

Chapter 11: Magic of the Celestials

Before the Second Descent, the Magic of the Celestials existed in the world as nothing more than stories and legend. The power to channel directly from the Realm of Energy, Light, Fire, Storm, Shadow, and Ice, may only be done by the Host of Heaven. Ritualism attempts this, though the ceremony and ritual exists as a means to replicate or produce certain effects, and the raw channeling of unshaped power is not something Rituals can do.

Celestials may learn the Celestial Ways, allowing them to channel directly from either one (1) or two (2) Realms. The Celestial chooses a Realm when first learning the Celestial Ways, but the Celestial is not bound to this particular Realm for her entire life. Being able to channel a particular Realm is referred to as being in a specific phase. A Celestial who can channel Light and Fire is said to be in a Light and Fire phase. Celestials may change their Phase in play, at a rate of one (1) Realm shift per event.

Characters may not purchase Initiate Celestial Ways after Character Creation.

Channelers

Celestials that have access to the Realms of Energy are known as Channelers. They address each other by the name of the Circle they have achieved. For example, Karl have achieved Second Circle in Fire, he is addressed, or introduces himself, as a Channeler of the Embers. Miranda has achieved Third Circle in Storm and Shadow, she is known as a Channeler of the Midnight Squall, combining the Circle names.

Changing Phases

Phase shifts may only occur after finding an instructor willing to instruct then in the new Realm or Realms. Instructors will often require that the student perform certain events before agreeing to teach the student. Spells known in a Realm are not lost when a student no longer has access to the Realm; she just no longer has access to those spells. The student immediately learns one (1) spell per Circle, and may learn up to her Circle in spell each event, and one (1) as a Between Game Action, or BGA. The spells learned as part of shifting phases do not count against this limit of learning spells per event. If a student decides to stop shifting phases, she may do so, though she risks angering her new instructor, and finding another instructor to teach her the ways of her new path.

For example, Miranda decides she wants to be able to channel Light and Ice. She purchases Celestial Ways – Dual Realm and goes on her merry way. However, after seeing Karl destroy some bandits who had tamed bears with his potent combination of Fire and Storm, she decides that the path of destruction and incineration is the path for her. She finds a teacher willing to accept her and begins her path to the Promised Land, for her, anyway, of smiting and vengeance. During that event, she may shift one Realm closer to Fire and Storm. Since she is Dual Realm, this means that both of her Realms change. She decides to move towards Fire, since she possesses Light, an adjacent Realm. She now possesses the Realms of Light and Fire, as Ice shifts to Light, and Light shifts to Fire. The next event she may shift Fire to Storm, and

Light to Fire, ending her journey and letting her realize her goal. This costs her no character points to do this.

Complementing and Oppositional Realms

There are five (5) Realms of Energy that a Celestial may channel. He may only channel up to two (2) of them at any time, and these Realms must always complement each other. Enchantments from opposing Realms may not be worn at the same time. If a player decides to accept a conflicting Enchantment, she may decide which Enchantment to keep. No player may ever channel conflicting Realms.

Celestial Realm	Complements	Opposes
Light	Fire, Ice	Storm, Shadow
Fire	Light, Storm	Ice, Shadow
Storm	Shadow, Fire	Light, Ice
Shadow	Ice, Storm	Light, Fire
Ice	Light, Shadow	Fire, Storm

Mana Cost

Mana, the mystical energy used to shape channeled magic, fuels the magic of the Realms. All spells have a mana cost which must be paid at the time of casting. Even if the spell fails, the mana cost must be paid. Exceptions to this rule will listed clearly in the spell's description. Players are responsible for keeping track of their own mana. Any purchased mana may be used to cast any spell of the Realms to which she has access. This mana pool is a single pool of mana, and Dual Realm spell casting casts from this single pool. Mana does not need to be bought separately for each Realm. A channeler who overspends mana immediately dies as if he suffered a Killing Blow.

Spell Types

There are two (2) types of spells: Battle spells and Enchantment spells. All spells are defined as being one (1) type, but never both types.

Battle spells generally require the channeler to successfully strike the target of the spell with a spell packet for the spell to take effect. Any spell that does not require this will state so clearly in the spell's description. When casting a spell, the spell packet must leave the spell channeler's hand within two (2) seconds of completing the spell's verbal component. No packet may be thrown until the spell's verbal component has been completed. Battle spells may only be "touch" cast if the spell specifically requires it.

Enchantment spells require one (1) minute of meditation before being able to cast the spell, as the energies of a lasting spell take longer to gather and channel. Example meditations are given in the Realm descriptions. Players may change their meditations with approval from the Plot committee.

Spell Verbals

All spells of the Celestial Realms require incantations, called spell verbals, in order to shape the spell to the Celestial's desire. Certain incantations have been utilized more often, and those rote incantations often provided quicker shaping of the Realms as a result. Those incantations are listed in each spell's description. However, players may craft their own incantations to use in place of these incantations. If a player decides to craft their own incantation for a spell, that incantation will always be the incantation for the spell, and may never be changed for that player, barring Plot and story intervention.

The higher Circle a spell, the louder the spell verbal must be spoken.

Players shaping their own incantations must adhere to the following rules.

- First Circle incantations must be at least five (5) syllables long.
- Each Circle after first requires three (3) additional syllables per Circle.
- The tagline must be said after the verbal.
- Verbals must be world appropriate.
- Spell Verbals must be approved before being used in-play.
- Once chosen, Spell Verbals may never be changed, barring Plot and story intervention.
- Spell Verbals must be determined at the time of learning a spell

Packet Color

All Celestials channel from the Realms of Energy. It is impossible to tell which Realm is being channeled and shaped until the incantation occurs and the spell is released. As such, all Celestials should use white spell packets, and only white spell packets.

Spell Packets

Spell Packets should be made from 6" x 6" pieces of fabric with one (1) tablespoon of birdseed in the middle, and then bound with rubber bands. Variations are allowed, but must be approved prior to check-in.

Types of Spells

Protective Spells

These spells protect the subject of the spell from certain effects. They can offer protection from anything from Poisons, to weapon strikes, to specific effects. The spell description describes the exact nature of the protective and it is up to the recipient of the spell to be aware of the effect of any protective spell he currently has upon him. Once a protective spell is in place, the protective allows the recipient to ignore the effects of the first instance of the appropriate nature. Only Resist spell protectives may be held and used at the desire of the player. Protective spells will always end at sunset if they have not been used.

If struck by an effect that could be stopped by two (2) or more types of protectives, the more specific protective is used first. For example, Karl has a Mind Shield and a Magic Ward active and is hit by an Enslave, the Mind Shield would be expended and the Magic Ward would remain in place.

When using the spell protective, the player must call out the category of the spell protective, Shield, Ward, Resist, Triggered, etc. There is a visible effect for all protective spells that allows all around to witness that a protective spell was activated, thus calling out the name of the protection is considered to be in-play. Protectives must be called within two (2) seconds of being hit with the effect. If the protective is not called, it is expended and the character is subject to the effect.

Protectives do not have any effect on weapons or items held or carried unless specifically designated in the spell description.

Stacking Protective Spells

The following is a list of restrictions on spell protectives and Enchantments:

- A character cannot have Enchantments active from opposing Realms.
- A character may only have one (1) Skin active, unless it is stated otherwise specifically.
- A character may only have one (1) Ward active, unless it is stated otherwise specifically.
- A character may only have one (1) of each type of Shield active, unless it is stated otherwise specifically.
- A character may have an unlimited number of Resist spells active, as long as they are not of opposing Realms.
- If player decides to accept a conflicting Enchantment, she may decide which Enchantment to keep.
- A character may only have one (1) Triggered spell per triggering action active at any time. Triggering actions include being hit, bleeding to death, etc.

Weapon Enchantments

Weapon Enchantments of the same type may not be stacked. Different Weapon Enchantments may be in place on a weapon, as long as the effects are not from opposing Realms. A spell that adversely affects a weapon does not in any way affect the Weapon Enchantments cast upon it, unless the spell description states otherwise. If at any a weapon is broken or otherwise damaged, all Weapon Enchantments active upon it are dispelled, even if the weapon is later repaired.

Mental Spells

Mental spells have an effect upon the mind or will of the target. These spells can be defended against by a Ward of the appropriate type, or any Shield against Mental. Characters with the Weak Will Disadvantage are affected by these spells for double the normal duration, and characters with the Strong Will Advantage are affected by these spells for half of the normal duration. All Mental spells are listed appropriately in the spell descriptions.

Investiture Spells

Investiture spells empower a gemstone in a way that alters further spells. Investiture spells can be learned by celestials of any Realm. They are listed after the spells of individual Realms. As Investiture spells are complex in their function, players should keep a copy of these spells' rules handy.

Walls and Circles

Before a Wall or Circle may be cast, an appropriate phys rep must be laid in place to represent it. This phys-rep must be a length of cloth at least six (6) inches in width laid out where the Wall or Circle will be. The phys-rep should be the appropriate color of the magic type, or have a packet indicating the type of magic attached to the phys rep so that the type of Wall or Circle is readily apparent. All Walls and Circles are completely transparent and nothing may pass through them, specific exceptions are listed within individual spell descriptions.

A Wall must have two (2) clearly delineated end points, which cannot be more than ten (10) feet apart. Concentration is required to maintain the Wall. The player must remain within five (5) feet of the Wall and must keep one hand raised and facing the Wall at all times. The Wall may be dropped by the channeler lowering the arm, moving further than five (5) feet away, or dying. A Wall of the opposing Realm may destroy the existing Wall.

Circles have dimensions specified in the spell descriptions. Walls and Circles may never overlap, though they may touch each other, forming a longer, solid Wall. If a living being is crossing the Wall or Circle at the time the verbal is completed, the spell fails to take effect, though all mana spent in the casting are lost. Walls and Circles are completely frictionless and may not be leaned upon.

Packets that Strike Clothes, Weapons, or Shields

A packet that strikes any part of an individual or object he is holding or wearing is considered to affect the target. A spell packet that strikes a target's sword, shield, cloak or any other garment is considered successful. If the spell is of a nature that it would affect a certain area of the body and it strikes an item of clothing such as a cloak, then the target of the spell should take the strike in the area closest to where the spell packet struck. Spell packets may be avoided, but they may only be blocked if specifically stated elsewhere.

Celestials do not require a Focus or Spell Book in order to channel their magic.

Learning Spells

All Celestials must learn spells from another Celestial who is one (1) Circle higher than the spell to be learned. The exception to this is Fifth Circle spells, which may be taught by a Fifth Circle channeler. A channeler may learn up to his Circle in spell Circles per game month. For example, Karl is a Third Circle channeler. He may learn three (3) First Circle spells, one (1) Second Circle spell and one (1) First Circle spell, or one (1) Third Circle spell.

Once a spell is learned, it is permanently “burned” into the channeler’s memory. The spell must then be recorded on the player’s Spell List card to indicate that the spell is known. Characters retain these spells in their memory, even if they cannot access them.

Circle Advancement

A character’s Circle designates how far she had advanced in her magical learning. A channeler must be of a certain Circle before she can learn spells of that Circle. There are advantages to advancing in Circle, such as abilities immediately learned when the channeler advances a Circle.

- Characters gain the ability Sense <Specific Realm> Ties when they achieve First Circle
- Characters gain the ability Sense Realm Ties when they achieve Second Circle
- Characters gain the ability Sense Magic Ties when they achieve Third Circle
- Characters gain the ability Prepare Spell when they achieve Fourth Circle
- Characters gain the ability Commune when they achieve Fifth Circle

Characters who later gain access to a second Realm must advance the Circle of their new Realm to the same Circle as their original Realm before purchasing any other abilities. Once the Circles are even, Character Points may be spent normally. Characters who become Dual Realm instantly learn one (1) spell of the new Realm.

Before a character can advance to a new Circle, she must meet the minimum mana requirement for that Circle. The Character Point cost for advancement must also be paid. Once the mana requirement has been met, and the Character Point cost has been paid, she can petition her teacher to assist in her advancement. The character will be tested in both the tenets of her order, and in her beliefs and dedication. If the character fails these tests, she cannot advance in Circle at that time. Usually the instructor will require the student to perform a quest or some task to prove herself before attempting the Circle advancement again.

