Secrets of the Arcane

## Spell List

# Fireball

The player launches a fiery projectile from his hands, dealing damage and igniting enemies it hits.

# Barrier

The player creates a magical barrier around himself that causes normal hits to deal half damage while negating magical hits entirely. Lasts until the damage buffer is used up.

# Conjure Food

The player conjures food into his inventory.

# Waterbreathing

The player gains the ability to breathe underwater for a limited duration.

# Blink

After a brief delay, the player dematerializes and then rematerializes himself a short distance away.

# Decipher

Transforms a sign written in a different language to be written in a readable language.

# Glow

The player emits a moderate light around himself.

# Freeze

Freezes an enemy solid for a duration, preventing them from moving or attacking.

# Invisibility

The player turns invisible for a duration.

# Featherfalling

The effect gravity has on the player is reduced for a duration, causing him to fall slower and take no damage upon impact with the ground.

# Nova

After a brief delay, the area around the player in a wide radius erupts with fire, dealing damage and burning any enemies it touches.

# Drain

Drains away water source blocks in a cone away from the player.

# Infuse

Infuse an object with arcane power, allowing it to be further crafted into magical items

# Arcane Lock

Locks a chest so that only the player who cast the spell may open it.

# Mirror Images

The player creates several illusions of himself that confuse enemies.

# Resurrect

The player attempts to bring the nearest dead player back to life. The spell fails if the target player respawns before it finishes.

# Heal Wounds

Heals the player.

# Boil

Causes water to boil, dealing damage over time to any creature within a certain radius of the cast point.

# Haste

The player walks at running speed for no extra food cost for a duration. Running does cost food, but is faster.

# Astral Recall

The player is yanked through the veil back to his spawn location.

## Magical Items

# Wizard’s Staff

Wizard’s Staffs are used as a magical focus for spells. The better the staff used to cast a spell, the stronger the spell.

# Soul Binder

When this item is in a player’s inventory, the player’s soul becomes intimately tethered to his body, causing death to pull the body back to where the soul respawns. The result is that the player’s inventory is preserved on death.

# Leyline Meter

Detects the strength of magical leylines that traverse the earth. The more energy near the player, the stronger the signal.

# Wizard Robes

Includes Robes, Hat, Trousers, and Boots. Can be enchanted with special arcane enchantments.