

Disarm

Level: 1

Duration: 5 seconds

Area of Effect: One Creature

Type: Mind Effecting

Usable By: Arcanist / Celestial

"I disarm you of your <item type> using Ethereal power."

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

The item must be named, but only generally. Disarming them of their Sword will suffice for a Scimitar, Shortsword or even Katana.

Light (Ethereal)

Level: 1

Duration: 1 game day or 5 seconds.

Area of Effect: One Creature or item

Type: Item

Usable By: Arcanist / Celestial / Elementalist

"I light the way with the power of <insert ethereal magic used here> magic."

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

Blue: Celestial

Purple: Arcanist

Orange: Elemental

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

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

Mage Shield

Level: 1

Duration: Special

Area of Effect: One Creature

Type: Protection

Usable By: Arcanist / Celestial / Elementalist

"I shield myself in the power that is magic."

The Mage Shield spell grants the target 5 additional armor points. These additional points are the first points to be used if the target is harmed in battle. They may not be repaired.

This spell does stack with any actual physical armor the caster may be wearing,

The Mage Shield spell expires after one day (at spell reset) if the points are not used.

Golems, Undead and other creatures without a life force may benefit from a Mage Shield Spell.

This spell does stack with the Force shield and Force Armor spells

Mind Lash

Level: 1

Duration: Instant

Area of Effect: One Creature

Type: Mind Effecting

Usable By: Arcanist

"I force Arcane Might to lash at your mind."

This spell strikes the target with a bolt of energy which does 5 points of damage to the target. This spell bypasses armor and goes directly to the targets hit points.

Targets which have no life force or mental capacity are unaffected by this spell. Therefore, Golems, constructs, and mindless undead are all unharmed by this spell.

Detect Magic

Level: 2

Duration: 1 minute

Area of Effect: One Target

Type: Scrying

Usable By: Arcanist / Celestial / Elementalist

"I Detect the Magics before me using Ethereal Power."

With this spell an Ethereal caster may detect Magical auras on a subject. The level of detail depends on the magic detected.

If a target has a Terrestrial Magic on them the caster, simply knows it has a Terrestrial aura.

If the target has an Ethereal Magic on them then the caster will know what type, but not what actual spells are involved.

Example: If a target had an Elemental Shield spell and a Blessing of Wrath Spell on them the caster would know they have an Elemental Magic and a Terrestrial Magic on them.

This spell may be used on items as well as creatures.

Strength of Magic

Level: 2

Duration: Special

Area of Effect: One Creature

Type: Metabolic

Usable By: Arcanist / Celestial / Elementalist

"I Empower you with the strength of Magic."

This spell grants the target a +2 Strength bonus, in addition to any Strength already have, for one action of their choice of up to 10 seconds duration to which Strength could be applied. They may use this Strength in the same ways as the Enhanced Strength skill. For example, one action is one weapon swing or object throw, or one confinement break, object lift, or object carry for up to 10 seconds.

If the target does not make an action in which they apply this strength bonus this spell wears off after one game day at spell reset.

Stutter

Level: 2

Duration: 1 minute

Area of Effect: One Creature

Type: Mind Effecting

Usable By: Arcanist

"I force you to Stutter."

This spell causes the target to be unable to speak except in a halting stuttering manner for the duration of the spell.

This renders them unable to cast any magic which requires verbals.

Trap

Level: 2

Duration: 5 minutes

Area of Effect: One Creature

Type: Confining

Usable By: Arcanist / Celestial

"I cast a trap of Ethereal Might."

This spell causes the target to become rooted to the ground they are standing upon for 5 minutes. The Right foot of the target may not move, but otherwise the target is free to protect itself or cast as normal.

An Enhanced Strength score of +2 will allow the magic to be broken on a ten (10) count and a +4 on a five (5) count.

Mage's Vestments

Level: 3

Duration: Special

Area of Effect: One Creature

Type: Protection

Usable By: Arcanist / Celestial / Elementalist

"I surround you in Vestments of Magic."

