

# Wizard Spells 2010

## Arle - the Luminaries of Arle

Spell Name	Days Meditation	Effect
<b>Sprites</b>	1	
	4	
	9	Child - 9 hits, 6 lps Magic
	16	
	25	Sprite - 25 hits, 9lps Magic
	36	
	49	Knight - 49 hits, 12lps Magic through, shift at will
	64	
	81	
	100	Lord - 100 hits 18lps magic through, shift at will, gate x1
<b>Luminance</b> <i>'I summon forth the Sprites of Light to banish the night'</i> Range and radius are equal to the days med. Any light spell from 16 days med upwards will dismiss darkness elementals of equal or less days med/mana. It will also affect undead.	1	Matches level of light
	4	Small Lantern
	9	Large/Bullseye Lantern
	16	No change, but counts as magical light
	25	Darkness Creatures suffer -1AC
	36	Daylight
	49	Daylight, giving Light creatures +1 AC
	64	Daylight, Darkness creatures - 2 AC
	81	No Change
	100	Midday Sunlight, will affect as if Midday
<b>Laser Strike</b> <i>'With the Sprites of Light, I smite thee'</i>	1	6lps Magic, 2' range
	4	12lps Magic, 8' range
	9	18lps Magic, 18' range
	16	24lps Magic, 32' range
	25	30lps Magic, 50' range
	36	36lps Magic, 72' range
	49	42lps Magic, 98' range
	64	48lps Magic, 128' range
	81	54lps Magic, 162' range
	100	60lps Magic, Line of Sight

<b>Renewing Light</b> <i>'With this renewing light, I cure this wound before me'</i> This spell will have no effect on darkness based creatures	1	Stop Bleeding, DM range
	4	61ps Magical Healing, single target, DM range
	9	
	16	121ps Magical Healing, single target, DM range
	25	
	36	181ps Magical Healing, single target, DM range
	49	
	64	241ps Magical Healing, single target, DM range
	81	
	100	361ps Magical Healing, single target, DM range
<b>Sun Rays</b> <i>'Teleport'</i> <i>'Mass Teleport'</i>	1	solo teleport, DM range
	4	solo teleport, DM range
	9	solo teleport, DM range
	16	solo teleport, DM range
	25	solo teleport, DM range
	36	solo teleport, DM range
	49	49' solo teleport OR 9' six person teleport
	64	64' solo teleport OR 16' six person teleport
	81	81' solo teleport OR 25' six person teleport
	100	Line of Sight solo teleport OR 100' six person teleport
<b>Lightening Field</b> <i>'By the Sprites of Light, I call this Wall/Storm to appear'</i>	1	
	4	
	9	9' Wall of Lightning - does a dart damage to anyone passing through it
	16	
	25	25' Wall of Lightning - does a blast damage to anyone passing through it
	36	
	49	49' Wall of Lightning - does a bolt damage to anyone passing through it
	64	
	81	Lightning Storm - as per storm
	100	Lightning Field - 100' x 100', Each pace of distance covered within this area and in the same plane, inflicts the damage of a dart, no matter how that distance is covered.

<b>Radiant Citadel</b> <i>'Sprites of Light,  hear me, shield me  aid me in my plight,  and summon forth a  citadel of Light!'</i>	1-9	No spell
	16	Walk through Light self, days med duration
	25	Walk through Light other, days med duration
	36	No spell
	49	Self only invis, 7 mins
	64 and 81	No spell
	100	Radiant Citadel I - Creates a Tower of Light that will hold up to 50 people. Any enemy trying to enter will be attacked by 5 Elemental Knights, and take a 36 day med laser bolt every 6 seconds until the Knights are dead. Radiant Citadel II - This creates a small hut that will render up to 13 people invisible, including to spirit sight. It in effect creates a small hole into the Plane of Light. This takes the people off plane, and although they can see what occurs, they cannot interact with it unless they leave the safety of the hut.

