process with their other hand.

Detect-Magics

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
1	1	1	1	1	2	3	3	2

Mana used to cast : 5
This spell conveys a new magical sense to its target which overlays with the target's normal sight. This sense allows the target to see the enchantment around a visible item or creature, if such an enchantment exists. To cast this spell, the caster speaks the spell-chant while blinking and touching the target's face in their right hand. The target will then be forced to blink, and will be able to see enchantments when they reopen their eyes.

Teleport

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
9	7	13	13	9	*n/a*	*n/a*	*n/a*	*n/a*

Mana used to cast : 30
The teleport spell allows quick, indirect movement for the target. When the spell is cast, the target's body and spirit are converted into pure magical energy, which is then carried a distance along the magical winds, and then restored to is normal form and function. To cast this spell, the caster points at the target, while speaking the spellchant. Visible raw magical energy will arc from the caster and surround the target, seemingly destroying them, as their form is converted to magic. It is important to note that travel using this spell is basically allowing yourself to be taken wherever the magical winds blow, and can very literally remove you from the burning flame, only to place you into the dragons' fire.

Stun

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
5	5	9	9	7	*n/a*	*n/a*	*n/a*	*n/a*

Mana used to cast : 10
The stun spell creates a physical and mental shock-wave which strikes the target, in the attempt to immobilize the target for a short time. To cast this spell, the caster shouts out the spellchant, while gesturing as though shoving the target. The target is struck by a physical wave which stuns the body, and a mental blast which clutters the mind. While under the effects of this spell, the creature is incapable of movement or action, and can be blasted into dirt by other spells, or chopped into pieces by the caster's companions. There is no visible indication of when the creature has recovered however, until it actually takes action, so remember to be cautious.

Enchant

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
n/a	1	1	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*

Mana used to cast : 25
This spell infuses a weapon or armor with a magical enchantment. The power of the enchantment is dependent upon the caster's Tier, and it is important to note that no item can be enchanted more than once. When the spell is cast, the target object becomes magically reinforced, increasing it's usefulness. In order to cast this spell, the caster speaks the spell-chant and touches the object. As the spell-chant is spoken, the caster's eyes begin to glow, and that glow then surrounds the object. The glow fades from both the caster's eyes and the object a few seconds later.

Word of Recall

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
10	*n/a*	16	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*

Mana used to cast : 25
This spell, strictly in the realm of Clerical magic, instantly transports the target to safety. To cast this spell, the cleric grips their holy symbol in one hand, while speaking the spellchant. The cleric then need only point at the target, and they will be returned to the safest place in the Nexus... The chamber of the Order of the Healing Hand. While similar in effect to the spell, Teleport, this spell functions entirely differently. When Word-of-Recall is cast, a manifestation of the Cleric's deity (A ray of light for Aalynor, an aura of black fire for Tilnar, etc.) surrounds the target and safely transport the target, along with all carried equipment to the destination.

Summon

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
15	15	18	18	18	*n/a*	*n/a*	*n/a*	*n/a*

Mana used to cast : 50
The summon spell causes the mage to reach out with their magic and grab a target, transporting them to the caster's location. Similar in origin and function to teleport, when casting this spell, the mage focuses intently upon the target, visualizing them as they send out a magical tendril to reach the the target. The target is then converted to pure magical energy, as in a teleport, but rather than being sent out across the magical winds, they are directed along the magical tendril to appear at the caster's side. This spell will only work upon people who would allow themselves to be summoned and keep their minds open to this spell. Anyone who has a closed mind is unaffected. As the effects of this spell can be very lethal to the target, most people keep their minds closed against it's effects.

Fariol's Wizard Walk

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
25	25	*n/a*	25	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*

Mana used to cast : 100
Not much is known about this spell. It was co-researched by Fariol (before his untimely death) and Lucis. It requires a Faith Magic component to ensure that the caster does not lose themselves upon the Wizard's Way, and it has no apparent verbal or somatic component. Neither the Wizard's Tower nor the Order of Light are saying much about the inner workings of this spell. [At present there are only two individuals known to have this spell.]

Levitate

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
4	4	7	7	6	10	*n/a*	*n/a*	8

Mana used to cast : 10
The levitate spell allows it's target to float in the air, as if it were solid ground. This spell does not, however, convey any horizontal movement, only vertical. Therefore, most levitating characters actually walk along the ground in order to move about. While under the effects of this spell, the

recipient need never worry about difficult climbs, as they can simply levitate up. Additionally, pits and other traps are often avoided, as the target will not fall into harm, or will simply glide over the tripwires or pressure plates. To cast this spell, the caster jumps into the air while speaking the spellchant. Before the caster lands, he must touch the target, who will then rise slightly off the ground.

> **Lost Spell: Had nearly been forgotten about over 1000 years ago during the last great war.**

Know Auras

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
1	1	1	1	1	2	3	3	2

Mana used to cast : 6
The know-aura spell allows the target to see the soulauras of all living things, monsters or characters. The recipient of this spell need only look at their target, and they will see the aura surrounding it. blue auras indicate creatures who walk in the light, grey indicate those who walk the line of neutrality, and red auras indicate those who walk in Darkness. It is important to realize that the aura of a creature does not control if that creature is aggressive or not. Also, because all of the gods respect free will, it is not sufficient excuse to kill another character simply because their aura conflicts with your own. To cast this spell, the caster concentrates on their own aura while speaking the spellchant, until they can visualize it. Once they have done so, they need only touch the recipient of the spell.