The Mage's vestments spell grants the target 10 additional Armor points. These additional points are the first points to be used if the target is harmed in battle. They may not be repaired.

The Mage's Vestments spell expires after one day (at spell reset) if the points are not used.

This spell does stack with any actual physical armor the caster may be wearing, and the spell fails should the caster cast either of the Force spells for (Force Shield or Force Armor).

Golems, Undead and other creatures without a life force may benefit from a Mage's Vestments Spell

Repulse Being

Level: 3

Duration: 10 minutes

Area of Effect: Special

Type: Mind Effecting / Order

Usable By: Arcanist / Celestial

"I command the Ethereal to Repulse this being."

This spell causes a Being to have to stay ten feet away from the caster for the duration of the spell, so long as the caster holds his hand palm upward toward them.

The Caster may once this spell is cast other spells and the Being may choose to wander off or remain and wait out the duration of the spell, but must stay at least ten feet away from the caster.

If the Being is closer than ten feet when this spell is cast they must back up to that distance, before they may defend themselves or attack anything else.

If the Caster walks forward the Being, must continue to walk back, always staying at least 10 feet away.

Shatter Item

Level: 3

Duration: Instant

Area of Effect: One Item

Type: Destruction

Usable By: Arcanist / Celestial

"I use the Power Ethereal to shatter your <item type>."

This spell causes the target's item to shatter and become unusable.

The item must be named, but only generally. So that shattering a sword will suffice for a Scimitar, Shortsword or even Katana.

Items that are magical, enchanted or made from indestructible materials are not affected by this spell.

Creatures of Stone, Metal or Bone such as Golems or Skeletons also take body damage from this spell if they are not wearing any armor in the amount of 25 hit points of damage. In this case the item type would be stated as "body"

Shatter Mind

Level: 3

Duration: Instant

Area of Effect: One Creature

Type: Mind Effecting

Usable By: Arcanist

"I force the Arcane to Shatter your mind."

This spell strikes the target with a bolt of energy which does 20 points of damage to the target. This spell bypasses armor and goes directly to the targets hit points.

Targets which have no life force or mental capacity are unaffected by this spell. Therefore, Golems, constructs, and mindless undead are all unharmed by this spell.

Curse of Anguish

Level: 4

Duration: 10 minutes

Area of Effect: One Creature

Type: Metabolic / Cursing

Usable By: Arcanist / Celestial / Elementalist

"I place upon you a curse of Anguish."

This spell causes all damage to its victim to be increased by 4 points.

A Target may only have one Curse of Anguish placed upon them at a time.

Force Blade

Level: 4

Duration: 15 swings (10 minutes)

Area of Effect: Caster Only

Type: Item

Usable By: Arcanist

"I force my will upon this blade."

This spell allows the Arcanist caster to gain a +5 damage bonus for the next 15 swings of his or her weapon,

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

Snare

Level: 4

Duration: 10 Minutes

Area of Effect: One Creature

Type: Confining

Usable By: Arcanist / Celestial

"I encase your legs in a Snare of the ethereal."

This spell encases the target in Magic which traps them from Waist down. The target may not move nor turn during the duration of this spell.

An Enhanced Strength score of +4 or higher will allow the magic to be broken on a ten (10) count. (i.e. Breaking 1, Breaking 2, Breaking 3...) and an Enhanced Strength score of +8 or better will allow the magic to be broken on a five (5) count.

These counts should be at a reasonable pace of approximately 1 second per count.

The Magic in no other way harm the target.

If the target is unable to break or snap the magic they may still actively defend against a killing blow in the normal manner. Creatures which are actively breaking the magic may never be killed on a 5 count.

Strength of Golems

Level: 4

Duration: Special

Area of Effect: One Creature

Type: Metabolic

Usable By: Arcanist / Celestial / Elementalist

"I conjure upon you power and the strength of Golems."