# Wizard Spells 2010

## Nin – the Hedge Wizards of Nin

Spell Name	Days Meditation	Effect
<b>Gnomes</b>	1	
	4	
	9	Child -9 hits, 6lps Magic
	16	
	25	Gnome - 25 hits, 9lps Magic
	36	
	49	Knight - 49 hits, 12lps Magic through, shift at will
	64	
	81	
	100	Lord - 100 hits 18lps magic through, shift at will, gate x1
<b>Mend</b> <i>'Gnomes of Earth, mend this ....'</i>	1	Will mend a Dagger sized object OR Stop Bleeding
	4	Will mend a short sword sized object OR 6lps Magical healing, touch
	9	Will mend a Long Sword sized object OR 12lps Magical Healing, touch
	16	Will mend a pole arm sized object or thick door OR can do 18lps Magical healing, touch
	25	Will mend a suit of armour OR 24lps magical healing, touch
	36	Will mend 30' of Walls OR Broken Limb
	49	36ps magical healing, Touch
	64	Will mend a Small Building OR Total Heal, touch
	81	Will mend a large building OR Severed limb
	100	Total Heal with each hand, Touch OR 120, 30' range Mend field
<b>Strike of Stone</b> <i>'By the Gnomes of Earth, I smite thee and smash thee with stone!'</i> This spell does 1' knockback per level, with a knockdown at end of knockback	1	6lps Magic, 1' range
	4	12lps Magic, 4' range
	9	18lps Magic, 9'range
	16	24lps Magic, 16' range
	25	30lps Magic, 25' range
	36	36lps Magic, 36' range
	49	42lps Magic, 49' range
	64	48lps Magic, 64'range
	81	54lps Magic, 81'range
	100	60lps Magic, 100' range

Spell Name	Days Meditation	Effect
<p style="text-align: center;"><b>Passwall</b>  <i>'Gnomes of Earth,  grant me/us passage  Passwall/Earthshift!'</i></p>	1	
	4	
	9	Allows wizard to put hand through a door
	16	Walk through Earth self, days med duration
	25	Allows wizard to pass through a wall/door up to 1' thick OR Walk through Earth other, days med duration
	36	Allows 36 paces through solid rock/earth.
	49	Earth Shift up to 49' OR Allows 49 paces though solid rock/earth OR 5 mins non movement (Similar to rock merge)
	64	Allows 64 paces though solid rock/earth OR 10 mins non movement.
	81	81' Earth Shift
	100	Mass Earth Shift - all touching wizard up to 100' OR Self Earth Shift up to 200'
<p style="text-align: center;"><b>Embracing Touch</b>  This spell lasts for its level in minutes (eg 36 days med, 6 min duration)</p>	1	Will hold a stick/small lever in place, 1' range
	4	Will hold a normal size door shut OR will cause a dagger sized object to stick to the floor, 4' range.
	9	Will hold shut a large/double door OR will cause a sword sized object to stick to the floor, 9' range
	16	Will cause a normal sized person to be stuck to the floor OR large object to be stuck to the floor, 16' range
	25	
	36	Will cause any single creature or object to be stuck to the floor, 36' range
	49	
	64	120 arc, 30' range Will cause any normal sized people or large objects to be stuck to the floor
	81	
	100	120 arc, 30' range Will cause anything in the area to be stuck to the floor for the duration.

Spell Name	Days Meditation	Effect
<b>Earthquake</b>	1	
	4	
	9	
	16	
	25	
	36	Mass Trip, 30' range 120 arc
	49	
	64	Mass Trip, 30' range 120 arc - 12lps dam
	81	Single target tripped, unable to stand for 5 mins, taking 6lps a min magic damage
100	Earthquake - This causes the earth to shake violently in a 30' radius, causing anyone in the area of effect to be thrown to the floor, unable to rise, barely able to crawl. Takes initial 28lps magic damage, and a further 6lps magical damage/min. Spell lasts for 100 mins.	
<b>Petrification</b>	1	
	4	
	9	Turns a dagger sized object to stone for 9 mins
	16	
	25	Turns a shield sized object to stone for 25 minutes
	36	This will turn a limb to stone for 36 minutes
	49	At this level, the wizard is able to reverse the spell ie stone to flesh.
	64	This will turn a limb to stone for 64 mins.
	81	This will turn one human sized target to stone for 81 minutes.
	100	This will turn two human sized targets or one large target to stone for 100 minutes. OR it will turn one human sized target to stone for a year and a day.