Sense <Specific Realm> Ties

After spending ten (10) seconds concentrating, the character may call “Sense <Specific Realm> Ties,” where the Specific Realm is the Realm to which the character is tied. The target must be within five (5) feet of the character, and this tagline is considered in-play, as everyone around is aware what the character is doing. The target will then answer yes or no, depending on if the target has ties to that Realm.

Sense Realm Ties

After spending ten (10) seconds concentrating, the character may call “Sense Realm Ties.” The target must be within five (5) feet of the character, and this tagline is considered in-play, as everyone around is aware what the character is doing. The target will then answer yes or no, depending on if the target has ties to the Realms, and must state the Realms to which he is tied.

Sense Magic Ties

After spending ten (10) seconds concentrating, the character may call "Sense Magic Ties." The target must be within five (5) feet of the character, and this tagline is considered in-play, as everyone around is aware what the character is doing. The target will then answer yes or no, depending on if the target has ties to Magic, and must state the magic to which he is tied.

Prepare Spell

The Celestial may scribe one (1) letter, word, or symbol on the back of her hand. This letter, word, or symbol must be visible and at least 1"x1" in size. The Celestial may then cast a Battle spell of Fourth Circle or lower, and call "Absorb" as the spell is Absorbed into her flesh. She may then release the spell at any time by stating "Magic <Spell Name>" in place of the Spell Verbal. Only one (1) spell may be prepared in this fashion at a time, though any number of spells may be stored throughout the day.

Commune

The Celestial has proven herself to her masters and has gained their confidence and trust. The Celestial gains an additional BGA in which she may ask questions or inquire for information from her masters in the Host of Heaven. This BGA is in addition to the normal three (3) BGAs per event.

Realms of Energy and Spells

Spell Name

This is the name by which the spell is commonly known.

Type

This describes the nature of the spell.

Battle Spells

Battle spells are the most common spell type. Battle spells are spells typically cast during combat. Most of these spells may be cast forth instantly after speaking the proper Spell Verbal.

Touch: The channeler must touch the target of the spell with a packet that is still in hand.

Packet: The channeler must strike the target with a packet. These spells cannot be Touch-cast.

Point: The channeler need only point at the target of the spell once the Spell Verbal has been spoken. The hand used to point the spell must be empty. All Point spells have a range of five (5) feet.

Enchantment Spells

Most Enchantment spells are protective magic. Enchantment spells must be cast through meditation and delivered through Touch, unless otherwise indicated. All meditation takes one (1) minute.

Enchantments will have the exact nature of the Enchantment listed.

Spell Durations

The duration of a spell is how long the spell remains in effect once the spell has been cast.

Concentration: These spells last as long as the channeler maintains concentration, and can be ended at any time by the channeler. The channeler cannot cast other spells nor take any offensive action while maintaining concentration. The channeler may walk or engage in idle conversation, but may not undergo any strenuous activity. Striking a spell channeler does not break a spell that requires concentration, though rendering him unconscious will.

Dusk or Dawn: This spell lasts until the following Sunset or Sunrise.

Instant: The effects of these spells are instantaneous, though their effects may be permanent. Damage suffered from an instant spell remains once the damage is inflicted.

Indefinite/Dusk: The effects of these spells last until certain conditions are met or the proper counterspell is cast. Protective spells are among the most common Indefinite duration spells. All Enchantments expire at dusk, regardless.

Line of Sight (LOS): The spell lasts as long as the subject is within the line of sight of the channeler. The channeler need not be actually looking at the subject; she need only be within sight of him. If the channeler moves behind a large immovable object, such as a building or a large tree, that blocks line of sight for more than ten (10) seconds, the spell is broken. People cannot block line of sight, and for an object to block line of sight, the channeler must be completely behind the object. A channeler must be conscious to maintain line of sight, and he can declare it broken at any time.

Other: Some spells may have durations different than those described here. Such spells will explain their specific duration effects within the description.

Spell List

Light

First Circle: Circle of the Dawn

Thy Wound's Balm
Thy Malady's Cure
Ward Against the Corruption of Shadow
Ward Against the Chaos of Storm
Hand of Dawn

Second Circle: Circle of the Morning

Thy Wound's Closure

The Last Light of Dusk
Purification of the Humors
Ward Against the Realms
Barrier of the Righteous

Third Circle: Circle of the Sun

Thy Wound's Anointment
The First Light of Morn
Guardian of the Humors
Guardian of the Mind
Ward Against the Mysteries
Blessed Weapon

Fourth Circle: Circle of Radiance

Declaration of Peace
Thy Wound's Consecration
The Blinding Light of the Noonday Sun
Bulwark Against the Corruption of Shadow
Bulwark Against the Chaos of Storm
Curtain of Light
Mind's Awakening

Fifth Circle: Circle of the Firmament

Thy Body's Renewal
Unquenchable Light Within
Martial Exaltation
Sanctuary of Direst Need
Unrelenting Light of Heaven

Fire

First Circle: Circle of Ashes

Thy Wound's Comfort
Ward Against Frost
Ward Against the Dark
Candleflame
Perception of Life's Spark
Enflame

Second Circle: Circle of Embers

Spark of Fire
Healing Warmth
Thawing Flame
Guardian of the Mind
Hand of the Mighty
Revelation of Shadow's Guile
Warrior's Resilience

Third Circle: Circle of the Pyre

Bolt of Fire
Thy Body's Ease
Thy Mind's Freedom
The Cleansing of Thy Body
Fires of Ruin
Illumination of Shadow's Guile

Fourth Circle: Circle of the Conflagration

Burst of Fire
Thy Wound's Anointment
Freedom from Tyranny
Bulwark Against the Tyranny of Ice
Bulwark Against the Corruption of Shadow
True Revelation

Fifth Circle: Circle of the Inferno

Gout of Fire
Heart of Flame
Treachery's Banishment
Hand of Boundless Might
Unrelenting Conflagration

Storm

First Circle: Circle of Thunder

Sting of the Skies
Ward Against the Frost

Ward Against the Harmonies
Winds of Mischief

Second Circle: Circle of Lightning

Whip of the Skies
The Touch of Ruin
Zephyr of Mischief
Unfettering Touch
Call of Thunder

Third Circle: Circle of the Squall

Lash of the Skies
The Touch of Utmost Ruin
Thieving Wind
Lightning Strike
The Wind's Forbiddance

Fourth Circle: Circle of the Typhoon

Scourge of the Skies
Freedom's Glory
The Touch of Reaving Fury
Bulwark Against the Frost
Bulwark Against the Harmonies
Storm Surge

Fifth Circle: Circle of the Tempest

Wrath of the Skies
Unrelenting Fury of the Storm
Still Heart of the Tempest
Seeds of Chaos

Shadow

First Circle: Circle of Deceit

Beguilement
Ward Against the Harmonies
Ward Against the Heedless Flame
Candle's Bane

Dark Realm's Mask

Second Circle: Circle of Whispers

Crippling Plague
Cruel Darkness
The Dance of Shadows
Flame's Bane
Occultation of the Soul
Dread

Third Circle: Circle of Midnight

Veil of Night
Thy Blood's Defilement
Wicked Darkness
Cloak of The Mind's Eye
The Celestial Masquerade
Shadow's Gentle Hand

Fourth Circle: Circle of Secrets

Hateful Darkness
Consumption of Will
Bulwark Against the Harmonies
Bulwark Against the Heedless Flame
Shroud of Transparency
Twisted Light

Fifth Circle: Circle of the Vault

Suffocation of the Hungry Dark
Occultation of the Gateway
Enthralling Web of Shadows
Shroud Over the Host
The Beguiling Mists of Night

Ice

First Circle: Circle of Frost

Grip of Ice
Ward Against the Heedless Flame

Ward Against the Chaos of Storm
Icy Languor
Lull Humors

Second Circle: Circle of Rime

Shackles of Ice
Sheath of Ice
Fortification of Frost
Muted Utterance
Rime of Preservation
Warrior's Resilience

Third Circle: Circle of the Tundra

Fetters of Rime
Splinter of Ice
Impassable Wall of Ice
Heart of Ice
Impenetrable Seal of Ice
Ward Against the Realms

Fourth Circle: Circle of the Glacier

Inescapable Prison of Ice
Shard of Ice
Bulwark Against the Heedless Flame
Bulwark Against the Tempest
Quiescence of Ice

Fifth Circle: Circle of Dominion

Immutable Form of Ice
Spear of Ice
Impregnable Fortress of Ice
Inexorable Cascade of Ice
Inexhaustible Hail Storm

Spell Description

This section describes how the spell works in play. It also covers any special rules pertinent to the spell.

The Realm of Light

Complements: Fire and Ice

Opposes: Storm and Shadow

Meditation: Quiet contemplation

The Realm of Light excels in the healing of Wounds and providing protection to those that seek it. The Realm of Light brings harm to no one, save those who are dedicated in body and soul to the Shadow.

First Circle – Circle of the Dawn

Thy Wound's Balm

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 1

Tagline: "Light Accelerate Healing"

Description: This spell provides an Accelerate Healing effect to the target. See Source "Light" and Effect "Accelerate Healing."

Verbal: "Let Thy Wounds Be Balmed."

Thy Malady's Cure

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 1

Tagline: "Light Cure Disease"

Description: This spell provides a Cure Disease effect to the target. See Source "Light" and Effect "Cure Disease."

Verbal: "Be Thou Free of Malady."

Ward Against the Corruption of Shadow

Type: Enchantment (Ward)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 1

Tagline: "Light Ward Against Shadow"

Description: This spell provides a Light Ward Against Shadow to the target. See Source "Light" and Effect "Ward."

Verbal: "Let the Dark of Shadow Do Thee No Harm."

Ward Against the Chaos of Storm

Type: Enchantment (Ward)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 1

Tagline: "Light Ward Against Storm"

Description: This spell provides a Light Ward Against Storm to the target. See Source "Light" and Effect "Ward."

Verbal: "Let the Chaos of Storm Do Thee No Harm."

Hand of Dawn

Type: Battle (Touch)

Duration: Dusk or Dawn

Casting Time: Instant

Mana Cost: 1

Tagline: Light Glow

Description: This spell creates a Light Glow. See Source "Light" and effect "Glow."

Verbal: "I make the Light of Heaven manifest."

Second Circle – Circle of the Morning

Thy Wound's Closure

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 2

Tagline: "Light Heal Minor Wounds"

Description: This spell provides a Light Heal Minor Wounds. See Source "Light," Effect "Heal Minor Wounds."

Verbal: "Let Thy Limbs Be Filled With Soothing Light."

The Last Light of Dusk

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 2

Tagline: "Light Dart"

Description: This spell deals a Dart that only affects creatures of Shadow. See Source "Light," Effect "Dart," and Effect "Light Damage."

Verbal: "Light Shall Illumine Thee."

Purification of the Humors

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 2

Tagline: "Light Purify Blood"

Description: This spell provides a Light Purify Blood. See Source "Light," Effect "Purify Blood."

Verbal: "Be Thou Clean of Venom."

Ward Against the Realms

Type: Enchantment (Ward)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 2

Tagline: "Light Ward Against Realms"

Description: This spell provides a Ward against all of the five (5) Realms of Energy, Light, Fire, Storm, Shadow, and Ice. See Source "Light," Effect "Ward."

Verbal: "Let the Children of Heaven Do Thee No Harm."

Barrier of the Righteous

Type: Enchantment (Shield)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 2

Tagline: "Light Shield against Physical"

Description: This spell provides a Light Shield against Physical. See Source "Light," Effect "Shield"

Verbal: "Let No Weapon Harm Thee."

Third Circle – Circle of the Sun

Thy Wound's Anointment

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 3

Tagline: "Light Heal Grievous Wounds"

Description: This spell provides a Light Heal Grievous Wounds. See Source "Light," Effect "Heal Grievous Wounds."

Verbal: "Let Thy Wounds Be Anointed in Light."

The First Light of Morn

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 3

Tagline: "Light Arrow"

Description: This spell deals an Arrow that only affects creatures of Shadow. See Source "Light," Effect

“Arrow,” Effect “Light Damage.”
Verbal: "Light Shall Purify Thee."