This spell grants the target a +4 Strength bonus, in addition to any Strength already have, for one action of their choice of up to 10 seconds duration to which Strength could be applied. They may use this Strength in the same ways as the Enhanced Strength skill. For example, one action is one weapon swing or object throw, or one confinement break, object lift, or object carry for up to 10 seconds.

If the target does not make an action in which they apply this strength bonus this spell wears off after one game day at spell reset.

Curse of Silence

Level: 5

Duration: 10 minutes

Area of Effect: One Creature

Type: Mind Effecting

Usable By: Arcanist / Celestial

"I place upon you the Curse of Silence."

This spell causes the target to be unable to speak for the duration of the spell.

This renders them unable to cast any magic which requires verbals.

Force Shield

Level: 5

Duration: Special

Area of Effect: Caster Only

Type: Protection

Usable By: Arcanist

"I Force all attacks to be turned aside."

This spell allows the Arcanist caster gain an aura of 40 Points which will absorb all damaged based attacks whether they are Armor Points of hit points. This protection counts against both physical and magical attacks.

(i.e. a Arcanist who is facing an Orc Shaman is first hit for 9 points from the shaman's Staff they would suffer no damage and the Force shield would have 31 Points left, if they were later hit by a 35 Body tagline attack or spell the caster would only take 4 hit points of damage, the rest being negated by the Force Shield)

This spell will only last for a day, if not used it dissipates with the Dawn.

Mind Blast

Level: 5

Duration: Instant

Area of Effect: One Creature

Type: Mind Effecting

Usable By: Arcanist

"I Blast Your Mind with Arcane Force."

This spell strikes the target with a bolt of energy which does 30 points of damage to the target. This spell bypasses armor and goes directly to the targets hit points.

Targets which have no life force or mental capacity are unaffected by this spell. Therefore, Golems, constructs, and mindless undead are all unharmed by this spell.

Sleep

Level: 5

Duration: 10 Minutes

Area of Effect: One Creature

Type: Metabolic

Usable By: Arcanist / Celestial / Elementalist

"I command the ethereal to place you to sleep."

This spell causes the target fall deeply asleep for the duration of the spell,

Sleeping targets may be attacked and cannot defend themselves until they have taken at least 10 hit points of damage.

A sleeping target may also be shaken awake on a 10 count.

Lastly a sleeping target may be killed on a 5 count.

Dispel Magic

Level: 6

Duration: Instant

Area of Effect: One item of creature.

Type: Destruction

Usable By: Arcanist / Celestial / Elementalist

"I use my knowledge of the Ethereal to Dispel Magic."

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

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

Mage's Armor of the Spirit

Level: 6

Duration: Special

Area of Effect: One Creature

Type: Protection

Usable By: Arcanist / Celestial / Elementalist

"I conjure from the Ethereal and protect your Spirit in the Mage's Armor"

This spell grants the target Protection from many overpowering attack types.

These are the following: Critical Strike (any), Crippling Strike, Lethal Strike, Death, Life, Condemn, Assassinate, Stunning Strike, Infectious Strike and Ambush

This spell is considered separate for Spell shield checks and one activated simply protects the bearer from the said attack, still expending the attack for the attacker. The Mage's Armor spell is also consumed by the attack.

To Defender must state "Flash" to let the attacker know the attack failed.

A creature may only ever have 1 Mage's Armor of the Spirit spell active at a time. This includes the Terrestrial spell Armor of the Spirit.

The spell expires after one day (at spell reset) if not used.

Special Note: This spell is not consumed by the Ambush skill it simply protects against it so long as it has not been consumed.

Note, this spell will be consumed by and protect against the Demise tagline. It will stop the tagline effect, but the base damage called will still harm the target. (i.e. 25 Demise, will still do 25 points of damage, but the target will not take a Demise effect).

Minor Invulnerability to Magic

Level: 6

Duration: Special

Area of Effect: One Creature

Type: Protection

Usable By: Arcanist / Celestial / Elementalist

"I lace about you an Invulnerability to Magic."

This spell grants the target Protection from any harmful spell of 8th level or less and 9th level direct damage spells.