# Wizard Spells 2010

## Ebonair – the Enchanters of Ebonair

Spell Name	Days Meditation	Effect
<b>Sylphs</b>	1	
	4	
	9	Child – 9 hits, 6lps Magic
	16	
	25	Sylph– 25 hits, 9lps Magic
	36	
	49	Knight – 49 hits, 12lps Magic through, shift at will
	64	
	81	
	100	Lord – 100 hits 18lps magic through, shift at will, gate x1
<b>Shatter</b> <i>'Sylphs of Air come with thy raging winds and shatter that body</i>	1	Will shatter a dagger sized object 1' range
	4	Will shatter a short sword sized object, 4' range
	9	Will shatter a long sword sized object, 9' range or a standard door
	16	Will shatter a pole arm sized object or a thick door
	25	Will shatter a suit of armour
	36	Will shatter 30' of wall or floor
	49	
	64	Will shatter a small building
	81	Will shatter a large building
	100	120 arc, 30' range shatter field

Spell Name	Days Meditation	Effect
<p><b>Storm Strike</b>  <i>Sylphs of the storm come forth with bolts of force, here shall you strike</i>  This spell does double damage if done as a touch spell</p>	1	6lps Magic, 1' range
	4	12lps Magic, 4' range
	9	18lps Magic, 9' range
	16	24lps Magic, 16' range
	25	30lps Magic, 25' range
	36	36lps Magic, 36' range
	49	42lps Magic, 49' range
	64	48lps Magic, 64' range
	81	54lps Magic, 81' range
	100	60lps Magic, 100' range
<p><b>Stormdancers</b></p>	1	
	4	Fumble, Single target, DM' range
	9	
	16	Walk Through Air Self, days med duration
	25	Walk Through Air other, days med duration
	36	Fumblejinx, 6 minutes, days med range
	49	Mass Fumble, 30' range 120 arc
	64	
	81	
	100	Mass Fumble, 30' range 120 arc. All non-enchanted weapons fumbled will animate and attack closest random target, 10 minute duration.
<p><b>Animations</b></p>	1	
	4	Levitate inanimate, 4 mins, Days med range
	9	Levitate Other - will levitate a single willing target, days med range, days med duration
	16	
	25	Levitate - Will levitate a single unwilling target for 5 minutes, days med range
	36	Animate Blade - Will animate a single non-enchanted weapon, 6 mins, Days med range, Damage is as per weapon + 6lps. The weapon has 10 hits.
	49	Animate armour, This will animate a full suit of armour which can fight with weapon, Days med range, duration is 7 minutes. Damage is as per weapon + 6 lps. The armour has 10 hits per point of AC.
	64	
	81	
	100	Can animate an unresisting body to



		fight with weapons. Days med range, duration 10 minutes. If target is alive, they take one quarter damage physical & magical. If target is dead, they cannot fall for the duration unless limbs are severed etc. Damage is as weapon +12lps.
<b>Brainstormers</b>	1	
	4	
	9	
	16	Confusion, single target, sit down pacified for days med in seconds, Days med range
	25	Berserk, single target, will attack nearest target for days med in seconds, Days med range
	36	Magic Jar inanimate, this allows the wizard to transfer their conscious mind into an inanimate object duration is 6 mins (64 Days med duration 18 mins, 100 Days med duration 1 hour)
	49	
	64	Confusion, 120 arc, 30' range, sit down pacified for 64 seconds, Days med range
	81	Berserk, 120 arc, 30' range, will attack nearest target for days med in seconds or until dispelled.
	100	Magic Jar animate - this allows the wizard to transfer their conscious mind into another living body Duration 24 hours. It is rumoured that this can be made permanent
<b>Cloud Mastery</b>	1	
	4	
	9	Fly Self, level in minutes duration
	16	Fly other, level in minutes duration
	25	Wall of Fog, Days med length, blocks physical and magical sight, level in minutes duration
	36	Fog Bank, days med radius, blocks physical & magical sight, level in minutes duration.
	49	Mass Fly - level radius, level in minutes duration
	64	Call Rain - soaks geographical location, rains for 8 minutes stops ranged physical effects or attacks, and puts out all physical and magical fires.
	81	Arc Lightning - 120 arc, 30' range, does a bolt and 10' knockback to all in range. After the knockback, a dart jumps from each person to the person nearest them

	100	Castle of Cloud - All allies in the area automatically fly up 50' into a castle made of cloud. This has the effect of Fog bank around them for visibility. Anyone trying to enter the castle that is not an ally gets confused, and is pacified and wanders off.
--	-----	------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

