**Bardic**

**BEFUDDLE MONSTER**

*Bardic 2 (Bindings:S,E)*

*Air/Wild, Charm/10 min, Thrown/One Target*

Causes the target NPC to strike their nearest ally once to the best of their ability numerically. They will not use surprise attacks or martial skills. This spell ends upon one successful strike. If no allies are within sight, the spell ends. This spell only affects non-PC races (the races listed in the “Character Creation” section). This spell may be resisted with the Resist Charm skill.

**LOCK GAZE**

*Bardic 2 (Bindings:S,E)*

*Air/Wild, Charm/15 sec, Thrown/One Target*

Causes the target to maintain eye contact on the caster. Caster audibly counts down from 15. When they reach the count of 1, the spell ends. If the caster turns away from the target, closes their eyes longer than a blink, or receives the Blinded status from a Darkness spell, this spell ends. This spell may be resisted with the Resist Charm skill.

**DAZE**

*Bardic 3 (Bindings:P,S,E)*

*Air/Wild, Charm/1 min, Thrown/One Target*

Causes the *Slowed* status (see Status list pg 24)

**BEFUDDLE MONSTER, MASS**

Bardic 4 (Bindings:S)

Air/Wild, Charm/10 min, Thrown/10’ Radius

All NPCs within a 10' radius gain the effects of the *Befuddle Monster* spell.

**REVERSE POLARITY**

*Bardic 4 (Bindings:P,S,E)*

*Earth/Negative, Charm/10 min, Thrown/ One Target*

Target must switch weapon hand(s) for the duration of this spell and fight as though this new hand is their main hand. This works in the case for single, dual wield, weapon & shield, ranged, and even caster throwing hand. Hand specific damage bonuses and martial skills are not transferred.

**WHISPER**

*Bardic 4 (Bindings:P,S,E)*

*Air/Wild, Charm/10 min, One target*

Target can speak no louder than a whisper. Target may not cast spells. This spell may be resisted with the Resist Charm skill.

**ENSNARE, GREATER**

*Bardic 5 (Bindings:S)*

*Earth/Wild, Offensive/Song, Thrown/One Target*

Causes the *Wrapped* status (see Status list pg 24.)

**CHARMING LIGHTS, MASS**

*Bardic 7 (Bindings:S)*

*FireWild, Offensive/Song, Thrown/5’ Radius*

All characters within a 5' radius gain the effects of the *Charming Lights* spell.

**CONFUSION, MASS**

*Bardic 7 (Bindings:S)*

*Air/Wild, Charm/10 min, Thrown/5' Radius*

All characters within 5' of where this spell's packet lands at the time it is cast gain the *Idiocy 5* status (see Status list pg 24).

**BERSERK**

*Bardic 8 (Bindings:P,S,E)*

Fire/Wild, Charm/10 min, Thrown/One Target

Causes the *Enraged* status (see Status list pg 24) and the target views everyone they see during this spell's duration as a threat.

**DETECT FLAW**

*Bardic & E/W 8 (Bindings:S)*

*Water/Neutral, Divination/Conc, Thrown/One Target*

Caster gains a mental vision of a weakness about the target. If the target has multiple weaknesses, it is up to the target to provide only one. If the same target is targeted by Detect Flaw by the same caster, they must provide a new flaw if one exists (I.E. weak to silver, cold iron, sunlight, +1-+3 magic weapon, etc.) Divine Masking renders the target invisible to the Detect Flaw spell, unless the caster of that Detect Flaw spell is higher level than the one which cast Divine Masking.

**EFFIGY**

*Bardic 8 (Bindings:S)*

*Fire/Wild, Augment/Song, Touch/One Target*

Caster takes all damage, statuses, and effects that the target sustains during the duration of the spell. Caster cannot be interrupted by damage or statuses that do anything other than silence which are received from the target. The spell ends if the caster receives damage directly, receives Unconscious, Idiocy, or the Dying status (see Status list pg 24). Caster must remain within 10’ of the target or the spell ends.

**AEGIS OF GRACE**

*Bardic 9 (Bindings:P,S,E)*

Air/Positive, Protection/Event, Thrown/One Target

Target gains 6 magical AP, which are only depleted if no other AP remain. Attacks which bypass armor do not bypass this AP. This spell ends if the AP is depleted, or if the target receives any of the following statuses (which are then negated): *Charmed, Cursed, Doomed, Enamoured, Enraged, Hallucinating, Hatred, Idiocy, Madness, Paralyzed, Stunned, Afraid, Terrified, or Horrified*.

