

Adaptive Blessing	Protection	Healer: 2 Scout: 6	I enchant thee with this blessing x3	Bearer becomes Resistant to one of the following Schools: Death, Flame, Subdual, Command, Sorcery. School is chosen at the time of casting. Does not count towards a players Enchantment limit.
Adaptive Protection	Protection	Healer: 3 Scout: 6	I enchant thee with this protection x3	Bearer becomes Immune to one of the following Schools: Death, Flame, Subdual, Command, Sorcery. School is chosen at the time of casting
Ancestral Armor	Protection	Healer: 6 Warrior: 6	May this armor protect thee from all forms of harm. May the flames of the fire not burn you. May the bolts from the heavens not strike you. May the arrows of your enemies not pierce you. May this armor protect thee from all forms of harm	The effects of a Magic Ball, projectile weapon, or melee weapon which just struck armor worn by the player are ignored, even if the object would not otherwise affect the armor. The armor loses one point of value in the location struck. This effect will not trigger if the armor has no points left in the location struck. Ancestral Armor is not expended after use and will continue to provide protection until removed with Dispel Magic or similar magic or abilities
Barkskin	Protection	Druid: 1	I enchant thee with barkskin x3	Bearer gains one point of Magic Armor
Blessed Aura	Protection	Healer: 5	I enchant thy person, arms, and armor x3	Resistant to all effects from the next source which would inflict a Wound, Death, State, or negatively affect them or their carried or worn equipment. Does not trigger against effects cast by the player
Blessing Against Harm	Protection	Healer: 4	I enchant thee against all harm x3	Resistant to all effects from the next source which would inflict a Wound, Death, State, or other negative effect. Does not trigger against effects cast by the player
Blessing Against Wounds	Protection	Healer: 1 Monk: 6	I enchant thee against wounds x3	Resistant to Wounds. Does not count towards a players Enchantment limit
Enlightened Soul	Protection	Healer: 5 Monk: 1	A distant magic has no hold upon thy now enlightened soul x3	Player is unaffected by Verbal magic used at a Range greater than Touch
Extend Immunities	Protection	Paladin: 3	May the blessing of my god protect thee x3	The target player gains either Immune to Command or Immune to Death
Flame Blade	Flame	AntiPaladin: 6 Druid: 4	The element of fire shall infuse your weapons x3	Bearer's melee weapons are Armor Breaking and Shield Crushing. Bearer and weapons they hold are Immune to Flame
Gift of Air	Protection	Druid: 5	I grant thee a gift of the air x3	The effects of a melee weapon or projectile which just struck the bearer are ignored, instead the bearer announces "Gift of Air" and becomes Insubstantial. If the bearer is wearing armor it is affected as normal in addition to triggering Gift of Air. Bearer may choose to return directly to their base immediately after Gift of Air activates. Melee weapons with the Armor Breaking, Armor Destroying, Shield Crushing, or Shield Destroying Special Effects will affect the bearer as normal and do not trigger Gift of Air.
Gift of Earth	Protection	Druid: 2	I grant thee a gift of the earth x3	Bearer gains one point of magic armor and is affected as per Harden.
Gift of Fire	Flame	Druid: 3	I grant thee a gift of the fire x3	Bearer is Immune to Flame and gains Heat Weapon 1/Refresh Charge x3
Gift of Water	Sorcery	Druid: 4	I grant thee a gift of the water x3	Bearer gains one point of magic armor and Heal (self- only) unlimited (m)
Golem	Sorcery	Druid: 4	From earth and clay I form thee x3	Bearer is Immune to Death. Bearer is Cursed. Bearer can remove a Wound via Mend. Bearer may use the caster as an alternate respawn point while the caster is alive. Bearer may treat the caster as a base for the purposes of the effects which require the teammate to go to their base. Non-magical armor worn affected as per Imbue Armor. All Enchantments worn by the Bearer, including Golem, are Persistent while Golem is worn
Greater Harden	Protection	Healer: 3 Warrior: 6	I enchant thee with Greater Harden x3	Shields and weapons wielded by the player are affected as per Harden. May only be cast on a player
Harden	Protection	Healer: 1 Warrior: 1	I enchant thee with Harden x3	Bearer's weapons or shield may only be destroyed or damaged by Magic Balls/Verbals which affect objects e.g. Fireball or Pyrotechnics
Imbue Armor	Protection	Druid: 1 Warrior: 6	I enchant thee with Imbued Armor x3	All armor worn by the bearer gains a +1 modifier. This modifier may allow the armor to exceed the maximum value for its type, up to the bearer's class maximum