> **Lost Spell: Had nearly been forgotten about over 1000 years ago during the last great war.**

Remove Curses

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
5	6	7	9	9	13	*n/a*	*n/a*	10

Mana used to cast : 18
Remove curse allows the recipient to safely dispose of a cursed item in their possession. To cast the spell, the caster must carefully study the aura of the recipient, attempting to find the link between the cursed item's aura and that of the recipient, while speaking the spellchant. When the link is found, the caster need only wave a hand to sever the link, freeing the recipient. It is

important to note, however, that this spell does not prevent the recipient from being cursed again, not even from the same item. Thus, it is recommended the item be disposed of as quickly as possible.

Resist Air

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
7	7	11	11	9	*n/a*	*n/a*	*n/a*	13

Mana used to cast : 20
The resist-air spell causes it's recipient to take less damage from air-based attacks and environments. This spell causes a small magical shell to appear around the recipient, which redirects incoming air energies into the Realm of Frost, where it can dissipate harmlessly. To cast this spell, the caster speaks the spellchant through chattering teeth, while rubbing their arms. When the spellchant is complete, the caster need only touch the recipient of the spell to complete the casting.

Resist Water

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
7	7	11	11	9	*n/a*	*n/a*	*n/a*	13

Mana used to cast : 20
The spell Resist Water enables it's recipient to resist water based attacks and at the same time allowing them to survive hostile water environments.

Resist Earth

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
7	7	11	11	9	*n/a*	*n/a*	*n/a*	13

Mana used to cast : 20
The resist-earth spell protects the recipient from harsh environments and earth-based attacks. This spell causes a small magical barrier to appear around the recipient, which absorbs the harmful energies and redirects them to the Realm of Earth where they can dissipate harmlessly. To cast the spell, the caster pinches their flesh while speaking the spellchant. When the spellchant is complete, the caster need only touch the recipient to complete the casting of the spell.

Resist Fire

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
7	7	11	11	9	*n/a*	*n/a*	*n/a*	13

Mana used to cast : 20
The resist-fire spell causes the victim to take less damage from flame-based attacks. This spell causes a small magical shell to appear around the target, which redirects incoming fire and flame back into the Realm of Fire, where it can dissipate harmlessly. To cast this spell, the caster rubs their hands together, creating friction until they are warm, and then touches their warm hands to the target while speaking the spellchant.

Resist Magicks

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
9	8	14	14	12	*n/a*	*n/a*	*n/a*	*n/a*

Mana used to cast : 25
The resist-magic spell creates a partial one-way spell barrier around the target. This barrier essentially attempts to break down any spells that strike it from the outside, and dissipate the raw mana into harmless energy. To cast this spell, the mage must speak the spellchant, while deliberately miscasting another spell. The fizzled spell's energy will form the power of the barrier, and as such, the higher the level of the miscast spell, the stronger the barrier. This spell is somewhat similar in function to the ability of sorcerers, however, it is more controlled.

> **NPC Only Spell: Removed from players due to potential abuse and to prevent in-game stalking**

Clairvoyance

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
8	8	9	9	9	10	*n/a*	15	10

Mana used to cast : 15
The clairvoyance spell allows the caster to focus their consciousness toward another. The caster must close their eyes, and focus on the person they wish to find while whispering the spellchant

like a mantra. The difficulty in shunting away the consciousness often causes the spell to fail, however, when it does work, the caster is given a brief glimpse of the area around their intended target, as if the caster was really there. (Which, the caster is, partially, which again proves the complexity of this spell..)

Remove Disease

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
5	6	6	7	7	9	*n/a*	12	10

Mana used to cast : 12
The remove disease spell purges nearly any disease from the system of its recipient. This spell is actually a customized low power spell combined from the fire and water realms, in which the water portion guides the magics through the recipient's body, to find the infection while the fire purges it from the body. This spell is very painful to the recipient, especially in the case of advanced infection, however it is far preferable to death. It is important to note as well that this spell is incapable of curing extremely virulent diseases, such as plagues. To cast the spell, the caster points at the recipient, and focuses inward, to direct the spell, while speaking the spellchant.

Remove Blindness

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
5	6	6	7	7	*n/a*	*n/a*	*n/a*	*n/a*

Mana used to cast : 12
The spell remove-blindness is a combination of a magical dispelling effect and a specialized healing effect. The spell neutralizes automatically all known spell effects which cause blindness in the recipient, as well as attempting to heal the victim's eyes. Thus, this spell works against both magical blindness and more mundane blindness (caused by venom-spitting creatures like dark kisses). It is, however, beyond the effects of this spell to regenerate eyes, or to restore eyes that have been severely damaged. To cast this spell, the caster need only speak the spellchant, and touch their own eyes with their fingertips. Should the spell be directed at another recipient, the spellcaster will need to point at the target before the magic is wasted upon themselves.