**HYMN OF RENEW, MASS**

*Bardic 9 (Bindings:S)*

*Water/Positive, Healing/Song, Caster/10' Radius*

All characters within 10' radius gain the effects of a Hymn of Renew. If a target of this spell takes BP damage, the effects end for that target. Caster and Target(s) must be out of combat. [Not actively in combat for 5 minutes]

**SOLILOQUY**

*Bardic 9 (Bindings:S)*

Fire/Positive, Creation/Song, Caster/Caster

Caster is surrounded by a 5' radius impermeable sphere which is isolated from the surrounding environment. When cast, all foes and allies are pushed out from the radius. The caster cannot see or hear through the sphere, yet all others can see inside. The environment inside is comfortable to the caster, and lit as if by a light spell. Caster within the sphere cannot be affected by anything outside of it. The caster may choose to leave the sphere, which ends the spell.

**Cleric**

**PRISMATIC BOLT**

*Earth-Water 2 (Bindings:P,S,E)*

*\*/Negative, Damage/Instant, Thrown/One Target*

Causes 4 \*elemental damage. The chosen element must be named after the incant. (Ice Bolt - Terra Bolt).

**NATURE’S SHIELD**

*Earth-Wild 2 (Bindings: S)*

*\*/Wild, Summon/30 min, Caster/Caster*

Before casting this spell, certain preparations must be made. The caster must first have a shield forged from a rare metal (see Econ Marshal). This physical shield will be consumed when the spell is first cast.

The shield phys rep must be decorated on the face of the shield (see Weapon Materials Color chart pg 33). In order to use the summoned weapon, the caster must have the appropriate weapon skill. If the caster has the shield bash skill, the shield will strike for \*elemental damage. The chosen element must be named after the incant. *Ice Shield, Terra Shield. Dealing respectively - Cold, or Earth damage)*. The weapon disappears when the spell ends.

When carrying a summoned weapon phys rep, the spell must be active in order to use. If the spell is not active, the player takes damage as if the shield isn't there (as if they were untrained in a weapon).

**PRISMATIC BOLT, GREATER**

*Earth-Water 3 (Bindings:P,S,E)*

*\*/Negative, Damage/Instant, Thrown/One Target*

Causes 8 \*elemental damage. The chosen element must be named after the incant. (Ice Bolt, Greater - Terra Bolt, Greater).

**UNSTOPPABLE FORCE**

*Earth-Water 3 (Bindings:P,S,E)*

*Earth/Positive, Boon/10 sec, Caster/Caster*

Caster’s next successful *melee* attack within 10 seconds of casting causes 4 Earth damage and *Knockback 10* status (see Status list pg 24). If strike is blocked or parried, target still receives *Knockback 10* status.

**PRISMATIC STRIKE, LESSER**

*Earth-Water 4 (Bindings:P,S,E)*

*\*/Negative, Damage/Instant, Thrown/One Target*

Causes 12 \*elemental damage. The chosen element must be named after the incant. Lesser - Ice Strike, Lesser - Terra Strike, Lesser).

**NATURE’S BRAND**

*Earth-Water 5 (Bindings:S)*

*\*/Wild, Summon/30 min, Caster/Caster*

Before casting this spell, certain preparations must be made. The caster must first have a weapon forged from a rare metal (See Econ Marshal). This physical weapon will be consumed when the spell is first cast.

The weapon phys rep must be decorated on strike surface (see Weapon Materials Color chart pg 33). In order to use the summoned weapon, the caster must have the appropriate weapon skill. The base damage of the weapon is 3 points of \*elemental damage, regardless of size. The weapon disappears when the spell ends.

When carrying a summoned weapon phys rep, the spell must be active in order to use. If the spell is not active, the player takes damage as if the weapon isn't there (as if they were untrained in a weapon). The chosen element must be named after the incant. *(Frost Brand,  Terra Brand. Dealing respectively - Cold or Earth damage).*

**PRISMATIC STRIKE**

*Earth-Water 5 (Bindings:P,S,E)*

*\*/Negative, Damage/Instant, Thrown/One Target*

Causes 16 \*elemental damage. The chosen element must be named after the incant. (Ice Strike - Earth Strike).