Imbue Shield	Protection	Healer: 4 Paladin: 6	This shield shall neither bend nor break x3	Shield wielded by the player cannot be destroyed nor damaged. Engulfing effects hitting the shield are ignored

Ironskin Lycanthropy	Protection	Druid: 5	I enchant thee with Ironskin x3	Bearer is Immune to Flame and gains two points Magic Armor affected as per Ancestral Armor
	Death	Druid: 4	Stalked in the forest, too close to hide, I'll be upon thee by the moonlight side x3	Bearer gains two points of magic armor. Bearer's melee weapons are Shield Crushing. Bearer is Immune to Command
Phoenix Tears	Spirit	Healer: 6 Warrior: 6	May the tears of the phoenix wash over thee x3	Enchanted player does not die as normal. When the player would otherwise die they instead remove a strip and become Frozen for 30 seconds. When the Frozen State is ended the bearer has: 1. All Wounds removed 2. All States removed that are removed by Death or Respawning 3. All ongoing effects with a timer are expired 4. All of their carried or worn equipment is fully repaired 5. All other enchantments, except those which are Persistent, are removed Additionally Phoenix Tears allows you to wear an extra Enchantment from the Protection School. This extra enchantment is considered Persistent as long as Phoenix Tears is present. The additional Enchantment is not removed once Phoenix Tears is removed
Phoenix Tears	Spirit	Healer: 6 Warrior: 6	May the tears of the phoenix wash over thee x3	Enchanted player does not die as normal. When the player would otherwise die they instead remove a strip and become Frozen for 30 seconds. When the Frozen State is ended the bearer has: 1. All Wounds removed 2. All States removed that are removed by Death or Respawning 3. All ongoing effects with a timer are expired 4. All of their carried or worn equipment is fully repaired 5. All other enchantments, except those which are Persistent, are removed Additionally Phoenix Tears allows you to wear an extra Enchantment from the Protection School. This extra enchantment is considered Persistent as long as Phoenix Tears is present. The additional Enchantment is not removed once Phoenix Tears is removed
Protection from Magic	Protection	Healer: 6 Paladin: 6 Wizard: 6	I enchant thee with protection from magic x3	Bearer is unaffected by magic from any school. Upon death the player is Cursed
Protection from Projectiles	Protection	Healer: 4	I enchant thee with Protection from Projectiles x3	Bearer is unaffected by ammunition, thrown javelins, rocks, and throwing weapons. Engulfing effects from those objects, such as Pinning Arrow, do not affect the player
Stoneskin	Protection	Druid: 3	May nature protect thee from all forms of attack x3	Bearer gains 2 points of Magic armor affected as per Ancestral Armor
Troll Blood	Protection	Druid: 5	The blood of the trolls sustains thee x3	Enchanted player does not die as normal. When the player would otherwise die they instead ignore the triggering effect as though it had not occurred, remove a strip, and become Frozen for 30 seconds. The bearer is treated as though they have the effects of Regeneration in addition to the above
Troll Blood	Protection	Druid: 5	The blood of the trolls sustains thee x3	Enchanted player does not die as normal. When the player would otherwise die they instead ignore the triggering effect as though it had not occurred, remove a strip, and become Frozen for 30 seconds. The bearer is treated as though they have the effects of Regeneration in addition to the above
Troll Blood	Protection	Druid: 5	The blood of the trolls sustains thee x3	Enchanted player does not die as normal. When the player would otherwise die they instead ignore the triggering effect as though it had not occurred, remove a strip, and become Frozen for 30 seconds. The bearer is treated as though they have the effects of Regeneration in addition to the above
Vampirism	Death	Wizard: 4	Thy hunger can never be sated x3	Player gains Adrenaline unlimited (ex), is Immune to Death, and is Cursed. Bearer's Adrenaline ability will work through their Cursed State
Void Touched	Sorcery	AntiPaladin: 6 Wizard: 5	Embrace the old ones and surrender thyself x3	Melee weapons wielded by bearer are Armor Breaking. Bearer may use Shadow Step 1/Refresh Charge x30 (ex), Steal Life Essence unlimited (ex), and is unaffected by magic from the Sorcery, Spirit, and Death Schools. May still benefit from their own Steal Life Essence. Player is Cursed
Ward Self	Protection	Wizard: 5	The power of magic defends me x3	Resistant to all effects from the next source which would inflict a Wound, Death, or State. Does not trigger against effects cast by the player