Guardian of the Humors

Type: Enchantment (Shield)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 3

Tagline: "Light Shield against Poison"

Description: This spell provides a Light Shield against Poison. This works for ingested Poisons, as well. See Source “Light,” Effect “Shield.”

Verbal: "Let No Venom Harm Thee."

Guardian of the Mind

Type: Enchantment (Shield)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 3

Tagline: "Light Shield against Mental"

Description: This spell provides a Light Shield against Mental. See Source “Light,” Effect “Shield.”

Verbal: "Let No Guile Harm Thee."

Ward Against the Mysteries

Type: Enchantment (Ward)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 3

Tagline: "Light Ward Against Magic"

Description: This spell provides a Light Ward against all Magic types. See Source “Light,” Effect “Ward.”

Verbal: "Let No Magic Harm Thee."

Blessed Weapon

Type: Enchantment (Weapon)

Duration: 30 minutes

Casting Time: 1 minute

Mana Cost: 3

Tagline: "Light Bless Weapon"

Description: This spell enchants a melee weapon to allow it to strike creatures of Shadow more effectively. Light damage does not harm non-Shadow creatures. See Source “Light,” Effect “Bless Weapon,” Effect “Light Damage.”

Verbal: "May thy Weapon Be Blessed."

Fourth Circle – Circle of Radiance

Declaration of Peace

Type: Battle (Packet)

Duration: Line of Sight

Casting Time: Instant

Mana Cost: 4

Tagline: "Light Disrupt Storm"

Description: This spell deals a Disrupt Storm effect to the target. See Source "Light," Effect "Disrupt."

Verbal: "May Light's Peace Be Upon Thee."

Thy Wound's Consecration

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 4

Tagline: "Light Heal Mortal Wounds"

Description: This spell provides a Light Heal Mortal Wounds effect. See Source "Light," Effect "Heal Mortal Wounds."

Verbal: "Let Thy Body Be Made Whole and Complete."

The Blinding Light of the Noonday Sun

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 4

Tagline: "Light Lance"

Description: This spell deals a Lance that only affects creatures of Shadow. See Source "Light," Effect "Lance," Effect "Light Damage."

Verbal: "Light Shall Banish Thee."

Bulwark Against the Corruption of Shadow

Type: Enchantment (Resist)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 4

Tagline: "Light Resist against Shadow"

Description: This spell provides a Light Resist against Shadow. See Source "Light," Effect "Resist."

Verbal: "Fortify Thy Will Against the Dark of Shadow."

Bulwark Against the Chaos of Storm

Type: Enchantment (Resist)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 4

Tagline: "Light Resist against Storm"

Description: This spell provides a Light Resist against Storm. See Source "Light," Effect "Resist."

Verbal: "Fortify Thy Will Against the Chaos of Storm."

Curtain of Light

Type: Battle (Touch)

Duration: Concentration / 30 minutes

Casting Time: Instant

Mana Cost: 4

Tagline: "Light Wall"

Description: This spell creates a Wall of Light. This wall prevents Shadow spells and effects and creatures of Shadow from passing through it, but in no way hinders others from crossing the wall or other spells from passing through it. See Source "Light," Effect "Wall."

Verbal: "Let No Shadow Draw Nigh."

Mind's Awakening

Type: Battle (Packet or Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 4

Tagline: "Light Awaken"

Description: This spell provides a Light Awaken effect. See Source "Light," Effect "Awaken."

Verbal: "Be Thou Free in Mind."

Fifth Circle – Circle of the Firmament

Thy Body's Renewal

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 5

Tagline: "Light Restore"

Description: This spell provides a Light Restore effect. See Source "Light," Effect "Restore."

Verbal: "Let Thy Body Be Renewed."

Unquenchable Light Within

Type: Enchantment (Fortification)

Duration: 30 minutes

Casting Time: 1 minute

Mana Cost: 5

Tagline: "Light Fortification Against Shadow"

Description: This spell provides a Light Fortification against Shadow effect. See Source "Light," Effect "Fortification."

Verbal: "I Shall Not Dread the Dark."

Martial Exaltation

Type: Enchantment (Weapon)

Duration: 30 minutes

Casting Time: 1 minute

Mana Cost: 5

Tagline: "Light Exalt Weapon"

Description: This spell provides a Light Exalt Weapon effect to one melee weapon. See Source "Light," Effect "Exalt Weapon." This Exaltation provides the "Magic" tagline on every swing, in addition to the effects of Exalt Weapon.

Verbal: "Let Mine Hand Course with the Fury Of The Heavens."

Sanctuary of Direst Need

Type: Battle (Touch)

Duration: 30 minutes

Casting Time: Instant

Mana Cost: 5

Tagline: "Light Sanctuary"

Description: This spells provides a Light Sanctuary effect. See Source "Light," Effect "Sanctuary."

Verbal: "Let The Glory Of The Firmament Provide Succor For All."

Unrelenting Light of Heaven

Type: Battle (Storm)

Duration: Indefinite / Concentration

Casting Time: Instant

Mana Cost: 5

Tagline: "Light Dart"

Description: This spell allows the channeler to continually channel the Realm of Light against the creatures of Shadow. Each packet the channeler throws becomes a Light Dart, as long as the caster does not move his feet, cast or activate any other spell or item, or becoming Wounded or otherwise incapacitated.

See Source "Light," Effect "Dart," Effect "Light Damage."

Verbal: "No Shadow May Hide From the Seeking Rays of Light"

The Realm of Fire

Complements: Light and Storm

Opposes: Shadow and Ice

Meditation: Hand patterns mimicking a fire.

The Realm of Fire excels in the curing of ailments, enhancement, and the revelation of Illusions. Fire is strong in both healing and offensive, being second only to Light and Storm in these regards. The Realm of reflects the nature of those who channel it. It may be the soothing warmth of a hearth on a cold Winter's day, the all-consuming fiery rage of a wildfire, of the fire that clears away the underbrush for a new year of growth. Celestials commonly debate the true nature of the Realm of Fire.

First Circle – Circle of Ashes

Thy Wound's Comfort

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 1

Tagline: "Fire Stabilize"

Description: This spell provides a Fire Stabilize effect. See Source "Fire," Effect "Stabilize."

Verbal: "May the Flames Lash Thy Wounds Closed."

Ward Against Frost

Type: Enchantment (Ward)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 1

Tagline: "Fire Ward Against Ice"

Description: This spell provides a Fire Ward against Ice. See Source "Fire," Effect "Ward."

Verbal: "Sheltering Flame Keep Thee from the Reaching Cold."

Ward Against the Dark

Type: Enchantment (Ward)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 1

Tagline: "Fire Ward Against Shadow"

Description: This spell provides a Fire Ward against Shadow. See Source "Fire," Effect "Ward."

Verbal: "Sheltering Flame Keep Thee from the Hungering Dark."

Candleflame

Type: Battle (Touch)

Duration: Dusk or Dawn

Casting Time: Instant

Mana Cost: 1

Tagline: "Fire Glow"

Description: This spell provides a Fire Glow. See Source "Fire," Effect "Glow."

Verbal: "Even Infernos Begin With But a Spark."

Perception of Life's Spark

Type: Battle (Point)

Duration: Concentration

Casting Time: Instant

Mana Cost: 1

Tagline: "Fire Sense Health"

Description: When using this spell, the character must study the intended target while asking only the questions included in this list. The character can be interrupted according to the normal rules for disrupting concentration. The first four questions can be asked with no delay. All of the rest require five (5) seconds of concentration before each question is asked. The following questions may be asked:

- Are you Alive/Dead ?
- Are you Conscious/Unconscious ?
- Are you Bleeding to Death ?
- Are you Wounded ? If so, what Locations?
- Are you healing faster/slower than normal?
- Are you Poisoned?
- Are you Diseased, Weakened or Disrupted?
- Are you Paralyzed?
- Are you under the effects of an Intolerance?
- Do you have a graft of any kind?
- Do you have any Natural enchantments (Shield, Ward, Resist, Skin, Triggered)?

Verbal: "Let Life's Pulse Be Revealed to Me."

Enflame

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 1

Tagline: "Fire Drop <Hand>"

Description: This spell deals a Fire Drop effect. See Source "Fire," Effect "Drop."

Verbal: "Flickering Flames Scorch Thy Palm."

Second Circle – Circle of Embers

Spark of Fire

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 2

Tagline: "Fire Dart"

Description: This spell deals a Dart of Fire.

Verbal: "Fire Shall Scorch Thee."

Healing Warmth

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 1

Tagline: "Fire Accelerate Healing"

Description: This spell provides a Fire Accelerate Healing effect. See Source "Fire," Effect "Accelerate Healing."

Verbal: "Fire's Gift Shall Warm Thy Blood."

Thawing Flame

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 2

Tagline: "Fire Dispel Lesser Ice Restrict"

Description: This spell provides a Fire Dispel Lesser Restrict effect for any Ice Restricts. See Source "Fire," Effect "Dispel Lesser Restrict."

Verbal: "Flame Shall Purge Thy Frozen Bonds."

Guardian of the Mind

Type: Enchantment (Shield)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 2

Tagline: "Fire Shield against Mental"

Description: This spell provides a Fire Shield against Mental. See Source "Fire," Effect "Shield."

Verbal: "Sheltering Flame Keep Thy Mind Unharmd."

Hand of the Mighty

Type: Battle (Touch)

Duration: 1 minute/Instant

Casting Time: Instant

Mana Cost: 2

Tagline: "Fire Strength"

Description: This spell provides a Fire Strength effect. See Source "Fire," Effect "Strength."

Verbal: "Thy Muscles Grow With the Fanning of Flames."

Revelation of Shadow's Guile

Type: Enchantment

Duration: Indefinite/Dusk

Casting Time: Instant

Mana Cost: 2

Tagline: "Fire Sense Lesser Illusion"

Description: This spell provides the Fire Sense Lesser Illusion effect. See Source "Fire," Effect "Sense Lesser Illusion."

Verbal: "The Mind's Flame Burns Away Deceit."

Warrior's Resilience

Type: Enchantment (Skin)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 2

Tagline: "Fire Skin 2"

Description: This spell, which a celestial can cast only on himself, provides a Skin 2 effect. See Source "Fire," Effect "Skin."

Verbal: "Grant Unto me the Fortitude of Heaven's Warriors."

Third Circle – Circle of the Pyre

Bolt of Fire

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 3

Tagline: "Fire Arrow"

Description: This spell deals an Arrow of Fire. See Source "Fire," Effect "Arrow."

Verbal: "Flames Scour Away the Impure."

Thy Body's Ease

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 3

Tagline: "Fire Heal Wound"

Description: This spell provides a Fire Heal Wound effect. See Source "Fire," Effect "Heal Wound."

Verbal: "Thy Flesh is Born Anew in Binding Flame."

Thy Mind's Freedom

Type: Battle (Packet or Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 3

Tagline: "Fire Awaken"

Description: This spell provides a Fire Awaken Effect. See Source "Fire," Effect "Awaken."

Verbal: "Be Thou Free of Maladies of the Mind."

The Cleansing of Thy Body

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 3

Tagline: "Fire Cleanse"

Description: This spell provides a Fire Cleanse effect. See Source "Fire," Effect "Cleanse."

Verbal: "Thy Body Shall Be Free of Impurities."

Fires of Ruin

Type: Battle (Packet)

Duration: One Minute

Casting Time: Instant

Mana Cost: 3

Tagline: "Fire Engulf <Item>"

Description: This spell deals a Fire Engulf effect. See Source "Fire," Effect "Engulf."

Verbal: "The Fury of Fire Consumes Thy Equipment in Ruin."

Illumination of Shadow's Guile

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 3

Tagline: "Dispel Lesser Illusion <Illusion Name>"

Description: This spell provides a Dispel Lesser Illusion effect to one (1) Lesser Illusion. See Source "Fire," Effect "Dispel."

Verbal: "Thy Deceits Shall be Wreathed in Flame."

Fourth Circle – Circle of the Conflagration

Burst of Fire

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 4

Tagline: "Fire Lance"

Description: This spell deals an Lance of Fire. See Source "Fire," Effect "Lance."

Verbal: "Fire Consumes All in its Fury."