**PROTECTION FROM ENERGIES**

*Earth-Water 5 (Bindings:P,S,E)*

*\*/Positive, Protection/Event, Thrown/One Target*

*This spell absorbs the next 20 points of \*energy damage dealt to the target, and then ends. The chosen energy must be named after the incant. (Positive, Negative, Wild, Neutral).*

**IMMOVABLE OBJECT**

*Earth-Water 6 (Bindings:P,S,E)*

*Earth/Neutral, Protection/1mpCL, Caster/Caster*

Caster must keep both feet on the ground. Caster cannot be affected by Disarm, Knockdown, Knockback, until they either receive the Unconscious status or the target breaks the spell by picking up their feet.

**PRISMATIC STRIKE, GREATER**

*Earth-Water 6 (Bindings:P,S,E)*

*\*/Negative, Damage/Instant, Thrown/One Target*

Causes 20 \*elemental damage. The chosen element must be named after the incant. (Ice Strike, Greater - Earth Strike, Greater).

**PROTECTION FROM ELEMENTS**

*Earth-Water & Fire-Air 6 (Bindings:P,S,E)*

*\*/Positive, Protection/Event, Thrown/One Target*

*This spell absorbs the next 24 points of \*elemental damage dealt to the target, and then ends. The chosen element must be named after the incant.*

**GULLY’S RESTORATION**

*Earth-Water 7 (Bindings:P,S,E)*

*Water/Positive, Restorative/Instant, Touch/One Target*

Caster may remove one of the following statuses (see Status list) from the target: Fatigued, Weakened, Muted, Deafened, or Blinded.

**BREATH OF THE DRAKE**

*Earth-Water (Bindings:P,S,E)*

*\*/Negative, Damage/Instant, Thrown/One Target*

Causes 28 \*elemental damage. The chosen element must be named after the incant (Cold  - Earth damage).

**DETECT AILMENT**

*Earth-Water 8 (Bindings:S)*

*Water/Neutral, Divination/Conc, Thrown/One Target*

Caster gains a mental vision of all Statuses or effects harming the target. Divine Masking renders the target invisible to the Detect Ailment spell, unless the caster of that Detect Ailment spell is higher level than the one which cast Divine Masking.

**FREEZE**

*Earth-Water 8 (Bindings:P,S,E)*

*Water/Wild, Damage/Instant, Thrown/One Target*

Causes 14 no-armor Cold damage.

**REFORGE**

*Earth-Water 8 (Bindings:P,S,E)*

*Earth/Neutral, Restorative/Instant, Touch/One Target*

Returns a target's armor that was affected by the Wither Armor spell back from the destroyed status. Armor location(s) return at 1 AP. Optionally, the Reforge spell can fix a weapon from the *Destroyed* status.

**WREN & REN’S TRANSFORMATION**

*Earth-Water 8 (Bindings:S)*

*Water/Wild,Transmutation/Special, Caster/Caster*

Caster transforms into a small bird they have communed with (see GM). Caster must be at full BP or this spell fails (not in active combat for the last 5 minutes). This spell allows the Caster to immediately fly from one point to another in a space no greater than 40 acres. While the caster is in this form, they are unable to understand any spoken language. When the caster lands, they immediately return to their previous form before casting.

**PRAYER OF HEALING**

*Earth-Water 9 (Bindings:S)*

*Water/Positive, Restorative/Chant, Caster/10' Radius*

All characters within 10' radius are healed for up to 14 BP of damage after each 30 word round of chant. Effect ends on individual targets if they take damage. Caster and Target(s) must be out of combat. [Not actively in combat for 5 minutes]

**PRISMATIC DESTRUCTION**

*Earth-Water 9 (Bindings:P,S,E)*

*\*/Negative, Damage/Instant, Thrown/One Target*

Causes 32 \*elemental damage. The chosen element must be named after the incant. (Cold - Earth damage).

**REDEMPTION**

*Earth-Water 9 (Bindings:S)*

*Earth/Positive, Hex/Instant, Thrown/One Target*

Causes 10 Positive damage to undead/fiend or negative planar and all subsequent positive damage spells from the caster deal 100% additional damage (if odd #, rounded up. Added damage calculated by the caster.) This spell ends when the target gains *Dying* status or via a Greater Disrupt Magic spell.