> **Creature Only Spell: Often used by the undead, magical, or more hideous creatures of Altin..**

Fear

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
n/a	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*

Mana used to cast : 15
Not much is known about the inner workings of this spell, since it is only known and used by the various creatures of Altin. The undead seem to have an affinity for this spell, but are not the only monsters by far. The fear spell is an insidious mental attack, in which the caster fills the target's mind with a numbing panic. While the fear has grip on the recipient, the recipient becomes likely to flee from battle, and suffers a penalty to combat, based upon the act of forcing himself to stand before the creatures which their mind has twisted into horrible figures from their worst nightmares. Certain effects will negate fear, such as the Red Rage of Barbarians, or being filled with the Light or the Shadow as Clerics and Paladins who pray often are.

> **Lost Spell: After the now defunct Mages Tower banned the use of this spell over 1000 years ago..**

Fariol's Polymorph

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
n/a	10	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*

Mana used to cast : 25
The polymorph spell is powerful shaping magic. It allows the caster to change the form of its target, completely, drawing on ethereal energies to fill in the blanks. This in effect, allows its caster to create a lion from a mouse, with the lion having all the physical attributes of a lion (including mass, size, strength, etc).
That said, it should be made very clear that magic of this magnitude is not often seen in a spell of this level. It still puzzles some researchers as to how a relatively inexperienced Mage can cast this spell, yet they can. The major drawback however, is that it is completely uncontrollable. The caster may have an idea for the result in his head, however, it is extremely rare that he will get what he is wishing for (in fact, in game mechanics terms, it is not necessary to specify your intended result, but merely to say it quietly to yourself, only specifying the target of the spell to the game on the command line). The target of this spell can resist this spell, and if they successfully resist, they will most likely be very pissed off.

Autumnfire's Attraction

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
n/a	7	*n/a*	12	8	*n/a*	*n/a*	*n/a*	*n/a*

Mana used to cast: 15
Autumnfire's Attraction, or Attraction, was developed by the Wizardress Autumnfire in an attempt to gain more experience. The spell causes a tiny, annoying sprite to appear, and to wander about the area, taunting, until it flushes out a creature. The direct benefit of this is that, under normal circumstances, casting the attraction spell causes one native monster to appear. Unfortunately, sprites are not the most reliable of creatures, and, as such, this spell is subject to a few quirks. The sprites are known to sometimes rebel, give up before completing their mission, or, worse of all, complete their mission too well, enraging several creatures. Casters are advised to be careful in use of this spell. To cast this spell, the mage drums the fingers of their right hand on the air, as if bored, while speaking the spellchant. When the spellchant is done, the mage throws their right hand out, and the sprite appears at their fingertips.

Kalishar's Inertial Barrier

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
n/a	9	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*

Mana used to cast: 35
The Wizard Kalishar developed the Inertial Barrier spell in an attempt to offset the only true weakness of the mage: their vulnerability to physical attack. The spell causes a specialized, magical, one-way barrier which reduces the inertia of objects passing through it. This has the affect of slowing down incoming attacks, reducing their capacity to cause damage. The barrier has the benefit of diffusing incoming breath attacks as well, as the barrier slows down the substance of the attack. This spell has no effect on purely magical damage, however. To cast the spell, the caster pushes against the air around them, as if against a surface, and as they speak the spellchant, press against it at different points. A blue barrier will appear, and shrink down to fit approximately 3 inches from the caster. As the last word is spoken, the barrier fades into invisibility.

Cephas' Surge

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
9	11	13	15	14	*n/a*	*n/a*	*n/a*	*n/a*

Mana used to cast: 32
The Wizard Cephas created the Surge spell in an attempt to tap into the powers of faith and the gods to enhance combat abilities of the spells's recipient. This spell, which must be cast by one of

faith, causes the power of Light or Darkness to surge into the soul of the recipient, increasing their abilities to cause damage. This strong surge has several side effects on it's recipients: The surge of pure power is too much for a mortal body to withstand, as such, the power of Light or Darkness slowly burns the body of the spell recipient. This wracking effect also leaves the recipient in a state of increased vulnerability to physical attacks, though this vulnerability is less than the increase given. Last, because the mage channels the Light or Darkness directly into the recipient, the recipient's alignment is modified from the experience. To cast the spell, the mage focuses on their faith, until a shimmering beam of Light or Darkness surrounds them, which they then direct at the recipient.

Gifford's Resist Poison

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
5	6	7	7	7	8	*n/a*	9	7

Mana used to cast: 15
The cleric, Gifford, created the resist-poison spell as a proactive measure against the multitude of venomous creatures in the realms. This spell works on a simple principle, and, is fact, a lesser version of the spell Bloodboil. The spell warms the recipients blood for a time, allowing it to burn away any toxins that are placed into the bloodstream. As such, while under the effects of the Resist-Poison spell, no venom will remain in the bloodstream long enough to harm the recipient of the spell. Against gaseous poisons, such as those of the Green Dragon, or dreaded Green Glowing Mouse, the spell fortifies the victim, reducing damage greatly against the insidious attack, the exact amount of protection is based upon the constitution of the recipient. To cast the spell, the caster needs to cut their finger slightly, so that a drop of blood will well up, which begins to blister and sizzle as the spellchant is spoken. The caster then need only touch the blood to the recipient. It is important to note that this spell will not protect against existing poisons in the bloodstream at the time of casting, due to its simplicity. That very simplicity, and the amazing popularity (and wide-spread release) of the spell led to it being duplicated by several mages and clerics nearly a year after it's origin. The Clerical Sanctuary and the Ivory Tower's Advanced Scroll Shoppe now both carry copies of this spell, made from the other sources. Adventurers have commented that Gifford's version of the spell is more comfortable ("It doesn't make you feel like your blood's on fire." being the most common comment), however the makers of all duplicate versions claim that there is no magical difference between the their spell and the original.