Thy Wound's Anointment

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 4

Tagline: "Fire Heal Grievous Wounds"

Description: This spell provides a Fire Heal Grievous Wounds effect. See Source "Fire," Effect "Heal Grievous Wounds."

Verbal: "Thy Sickened Flesh is Purged in Bountiful Flame."

Freedom from Tyranny

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 4

Tagline: "Fire Dispel Ice Restrict"

Description: This spell provides a Fire Dispel Restrict for any Ice Restrict. See Source "Fire," Effect "Dispel Restrict."

Verbal: "Flame Consume Thy Shackles of Frost."

Bulwark Against the Tyranny of Ice

Type: Enchantment (Resist)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 4

Tagline: "Fire Resist against Ice"

Description: This spell provides a Fire Resist against Ice. See Source "Fire," Effect "Resist."

Verbal: "Sheltering Flame Repel the Tendrils of Rime."

Bulwark Against the Corruption of Shadow

Type: Enchantment (Resist)

Duration: Indefinite/Dusk

Casting Time:

Mana Cost: 4

Tagline: "Fire Resist against Shadow"

Description: This spell provides a Fire Resist against Shadow. See Source "Fire," Effect "Resist."

Verbal: "Sheltering Flame Repel the Devouring Night."

True Revelation

Type: Enchantment

Duration: Indefinite/Dusk

Casting Time: Instant

Mana Cost: 4

Tagline: "Fire Sense Illusion"

Description: This spell provides Fire Sense Illusion. See Source "Fire," Effect "Sense Illusion."

Verbal: "The Searching Eye of Fire Burns Away Deceit."

Fifth Circle – Circle of the Inferno

Gout of Fire

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 5

Tagline: "Fire Blast"

Description: This spell deals a Blast of Fire. See Source "Fire," Effect "Blast."

Verbal: "None Shall Escape the Conflagration."

Heart of Flame

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 5

Tagline: "Fire Dispel Petrify," "Fire Dispel Drain," "Fire Suppress Ice Haven"

Description: This spell provides any one (1) of the following three (3) effects each time it is channeled: Fire Dispel Petrify, Fire Dispel Drain, Fire Suppress Ice Haven. See Source "Fire," Effects "Dispel," "Suppress."

Verbal: "The Inferno of the Soul Consumes the Unrelenting Glacier of Ice."

Treachery's Banishment

Type: Battle (Packet)

Duration: 1 minute

Casting Time: Instant

Mana Cost: 5

Tagline: "Fire Dispel Illusion <Illusion Name>"

Description: This spell provides a Fire Dispel Illusion effect to one (1) Illusion. See Source "Fire," Effect "Dispel."

Verbal: "The Inferno Suffers No Deceit."

Hand of Boundless Might

Type: Battle (Touch)

Duration: 30 minutes

Casting Time: Instant

Mana Cost: 5

Tagline: "Fire Lasting Strength"

Description: This spell provides a Fire Lasting Strength effect. See Source "Fire," Effect "Lasting Strength."

Verbal: "The Might of the Inferno is without equal."

Unrelenting Conflagration

Type: Battle (Storm)

Duration: Indefinite / Concentration

Casting Time: Instant

Mana Cost: 5

Tagline: "Fire Dart"

Description: This spell allows the channeler to continually channel the Realm of Fire. Each packet the channeler throws becomes a Fire Dart, as long as the caster does not move his feet, cast or activate any other spell or item, or becoming Wounded or otherwise incapacitated.

See Source "Fire," Effect "Dart."

Verbal: "The Coming Inferno Shall be without End."

The Realm of Storm

Complements: Fire and Shadow

Opposes: Ice and Light

Meditation: Chanting or Oration

The Realm of Storm excels in destruction, vengeance and fury. It is unparalleled in its ability to inflict harm to both creatures and objects. Storm overwhelms its opponents at the earliest opportunity. However, Storm also is the essence of Free Will. It is about the whimsy and mischief of the Soul. Storm works to free those who are bound. This unpredictability of the Realm is reflected in Nature. Celestial Philosophers debate whether this should be used with the precision of a strike of lightning, or the all-consuming tempest of a hurricane.

First Circle – Circle of Thunder

Sting of the Skies

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 1

Tagline: "Storm Dart"

Description: This spell deals a Dart of Storm. See Source "Storm," Effect "Dart."

Verbal: "Skies Assault Thy Skin."

Ward Against the Frost

Type: Enchantment (Ward)

Duration: Indefinite / Dusk

Casting Time: 1 minute

Mana Cost: 1

Tagline: "Storm Ward Against Ice"

Description: This spell provides a Storm Ward against Ice. See Source "Storm," Effect "Ward."
Verbal: "Frost Cannot Bind Thunder."

Ward Against the Harmonies

Type: Enchantment (Ward)
Duration: Indefinite / Dusk
Casting Time: 1 minute
Mana Cost: 1
Tagline: "Storm Ward Against Light"
Description: This spell provides a Storm Ward against Light. See Source "Storm," Effect "Ward."
Verbal: "Heaven's Light Does Not Pierce the Clouds."

Winds of Mischief

Type: Battle (Packet)
Duration: Instant
Casting Time: Instant
Mana Cost: 1
Tagline: "Storm Drop - <Hand>"
Description: This spell deals a Storm Drop effect See Source "Storm," Effect "Drop."
Verbal: "Gusts Make Fools of us All."

Second Circle – Circle of Lightning

Whip of the Skies

Type: Battle (Packet)
Duration: Instant
Casting Time: Instant
Mana Cost: 2
Tagline: "Storm Arrow"
Description: This spell deals an Arrow of Storm. See Source "Storm," Effect "Arrow."
Verbal: "Lightning Follows Mine Command."

The Touch of Ruin

Type: Battle (Packet)
Duration: Instant
Casting Time: Instant
Mana Cost: 2

Tagline: "Storm Break - <Item>"

Description: This spell deals a Break effect to one (1) object. See Source "Storm," Effect "Break."

Verbal: "Nothing can withstand Storm's Onslaught."

Zephyr of Mischief

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 2

Tagline: "Storm Mass Drop"

Description: This spell deals a Storm Drop effect to both of the target's hands at the same time. See Source "Storm," Effect "Drop."

Verbal: "Gusts Doth Twice Make Fools."

Unfettering Touch

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 2

Tagline: "Storm Dispel Lesser Restrict"

Description: This spell provides a Storm Dispel Lesser Restrict, removing all Lesser Restrict effects. See Source "Storm," effect "Dispel."

Verbal: "Be Thou Free from Bonds."

Call of Thunder

Type: Battle (Packet)

Duration: 10 seconds

Casting Time: Instant

Mana Cost: 2

Tagline: "Storm Mental Decree: Flee"

Description: This spell deals a Storm Mental Decree: Flee effect to the target. See Source "Storm," Descriptor "Mental," Effect "Decree."

Verbal: "Winds Drive the Unworthy to Supplication."

Third Circle – Circle of the Squall

Lash of the Skies

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 3

Tagline: "Storm Lance"

Description: This spell deals a Lance of Storm. See Source "Storm," Effect "Lance."

Verbal: "Storm's Fury is Never Sated."

The Touch of Utmost Ruin

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 3

Tagline: "Storm Destroy <Item>"

Description: This spell deals a Storm Destroy effect. See Source "Storm," Effect "Destroy."

Verbal: "Storm's Onslaught Destroys All in its Wake."

Thieving Wind

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 3

Tagline: "Storm Fling <Item>"

Description: This spell deals a Storm Fling effect. See Source "Storm," Effect "Fling."

Verbal: "A Stolen Breath Doth Steal Thy Sword."

Lightning Strike

Type: Battle (Packet)

Duration: 10 seconds

Casting Time: Instant

Mana Cost: 3

Tagline: "Storm Knockdown"

Description: This spell deals a Storm Knockdown effect. See Source "Storm," Effect "Knockdown."

Verbal: "Winds Crush the Unworthy Beneath Them."

The Wind's Forbiddance

Type: Battle (Packet), Mind-Affecting

Duration: 15 minutes

Casting Time: Instant

Mana Cost: 3

Tagline: "Storm Mental Fear"

Description: This spell deals a Storm Mental Fear effect. See Source "Storm," Descriptor "Mental," Effect "Fear."

Verbal: "Tremble and Cower Before the Coming Storm."

Fourth Circle – Circle of the Typhoon

Scourge of the Skies

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 4

Tagline: "Storm Blast"

Description: This spell deals a Blast of Storm. See Source "Storm," Effect "Blast."

Verbal: "Storm Shall Shred Thy Flesh From Thy Bones."

Freedom's Glory

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 4

Tagline: "Storm Dispel Restrict"

Description: This spell dispels all Restrict effects on the recipient. See Source "Storm," Effect "Dispel."

Verbal: "None Can Hold the Impetuousness of the Wind."

The Touch of Reaving Fury

Type: Battle (Packet), Mind-Affecting

Duration: 15 minutes

Casting Time: Instant

Mana Cost: 4

Tagline: "Storm Mental Enrage"

Description: This spell deals a Storm Mental Enrage effect. See Source "Storm," Descriptor "Mental," Effect "Enrage."

Verbal: "The Clashing Fury Drives Thee to Unreason."

Bulwark Against the Frost

Type: Enchantment (Resist)

Duration: Indefinite / Dusk

Casting Time: 1 minute

Mana Cost: 4

Tagline: "Storm Resist against Ice"

Description: This spell provides a Storm Resist against Ice. See Source "Storm," Effect "Resist."

Verbal: "Winds Rebuff the Encroachment of the Frost."

Bulwark Against the Harmonies

Type: Enchantment (Resist)

Duration: Indefinite / Dusk

Casting Time: 1 minute

Mana Cost: 4

Tagline: "Storm Resist against Light"

Description: This spell provides a Storm Resist against Light. See Source "Storm," Effect "Resist."

Verbal: "Winds Rebuff the Harmony of the Light."

Storm Surge

Type: Battle (Multi-Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 4

Tagline: "Storm Dart"

Description: This multi-packet spell allows the caster to throw up to six packets at one time, with each packet causing a Storm Dart effect on the affected target. For the initial mana cost of four, the caster may throw three (3) packets. For each additional mana, the caster may throw one (1) additional packet, up to the limit of six (6) packets. Each packet is considered a separate attack and must be defended against as such. See Source "Storm," Effect "Dart."

Verbal: "The Bombardment of the Tempest Grants No Respite."

Fifth Circle – Circle of the Tempest

Wrath of the Skies

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 5

Tagline: "Storm Disintegrate"

Description: This spell deals a Storm Disintegrate effect. See Source "Storm," effect "Disintegrate."

Verbal: "The Tempest's Assault Leaves Nothing Behind to Claim Vengeance."

Unrelenting Fury of the Storm

Type: Battle (Storm)

Duration: Indefinite / Concentration

Casting Time: Instant

Mana Cost: 5

Tagline: "Storm Arrow"

Description: The caster may continually channel the power of Storm. Each packet the caster throws becomes a Storm Arrow, as long as the caster does not move his feet, cast or activate any other spell or item, or become Wounded or otherwise incapacitated.

Verbal: "Lightning Sunder the Ground Until All Must Start Anew."

Still Heart of the Tempest

Type: Enchantment (Fortification)

Duration: 30 minutes

Casting Time: 1 minute

Mana Cost: 5

Tagline: "Storm Fortification Against Missiles and Restricts"

Description: This spell provides a Storm Fortification against Missiles and Restricts. See Source "Storm," Effect "Restrict."

Verbal: "Winds Rebuff All That Would Bind or Call the Sky Home."

Seeds of Chaos

Type: Battle (Multi-Packet), Mind-Affecting

Duration: 15 minutes

Casting Time: Instant

Mana Cost: 5

Tagline: "Storm Mental Enrage"

Description: This multi-packet spell allows the caster to throw up to six (6) packet at one time, with each packet causing a Storm Mental Enrage effect on the affected target. For the initial mana cost of five (5), the caster may throw two (2) packets. For each additional mana, the caster may throw an additional packet, up to the limit of six (6) packets. Each packet is considered a separate attack and must be defended against as such. See Source "Storm," Descriptor "Mental," Effect "Enrage."