**REINCARNATE**

*Earth-Water 9 (Bindings:P,S)*

*Water/Wild, Protection/Event, Caster/Caster*

If the Caster receives *Dying* status (see Status list pg 24) and the death clock reaches 5 minutes, they are returned to life at 1 BP and have lost a life credit.

**REVIVIFY**

*Earth-Water 9 (Bindings:S)*

*Earth/Positive, Restoration/Infinite, Thrown/One Target*

Target loses *ALL* statuses [including Petrify]

**LIGHT OF JUSTICE**

*Earth-Water 9 (Bindings:P,S,E)*

Water/Positive, Damage/Instant, Touch/One Target

Causes 36 Positive damage to an undead/fiend or negative planar creature.

**SACRED BRAND**

*Earth-Water 9 (Bindings:S,E)*

*Water/Positive, Summon/30 min, Caster/Caster*

Before casting this spell, certain preparations must be made. The caster must first have a weapon forged from a rare metal (see Econ Marshal). This physical weapon will be consumed when the spell is first cast.

The weapon phys rep must be decorated on the strike surface with white. In order to use the summoned weapon, the caster must have the appropriate weapon skill. The base damage of the weapon is 8 points of Positive damage, regardless of size, to an undead/fiend or negative planar creatures. The weapon disappears when the spell ends.

When carrying a summoned weapon phys rep, the spell must be active in order to use. If the spell is not active, the player takes damage as if the weapon isn't there (as if they were untrained in a weapon).

**MAGE**

**CHROMATIC WEAPON, LESSER**

*Fire-Air 1 (Bindings:S,E)*

*\*/Negative, Augment/Event, Thrown/One Target*

The next successful attack made with the target melee weapon will cause +2 \*element damage. The chosen element must be named after the incant. *(Fire or Electrical)*. If the weapon is sheathed or leaves the bearer's hands, this spell ends.

**ELEMENTAL BLAST**

*Fire-Air 1 (Bindings:P,S,E)*

*\*/Negative, Damage/Instant, Thrown/One Target*

Causes up to 2 points of \*elemental damage and one of the following Statuses*: Knockdown, Knockback* (see Status list pg 24).The chosen element must be named after the incant. (Static Blast or Explosive Blast).

**ELEMENTAL BOLT, LESSER**

*Fire-Air 1 (Bindings:P,S,E)*

*\*/Negative, Damage/Instant, Thrown/One Target*

Causes 4 \*elemental damage. The chosen element must be named after the incant.(Energy Bolt, Lesser - Fire Bolt, Lesser).

**ELEMENTAL GRASP**

*Fire-Air 1 (Bindings:P,S,E)*

*\*/Negative, Offensive/1mpCL, Caster/Caster*

Weapons 12" in length or less (in lieu of) and spell strikers currently held by the caster deal 3 \*elemental damage. The chosen element must be named after the incant. *(Fire or Electrical)* If the caster sheathes or lets go of one of these items, the spell immediately ends. Weapons used in this fashion cannot be used to defend because they are acting as spell strikers.

**CHROMATIC WEAPON**

*Fire-Air 2 (Bindings:S,E)*

*\*/Negative, Augment/Event, Thrown/One Target*

The next successful attack made with the target melee weapon will cause +4 \*element damage.  The chosen element must be named after the incant. *(Fire or  Electrical)*. If the weapon is sheathed or leaves the bearer's hands, this spell ends.

**ELEMENTAL BOLT**

*Fire-Air 2 (Bindings:P,S,E)*

*\*/Negative, Damage/Instant, Thrown/One Target*

Causes 8 \*elemental damage. The chosen element must be named after the incant. (Energy Bolt  - Fire Bolt).

**ELEMENTAL SHIELD**

*Fire-Air 2 (Bindings: S)*

*\*/Wild, Summon/1mpCL, Caster/Caster*

Before casting this spell, certain preparations must be made. The caster must first have a shield forged from a rare metal (see Econ Marshal). This physical shield will be consumed when the spell is first cast.

The shield phys rep must be decorated on the face of the shield (see Weapon Materials Color chart pg 33). In order to use the summoned weapon, the caster must have the appropriate weapon skill. If the caster has the shield bash skill, the shield will strike for \*elemental damage. The chosen element must be named after the incant.*(Lightning Shield or Flame Shield dealing respectively - Electrical or Fire)*. The weapon disappears when the spell ends.