Gifford's Resist Disease

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
6	7	8	8	8	9	*n/a*	10	8

Mana used to cast: 18 The cleric, Gifford, created the resist-disease spell on the heels of the success of his previous spell, resist-poison. Resist-disease, like resist-poison, is a proactive measure against the multitude of disease-carrying, infectious creatures in the realms. With his past experiences in studying blood, Gifford's new spell magically "thickens" the blood, filling the blood with magical antibodies that scan the victim's system, and then proceeds to fight off any living foreign agent injected into the bloodstream. As such, while under the effects of this spell, no infection will live long enough in the bloodstream to harm the recipient of the spell. Against the dreaded attack of pestilence, the spell fortifies the victim, reducing damage greatly against the attack, the exact amount of protection is based upon the constitution of the recipient. To cast the spell, the caster needs to cut their finger slightly, so that a drop of blood will well up, which begins to coagulate as the spellchant is spoken. The caster then need only touch the blood to the recipient. It is important to note that the magical antibodies will not react to existing infections within the system, and as such, offers no protections against a disease already in the recipient at the time of casting. This spell caught on like wildfire, becoming nearly as common amongst those capable of casting it as spells such as vigor, mends-wounds or light. Because of its immense popularity, this spell was copied by several individuals in the realm, who also sell copies of the scroll - now available at both the Clerical Sanctuary and the Advanced Scroll Shoppe. Purists note that Gifford's version of this spell is more elegant than the duplicates, though they all function well.

Lordewok's Resilient Aura

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
7	8	9	9	9	11	*n/a*	*n/a*	*n/a*

Mana used to cast: 18
The cleric, Lordewok, created the resilient-aura spell as a proactive measure against the multitude of acid-wielding, equipment-damaging creatures in the realms. This spell essentially creates a protective aura around the recipient of the spell, which magically shields their equipment from damage not only from acid and dissolving attacks, but also protects from the standard, gradual damage that eventually destroys even the finest equipment... To cast the spell, the caster mutters the spellchant while rubbing a small block of wax on their weapon or armor.. The wax will melt, and the magic will surge, covering the caster with a violet aura... The aura can be directed at a recipient by touching the wax-block to their armor or weapon, and the aura will flow from the caster to the recipient. The spell's protection isn't quite perfect, however, and a few acid-attacks have been known to penetrate it, however, it still seems to be well worth the cast.

> **Lost Spell: Not well known even during the last great war and seems to have slipped into the passage of time.**

Darkness' Pacify

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
8	9	11	8	12	12	*n/a*	*n/a*	15

Mana used to cast: 12
The arch-mage Darkness created the pacify spell as a way of dealing with unruly monsters who were attempting to eat him while he was otherwise engaged. By casting this spell, the caster attempts to calm a monster, causing it to forget all about attacking people, and sit for a moment, at peace with itself. In analyzing the spell, it has shown that rangers have a natural affinity for the spell, and seem to be the most able class at casting it. Also, the spell is capable of affecting magic-resistant monster, however, the odds of a successful cast against such a beast are minimized. The spell has a side effect, which is that if the spell fails to calm it's target, the magic will backlash, and enrage the creature instead. The spell is also ineffective against an injured creature. To cast the spell, the caster hums gently while rocking their arms cradled before them. The caster then speaks the spellchant, and directs the spell at the target by pointing.

> **Lost Spell: Thelia left to cleanse the corruption in the weave as Astaroth's spells were actually damaging it.**

Astaroth's Vampirism

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
17	12	23	23	20	*n/a*	*n/a*	*n/a*	*n/a*

Mana used to cast: 22
The wizard Astaroth gained the magical knowledge for this spell in exchange for a soul he purchased and traded with Tilnar. The Vampirism spell drains the life from it's victim, and places that life into the caster. The spell is not perfect, and as such, some of the stolen life does not reach the caster, however, the more skilled the caster, the less life-force lost. The spell, obviously, cannot work against the undead, and casting the spell is an evil act. In fact, the greater the affinity for evil, the greater the power of the spell. Casting the spell also marks the caster's soul with the dark act, pulling them away from the Light. To cast the spell, the caster puts the fingertips of their left hand on their neck, as if checking for a pulse, while speaking the spellchant. A dark aura will surround the right hand, which must then be directed at the desired target. There is an occasional side-effect when a victim of this spell dies, that they rise as an undead Nightwraith. Unfortunately, there seems to be no way to remove this effect from the spell.