Verbal: "Chaos Consumes Thy Order and Makes a Mockery of Thy Plans."

The Realm of Shadow

Complements: Ice and Storm

Opposes: Light and Fire

Meditation: Whispering or Humming

The Realm of Shadow excels in trickery, deceit and persuasion. It is unparalleled in its ability to control others and to trick the senses. Shadow works to subvert the will of those that oppose it to shape them into agents of the channeler. Shadow can be seen as hungry or aggressive, being on equal footing with the Realm of Fire in causing harm to others. Shadow is sometimes seen as evil or mistrusted, though most Celestial who channel it are not so. These Celestials see themselves as the secret keepers and guardians of the more naïve Light. Many believe that this Realm helps to foster song, inspiration and artistry. However, they cannot escape their ties to the creatures that dedicate themselves to Shadow, and become servants opposing the Light. It is because of this that an endless debate of the nature of Shadow rages in the Host of Heaven.

Shadow

First Circle - Circle of Deceit

Beguilement

Type: Battle (Packet), Mind-Affecting

Duration: 10 seconds

Casting Time: Instant

Mana Cost: 1

Tagline: "Shadow Mental Befuddle"

Description: This spell deals a Shadow Befuddle effect. See Source "Shadow," Descriptor "Mental," Effect "Befuddle."

Verbal: "The Veil is Drawn Across Thine Eyes"

Ward Against the Harmonies

Type: Enchantment (Ward)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 1

Tagline: "Shadow Ward Against Light"

Description: This spell provides a Shadow Ward against Light. See Source "Shadow," Effect "Ward."

Verbal: "Shadows Lengthen at False Dawn."

Ward Against the Heedless Flame

Type: Enchantment (Ward)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 1

Tagline: "Shadow Ward Against Fire"

Description: This spell provides a Shadow Ward against Fire. See Source "Shadow," Effect "Ward."

Verbal: "Suffocating Smoke Extinguishes the Flame."

Candle's Bane

Type: Battle (Point)

Duration: Instant

Casting Time: Instant

Mana Cost: 1

Tagline: "Shadow Dispel Glow"

Description: This spell deals a Shadow Dispel Glow effect. See Source "Shadow," Effect "Dispel."

Verbal: "Thy Illumination Falters."

Dark Realm's Mask

Type: Enchantment (Other), Lesser Illusion

Duration: Indefinite / Dusk

Casting Time: 1 minute

Mana Cost: 1

Tagline: "Shadow Mask Shadow Ties"

Description: This spell provides a Shadow Mask Shadow Ties. See Source "Shadow," Effect "Mask Ties."

Verbal: "Secrets Must Be Kept."

Second Circle – Circle of Whispers

Crippling Plague

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 2

Tagline: "Shadow Disease"

Description: The subject of this spell becomes Diseased. See Source "Shadow," Effect "Disease."

Verbal: "Thy Body Rots in Despair."

Cruel Darkness

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 2

Tagline: "Shadow Dart"

Description: This spell deals a Dart of Shadow. See Source "Shadow," Effect "Dart."

Verbal: "The Terrors of Night Unfurl."

The Dance of Shadows

Type: Battle(Packet), Mind-Affecting

Duration: Line-of-Sight

Casting Time: Instant

Mana Cost: 2

Tagline: "Shadow Mental Trance"

Description: This subject drops into a Shadow Mental Trance. See Source "Shadow," Descriptor "Mental," Effect "Trance."

Verbal: "The Darkness of the Mind Overwhelms."

Flame's Bane

Type: Battle (Point or Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 2

Tagline: "Shadow Dispel Flame"

Description: This spell Dispels a Flame. See Source "Shadow," Effect "Dispel."

Verbal: "Comfort of Night Replaces Comfort of Flame."

Occultation of the Soul

Type: Enchantment (Other), Lesser Illusion

Duration: Indefinite / Dusk or Dawn

Casting Time: 1 minute

Mana Cost: 2

Tagline: "Shadow Obscure"

Description: This spell Obscures the spirit of the channeler. See Source "Shadow," Effect "Obscure."

Verbal: "Untold Secrets Hold the Truth."

Dread

Type: Battle (Packet), Mind-Affecting

Duration: 15 minutes

Casting Time: Instant

Mana Cost: 2

Tagline: "Shadow Mental Fear"

Description: This spell deals a Shadow Fear effect. See Source "Shadow," Descriptor "Mental," Effect "Fear."

Verbal: "Terrors of the Dark Assault thy Mind"

Third Circle – Circle of Midnight

Veil of Night

Type: Battle (Touch), Lesser Illusion

Duration: Indefinite / Concentration

Casting Time: Instant

Mana Cost: 3

Tagline: "Shadow Meld"

Description: This spell provides a Shadow Meld effect. See Source "Shadow," Effect "Meld."

Verbal: "The Soothing Night Shall Blanket Me."

Thy Blood's Defilement

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 3

Tagline: "Shadow Grim Poison"

Description: This spell causes the target to be afflicted with Grim Poison. See Source "Shadow," Effect "Grim Poison."

Verbal: "Seeping Shadows Taint thy Blood."

Wicked Darkness

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 3

Tagline: "Shadow Arrow"

Description: This spell deals an Arrow of Shadow. See Source "Shadow," Effect "Arrow."

Verbal: "Feel the Lash of the Hungry Dark."

Cloak of the Mind's Eye

Type: Battle (Touch), Mind-Affecting

Duration: Permanent

Casting Time: Instant

Mana Cost: 3

Tagline: "Shadow Mental Erase Memories - <10 word phrase>"

Description: This spell Erases the Memories of the subject. See Source "Shadow," Descriptor "Mental," Effect "Erase Memories."

Verbal: "Thy Mind is Cloaked in a Lattice of Whispers."

The Celestial Masquerade

Type: Enchantment (Other), Lesser Illusion

Duration: Indefinite / Dusk

Casting Time: 1 minute

Mana Cost: 3

Tagline: "Shadow Mask Aura"

Description: This spell Masks the Aura of the channeler. See Source "Shadow," Effect "Mask Aura."

Verbal: "Truth is a Tale Whispered by Shadow."

Shadow's Gentle Hand

Type: Battle

Duration: Instant

Casting Time: 1 minute

Mana Cost: 3

Tagline: "Shadow Ignore Doorbar"

Description: This spell allows the caster to magically open a doorbar from the outside of the door. See Source "Shadow," Effect "Ignore."

Verbal: "Barriers Hold No Secrets from the Dark."

Fourth Circle – Circle of Secrets

Hateful Darkness

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 4

Tagline: "Shadow Lance"

Description: This spell deals a Lance of Shadow. See Source "Shadow," Effect "Lance."

Verbal: "The Vengeance of Night is without Mercy."

Consumption of Will

Type: Battle (Packet), Mind-Affecting

Duration: 15 minutes

Casting Time: Instant

Mana Cost: 4

Tagline: "Shadow Mental Feeblemind"

Description: This spell deals a Shadow Mental Feeblemind effect. See Source "Shadow," Descriptor "Mental," Effect "Feeblemind."

Verbal: "The Veil of Dark Whispers to Thee Without End."

Bulwark Against the Harmonies

Type: Enchantment (Resist)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 4

Tagline: "Shadow Resist against Light"

Description: This spell provides a Shadow Resist against Light. See Source "Shadow," Effect "Resist."

Verbal: "Light Does Not Shine in the Well of Night."

Bulwark Against the Heedless Flame

Type: Enchantment (Resist)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 4

Tagline: "Shadow Resist against Fire"

Description: This spell provides a Shadow Resist against Fire. See Source "Shadow," Effect "Resist."

Verbal: "Flame Cannot Harm That Which Shall Not Burn."

Shroud of Transparency

Type: Battle (Touch), Greater Illusion

Duration: Concentration

Casting Time: Instant

Mana Cost: 4

Tagline: "Shadow Invisibility"

Description: This spell provides a Shadow Invisibility effect. See Source "Shadow," Effect "Invisibility."

Verbal: "Unseen and Unknown, the Shadow Provides Thy Succor."

Twisted Light

Type: Battle (Touch), Greater Illusion

Duration: Duration of Pose / 1 hour

Casting Time: Instant

Mana Cost: 4

Tagline: "Shadow Form"

Description: This spell transforms the recipient into a being made of Shadow. As long as the character is in Shadow Form, she gains the Shadow Creature descriptor, and takes full damaging effect from Light damaging spells and weapon swings. See Source "Shadow," Effect "Form."

Verbal: "Be Thou Strengthened by the Dark, and Shadow Becomes Skin."

Fifth Circle – Circle of the Vault

Suffocation of the Hungry Dark

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 5

Tagline: "Shadow Death"

Description: This spell deals a Shadow Death effect. See Source "Shadow," Effect "Death."

Verbal: "By the suffocation of the hungry dark, thy life shall end."

Occultation of the Gateway

Type: Enchantment (Other), Greater Illusion

Duration: Indefinite / Dusk

Casting Time: 1 minute

Mana Cost: 5

Tagline: "Shadow Create Greater Illusion - Doorway"

Description: This spell provides an illusion to Obscure a Doorway. See Source "Shadow," Effect "Create Greater Illusion."

Verbal: "Tendrils of Night Obscure Thy Home From Harm."

Enthralling Web of Shadows

Type: Battle (Packet), Mind-Affecting

Duration: 1 hour

Casting Time: Indefinite / Concentration

Mana Cost: 5

Tagline: "Shadow Mental Enslave"

Description: This spell deals a Shadow Mental Enslave effect. See Source "Shadow," Descriptor "Mental," Effect "Enslave."

Verbal: "The Calling of my Whispering Shadows Invade thy Mind."

Shroud Over the Host

Type: Battle (Touch), Lesser Illusion

Duration: Concentration

Casting Time: Instant

Mana Cost: 5

Tagline: "Mass Shadow Meld"

Description: This spell allows the caster to Meld a group of people, up to six in size, into the shadows, exactly like the spell *Veil of Night*. Each of the group must be touching at least one other person in the group, and at least one person must be touching the caster. All Melds end if the channeler ends his meld. Each person must remain within five (5) feet of the channeler.

Verbal: "The Shroud of Night Descends Upon Us as a Welcomed Friend."

The Beguiling Mists of Night

Type: Battle (Storm), Mind-Affecting

Duration: Indefinite

Casting Time: Instant

Mana Cost: 5

Tagline: "Shadow Mental Befuddle"

Description: The caster may continually channel the power of Shadow. Each packet the caster throws becomes a *Beguilement* spell, as long as the caster does not move his feet, cast or activate any other spell or item, become Wounded or otherwise Incapacitated.

Verbal: "Mists Rise to Cover All in a Shroud of Confusion."

The Realm of Ice

Complements: Shadow and Light

Opposes: Storm and Fire

Meditation: Slowly curling and uncurling a fist, as if grasping; building and weaving motions

The Realm of Ice is the Realm of control and containment. Ice provides protection to homes, items and to bodies without parallel in the Realms. To channel Ice is to seek to control and shape. Ice works so well with Shadow and Light precisely because of this. Both seek the dominion that Ice has to offer them. One seeks it for the manipulation of others directly, and one for persuasion through leadership. Some argue that ice is not about control, but about passivity, seeking to contain and teach without harming. Others believe it is the best form of exerting one's will upon another, even more so than Shadow.

First Circle – Circle of Frost

Grip of Ice

Type: Battle (Packet), Lesser Restrict

Duration: Line-of-Sight

Casting Time: Instant

Mana Cost: 1

Tagline: "Ice Pin Foot"

Description: This spell causes the target's right foot to become rooted in place. See Source "Ice," Effect "Pin Foot."

Verbal: "Advance No Further."

Ward Against the Heedless Flame

Type: Enchantment (Ward)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 1

Tagline: "Ice Ward Against Fire"

Description: This spell provides an Ice Ward against Fire. See Source "Ice," Effect "Ward."

Verbal: "Layered Frost outlasts the Flame."

Ward Against the Chaos of Storm

Type: Enchantment (Ward)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 1

Tagline: "Ice Ward Against Storm"

Description: This spell provides an Ice Ward against Storm. See Source "Ice," Effect "Ward."

Verbal: "Hardened Ice withstands the Onslaught."