When carrying a summoned weapon phys rep, the spell must be active in order to use. If the spell is not active, the player takes damage as if the shield isn't there (as if they were untrained in a weapon).

**BANISH, LESSER**

*Fire-Air 3 (Bindings:P,S,E)*

*Fire/Positive, Hex/Instant, Thrown/One Target*

This spell instantly banishes a single summoned Lesser Fiend. The used vessel falls down as the corpse it was created from.

**CHROMATIC WEAPON, GREATER**

*Fire-Air 3 (Bindings:S,E)*

*\*/Negative, Augment/Event, Thrown/One Target*

The next successful attack made with the target melee weapon will cause +6 \*element damage. The chosen element must be named after the incant. *(Fire, Electrical, Cold)*. If the weapon is sheathed or leaves the bearer's hands, this spell ends.

**ELEMENTAL ARROW**

*Fire-Air 3 (Bindings:S,E)*

*\*/Wild, Augment/1mpCL Touch/One Target*

The base damage of the next attack made with the target bow or crossbow is 12 \*elemental, which can be further increased or altered using spells or damage bonuses. *(Lighting Arrow or Flame Arrow)*.

**ELEMENTAL BOLT, GREATER**

*Fire-Air 3 (Bindings:P,S,E)*

*\*/Negative, Damage/Instant, Thrown/One Target*

Causes 12 \*elemental damage. The chosen element must be named after the incant.(Energy Bolt, Greater  - Fire Bolt, Greater).

**INNER FIRE**

*Fire-Air 3 (Bindings:P,S,E)*

*Fire/Positive, Protection/Event, Touch/One Target*

Target gains 4 magical BP. This spell ends when the target receives 4 BP of damage (First to go before Courage magical BP).

**SUMMON FIEND, LESSER**

*Fire-Air 3 (Bindings:S,E)*

*Fire/Negative, Creation/Instant, Touch/One Target*

This spell can only target a dead body, from which is created a single Lesser Fiend. The caster has control of this fiend. This spell must follow the rules outlined in the Summoned & Created Creatures section pg 37.

**CHROMATIC EMPOWERMENT**

*Fire-Air 4 (Bindings:S,E)*

*\*/Negative, Boon/10 min, Thrown/One Target*

Target deals \*elemental damage with all attacks made with a weapon they are proficient in. The chosen element must be named after the incant *(Electrical or Fire).*

**ELEMENTAL CAGE**

*Fire-Air 4 (Bindings:S,E)*

*\*/Wild, Offensive/Concentration, Thrown/One Target*

Target is encased in immobile, inescapable rings of elements with a diameter of their arm span. Other characters within that space are harmlessly expelled. Contact with the rings causes 8 \*elemental damage. Thrown spells and weapons may pass through the rings. If the target is over 10' tall or if the caster loses sight of the target, the spell immediately ends. The chosen element must be named after the incant *(Lighting Cage or Flame Cage; dealing respectively - Electrical or Fire)*.

**ELEMENTAL STRIKE, LESSER**

*Fire-Air 4 (Bindings:P,S,E)*

*\*/Negative, Damage/Instant, Thrown/One Target*

Causes 16 \*elemental damage. The chosen element must be named after the incant. (Lightning Strike, Lesser - Flame Strike, Lesser).

**INNER FIRE**

*Fire-Air 4 (Bindings:P,S,E)*

*Fire/Positive, Protection/Event, Touch/One Target*

Target gains 6 magical BP. This spell ends when the target receives 6 BP of damage (First to go before Courage magical BP).

**PROTECTION FROM ELEMENTS,**

**LESSER**

*Fire-Air 4 (Bindings:P,S,E)*

*\*/Positive, Protection/Event, Thrown/One Target*

This spell absorbs the next 16 points of \*elemental damage dealt to the target, and then ends. The chosen element must be named after the incant.

**SLOW**

*Fire-Air 4 (Bindings:P,S,E)*

*Air/Wild, Charm/1 min, Thrown/One Target*

Causes the *Slowed* status (see Status list pg 24)

**BANISH**

*Fire-Air 5 (Bindings:P,S,E)*

*Fire/Positive, Hex/Instant, Thrown/One Target*

This spell instantly banishes a single summoned Fiend. The used vessel falls down as the corpse it was created from.