> **Lost Spell: Thelia left to cleanse the corruption in the weave as Astaroth's spells were actually damaging it.**

Astaroth's Mana Drain

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
17	12	23	23	20	*n/a*	*n/a*	*n/a*	*n/a*

Mana used to cast: 25
The wizard Astaroth gained the magical knowledge for this spell in exchange for a soul he purchased and traded with Tilnar. The Mana-Drain spell drains the mystical energies from it's victim, and opens a conduit between the caster and the victim, as the caster tries to leech away as much of the energy as possible before it dissipates. Obviously, the spell is not perfect, and as such, much of the stolen mana either dissipates, or is locked into the maintaining of the conduit itself. However, the greater the caster's skill, the less mana is wasted. This spell has difficulty against monks, draining less chi than it would mana from a normal source, due to the monk's internal discipline. Also, the spell does convert chi into mana, although this is a somewhat inefficient process. The casting of this spell is an evil act, although less so than vampirism, which means the modifications for and to one's status with the Light are lessened. To cast the spell, the caster puts the fingertips of their left hand on their forehead, and concentrate on their victim. A violent conduit of energy will appear between caster and victim when the last word of the spellchant has been uttered.

Tra'nis' Disrupt Magic

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
n/a	18	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*

Mana used to cast : 40
[Archivist's Note: The description for this spell is based upon conjecture, from having studied what could be gained from the spell pattern in the weave, and from seeing it's effects, as we do not have the magical formula for it.]
The Disrupt-Magic spell was researched, it is believed, by Tra'nis, the Goblin Archwizardress, along with a council of the most powerful Ancient Wyrm of Chromatic Scale in the realms. **[Note: From the spells pattern, it is definitely Tra'nis' spell, her signature is quite obvious in the pattern. It would also appear that one of the Silver philosopher's stones was used in it's creation...]** Disrupt-Magic was a natural expansion of the spell she researched to weaken and disrupt the barrier around Nexus, and is more sinister. Like the Anti-Barrier spell, Disrupt-Magic fires essentially a bolt of unfocused mana, which strikes the target. [Note: Unlike what was originally thought, the amount of mana thrown by this spell is no less than the anti-barrier spell. With all of that raw mana directed at but a single target, rather than the Great Barrier, the effects

and consequences are devastating....] The spell disrupts the enchantments protecting the target, the raw, negative mana unwavering the some (or all, when cast by a powerful caster) the spells that people carry to keep themselves safe. [Note: A truly horrible spell, and since it doesn't target specific enchantments, there is no conceivable way to shield against it!] The spell savages and tears apart the magical weaves around the target, killing the spell. [Note: So far, this spell has only been seen cast by Dragons, and thus, no knowledge of the somatic or verbal components is known, due to the Dragon's affinity for magic, and ability to ignore such needs.]
[Thelia's Note: I would advise all citizens to be careful. This spell is obviously complex, but it will trickle down the ranks of the hoardes. Thus, always be careful when fighting something affiliated with the Goblins...]

Darkness' Reflection

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
21	17	*n/a*	*n/a*	25	*n/a*	*n/a*	*n/a*	*n/a*

Mana used to cast: 75
The reflection spell, researched by Darkness, is an amazingly powerful spell. The spell reflects back to it's source a percentage of an incoming attack, doing so even before other resistance spells reduce the remaining damage. Powerful spellcasters can easily reflect back over half the damage received, making this a most potent spell. Once cast upon a recipient, the spell draws it's power from the recipient, meaning that those classes better suited for magic will hold a stronger shield than those who are not. Of course, as this spell absorbs all incoming damage, it can create a shield-war between two people with this spell active, either destroying the weaker shield, or simply bouncing the damage back and forth until it is dissipated. To cast the spell, the mage concentrates, and performs the complex gestures involved twice, once normally, and then as a reflection of themselves. If not performed properly, the spell will fail. During the second gesturing, the mage speaks the chant backwards, and the shield-energy surrounds them, to be directed at the target with a touch.

> **Lost Spell: Thelia left to cleanse the corruption in the weave and took knowledge of this spell with her.**

Thelia's Barrier Bind

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
22	20	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*	*n/a*

The function and purpose of this spell is unknown at this time. All that is known is that it appeared

in the weave recently, and thus, it's name could be determined. Other than that, nothing of this spell in known. A team of magi are looking at it's pattern now, however, and the only thing they know is that the spell used blood magic.

Thelia's Dodge

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
n/a	19	*n/a*	18	22	15	*n/a*	*n/a*	18

Mana used to cast : 25
The Archwizardress Thelia created this spell to repay a debt to the thief Garpenlov. This spell calls upon the natural dexterity and limberness of the recipient, causing them to gain an extra sense, so that they can "see" and dodge spells as they attempt to target them. Because the magic of offensive spells is so powerful, it is a rare occurrence that a spell is completely dodged, however it is possible. Under most cases, the dodging causes the spell to not connect solidly to it's target, reducing the damage taken. Thieves superior quickness makes this an excellent defensive tool for them, while monks and rangers also enjoy this spells benefits more than other classes. As stated, this spell was created to pay a debt, and now the debt is paid.