## Galzar – The Sorcerers of Galzar

Spell Name	Days Meditation	Effect
<b>Undines</b>	1	
	4	
	9	Child – 9 hits, 6lps Magic
	16	
	25	Undine– 25 hits, 9lps Magic
	36	
	49	Knight – 49 hits, 12lps Magic through, shift at will
	64	
	81	
	100	Lord – 100 hits 18lps magic through, shift at will, gate x1
<p style="text-align: center;"><b>Chilling Strike</b></p> <p><i>‘With Undines of Water, I smite thee!’</i></p> <p>This does a 1 second freeze effect per level of spell after the damage.</p>	1	6lps Magic, 1’ range
	4	12lps Magic, 4’range
	9	18lps Magic, 9’range
	16	24lps Magic, 16’ range
	25	30lps Magic, 25’ range
	36	36lps Magic, 36’ range
	49	42lps Magic, 49’ range
	64	48lps Magic, 64’ range
	81	54lps Magic, 81’ range
	100	60lps Magic, 100’range

Spell Name	Days Meditation	Effect
<b>Grasping Ice</b>	1	
	4	
	9	Single target glue, Days med range, level in minutes duration
	16	Single target act at zombie speed, Days med in seconds, Days med range
	25	
	36	120 arc, 30' glue, level in minutes duration
	49	120 arc, 30' range all target move at zombie speed for days med in seconds.
	64	Magic Slow Other I, single target, days med in seconds, days med range
	81	
	100	120 arc, 30' range Magic slow other 1
<b>Blizzard</b>	1	Slip, single target, Days med range
	4	
	9	Blindness, single target, days med in seconds, Days med range
	16	120 arc, 30' range slip
	25	Unstable footing, single target slip for days med in seconds, days med range
	36	120 arc, 30' range blindness, duration days med in seconds
	49	
	64	120 arc, 30' range unstable footing, duration days med in seconds
	81	
	100	Swirling Blizzard, mass blindness and slip, geographical location, 10 minutes

Spell Name	Days Meditation	Effect
<b>Healing Waters</b> <i>'Undines of Water, wash these wounds and hurts away'</i> This spell will have no effect on fire based creatures.	1	
	4	Water breathing, single target, DM minutes, DM range
	9	7lps, 1 per location magical healing, Single target, DM range
	16	7lps, 1' location magical healing, 16' radius from caster
	25	Remove poison, 25' radius from caster
	36	14lps, 2lp per location magical healing, single target, 36' range
	49	14lps, 2lp per location magical healing, 49' radius from caster
	64	Remove acid, 64' radius from caster
	81	28lps, 4lps per location magical healing, single target, 81' range
	100	28lps, 4lps per location magical healing, 100' radius from caster
<b>Knowledge of the Deeps</b> Speak with body of water. This requires days med squared volume of water to cast each level of spell. An increasing volume of water will give an increased level of answer available.	1	
	4	
	9	
	16	
	25	
	36	
	49	
	64	Approx major comm. Level
	81	
	100	
<b>Tower of Grinding Ice</b>	1	Ice Armour, + level PWA, single target, touch, level in minutes duration
	4	Glacial armour, + level magical AC, single target, touch, level in minutes duration
	9	Create Ice shield - unbreakable by physical damage, requires shield use to use. Can be passed to other people to use. Days med duration
	16	Walk through Water self, days med duration
	25	Walk through Water other, days med duration
	36	Create Glacial shield - unbreakable by Mantic 1 damage. Requires shield use to use. Can be passed to other people to use. Days med duration
	49	Create Ice Blade +2 Ice magic, level in minutes duration, can be passed to other people to use.
	64	Create Avalanche shield, unbreakable by Mantic 1, 5' knockback and knockdown to

		anyone hitting the shield. Duration level in minutes.
	81	Create Shield of Grinding Ice, Unbreakable by Mantic 1, Magical absorption level in hits, duration level in minutes
	100	Tower of Grinding Ice - Geographical location unstable footing all enemies, drops 100 days med Ice & Glacial armour on all allies. All Allies also gain an Ice Blade & a Shield of Grinding Ice. Duration 10 minutes

