Master Spellbook

Here lies all the Information to use this properly. Below are the shortened versions of everything that will reflect spell effects.

---------------- SPELLS -----------------

R = range T = target CD = cooldown dmg = dmg

G = ground E = enemy plus = + AoE L = line

DE = description D = duration B = buff S = self

ST= status

-------------- STATUS ------------------

KD = knockdown KO = knockout (2turn) P = Petrify

Erdtechnik (earth)

Hydrhea (water)

Aethermancy (air)

Pyrosis (fire)

Thaumaturgy (miracle in the natural world, augmentation/teleport/telekenesis)

Genesis (life-based stuff)

Thanatos (death/decay/etc)

Divination (knowledge-based stuff)

Illusion (opposite of divination)

Numerology (set #s of things, order)

Chaos (random)

Time

Infernal

Holy

## 

## Erdtechnik (earth magic)

* 1 Tremor (T: S, R: S, AoE around self, CD 0, mp low, dmg med, ST:KD)
* 1 Pebble (T: E, R:6, CD 0, mp very low, dmg low)
* 2 Boulder (T: G, R: 6, 4 square AoE, dmg med, CD 0, mp med)
* 4 Fissure (T:G, R:5, AoE 2 plus, CD 3, dmg med, mp med \*can’t hit flying\*)
* 7 Aftershock (DE: every earth spell you cast has an after shock casted in the exact same area the next turn for the next 4 turns, the after shock does half the damage but still applies status effects) (T:S, R:B, D:4, MP high, ST: KD)
* 9 Quake (T:S, R:14, Dmg high, MP high, CD: 6, ST:KO \*can’t hit flying)
* 10 Epicenter DE: hits targeted enemy for extreme damage, has a chance to knock out surrounding enemies in AoE)(T:E R: 10, AoE 4 plus, CD: 8, dmg extremely high, mp very high ST: KO \*can’t hit flying)

## Earth + Air

* 2 2 Pebble Rain (T: G,R: 7, 3 plus aoe, CD 0, MP med, dmg low)
* 5 5 Rock Rain (T:G, R:7, 3 plus AoE, CD 0, MP high, dmg medium, ST:Pin (can’t move)
* 8 8 Boulder Rain (T:G R:10 3 plus AoE, CD 0, MP very high, dmg high, ST:KO, ST:Pin

## Earth + Genesis

* 4 4 Lifegiving Bulwark (DE: AC boost heals every turn it's active and for everything its healed at the end T:B, CD:6, D:6, MP: med)

## Earth + Thaumaturgy

* 4 4 Earth Enchantment (DE: Causes your weapon to deal pure earth damage, earth magic level increases it by 3% per level)(T:B, CD:3, MP med)
* 2 4 Touch of Erdtechnik (T:E, R:1, CD:3, ST:P, MP med)

## Earth + Water

* 7 7 Avalanche (T:G, R:10, AoE 3 plus, ST: KO, MP high, dmg high, CD 0)

## Earth + Fire

* 9 9 Meteor (T:G R: 14, AoE 4 plus, ST: KO, ST: IG, MP very high, dmg very high, CD 5)

## Earth + Divination

* 6 5 Foretold Catastrophe (DE: cast and spell goes off 4 rounds later) (T:G R:9, CD:4, ST:KD, MP:med, dmg:high)

## Earth + Illusion

* 1 4 DE: Imaginary Pitfall Creates a pit monsters refuse to cross for 3 turns. \*flying unaffected\* (R:4, CD: 10, MP low)
* 2 2 DE: Illusionary Quake Make monsters think there’s an earth quake, but there’s really nothing (R:5, dmg none, ST:Pin, mp low, cd: 2)