This spell is considered separate for Spell shield checks and once activated simply protects the bearer from the said spell, still expending the spell for the attacker. If the defender is hit with a spell of any Level the magic of the Barrier against Magic spell is consumed.

To Defender must state "Flash" to let the attacker know the spell failed and the barrier was consumed.

A creature may only ever have 1 Minor Invulnerability to Magic spell active at a time.

This spell may not be coupled with a Defense against Magic spell, Barrier against Magic spell or Invulnerability to Magic Spell.

The spell expires after one day (at spell reset) if not used.

Special Note: This spell does not defend against physical attacks such as packets or the magic tagline

Shatter Armor

Level: 6

Duration: Instant

Area of Effect: One set of Armor

Type: Destruction

Usable By: Arcanist / Celestial

"I summon forth the Ethereal Power to Shatter Armor."

This spell causes the target's armor to shatter.

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

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

Slow

Level: 6

Duration: 1 hour

Area of Effect: One Creature

Type: Metabolic / Arcane

Usable By: Arcanist

"I Force the Power Arcane to Slow you."

This spell slows the intended target causing them to become unable run or move any faster than a very slow walk.

This spell can be used to slow constructs or other creatures without a life force and will even have the same effect on the Undead.

Web

Level: 6

Duration: 10 minutes

Area of Effect: One Creature

Type: Confining

Usable By: Arcanist / Celestial

"I spin about you an Ethereal Web."

This spell encases the target in Webs which trap them from head to toe. The target may not move nor cast during the duration of this spell.

An Enhanced Strength score of +6 or higher will allow the Web to be broken on a ten (10) count. (i.e. Breaking 1, Breaking 2, Breaking 3...) and a +12 on a five (5) count.

These counts should be at a reasonable pace of approximately 1 second per count.

The Web in no other way harms the target.

If the target is unable to break the web they may be killed in the normal manner. Creatures which are actively breaking the web may not be killed on a count.

Age Limb

Level: 7

Duration: Special

Area of Effect: One Creature

Type: Metabolic

Usable By: Arcanist / Celestial

"I use the Ethereal to age your <insert limb>."

This spell causes the target's limb named in the spell to become a wither husk, and useless until it is restored in some manner or until the spell expires after one day (at spell reset).

When casting the spell, the target must be a limb of the creature capable of function and support.

For example, on a humanoid target the only limbs available would be the Right Arm, Right Leg, Left Arm or Left Leg.

The Target is free to otherwise move about; as best they can depend on which limb was withered.

Charm Being

Level: 7

Duration: 1 hour

Area of Effect: One Creature

Type: Mind Effecting / Charming

Usable By: Arcanist / Celestial

"I force a charm upon this being, to do my bidding."

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

The target will follow the casters commands to the best of its abilities, but will not do anything which is beyond its normal nature, or ability.

Thus, a Humans will not try to fly off a building; a Knight cannot be made to lie, and so on.

Any attempt to make a creature that is under the Charm Being spell does such an action will immediately break the Charm Being spell.

The Charm Being spell can be used to have the target defend the caster from others (though they may not kill their friends or family) and if a truly brave being such as a knight this may be even until its own death.

Special Note: This spell can be extremely fun and is a role-playing challenge at times. Always be aware that is you are a victim of this spell and unsure if you would do a command default in the casters favor.

Destroy Mind

Level: 7

Duration: Instant

Area of Effect: One Creature

Type: Mind Effecting

Usable By: Arcanist

"I, by Force of Will Destroy your Mind."

This spell strikes the target with a bolt of energy which does 50 points of damage to the target. This spell bypasses armor and goes directly to the targets hit points.

Targets which have no life force or mental capacity are unaffected by this spell. Therefore, Golems, constructs, and mindless undead are all unharmed by this spell.

Force Armor

Level: 7

Duration: Special

Area of Effect: Caster Only

Type: Item / Protection

Usable By: Arcanist

"I Channel the Arcane and surround myself in the Force of its Armor."