## Ador – The Warrior Wizards of Ador

Spell Name	Days Meditation	Effect
<p><b>Salamander</b>  <i>Salamander of fire come at my call, for here is flame and warmth for all. Salamander from the flame eternal I summon thee hence ..(type)</i></p>	1	
	4	
	9	Child – 9lps Magic
	16	
	25	Salamander– 25 hits, 9lps Magic
	36	
	49	Knight –49hits, 12lps Magic through, shift at will
	64	
	81	
	100	Lord – 100 hits 18lps magic through, shift at will, gate x1
<p><b>Spheres of Flame</b>  <i>Salamanders from fire I call thee and smite thee with flame</i>                      This spell may be used in an area effect, radius equal to half the number of days med, damage to all targets in range is the same as single target damage.</p>	1	6lps Magic, 1’ range
	4	12lps Magic, 4’ range
	9	18lps Magic, 9’ range
	16	24lps Magic, 16’ range
	25	30lps Magic, 25’ range
	36	36lps Magic, 36’ range
	49	42lps Magic, 49’ range
	64	48lps Magic, 64’ range
	81	54lps Magic, 81’ range
	100	60lps Magic, 100’ range
<p><b>Bladesafire</b>  <i>Salamanders of the brightest flame, hear me I conjure thee I bind thee to this blade with harm and destruction to all</i>                      All enchanted blades can do a sphere of flame up to 1 level lower amount of days med for first 5 mins after casting (eg 9<sup>th</sup> level 81 days med may do 4 x 16 days med fireballs or 1x 64 days med ball). If it is used in this way, the entire duration is used up.</p>	1	Weapon does magic damage, days med duration
	4	+ 3lps magic damage, days med duration
	9	+ 6 lps magic damage, days med duration
	16	+ 9lps magic damage, days med duration
	25	+ 12lps magic damage, days med duration
	36	+ 15lps magic damage, days med duration
	49	+ 18lps magic damage. Days med duration
	64	+ 21lps magic damage, days med duration
	81	+ 24lps magic damage, days med duration
	100	+ 27lps magic damage, days med duration

Spell Name	Days Meditation	Effect
<b>Wall of Fire</b> Duration of level in minutes. <i>“Salamanders of rage and fury be bound in place in the form of a wall of flame.”</i>	1	
	4	
	9	Wall of Fire 9ft, 9lps dam to any who pass through
	16	
	25	Wall of Fire 25ft, 25lps dam to any who pass through
	36	
	49	Wall of Fire 49ft, 49lps dam to any who pass through
	64	
	81	
	100	Wall of Fire 100ft, 100lps dam to any who pass through
<b>Stormfire</b> <i>“Salamanders of fire come forth and strike thy targets.”</i>	1	
	4	Up to 2 targets hit with flaming ember doing 6lps each, range in days med
	9	
	16	Up to 4 targets hit with flaming ember doing 12lps each, range in days med
	25	
	36	Up to 6 targets hit with flaming ember doing 18lps each, range in days med
	49	
	64	Up to 10 targets hit with flaming ember doing 30lps each, range in days med
	81	
	100	Firestorm locational area 60lps damage and 18lps a min lasts level in mins



Spell Name	Days Meditation	Effect
<p><b>Brand Iron</b>  <i>Salamanders come forth and rage and burn and brand your mark here</i></p> <p>All 30' range.  If still in contact when reaches melt point, wearer is in agony for min equal to level, or until metal is cooled.</p>	1	
	4	Cauterise (Stop bleeding)
	9	
	16	Magnetise metal
	25	Brand, stops casting in single target
	36	Melt, molten in 30s, 36lps dam
	49	
	64	Melt, molten in 20s, 48lps dam
	81	Brand, stops casting up to level in targets
	100	Melt, molten in 10s, 60lps dam
<p><b>Castle Azure</b></p>	1	
	4	
	9	
	16	
	25	
	36	
	49	
	64	
	81	Magic Speed Self1 self / other 5mins
	100	Personal fire shield which absorbs 1 blow/2 levels, and reflects back 36lps Fire magic damage. OR, summons a castle made of fire which can send out one Knight of Fire per caster level from the walls. The walls are impassable and will repel any attempts to walk through them.

