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.

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