> **Lost Spell: Not well known even during the last great war and seems to have slipped into the passage of time.**

Lordewok's Poison

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
16	14	*n/a*	22	17	20	*n/a*	*n/a*	*n/a*

Mana Used to Cast: 25
The spell, poison, was created by the Cleric Lordewok in an attempt to do back to the monsters that which they do to the bold adventurers of Nexus. The caster creates a venom, it's effectiveness based upon the caster's skill, which is injected into the monster. The magical poison reacts to the monster's intent, and thus, every time the monster attacks another being, the venom burns in its blood, inflicting damage. While this spell will not instantly kill a monster, it's ability to slowly weaken an opponent is most gratifying. Because of it's nature, this spell does not work against the undead, who cannot be poisoned, nor does it have any effect on monsters who are naturally resistant to poison. This spell is castable by most classes, but the Paladin's guilds have barred themselves from using it, feeling there to be no honor in using poison to slay an opponent. It is believed that some of the churches may make the same request of it's clerics. To cast the spell, the caster spits into their hands, while speaking the spellchant. The spittle becomes a deadly

venom, which is then hurled magically at the target.

Gifford's Resist Acid

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
9	10	13	13	13	15	*n/a*	*n/a*	11

Mana Used to Cast: 20
The spell, resist-acid, was created by the Cleric Gifford in an attempt to neutralize one of the most feared attack forms in the realms. This spell creates a magical membrane of a neutralizing mucous, which, while disgusting, protects the recipient from most standard acids. Powerful acids, such as those spat by Black Dragons, are not completely neutralized, but the protection given is certainly deemed worth living with the mucus. To cast the spell, the caster must gather up some mud, or other clinging substance, and rub it in their hands as the speak the chant. The mud becomes mucus, which must then be thrown at the target, or touched to the caster. The mucus quickly spreads, covering all parts of the target's flesh.

Gifford's Embolden

Cl	Mg	Pl	Rg	Bd	Tf	Bb	Fg	Mk
5	6	8	8	10	12	*n/a*	15	9

Mana Used to Cast: 5
The spell, embolden, was created by the Cleric Gifford in an attempt to neutralize one of the most feared attack forms in the realms: Magical Fear. To cast the spell, the caster simply concentrates on warm, comforting thoughts, as they speak the spellchant. A warm emotional glow will fill the caster, which may be directed at a target. The effect of the spell is that it obliterates magical or mundane fear in the target, allowing them to act as they would like to. it is important to note, however, that this spell does not convey an immunity to fear - merely a cure.

Bardic Songs

> **!WIP! Song info pulled from the old game. Page is for reference, but things may be different now. !WIP!**

Magical Songs of the realms

Banshees Lament - NEW

Verse: "TBD."

You need to be 1st Tier to perform this song, with an instrument of quality TBD.

Causes damage periodically to all creatures in the area.

Champions Anthem - NEW

Verse: "TBD."

You need to be TBD Tier to perform this song, with an instrument of quality TBD.

Increases the melee damage output of all players in the area.

Celebration Night

Verse: "Let your spirits soar on the wings of eagles, let music wash the sleep from your eyes."

You need to be 3 level to perform this song, with an instrument of quality 1.

Celebration Night is one of the simplest uses of song-magic, and the most well-known song in the realms. The song describes the preparations for a great party, and seems to be directed at getting a despondent young man (who, from the lyrics, the writer was in love with) to shake off his weariness and go join the festivities. The song itself is a most invigorating tune, and millenia of use caused it to insert itself into the weave, it's stirring tune gaining magical enhancement. According to the Lore of the Bardic College, this was, in fact, the first "magical" song known-it's powers

gained from an unknown source. However, since that time, by studying the subtle magics of this song, many others have been created. This song invigorates the bards allies who can hear it, washing away fatigue at several keypoints in the song. A truly talented bard will increase the song's effectiveness, both by adding even more emotion to the tune itself, and by subtly changing the song itself, increasing the keypoints.

> **Lost Song: Much bardic song magic, which was still new over 1000 years ago, has been lost to the passage of time.**

Radiance's Rhyme

Verse: "Lyre burn with golden light, cut through the dark of night."

You need to be 4 level to perform this song, with an instrument of quality 2.

Radiance's Rhyme is another simple use of song-magic, and is one of the most common songs in the realms. According to the histories of the Bardic Loremasters, Radiance's Rhyme was the first successful "experiment" to create a magical song, after having studied Celebration Night, and it's relationship with magic. This song, therefore, was written purely for utility, and by a bard who had more love for the magics of the song than the beauty of it's music or lyric. The magical effect of this song is almost as simple as the lyrics themselves - the song creates a soft, glowing nimbus of white light around the bard while the song is in effect. Most of the populace consider this song to be little more than a child's rhyme (after all, it tells no story,and it's words seem to simply repeat the need for light), however, a gifted bard can extend the song, and use subtle musical shifts, causing the light to flicker and dance, as well as change color. As such, it is often used in advanced bardic competition, with judges grading on the visual effects, rather than the aural ones.

> **Lost Song: Much bardic song magic, which was still new over 1000 years ago, has been lost to the passage of time.**

Wanderer's Ballad

Verse: "Come along with me, love, come along with me."

You need to be 4 level to perform this song, with an instrument of quality 3.