## Seth – The Shadow Weavers of Seth

Spell Name	Days Meditation	Effect
<p><b>Daemon</b>  <i>Lord of the dark, here my call for here is darkness and harm to all Daemon from the dark places I bid the come forth</i></p>	1	
	4	
	9	Child – 9hits, 6lps Magic
	16	
	25	Daemon- 25hits, 9lps Magic
	36	
	49	Knight – 49 hits, 12lps Magic through, shift at will
	64	
	81	
100	Lord – 100 hits, 18lps magic through, shift at will, gate x1	
<p><b>Shadow bolt</b>  <i>Oh daemons of the dark, hear me I conjure thee and smite this XXX with the power of shadow</i></p>	1	6lps Magic, 1' range
	4	12lps Magic, 4' range, OR shatter Inanimate
	9	18lps Magic, 9' range
	16	24lps Magic, 16' range
	25	30lps Magic, 25' range, OR disintegrate inanimate
	36	36lps Magic, 36' range
	49	42lps Magic, 49' range
	64	48lps Magic, 64' range OR limb out
	81	54lps Magic, 81' range
100	60lps Magic, 100' range OR limb off, OR vital location out	
<p><b>Shades of unlight</b>  <i>Shades of unlight, from the outer dark aid thy servant in their plight, I call forth thy power too XXX</i></p>	1 Shade	+1 magic ac for 1 min
	4	No change
	9 Shadow	+1 magic ac for 9 min Self 16day for other
	16 Unseen	Invisibility while not moving- move and spell ends -
	25 Shadowshift	25 foot shadow shift (self – may be cast on another for 36 days med
	36	No change
	49 invulnerability	+6 magic ac for 5 mins self – may be cast on another for 64 days med
	64 Shadowshift	Mass shadow shift 64 range all who willing and touching and allowed by wizard.
	81 shield of darkness cloak of darkness	Shield of darkness - creates a medium sized magic shield – this

		<p>will absorb any blow that hits it – and will also absorb all darts and blasts cast at the wielder.  Cloak of darkness – option 1 absorbs next blow / spell effect (inc death blows) Option 2 absorbs 24 lps of damage. Both these are self only on the wizards cloak – may be cast on another for 121 days med</p>
	100 gate	This is a 12 person gate

Spell Name	Days Meditation	Effect
<p style="text-align: center;"><b>Grim</b>  <i>Daemons of the deepest depths, come ye forth at my behest, imbue the sky with thy bile, I command you now, with darkness my enemies to defile</i></p>	1	
	4	
	9	
	16	Solo Target suffers 1lp damage per minute and is unable to concentrate (and hence cast) for the duration due to the constant damage. Duration 1 min
	25	
	36	Solo Target suffers 1lp damage per minute and is unable to concentrate (and hence cast) for the duration due to the constant damage. Duration 6 mins
	49	Solo target losses half of their remaining TB / Hits.
	64	30' radius all who were in the area of affect (when the spell was cast) suffers 1lp damage per minute (regardless of whether they move away from the area) and is unable to concentrate (and hence cast) for the duration due to the constant damage. Duration 6 mins
	81	15' radius - all who are caught in the area of affect lose half of their remaining TB / Hits.
	100	Solo Target suffers 3lp damage per minute and is unable to concentrate (and hence cast) for the duration due to the constant damage duration until target dead or spell is dispelled
<p style="text-align: center;"><b>Catalepsy</b>  <i>My foes abound will wane and weep, I condemn you now to the deep dark sleep!</i></p>	1	Sleep - The target will fall asleep (falling over will not wake them), and will stay asleep until damaged or vigorously awoken. Duration 10 seconds
	4	Speak with the Slumbering - A sleeping target will be forced to answer three yes/no questions, and they must answer. When they awake they will realize that they have been questioned but not by whom.
	9	Sleep - The target will fall asleep (falling over will not wake them), and will stay asleep until damaged or vigorously awoken. Duration 30 seconds
	16	Sleep with the Dead - Once cast if the wizard lies prone, he will be ignores by undead. If he moves, speaks or casts the spell is broken. Duration 5 mins