**ELEMENTAL STRIKE**

*Fire-Air 5 (Bindings:P,S,E)*

*\*/Negative, Damage/Instant, Thrown/One Target*

Causes 16 \*elemental damage. The chosen element must be named after the incant. (Lightning Strike - Flame Strike).

**ELEMENTAL BRAND**

*F/A 5 (Bindings:S)*

*\*/Wild, Summon/30 min, Caster/Caster*

Before casting this spell, certain preparations must be made. The caster must first have a weapon forged from a rare metal (See Econ Marshal). This physical weapon will be consumed when the spell is first cast.

The weapon phys rep must be decorated on strike surface (see Weapon Materials Color chart pg 33). In order to use the summoned weapon, the caster must have the appropriate weapon skill. The base damage of the weapon is 3 points of \*elemental damage, regardless of size. The weapon disappears when the spell ends.

When carrying a summoned weapon phys rep, the spell must be active in order to use. If the spell is not active, the player takes damage as if the weapon isn't there (as if they were untrained in a weapon). The chosen element must be named after the incant. *(Lighting Weapon or Flame Weapon. Dealing respectively - Electrical or Fire).*

**HEX OF ELEMENTS**

*F/A 5 (Bindings:P,S,E)*

*\*/Negative, Hex/Instant, Thrown/One Target*

Causes 10 \*elemental damage and the next damage spell of the same element from the caster deals 50% additional damage (if odd #, rounded up. Added damage calculated by the caster.) This spell ends when the target gains Unconscious status or the caster is successful with the next elemental damage spell. The chosen element must be named after the incant.*(Electrical or Fire).*

**INNER FIRE, MAJOR**

*Fire-Air 5 (Bindings:P,S,E)*

*Fire/Positive, Protection/Event, Touch/One Target*

Target gains 8 magical BP. This spell ends when the target receives 8 BP of damage (First to go before Courage magical BP).

**SUMMON FIEND**

*Fire-Air 5 (Bindings:S,E)*

*Fire/Negative, Creation/Instant, Touch/One Target*

This spell can only target a dead body, from which is created a single Fiend. The caster has control of this fiend. This spell must follow the rules outlined in the Summoned & Created Creatures section pg 37.

**ELDRITCH SHIELD**

*Fire-Air 6 (Bindings:S)*

*\*/Wild, Summon/10 min, Caster/Caster*

Before casting this spell, certain preparations must be made. The caster must first have a shield forged from a rare metal (See Econ Marshal). This physical shield will be consumed when the spell is first cast.

The shield phys rep must be decorated on the face of the shield (see Weapon Materials Color chart pg 33). In order to use the summoned weapon, the caster must have the appropriate weapon skill. The only difference between an *Elemental Shield* and *Eldritch Shield* is that an Eldritch Shield may be oversized. If the caster has the shield bash skill, the shield will strike for Elemental damage. *(Maelstrom Shield or Inferno Shield; dealing respectively - Electrical or Fire)*.The weapon disappears when the spell ends.

When carrying a summoned weapon phys rep, the spell must be active in order to use. If the spell is not active, the player takes damage as if the shield isn't there (as if they were untrained in a weapon).

**ELEMENTAL STRIKE**

*Fire-Air 6 (Bindings:P,S,E)*

*\*/Negative, Damage/Instant, Thrown/One Target*

Causes 16 \*elemental damage. The chosen element must be named after the incant. (Lightning Strike, Greater - Flame Strike or Greater).

**INNER FIRE, CRITICAL**

*Fire-Air 6 (Bindings:P,S,E)*

*Fire/Positive, Protection/Event, Touch/One Target*

Target gains 10 magical BP. This spell ends when the target receives 10 BP of damage (First to go before Courage magical BP).

**PROTECTION FROM ELEMENTS**

*Earth-Water & Fire-Air 6 (Bindings:P,S,E)*

*\*/Positive, Protection/Event, Thrown/One Target*

*This spell absorbs the next 24 points of \*elemental damage dealt to the target, and then ends. The chosen element must be named after the incant.*

**SCHIZM**

*F/A 6 (Bindings: P,S)*

*Fire/Wild, Augment/10 min, Caster/Caster*

Caster gains the ability to concentrate on two spells that require concentration. Casters hands must both be free. Caster must follow the concentration spell requirements of pointing at the target, one for each hand. If the caster takes damage while concentrating on two spells, they gain the *Madness,Stressed,* and *Idiocy 4* status (see Status list pg 24). Statuses will end 10 minutes after they were gained.