Lull of Humors

Type: Battle (Touch)

Duration: Instant

Casting Time: Instant

Mana Cost: 1

Tagline: "Ice Delay, 2"

Description: This spell provides an Ice Delay, 2 effect. See Source "Ice," Effect "Delay."

Verbal: "Thy Blood Slows as the Cold Takes Thee."

Icy Languor

Type: Battle (Packet), Lesser Restrict

Duration: 1 hour

Casting Time: Instant

Mana Cost: 1

Tagline: "Ice Slow"

Description: This spell deals an Ice Slow effect. See Source "Ice," Effect "Slow."

Verbal: "Heavy is the Body Rimed in Ice."

Second Circle – Circle of Rime

Shackles of Ice

Type: Battle (Packet), Lesser Restrict

Duration: Line-of-Sight

Casting Time: Instant

Mana Cost: 2

Tagline: "Ice Bands"

Description: This spell deals an Ice Bands effect. See Source "Ice," Effect "Bands."

Verbal: "Raise no hand against me."

Sheath of Ice

Type: Enchantment (Shield)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 2

Tagline: "Ice Shield against Destruction"

Description: This Enchantment grants a single item one Shield against any Destruction or Breaking effect. See Source "Ice," Effect "Shield"

Verbal: "A Sheath of Ice Protects Thy Treasure."

Fortification of Frost

Type: Enchantment (Shield)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 2

Tagline: "Ice Shield against Physical."

Description: This spell provides an Ice Shield against Physical. See Source "Ice," Effect "Shield."

Verbal: "The Lattice of Ice Covers Thy Self"

Muted Utterance

Type: Battle (Packet), Lesser Restrict

Duration: Line-of-Sight

Casting Time: Instant

Mana Cost: 2

Tagline: "Ice Silence"

Description: This spell deals an Ice Silence effect. See Source "Ice," Effect "Silence."

Verbal: "Thy Frozen Voice Utters No Sound."

Rime of Preservation

Type: Enchantment (Triggered)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 2

Tagline: Triggered Ice Delay, 5

Description: This spell provides a Triggered Ice Delay 5 that activates when the target reaches 1:59 in her bleedout count. See Source "Ice," Effect "Delay."

Verbal: "May Thy Blood Be as a Glacier."

Warrior's Resilience

Type: Enchantment (Skin)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 2

Tagline: "Ice Skin 2"

Description: This spell, which a celestial can cast only on himself, provides a Skin 2 effect. See Source "Ice," Effect "Skin."

Verbal: "Grant Unto Me the Fortitude of Heaven's Warriors."

Third Circle – Circle of the Tundra

Fetters of Rime

Type: Battle (Packet), Greater Restrict

Duration: Line-of-Sight

Casting Time: Instant

Mana Cost: 3

Tagline: "Ice Entangle"

Description: This spell deals an Ice Entangle effect. See Source "Ice," Effect "Entangle."

Verbal: "Grasping Ice Shall Not Release Thee."

Splinter of Ice

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 3

Tagline: "Ice Dart"

Description: This spell deals an Dart of Ice. See Source "Ice," Effect "Dart."

Verbal: "Splinters of Ice Shall Pierce Thee"

Impassable Wall of Ice

Type: Battle (Touch)

Duration: 30 minutes/Concentration

Casting Time: Instant

Mana Cost: 3

Tagline: "Ice Wall"

Description: This spell creates a Wall of Ice. See Source "Ice," Effect "Wall."

Verbal: "A Shelf of Ice to Halt Mine Foes."

Heart of Ice

Type: Battle (Touch)

Duration: Indefinite/Dusk

Casting Time: Instant

Mana Cost: 3

Tagline: "Ice Stasis"

Description: This spell provides an Ice Stasis effect. See Source "Ice," Effect "Stasis."

Verbal: "Thy Heart Be an Immovable Glacier."

Impenetrable Seal of Ice

Type: Battle (Touch)

Duration: 5 Days

Casting Time: Instant

Mana Cost: 3

Tagline: "Ice Lock"

Description: This spell provides an Ice Lock. See Source "Ice," Effect "Lock." Duplicate keys can be created at the time of creation for a cost of one mana per additional key.

Verbal: "Let Frost Block Forbidden Passage in Thy Home."

Ward Against the Realms

Type: Enchantment (ward)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 3

Tagline: "Ice Ward Against the Realms"

Description: This spell provides an Ice Ward against the Realms. See Source "Ice," Effect "Ward."

Verbal: "The Lattice of Ice Turns Aside the Realms."

Fourth Circle – Circle of the Glacier

Inescapable Prison of Ice

Type: Battle (Packet), Greater Restrict

Duration: 30 minutes

Casting Time: Instant

Mana Cost: 4

Tagline: "Ice Prison"

Description: This spell deals an Ice Prison effect. See Source "Ice," Effect "Prison."

Verbal: "The Frost Entombs Thee Upon My Sufferance."

Shard of Ice

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 4

Tagline: "Ice Arrow"

Description: This spell deals an Arrow of Ice. See Source "Ice," Effect "Arrow."

Verbal: "Shards of Ice Pierce Thy Flesh."

Bulwark Against the Heedless Flame

Type: Enchantment (Resist)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 4

Tagline: "Ice Resist against Fire"

Description: This spell provides an Ice Resist against Fire. See Source "Ice," Effect "Resist."

Verbal: "The Tundra Remains Unchanged by the Flame"

Bulwark Against the Tempest

Type: Enchantment (Resist)

Duration: Indefinite/Dusk

Casting Time: 1 minute

Mana Cost: 4

Tagline: "Ice Resist against Storm"

Description: This spell provides an Ice Resist against Storm. See Source "Ice," Effect "Resist."

Verbal: "The Ice Endures when the Storm Dies Out."

Quiescence of Ice

Type: Battle (Packet), Greater Restrict

Duration: Permanent / Until Cured

Casting Time: Instant

Mana Cost: 4

Tagline: "Ice Afflict"

Description: This spell deals an Ice Afflict effect. See Source "Ice," Effect "Afflict."

Verbal: "Let the cold perfection of Ice sap the strength of thy form and cool the vigor of thy blood."

Fifth Circle – Circle of Dominion

Immutable Form of Ice

Type: Battle (Packet)

Duration: Permanent

Casting Time: Instant

Mana Cost: 5

Tagline: "Ice Petrify"

Description: This spell deals an Ice Petrify effect. See Source "Ice," Effect "Petrify."

Verbal: "As the Glacier Remains Immutable, So Shalt Thou Remain Unchanged and Unmoving."

Spear of Ice

Type: Battle (Packet)

Duration: Instant

Casting Time: Instant

Mana Cost: 5

Tagline: "Ice Lance"

Description: This spell deals an Lance of Ice. See Source "Ice," Effect "Lance."

Verbal: "A Spear of Ice Shall Pierce thy Flesh."

Impregnable Fortress of Ice

Type: Battle (Touch)

Duration: 5 Days

Casting Time: Instant

Mana Cost: 5

Tagline: "Ice Haven"

Description: This spell provides an Ice Haven effect upon a building. See Source "Ice," Effect "Haven."

Duplicate keys can be created at the time of creation for a cost of one mana per additional key.

Verbal: "May Thy Home Become Likened to a Fortress Carved From the Ancient Bones of the Glaciers."

Inexorable Cascade of Ice

Type: Battle (Multi-Packet), Lesser Restrict

Duration: Instant

Casting Time: Instant

Mana Cost: 5

Tagline: "Ice Bands"

Description: This multi-packet spell allows the caster to throw up to six (6) packets at one time, with each packet causing a Shackles of Ice effect on the affected target. For the initial mana cost of five (5), the caster may throw two (2) packets. For each additional mana, the caster may throw an additional packet, up to the limit of six (6) packets. Each packet is considered a separate attack and must be defended against as such.

Verbal: "May the Avalanche Envelop and Consume Thee."

Inexhaustible Hail Storm

Type: Battle (Storm), Lesser Restrict

Duration: Indefinite / Concentration

Casting Time: Instant

Mana Cost: 5

Tagline: "Ice Pin Foot"

Description: The caster may continually channel the power of Ice. Each packet the caster throws becomes a *Grip of Ice* spell, as long as the caster does not move his feet, cast or activate any other spell or item, or become Wounded or Incapacitated.

Verbal: "The Relentless Cold Take Ye and Bind Ye Until The Thawing Dawn."

Investiture Spells

Investiture of the Jewel of Expression

Type: Enchantment (Gem)

Duration: Until Sunset

Casting Time: 1 minute

Circle: 1

Mana Cost: See below

Tagline: Empower (Realm) Aquamarine, Chosen Effect

Default Verbal: "Let the aquamarine shape my power as it once shaped the world."

Additional Notes: First Circle, Cannot be used in conjunction with another invested gem, Can have more than one invested gem as long as they are of different types (ie, one tourmaline and one aquamarine)

Description: Casting this spell requires an enhanced aquamarine that is a tagged item. Enhancing one aquamarine requires the destruction of a second aquamarine, transferring its power into the one that will be a focus for this spell. The knowledge of how to do so accompanies knowledge of this spell. The enhanced aquamarine retains its power for three events of usage, and no longer has value if examined with Appraisal.

Only one enhanced aquamarine may be attuned to a channeler at a time. If another aquamarine is created and attuned, the previous enchanted aquamarine crumbles to dust as if three events of usage had occurred, and the new aquamarine inherits the properties of the old one, if it was currently empowered. This means that this spell can be used no more than three times in an event even if additional aquamarines are consumed.

When casting this spell, the caster chooses a Realm from the Realms the caster can access via Celestial Ways, and an appropriate Effect. The spell has a mana cost between 1 and 5, equal to the Circle of the chosen effect. The spell has a different effect based on these two choices, as shown below.

Base Effect: Allows a second targets for spells. Casting the Empower Aquamarine spell automatically imbues the chosen spell effect in it one time, but allows the use further use by spending the same mana cost again, up to two times a day. The additional mana may only be spent if the caster is capable of casting the chosen spell (Heal Minor Wounds, for example). All effects are able to target two creatures when expended, either through using an additional packet thrown at the same time, from the same hand or different hands, or by touching both targets with a hand. When a spell is first selected for a day, only that spell may be used in this way.

The caster expends mana at the time of casting the Investiture of the Jewel of Expression. At any time prior to sunset, the caster may utter the verbal for the chosen spell effect, paying no mana at that time (since the required mana is already invested in the jewel) and choosing two targets as described above.

Light:

One Mana Effects:

Light Accelerate Healing

Light Ward against Storm

Light Ward against Shadow

Two Mana Effects:

Light Heal Minor Wounds

Light Dart

Light Shield against Physical

Three Mana Effects:

Light Heal Grievous

Light Arrow

Light Shield against Poison

Four Mana Effects:

Light Heal Mortal Wounds

Light Lance

Light Awaken

Five Mana Effects:

Light Restore

Unrelenting Light of Heaven (allows two packets to be thrown at same time for the duration)

Fire:

One Mana Effects:

Fire Stabilize

Fire Ward against Shadow

Fire Ward against Ice

Two Mana Effects:

Fire Dart

Fire Strength

Fire Dispel Lesser Restrict

Three Mana Effects:

Fire Arrow

Fire Heal Wound

Fire Cleanse

Four Mana Effects:

Fire Lance

Fire Dispel Ice Restrict

Fire Heal Grievous Wounds

Five Mana Effects:

Fire Blast

Fire Heart of Flame (choose one of the three effects at time of use)

Storm:

One Mana Effects:

Storm Dart

Storm Drop

Storm Ward against Ice

Two Mana Effects:

Storm Arrow

Storm Dispel Lesser Restrict

Storm Knockdown

Three Mana Effects:

Storm Lance

Storm Stun

Storm Mental Fear

Four Mana Effects:

Storm Blast

Storm Dispel Restrict

Storm Mental Enrage

Five Mana Effects:

Storm Unrelenting Fury (allows two packets to be thrown at the same time for the duration)
Storm Disintegrate

Shadow:

One Mana Effects:

Shadow Befuddle
Shadow Ward against Light
Shadow Ward against Fire

Two Mana Effects:

Shadow Disease
Shadow Dart
Shadow Trance

Three Mana Effects:

Shadow Arrow
Shadow Grim Poison
Shadow Erase Memories

Four Mana Effects:

Shadow Lance
Shadow Feeblemind

Five Mana Effects:

Shadow Death
Shadow Beguiling Mists of Night (allows two packets to be thrown at the same time for the duration)

Ice:

One Mana Effects:

Ice Pin Foot
Ice Slow
Ice Delay 2

Two Mana Effects:

Ice Bands
Ice Shield against Destruction
Ice Triggered Delay 5

Three Mana Effects:

Ice Entangle
Ice Ward against the Realms

Four Mana Effects:

Ice Prison

Ice Afflict

Five Mana Effects:

Ice Petrify

Ice Inexhaustible Hail Storm (allows two packets to be thrown at the same time for the duration)

Investiture of the Jewel of Refinement

Type: Enchantment (Gem)

Duration: Until Sunset

Casting Time: 1 minute

Circle: 2

Mana Cost: See Below

Tagline: Empower (Realm) Tourmaline, Chosen Effect

Verbal: "Let the tourmaline shape my power as it once shaped the world"

Description: Casting this spell requires an enhanced tourmaline that is a tagged item. Enhancing one tourmaline requires the destruction of a second tourmaline, transferring its power into the one that will be a focus for this spell. The knowledge of how to do so accompanies knowledge of this spell. The enhanced tourmaline retains its power for three events of usage, and no longer has value if examined with Appraisal. After three events of usage, the enchanted tourmaline crumbles into dust and must be replaced.