25	<p>Speak with the Sleeping - A sleeping target will be forced to answer three yes/no questions, and they must answer honestly. When they awake they will realize that they have been questioned but not by whom.</p> <p>Sleep - The target will fall asleep (falling over will not wake them), and will stay asleep until damaged or vigorously awoken duration 5 mins</p>
36	<p>Catalepsy - Solo Target, will fall prone and will discern as dead. While in this state they will only be affected by magical damage. Duration 5 mins</p> <p>Feign death - The wizard will fall prone (though still conscious of his surroundings) and will discern as and appear to be dead. While in this state the subject will only sustain ¼ damage (except spirit). The wizard may end the spell at any time. Duration 5 mins</p>
49	<p>Sleep - 5' Radius - all within the area of affect will fall asleep (falling over will not wake them), and will stay asleep until damaged or vigorously awoken. Duration 30 seconds</p>
64	<p>Catalepsy - Solo Target, will fall prone and will discern as dead. While in this state they will only be affected by magical damage. Duration 24 hour or until dispelled</p>
81	<p>Sleep - 5' Radius - all within the area of affect will fall asleep (falling over will not wake them), and will stay asleep until damaged or vigorously awoken. Duration 30 seconds</p>
100	<p>Catalepsy - 5' Radius - target, will fall prone and will discern as dead. While in this state they will only be affected by magical damage. Duration 5 mins</p>

Spell Name	Days Meditation	Effect
<b>Blades of Nightfall</b> <i>Daemons of the deepest depth, here me I conjure thee, I abjure the light and call thee now to bring darkness and harm to all</i>	1	none
	4	none
	9	Weapon does magic damage 9mins
	16	Weapon does magic damage 16mins
	25	+3 lps magic damage for 25 mins all enchanted blades can do a shadow bolt up to 1 level lower amount of days med for first 5 mins after casting (eg 9 <sup>th</sup> level 81 days med may do 4 x 16 days med shadow bolts or 1x 64 days med bolt)
	36	+6 lps magic damage for 36 mins
	49	+6 lps magic damage for 49 mins
	64	+9 lps magic damage for 64 mins
	81	+12 lps magic damage for 81 mins
	100	+18 lps magic damage for 100 mins
<b>Terror of the Ineffable Void</b> <i>Daemons of the utter night, come spread confusion and dismay, thy darkest aspect I bid thee display, daemons I command thee xxx</i>  <i>100days med vocals are as follows</i>  <i>Lords of Darkness and of the night, invest in me, by thy power and might. The sentence of terror and of night, I banish now the servants of light (shout) HERE ME I SENTENCE THEE AND CONSIGN THEE TO OBLIVION</i>	1 extinguish	Candle light, lantern 1dm, room lighting 4dm, magic light, firey aspect, fireblade, child of fire /light 9dm, bonfire larger elementals 16dm etc - vocals can be shortened to unbidden light I destroy thee
	4 darkness , speak to shadows	Darkness(the lesser dark)- vocal here and now I throw forth the inner most soul of seth- this makes an 8foot diameter darkness spell around the caster only, this spell will not cancel a light spell Speak with shadows - this is simple yes no answers the more DMs put in the better answers got
	9 darkness	Darkness(the greater dark) vocal here and now I throw forth the inner most soul of seth- this makes an 18foot diameter darkness spell up to 9 foot from the caster, this spell will cancel a light spell
	16 dispel light magic	This is the lesser dispel will dispel all lesser light magic's (9dm or less) instantly in the area of effect of 9foot radius
	25 blindness	This causes blindness depending on the DMs. 25dm 4 <sup>th</sup> level/below for 5 mins. 36 dm 5 <sup>th</sup> level/below for 6 mins. 49 dm 6 <sup>th</sup> level/below for 7 mins
	36 walk thru/on darkness	This spell has two form walk thru darkness self - walk on darkness self - to cast on another cost 49 days med
	49 nightfall	This spell has two versions - option

		<p>one is a huge darkness spell of 2400 foot radius with the darkness equal to a moonless midnight, this will dispel all light and fire elementals not of lord status. It will also 7lp TB damage to all light elves.</p> <p>Second version is it can be used as magically suspended animation Vs the likes Light elves, elemental Lord of light or fire</p>
	64 dispel light magic	This is the greater dispel will dispel all light magic's (49dm or less) instantly in the area of effect of 49foot radius
	81 none	
	100 void	This spell must be cast in magic darkness, once cast the wizard has 1 min to touch a victim with both hands to send them to the void, where they are trapped until rescued or able to gate/planeshift etc away but either way they are stuck for a least 1 hour.