**BANISH, GREATER**

*Fire-Air 7 (Bindings:P,S,E)*

*Fire/Positive, Hex/Instant, Thrown/One Target*

This spell instantly banishes a single summoned Wretched Fiend. The used vessel falls down as the corpse it was created from.

**SUMMON WRETCHED FIEND**

*Fire-Air 7 (Bindings:S,E)*

*Fire/Negative, Creation/Instant, Touch/One Target*

This spell can only target a dead body, from which is created a single Wretched Fiend. The caster has control of this fiend. This spell must follow the rules outlined in the Summoned & Created Creatures section pg 37.

**HASTE**

*Fire-Air 8 (Bindings:S)*

*Air/Wild, Boon/10 Min, Touch/One Target*

Target deals x3 base weapon damage (+weapon specialization & added damage) with any weapon that they are proficient in on next successful strike. Specified weapon must be in the incant. Augments, Boons, weapon enchants, Alchemies, and Toxins are added after Haste is calculated.

**FLAME GATE**

*Fire-Air 8 (Bindings:S)*

*Fire/Wild, Conjuration/Special, Caster/Caster*

Caster gains the ability to teleport from one familiar firepit to another within a 40 acre space. Spell fails if either firepit is not lit. Caster must be at full BP or this spell fails (not in active combat for the last 5 minutes). Once cast, the caster must walk directly to the second firepit without stopping, and exit. Caster does not see or hear players between firepits.

**PROTECTION FROM ELEMENTS, GREATER**

*Fire-Air 8 (Bindings:P,S,E)*

*\*/Positive, Protection/Event, Thrown/One Target*

*This spell absorbs the next 32 points of \*elemental damage dealt to the target, and then ends. The chosen element must be named after the incant.*

**MAGIC MISSILE**

*Fire-Air 8 (Bindings: S)*

*Fire/Negative, Damage/Chant, Thrown/Special*

Initial incantation is thirty words. Causes 10 magic damage. If the caster continues to chant a ten word incant after the initial cast they may throw an additional 10 magic damage per chant. Caster must continually chant incantation and throw or the spell ends. Only the first incant of this spell may be augmented.

**BANISH, MAJOR**

*Fire-Air 9 (Bindings:P,S,E)*

*Fire/Positive, Hex/Instant, Thrown/One Target*

This spell instantly banishes a single summoned Greater Fiend. The used vessel falls down as the corpse it was created from.

**ELDRITCH BRAND**

*F/A 9 (Bindings:S)*

*\*/Wild, Summon/30 min, Caster/Caster*

Before casting this spell, certain preparations must be made. The caster must first have a weapon forged from a rare metal (see Econ Marshal). This physical weapon will be consumed when the spell is first cast.

The weapon phys rep must be decorated on strike surface (see Weapon Materials Color chart pg 33). In order to use the summoned weapon, the caster must have the appropriate weapon skill. The base damage of the weapon is 5 points of \*elemental damage, regardless of size. The weapon disappears when the spell ends.

When carrying a summoned weapon phys rep, the spell must be active in order to use. If the spell is not active, the player takes damage as if the weapon isn't there (as if they were untrained in a weapon). The chosen element must be named after the incant. *(Maelstrom Weapon or Inferno Weapon. Dealing respectively - Electrical or Fire).*

**ELEMENTAL DESTRUCTION**

*Fire-Air 9 (Bindings:P,S,E)*

*\*/Negative, Damage/Instant, Thrown/One Target*

Causes 36 \*elemental damage. The chosen element must be named after the incant *(Maelstrom or Inferno dealing Electrical or Fire respectively)*

**IMPENDING DOOM**

*F/A 9 (Bindings:S)*

*Fire/Negative, Hex/Instant, Thrown/One Target*

Causes 10 Fire damage and all subsequent fire damage spells from the caster deal 100% additional damage (if odd #, rounded up. Added damage calculated by the caster.) This spell ends when the target gains *Dying* status or via a Greater Disrupt Magic spell.

**SUMMON ABYSSAL FIEND**

*Fire-Air 9 (Bindings:S,E)*

*Fire/Negative, Creation/Instant, Touch/One Target*

This spell can only target a dead body, from which is created a single Abyssal Fiend. The caster has control of this fiend. This spell must follow the rules outlined in the Summoned & Created Creatures section pg 37.