Only one enhanced tourmaline may be attuned to a channeler at a time. If another tourmaline is created and attuned, the previous enchanted tourmaline crumbles into dust as if three events of usage had occurred, and the new tourmaline inherits the properties of the old one, if it was currently empowered. This means that this spell can be used no more than three times in an event even if additional tourmalines are consumed.

When casting this spell, the caster chooses a Realm from the Realms the caster can access via Celestial Ways and an appropriate Effect (see Effects below). The spell has a mana cost between 1 and 5, equal to the Circle of the chosen effect. The spell has a different result based on these two choices, as shown below.

Base Effect: Allows the caster to either "up-step" a spell, or create an effect they would not otherwise be able to create. Casting the Investiture of the Jewel of Refinement spell automatically imbues the spell and chosen effect in it one time, and allows further use of that effect, and only that effect, by spending the same amount of mana as before two times a day.

The first time the imbued spell is used, it costs no additional mana, though the verbal and cast time

requirements must be followed. Additional spells cast through the gem in this fashion do cost mana.

The effect chosen determines the mana used in the spell, and once chosen the gem may only be used for that effect for all further uses that day. The caster does not need to be able to normally produce the final effect in order to use the effects, but the caster does need to say the verbal and fulfill any other casting requirements of the normal spell to engender the new effect.

The produced effect follows all rules for the appropriate effect. If the spell produces an Enchantment effect, it takes one minute to cast, regardless of what the original spell might have been. If the spell produces an instant effect, that effect takes place instantly, regardless of what the original spell might have been.

Light

One Mana Effects:

Accelerate Healing becomes Heal Minor Wounds.

Light Ward against Shadow becomes a Light Resist against Shadow..

Two Mana Effects:

Heal Minor Wounds becomes Heal Wounds.

Light Ward against the Realms becomes Light Ward against Magic.

Three Mana Effects:

Light Arrow becomes Light Lance.

Heal Grievous Wounds becomes Heal Mortal Wounds.

Four Mana Effects:

Light Lance becomes Light Blast.

Heal Mortal Wounds becomes Restore.

Five Mana Effects:

Unrelenting Light of Heaven upgrades to Light Arrows.

Light Fortification against Shadow becomes Light Fortification against Magic.

Fire

One Mana Effects:

Fire Stabilize becomes Fire Accelerate.

Fire Ward against Ice becomes a Fire Resist against Ice.

Two Mana Effects:

Fire Dart becomes Fire Arrow.

Skin 2 becomes Skin 3.

Three Mana Effects:

Fire Arrow becomes Fire Lance.

Awaken becomes a Triggered Fire Awaken enchantment where the trigger is being affected by any Mental effect. When used in this way, the casting time is increased to one minute, as with all enchantments.

Four Mana Effects:

Fire Lance becomes Fire Blast.

Fire Dispel Ice Restrict becomes Fire Dispel Restrict.

Five Mana Effects:

Fire Blast becomes Fire Death.

Heart of Flame becomes a Triggered Fire Dispel to any of those three effects where the trigger is being affected by any of the three effects. When used in this way, the casting time is increased to one minute, as with all enchantments.

Storm

One Mana Effects:

Storm Dart becomes Storm Arrow.

Storm Ward against Light becomes Storm Ward against the Realms.

Two Mana Effects:

Storm Arrow becomes Storm Lance.

Storm Dispel Lesser Restrict becomes Triggered Storm Dispel Lesser Restrict where the trigger is being affected by a Lesser Restrict effect. When used in this way, the casting time is increased to one minute, as with all enchantments.

Three Mana Effects:

Storm Lance becomes Storm Blast.

Storm Mental Fear becomes Storm Mental Feeblemind.

Four Mana Effects:

Storm Blast becomes Storm Death.

Storm Dispel Restrict becomes Triggered Storm Dispel Restrict where the trigger is being affected by a Restrict effect. When used in this way, the casting time is increased to one minute, as with all enchantments.

Five Mana Effects:

Seeds of Chaos' Mental Enrage becomes Mental Feeblemind.

Storm Fortification against Missiles and Restricts also grants a single Triggered Storm Stun where the trigger is being struck in melee.

Shadow

One Mana Effects:

Shadow Mental Befuddle becomes Shadow Mental Trance.

Shadow Ward against Light becomes Shadow Ward against the Realms.

Two Mana Effects:

Dispel Flame becomes a packet delivered Disrupt Light or Fire.

Obscure becomes Shadow Invisibility for 10 steps. When used in this way, the casting time is reduced to Instant. Once the 10 steps are taken, no further movement may be made, but the caster may remain Invisible without moving if they so desire.

Three Mana Effects:

Shadow Arrow becomes Shadow Lance.

Ignore Doorbar becomes Enchant Lockpicks, which targets a set of lockpicks and grants a 4th retry for lockpicking attempts rather than the usual limit of 3 attempts on a single lock. The enchantment fades when a 4th retry is expended. When used in this way, the casting time is increased to one minute, as with all enchantments.

Four Mana Effects:

Shadow Resist against Light becomes Shadow Resist against the Realms.

Shadow Mental Feeblemind becomes Shadow Mental Enslave.

Five Mana Effects:

Shadow Death becomes Shadow Liquify.

Mass Shadow Meld becomes Mass Shadow Invisibility. The requirement for remaining within 5 feet of the caster no longer applies once the spell is cast.

Ice

One Mana Effects:

Slow becomes Disease.

Delay 2 becomes Stabilize.

Two Mana Effects:

Skin 2 becomes Skin 3.

Shield against Physical instead provides a Reduce effect. This effect may only be placed on the channeler. This enchantment may only be cast one (1) time on the channeler, until it is used. This allows the channeler to call "Reduce" to a single melee swing or ranged weapon attack that strikes them. Regardless of the amount of damage the strike would have inflicted, it instead causes only one (1) Wound. Only attacks that would cause damage may be Reduced in this manner. Crippling Blow, Mortal Blow and Strike of Death may not be Reduced. Any Blade Poisons or Carrier attacks will take effect, should they take effect normally from striking the channeler. Once this enchantment has been expended, it may be cast again upon the channeler.

Three Mana Effects:

Ice Ward against the Realms becomes Ice Ward against Magic.

Ice Wall becomes Ice Circle.

Four Mana Effects:

Prison becomes Suffocate.

Resist Fire becomes Absorb Fire. This effect may only be placed on the channeler. This enchantment may only be cast one (1) time on the channeler, until it is used. When hit with a Fire effect, the channeler may call "Absorb Fire". The effect does not harm the channeler and grants one use of a packet delivered Fire effect that should be used within one (1) minute of the absorption, or it fades. The packet delivered effect is the same as the absorbed effect. Once this enchantment has been expended, it may be cast again upon the channeler.

Five Mana Effects:

Ice Petrify becomes Ice Exalt Weapon.

Inexhaustible Hail Storm changes to Ice Arrows instead of Ice Pin Foots.

Investiture of the Jewel of Clarity

Type: Enchantment (Gem)

Duration: Until Sunset

Casting Time: 1 minute

Mana Cost: See below

Tagline: Empower (Realm) Sapphire, # Circle

Description: Casting this spell requires an enhanced sapphire that is a tagged item. Enhancing one sapphire requires the destruction of a second sapphire, transferring its power into the one that will be a focus for this spell. The knowledge of how to do so accompanies knowledge of this spell. The enhanced sapphire retains its power for three events of usage. When casting this spell, the caster chooses a Realm from the Realms the caster can access, and a mana cost between 1 and 5. The spell has a different effect based on these two choices, as shown below.

Base Effect: The jewel modifies the caster's spells in an idiosyncratic way: to exist past sunset a single time, to add the Mental modifier, or to add the Strike or True Strike modifier. Casting the Imbue Gem spell automatically imbues the spell and effect in it one time, but allows further use via mana two times a day. The caster does not need to be able to normally produce the final effects in ordered use the effects.

Light:

One-Mana Effects:

Light Ward against Shadow may last past one sunset.

Light Cure Disease becomes Light Dispel Befuddle, Light Dispel Decree or Light Dispel Trance.

Two-Mana Effects:

Light Ward against the Realms may last past one sunset.

Light Dart may be used with the Strike Modifier.

Three-Mana Effects:

Light Ward against Magic may last past one sunset.

Light Shield against Mental becomes Light Resist against Mental.

Four-Mana Effects:

Light Lance may be used with the True Strike modifier.

Light Resist against Shadow may last past one sunset.

Five-Mana Effects:

Unrelenting Light of Heaven may be used with the True Strike Modifier.

Light Exalt Weapon may instead remain dormant until activated, but fades at Sunset.

Fire:

One-Mana Effects:

Fire Glow may instead be used to tie a soul to a body to ignore one sunset or sunrise, and final death.

The tagline for this is Fire Imbue with Ignore Banish Soul.

Fire Drop becomes Fire Befuddle.

Two-Mana Effects:

Fire Shield Against Mental may last past one sunset.

Fire Dart may be used with the Strike Modifier.

Three-Mana Effects:

Fire Awaken may instead grant one Fire Absorb Mental, allowing the recipient to throw the same Mental effect back at any target, but with the Fire Source. This enchantment fades at Sunset.

Fire Arrow gains the Strike Modifier.

Four-Mana Effects:

Fire Lance gains the True Strike Modifier.

Fire Resist against Shadow may last past one sunset.

Five-Mana Effects:

Fire Lasting Strength may instead remain dormant until activated, but fades at Sunset.

Unrelenting Conflagration may be used with the True Strike modifier.

Storm:*One-Mana Effects:*

Storm Dart may be used with the Strike Modifier.

Storm Drop becomes Storm Mental Decree Flee.

Two-Mana Effects:

Storm Arrow may be used with the Strike Modifier.

Storm Mass Drop becomes Storm Mental Trance.

Three-Mana Effects:

Storm Lance may be used with the Strike Modifier.

Storm Destroy may instead be Storm Awaken.

Four-Mana Effects:

Storm Blast may be used with the True Strike Modifier.

Storm Mental Enrage becomes Storm Resist against Mental.

Five-Mana Effects:

Unrelenting Fury of the Storm may be used with the True Strike Modifier.

Storm Disintegrate may instead be a Storm Mental Enslave.

Shadow:*One-Mana Effects:*

Shadow Befuddle may be used with the True Strike Modifier.

Shadow Mask Shadow Ties lasts past one sunset.

Two-Mana Effects:

Shadow Trance may be used with the True Strike Modifier.

Shadow Obscure may last past one sunset.

Three-Mana Effects:

Shadow Arrow may be used with the Strike modifier.

Shadow Mask Aura may last past one sunset.

Four-Mana Effects:

Shadow Lance may be used with the True Strike Modifier.

Shadow Feeblemind becomes Shadow Resist against Mental.