The Force Armor spell grants the caster 55 additional armor points. These additional points are the first points to be used if the target's armor is harmed in battle.

The armor points provided by this spell may not be repaired.

This spell does not stack with any actual physical armor the caster may be wearing, and the spell fails should the caster be wearing even a single point of regular armor.

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

This spell does stack with the Mage's Shield Spell as well as the Force Shield Spell

The Force Armor spell expires after one day (at spell reset) if the points are not used

Golems, Undead and other creatures without a life force may not benefit from a Force Armor Spell unless they can cast it upon themselves.

Wizard Lock

Level: 7

Duration: One Event

Area of Effect: One Clearly Defined Area

Type: Protection

Usable By: Arcanist / Celestial / Elementalist

"I lock this vessel with the full might of the Ethereal."

This spell creates a seal of protection which forbids creatures from opening the sealed item the barrier if active. This area must be a clearly defined portal such as a door, or item such as a box.

This spell may be raised and lowered by the casters command, by stating Wizard Lock Open or Wizard Lock Closed. If the Wizard Lock is active but open anything may open the vessel, once locked nothing may leave or enter including magic.

A Clearly defined vessel such as a Box or a Door must be marked to denote the presence of the Wizard Lock

The Knock and Disjunct spells as well as a Disrupt or Destroy Magic ritual will remove a Wizard Lock.

Special Note, it is highly recommended the caster mark the Area clearly, Safely, and properly. Bright Tape across the opening will suffice.

Cutting into a wood Floor, or chalk on a deck are not good ideas for obvious reasons.

Arcane Prison

Level: 8

Duration: 10 minutes

Area of Effect: One Creature

Type: Confining

Usable By: Arcanist

"I Force the Arcane to Imprison you."

This spell causes the victim to become encased on an area of force and unable to use his/her body from head to toe.

The target may not move nor cast during the duration of this spell, unless they have the proper form of protection against such magic.

If the target is unable to receive aid in removing the paralyze spell, they may be killed on a 5 count.

The target is otherwise protected from all manner of harm or help while in cased in the Imprison Spell.

Strength score of +8 or higher will allow the Prison to be broken on a ten (10) count. (i.e. Breaking 1, Breaking 2, Breaking 3...) and +16 on a five (5) count

These counts should be at a reasonable pace of approximately 1 second per count.

A creature may not change form, phase or shift planes while in an Arcane Prison.

Dragon's Fire

Level: 8

Duration: Instant

Area of Effect: One Creature

Type: Fire / Magic

Usable By: Arcanist / Celestial / Elementalist

"I incinerate you in the conflagration of the Dragon's Fire."

This spell strikes the target with a hail of magical Fire which duplicates a Dragon's Breath weapon of flame. This attack does 125 points of damage to the target.

This spell damages armor first, then hit points. Such that if a target has 3 points of armor the Dragon's Fire would first do 3 points of armor damage then the remaining 122 points would be taken from Hit points. If the hit point Damage is enough to render the Target below 0 hit points they bypass the Bleeding Stage and go directly to the Critical Stage with all the requirements of revival thereof.

Invulnerability to Magic

Level: 8

Duration: Special

Area of Effect: One Creature

Type: Protection

Usable By: Arcanist / Celestial / Elementalist

"Through my knowledge and Command of Magic I grant you Invulnerability against Magic."

This spell grants the target Protection from any harmful spell of 8th level or less and 9th level direct damage spells. Furthermore, the caster is rendered immune to spells of 3rd Level or less for the duration of the spell or until the spell is consumed.

This spell is considered separate for Spell shield checks and once activated simply protects the bearer from the said spell, still expending the spell for the attacker. If the defender is hit with a spell of 4th Level or Higher the Magics of the Invulnerability to Magic spell are consumed.

To Defender must state "Flash" to let the attacker know the spell failed and the defense was consumed if the spell is of 4th Level or higher.

Otherwise they would state "Defend" against lower level spells to allow the attacker to know their spell failed, but that the spell shield is still active.

A creature may only ever have 1 Defense against Magic spell active at a time.