The Wanderer's Ballad has a long history as a favorite travelling song, long before it was infused with magic centuries past. It is a light tune, narrating the many disasters that befell two travellers (a couple), and how after every hardship, the husband (a bardic adventurer) has to convince his

wife to continue, telling her how lucky they had been at every turn. Since it was such a popular and common song, it was reasoned, usually sung as people traveled, then it was only logical for it to gain magics that would help in that task. While singing the Wanderer's Ballad, the bard's allies are wrapped in a subtle enhancement magic, increasing the length of their strides, their ability to jump and their senses of balance. The song's power is so well focused that it allows people hearing it to cross nearly any terrain, jumping over obstacles, and even making climbs that would normally require ropes or other gear.

Curious' Canticle

Verse: "Now Curious, get it in your head, if you follow me, then you'll be dead."

You need to be 5 level to perform this song, with an instrument of quality 2.

Curious' Canticle is a song about, of all things, a cat. The song tells the tale of a cat, named Curious, who is repeatedly told to stay home, but follows her master anyway, with dire circumstances. The song has nine verses, with the cat losing one of it's lives at the end of each. The chorus is a return to the noble telling the cat to remain where it is safe, and not to follow. The music for this song is light, as befits such a comedic tale, and even cat-lovers find this song a delight, despite the fate of the poor kitty in each verse. The Half-Elven Muse Alvara is held responsible for adding the magic to this song, and it's effects are quite fitting, considering the moral of the story. While the magical effects of this song exist, opponents will not follow people who need to leave in combat, scared by the lessons that Curious did not learn.

> **Lost Song: Much bardic song magic, which was still new over 1000 years ago, has been lost to the passage of time.**

The Warrior Bard

Verse: "The minstrel boy to the war hath gone, in the ranks of death you will find him."

You need to be 5 level to perform this song, with an instrument of quality 3.

An ancient tune held by the bardic college, the Warrior-Bard is a ballad which describes the battle, capture and eventual death of a young warrior-bard, who was so true to his ideals that he would not play for his captors, even under threat of death. The Bard in the song is captured fighting against a large group of slavers, allowing those he swore to protect to escape. The raw emotion of the song has long been used to rally members of Bardic Colleges throughout the realms, reminding bards of the price of freedom, and their duty to stand and protect those who cannot protect themselves. Because of the song's widespread use as a rallying tune, a young bard name Jacorus

studied it, and infused the score with song-magic. Now, while the song is being sung, all allies of the bard who can hear the song are inspired, enhancing their drive and effectiveness in combat.

Sweet Comfort

Verse: "Relax, my child, sleep and dream, for things aren't as bad as they seem."

You need to be 6 level to perform this song, with an instrument of quality 4.

Sweet Comfort was originally a lullaby, used to calm children with quiet words of reassurance, that things were not as bad as they appeared. This song was primarily used amongst the poorest and least- fortunate people within the realms, who were, in fact, lying to their children. As Nexus grew properous, the song became little more than an interesting tune for centuries, until the discovery of song-magic. By using song-magic to enhance the power of the underlying falsehood of the tune and lyrics, bards suddenly gained the ability to comfort their enemies, making them believe that their losses and wounds weren't as bad as they appear, and so steadying their resolve and morale, making them unlikely to take flight, even in the face of overwhelming forces.

Run Runaway

Verse: "See chameleon, lying there in the sun, all things to everyone, run, run away."

You need to be 7 level to perform this song, with an instrument of quality 3.

This is an ancient traditional song, whose nonsense, fun lyrics and infectuous, fast-paced music made it a favorite amongst the people. In fact, this song has been played at every single festival and fair held in and around Nexus for centuries, and is often used to "stir up" a crowd when no one is dancing. Being such a popular song in the standard bardic repatoire, no one was much surprised when a bard named Trael infused it with song-magic. The magic of the song seems to be drawn from it's tune and chorus, and while sung, it causes the bard's allies to dance in the standard side-stepping jig the song inspires at festivals. While so dancing, the bard's allies can neatly side-step a creature who would try to prevent them from leaving, the pace of their dance magically enhanced to the point that it is almost hypnotic to those watching who are not dancing themselves. The combination of these two effects gives the allies of a bard singing the magical version of this song the ability to escape nearly any creature, despite that creature's intent to block the allies' escape. Bards are, however, reminded, that when they leave an area, they take their song - and magic - with them, possibly trapping allies who have yet to escape.

> **Lost Song: Much bardic song magic, which was still new over 1000 years ago, has been lost to the passage of time.**

Huntsman's Tune

Verse: "Where, uncle, have the animals gone? her small voice asked before the dawn."

You need to be 6 level to perform this song, with an instrument of quality 3.

The Huntsman's Tune is an old, traditional hunting song, telling the tale of a young orphan girl named Dara going out into the woods with her uncle, to find food to feed their starving family. Through the story, while Dara learns woodslore from her uncle, they find no food, and begin to set off for home, empty handed. On the way home, they stop to rest in a large clearing, and Dara sings a sad song. Out of nowhere, several rabbits emerge into the clearing, seemingly drawn by the music, and happily, the family can eat. This song's tale seems to indicate the first ever use of song-magic, if it is true, though most scholars have dismissed it as being a fanciful tale, or perhaps, the work of Erisar, as this song predates the godswar. However, the Huntsman's Tune itself was infused with the very song-magic it describes. While the song is being sung, creatures around the singer are more likely to emerge from hiding, investigating the source of the music. This effect is a double-edged blade, however, as it works on all sorts of creatures, including those far more dangerous than rabbits.