Five-Mana Effects:

Beguiling Mists of Night may be used with the True Strike Modifier.

Shadow Enslave may be used with the True Strike Modifier.

Ice:*One-Mana Effects:*

Ice Slow may be used with the True Strike Modifier.

Ice Delay 2 becomes Ice Delay 5.

Two-Mana Effects:

Ice Triggered Delay 5 may instead be Ice Triggered Delay 10.

Ice Shield against Destruction may instead be Ice Shield against Mental.

Three-Mana Effects:

Ice Entangle may be used with the True Strike Modifier.

Ice Stasis becomes Ice Awaken.

Four-Mana Effects:

Ice Prison may instead be used as an Ice Mental Feeblemind.

Ice Resist against Storm may instead be Resist against Mental.

Five-Mana Effects:

Inexhaustible Hail Storm may be used with the True Strike Modifier.

Inexorable Cascade of Ice becomes Ice Mental Trance.

Investiture of the Jewel of Healing

Type: Enchantment (Gem)

Duration: Until Sunset

Casting Time: 1 minute

Circle: 4

Mana Cost: See below

Tagline: Empower (Realm) Emerald, # Circle

Description: Casting this spell requires an enhanced emerald that is a tagged item. Enhancing one emerald requires the destruction of a second emerald, transferring its power into the one that will be a focus for this spell. The knowledge of how to do so accompanies knowledge of this spell. The enhanced emerald retains its power for three events of usage. When casting this spell, the caster chooses a Realm from the Realms the caster can access, and a mana cost between 1 and 5. The spell has a different effect based on these two choices, as shown below.

Base Effect: The jewel modifies the caster's spells to be more physically oriented, often creating new enchantments. Casting the Imbue Gem spell automatically imbues the spell and effect in it one time, but allows further use via mana two times a day. The caster does not need to be able to normally produce the final effects in order to use the effects.

Light:

One-Mana Effects:

Light Accelerate Healing becomes Light Absorb Healing. This enchantment allows one Light Healing spell to be Absorbed and used as “Magic Light <Effect>” upon a target. If no Light Healing spell is Absorbed, this enchantment may be ended to instantly produce a “Magic Light Accelerate Healing” effect upon a target. Only one enchantment of this type may be active at a time. This enchantment and any unused Absorbed healing expires at sunset.

Light Glow may instead be cast as Light Shield against Decree and Pain. Either effect ends the shield once cast. This enchantment expires at sunset if not used.

Two-Mana Effects:

Light Shield against Physical may instead be cast as a Light Imbue with Armor Pierce Light enchantment. This enchantment may only be placed on the user of the gem, and grants a single swing of “Armor Pierce Light” at the caster’s discretion. Only one enchantment of this type may be active at a time.

Light Purify Blood may instead be cast as Light Shield against Poison and Disease. Either effect ends the shield once cast. This enchantment expires at sunset if not used.

Three-Mana Effects:

Light Arrow may instead be cast as a Light Imbue with Striking Blow Light enchantment. This enchantment may only be placed on the user of the gem, and grants a single swing of “Striking Blow Light” at the caster’s discretion. This enchantment may be cast up to three times.

Light Ward against Magic may instead be cast as a Magic Charge Weapon Battle spell. This Battle spell grants one use of “Magic Charge Weapon” for one minute. Only one of these spells may be active at a time.

Four-Mana Effects:

Light Heal Mortal Wounds may instead be cast as a Light Skin 4 enchantment.

Light Lance may instead be cast as a Light Imbue with Crippling Blow enchantment. This enchantment may only be placed on the user of the gem, and grants a single swing of “Crippling Blow Light” at the caster’s discretion. This enchantment may be cast up to three times.

Five-Mana Effects:

Light Fortification against Shadow may instead be cast as Light Fortification against Physical.

Unrelenting Light of Heaven may instead be cast as a Battle spell that lasts 30 minutes, or until the first time the user is struck in combat. While the effect remains active, the user may swing Striking Blow Light with every swing. The tagline is Light Imbue with Striking Blow Kata.

Fire:*One-Mana Effects:*

Fire Glow may instead be cast as a Fire Triggered Drop Enchantment, where the trigger is being struck with a melee weapon. Only one enchantment of this type may be active at a time. This enchantment expires at sunset.

Fire Stabilize may instead be cast as a Fire Triggered Ignore Wound, where the trigger is being Wounded in the arms or legs. This enchantment may only be used on the user of this gem. Only one enchantment of this type may be active at a time. This enchantment expires at sunset.

Two-Mana Effects:

Fire Skin 2 may instead be cast as Fire Skin 3.

Fire Strength may instead be cast as a Fire Charge Weapon Battle spell. This Battle spell grants one use of "Fire Charge Weapon" for one minute. Only one of these spells may be active at a time.

Three-Mana Effects:

Fire Heal Wound may instead be cast as a Fire Imbue with Toughness 2 enchantment. This Toughness does not stack with other sources of Toughness. This Toughness expires when lost. This enchantment may only be cast on the user of this gem. This enchantment expires at Sunset.

Fire Arrow may instead be cast as a Triggered Fire Arrow enchantment, where the trigger is being struck with a melee weapon. Only one enchantment of this type may be active at a time. This enchantment expires at Sunset.

Four-Mana Effects:

Fire Lance may instead be cast as a Fire Imbue with Lance enchantment. This enchantment may only be placed on the user of the gem, and grants a single swing of "Spellstrike Fire Lance" at the caster's discretion. This enchantment may be cast up to three times. This enchantment expires at Sunset.

Fire Heal Grievous Wounds may instead be cast as a Triggered Fire Heal Wound enchantment, triggered by bleeding to death for 59 seconds. This enchantment may only be cast on the user of this gem. Only one enchantment of this type may be active at a time. This enchantment expires at Sunset.

Five-Mana Effects:

Unrelenting Conflagration may instead be cast as a Battle spell that lasts 30 minutes or until the first time the user is struck in combat, the user may swing Piercing Blow Fire with every swing. The tagline is Fire Imbue with Piercing Blow Kata.

Heart of Flame may instead be cast as a Triggered Fire Death enchantment, triggered by being hit with a Petrify, Drain, or Afflict effect. This Triggered enchantment is thrown as a packet. This enchantment may

only be placed on the user of the gem. This enchantment expires at Sunset.

Storm:

One-Mana Effects:

Storm Dart may instead be cast as a Storm Charge Weapon Battle spell. This Battle spell grants one use of “Storm Charge Weapon” for one minute. Only one of these spells may be active at a time.

Storm Drop may instead be cast as a Triggered Storm Drop Enchantment, triggered by being struck with a melee weapon. Only one enchantment of this type may be active at a time. This enchantment expires at sunset.

Two-Mana Effects:

Storm Arrow may instead be cast as a Triggered Storm Arrow enchantment, triggered by being struck with a melee weapon. Only one enchantment of this type may be active at a time. This enchantment expires at Sunset.

Storm Mental Decree: Flee may instead be cast as a Storm Imbue with Mental Decree: Flee enchantment. This enchantment may only be placed on the user of the gem, and grants a single swing of “Spellstrike Storm Mental Decree: Flee” at the caster’s discretion. This enchantment expires at Sunset.

Three-Mana Effects:

Storm Lance may instead be cast as a Storm Imbue with Lance enchantment. This enchantment may only be placed on the user of the gem, and grants a single swing of “Spellstrike Storm Lance” at the caster’s discretion. This enchantment may be cast up to three times. This enchantment expires at Sunset.

Storm Mental Fear may instead be cast as a Triggered Storm Mental Fear enchantment, triggered by being struck with a melee weapon. Only one enchantment of this type may be active at a time. This enchantment expires at Sunset.

Four-Mana Effects:

Storm Blast may be cast as a Storm Imbue with Mortal Blow enchantment. This enchantment may only be placed on the user of the gem, and grants a single swing of “Mortal Blow Storm” at the caster’s discretion. This enchantment may be cast up to three times.

Storm Surge may instead be cast as a Storm Leap.

Five-Mana Effects:

Unrelenting Fury of the Storm may instead be cast as a Battle spell that lasts 30 minutes or until the first time the user is struck in combat, the user may swing Striking Blow Storm with every swing. The tagline is Storm Imbue with Striking Blow Kata.

Storm Disintegrate may instead be cast as a Storm Resist against Death and Disintegrate enchantment. This enchantment only prevents Death or Disintegrate effects, not any effects that would instantly kill the target. This enchantment may only be cast upon the user of the gem.

Shadow:

One-Mana Effects:

Shadow Mental Befuddle may instead be cast as a Triggered Shadow Mental Befuddle Enchantment, triggered by being struck with a melee weapon. Only one enchantment of this type may be active at a time. This enchantment expires at sunset.

Shadow Dispel Glow may instead be cast as a Shadow Imbue with Mental Befuddle enchantment. This enchantment may only be placed on the user of the gem, and grants a single swing of "Spellstrike Shadow Mental Befuddle" at the caster's discretion. This enchantment expires at Sunset.

Two-Mana Effects:

Shadow Disease may instead be cast as a Triggered Shadow Disease Enchantment, triggered by being struck with a melee weapon. Only one enchantment of this type may be active at a time. This enchantment expires at sunset.

Shadow Trance may instead be cast as a Shadow Imbue with Mental Trance enchantment. This enchantment may only be placed on the user of the gem, and grants a single swing of "Spellstrike Shadow Mental Trance" at the caster's discretion. This enchantment expires at Sunset.

Three-Mana Effects:

Shadow Arrow may instead be cast as a Shadow Imbue with Striking Blow Shadow enchantment. This enchantment may only be placed on the user of the gem, and grants a single swing of "Striking Blow Shadow" at the caster's discretion. This enchantment may be cast up to three times. This enchantment expires at Sunset.

Shadow Meld may instead be cast as a Triggered Shadow Meld enchantment, triggered by the will of the user to enact the enchantment. Only one enchantment of this type may be active at a time. This enchantment expires at Sunset.

Four-Mana Effects:

Shadow Form may instead be cast as a Shadow Resist against Magic enchantment. This enchantment expires at Sunset.

Shadow Resist against Light may instead be cast as a Shadow Resist against Physical enchantment. This enchantment expires at Sunset.

Five-Mana Effects:

Occultation of the Gateway may instead be cast as a Triggered Shadow Dodge enchantment, triggered

by being struck with a spell or ranged attack. Only one enchantment of this type may be active at a time. This enchantment expires at Sunset.

Beguiling Mists of Night may instead be cast as a Battle spell that lasts 30 minutes or until the first time the user is struck in combat, the user may swing Piercing Blow Shadow with every swing. The tagline is Shadow Imbue with Piercing Blow Kata.

Ice:

One-Mana Effects:

Ice Slow may instead be cast as an Ice Shield against Missiles enchantment, stopping ranged weapons or Natural packet attacks. This enchantment expires at Sunset.

Ice Ward against Fire or Storm now grants Pain Resistance while the Ice Ward is active.

Two-Mana Effects:

Ice Skin 2 may instead be cast as Ice Skin 3.

Ice Bands now grants an immediate use of Ice Strength when successfully used. This use of Ice Strength fades after 10 minutes, or if used in combat.

Three-Mana Effects:

Ice Wall may instead be cast as Ice Ignore Wall for the user of this gem only.

Ice Dart may instead be cast as an Ice Charge Weapon Battle spell. This Battle spell grants one use of "Ice Charge Weapon" for one minute. Only one of these spells may be active at a time.

Four-Mana Effects:

Ice Prison may instead be cast as an Ice Blast.

Ice Afflict may instead be cast as an Ice Imbue with Afflict enchantment. This enchantment may only be placed on the user of the gem, and grants a single swing of "Spellstrike Ice Afflict" at the caster's discretion. This enchantment expires at Sunset.

Five-Mana Effects:

Ice Petrify may instead be cast as a Triggered Ice Petrify enchantment, triggered by the last count of a Killing Blow, being Consumed, or being struck in melee with a Death effect, such as Spellstrike Shadow Death or Strike of Death. This enchantment may only be placed on the user of the gem. This enchantment expires at Sunset.

Ice Haven may instead be cast as Ice Ignore Haven or Lock for the user of this gem only.