# 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.

Revision #16
Created 2022-07-07 01:10:51 UTC by Maldred
Updated 2023-07-24 04:08:29 UTC by Maldred