> **Lost Song: Much bardic song magic, which was still new over 1000 years ago, has been lost to the passage of time.**

Merchant's Lament

Verse: "Remember the rewards for the acts so cold that you commit in the pursuit of gold."

You need to be 7th level to perform this song, with an instrument of quality 4.

The Merchant's Lament tells the tale of the spoiled, greedy and arrogant magnate of a powerful Merchant House who slowly loses everything he was born into from bad (and bitterly ironic) deals, and when his own workers could save him, they don't, because of his greed and bad treatment of them. The song has an obvious moral - that people who allow greed to control their actions and do not care for the people will fall if they ever need the people's help. Bards often performed this song in inns and taverns, to "ensure" a better income as people took, at least for a moment, the lesson to heart - and still do now, although the addition of song-magic has made the practice far more effective. When a bard plays this song, the people he directs it at will recognize it almost immediately, and it's bitter example-lesson will strike fear into them. Not wanting to be destroyed by greed will make these people more likely to part with their money, which, of course, means a

greater income for the bard. This song does not twist the mind, forcing people into making obviously unprofitable deals, such as buying an object for more than it's value, for it's magic is more subtle. (Were it not, the song would, no doubt, have been outlawed years ago.) It simply reduces the greed of the people who hear it, causing them more likely to shave off from their profit margins. Merchants in the realms, however, tend to consider any listed price the real one, however, and will not move on those prices.

Draen's Tale

Verse: "Draen, throw your spells anew, know the weave will answer you."

You need to be 8th level to perform this song, with an instrument of quality 4.

Draen's Tale is a story about a young wizard, who's small village (and mentor) were killed by Goblins in the first War of the Races. Draen tried to help, but his limited skills did little good, and the goblins left him for dead. Draen was nursed back to health by a wandering minstrel (who seems to be the voice telling the story), but while she was able to tend Draen's physical wounds, his guilt and self-doubt were overwhelming him. Even as Draen grew more experienced through many journeys, his magical skills never increased, locked away by a wall of his own creation. At the end of the song, Draen and the bard are the only two defenders of another small village, and, still, Draen's wall against his magic stands, preventing them from saving the town, until the bard recounts their tales to date in a song (apparently, this one) showing Draen that his magic is strong, and that only his doubts stand in the way. Draen seems to accept this, and with the fury of an Archmage, defends the town from the goblin aggressors. It seems that even as this song was being written, the bard was infusing it with song-magic which enhances the power of spells cast by allies hearing the tune - so that when the time came and Draen let loose his magic, he would be more likely to succeed, for a second failure would destroy the wizard that she had come to love. This song's power remains even today.

> **Lost Song: Much bardic song magic, which was still new over 1000 years ago, has been lost to the passage of time.**

Tailog's Fall

Verse: "Vida spoke: My weapon and body may be small, but the strength of my heart will make you fall."

You need to be 8th level to perform this song, with an instrument of quality 4.

Tailog's Fall is an ancient song, describing the felling of a sly, evil and massively powerful Ogre, by a young hobbit girl named Vida armed only with a handmade, non-magical sling. In the song, the Ogre, Tailog, was terrorizing several villages, demanding tributes of money, livestock and flesh in exchange for not destroying them. The local guards of each town were killed in battle with the massive Ogre, and many women were taken as "tribute", vanishing forever. On the fateful day, Vida's mother was grabbed by Tailog as the next "tribute", and Vida stood before the massive Ogre in challenge. The Ogre roared with laughter when he saw the tiny thing in his path and the pathetic weapon she held, yet Vida hurled a jagged stone, piercing the Ogre's eye, and killing him. This was a popular song, often used to teach the moral that a single being can make a difference, even against what appears to be an overwhelming foe. This song seems to have gained its magical powers without anyone weaving magic into it, probably from the emotion it infuses into people who hear it. The song has become very popular in times of war because it's power allows the bard's allies to strike creatures that can only be hit by magical weapons, and it is difficult to equip an entire army with such weapons. Even adventurers find this song useful when they are separated from their favorite weapon, either by loss or breakage, and monks unable to properly focus their chi are always pleased to hear it's striking notes.

> **Lost Song: Much bardic song magic, which was still new over 1000 years ago, has been lost to the passage of time.**

Lap of Luxury

Verse: "They say that money corrupts you, but I can't really tell, I got the whole world at my feet, and I think it's pretty swell."

You need to be 16 tier to perform this song, with an instrument of quality 9.

The Lap of Luxury is a farcical song written from the point of view of a very wealthy noble. The entire song has the noble spending king's ransoms on the most mundane of things, passing gold and platinum like it was water. The song was originally written to show the folly that can come with wealth, however, it has long stuck in some people's minds how the life described by the song is, in fact, the one for them. As such, this song became somewhat rare, only performed to the nobility themselves (most of whom did not notice the humour). An industrious bard named Sephari, having grown up poor, upon learning this song, decided that the Lap of Luxury was, in fact, the life for her, and infused the song with magic. The song's effects are simple, when being sung, the song seems to magically increase the size of treasure hoardes, protecting the items that monsters carry so that more of the items survive the combat.