This spell may not be coupled with a Barrier against Magic spell, Defense against Magic, or the Minor Invulnerability to Magic spell.

The spell expires after one day (at spell reset) if not used.

Special Note: This spell does not defend against physical attacks such as packets or the magic tagline.

Knock

Level: 8

Duration: Instant

Area of Effect: One Wizard Locked Item or One Wall of Force.

Type: Destruction

Usable By: Arcanist / Celestial

"I use the Power of Ethereal Magic to Knock open this Barrier."

This spell causes a Wizard Lock to be removed from the target or a Wall of Force to be destroyed. If the Item has Spell Protections, it will protect against this spell but they themselves are consumed in the process.

This spell will affect a Wizard Lock, Wall of Force, but not a Ward spell, nor any Formal ritual which has these effects as part of its nature.

Wall of Force

Level: 8

Duration: One Event

Area of Effect: One Clearly Defined Area

Type: Protection

Usable By: Arcanist / Celestial / Elementalist

"I Wall of Force that none shall pass."

This spell creates a 10 (ten) foot straight Line of protection which forbids creatures from crossing the barrier if active.

This spell may be raised and lowered by the casters command, by stating Wall up or Wall down. If the Wall of Force is active but down anything may pass, once up nothing may leave or enter including magic.

A Clearly Defined Line or area is one such as a Doorway, or an Edge to a front porch.

Special Note, it is highly recommended the caster mark the Area clearly, Safely, and properly. Outdoors on the grass powder such as chalking works well, and at night rope lights in a 10-foot straight line are an excellent marker.

Cutting into a wood Floor, or chalk on a deck are not good ideas for obvious reasons.

Disintegrate

Level: 9

Duration: Instant

Area of Effect: One Creature

Type: Destruction

Usable By: Arcanist / Celestial

"I force the Ethereal to Disintegrate you, and turn your body to dust."

This spell will affect one creature who will be struck for 100 points of damage. If the target is reduced to below zero (0) hit points they will be turned to dust and must go to a re-spawn / resurrection area.

This damage must go through a target's armor first and then goes to hit points.

Ethereal Circle of Might

Level: 9

Duration: 1 hour

Area of Effect: 10-foot diameter from the caster

Type: Protection

Usable By: Arcanist / Celestial / Elementalist

"I surround this area in an Ethereal Circle of Might."

This spell creates a 10-foot diameter dome shaped barrier that blocks all effects, and beings from passing through.

A Caster must draw a circle on the ground and then state the verbal of the spell to become active, throwing a packet to their feet in the middle of their circle.

This spell may be raised and lowered by the casters command, by stating Circle up or Circle down. If the Circle is active but down anything may pass, once up nothing may leave or enter including magic.

To signify the Circle is up the caster or someone in the circle should raise their hand up above their head and lower their hand if the barrier is down.

Special Note, it is highly recommended the caster mark the Circle clearly, Safely, and properly. Outdoors on the grass powder such as chalking works well, and at night multiple glow sticks around the border are an excellent marker. Cutting into a wood Floor, or chalk on a deck are not good ideas for obvious reasons.

Recast Arcanist Magic

Level: 9

Duration: 5 Seconds

Area of Effect: Caster Only

Type: Alteration

Usable By: Arcanist

"I force my knowledge of the Arcane to allow me to recast my Magics. <Insert verbal of Spell to be recast here>."

With this Spell the Arcanist may recast any Arcanist Only spell of 8th Level or less which they have knowledge of and a copy of in their spell book.

The spell verbal of the recast spell must be said as the next sentence uttered by the Arcanist, Otherwise the Spell is lost, and the magic consumed.

Shackle Phasing Being

Level: 9

Duration: 10 minutes

Area of Effect: One Creature

Type: Confining

Usable By: Arcanist

"I Force you to Remain and be Shackled to this Plane."

This spell causes the victim to become unable to leave the present Plane of existence.

The target may not phase out nor go gaseous or to another semi-corporeal form during the duration of this spell.