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Lacrhythm

By using the spell Lacrhythm, a magician can perform acts of levitation on inorganic objects of large mass through a supernormal power that overcomes gravity. Lacrhythm magically alters the object upon which it is cast to become lighter than the air itself, causing it to ultimately rise and float. The exact limits of this spell are not known but it is believed that this greatly depends upon the power and proficiency of the magician casting it.

Although the original creator of Lacrhythm is unknown, the spell is believed to have been first used by a sect of spiritualists named the Rhulls who resided deep in the marshes of Octor. They believed that the mind, combined with the principals of magic, could control one's fate, and more importantly the fate of society itself. So they continually devised ways to enhance society or probably more to the point, enhance their small sect. Lacrhythm was one of the first spells created by the Rhulls and was a direct attempt to make man fly. Although it turned out to be not quite what they expected (being that it could not affect organic matter), the Rhulls found Lacrhythm to be a very useful tool, for up to that point it was unheard of to manipulate large objects by floating them through the air with no physical support. It is a widely accepted belief that the Rhulls constructed the great Temples of Octor soon after the advent of Lacrhythm.

The spell, placing a great demand upon the mind and its subconscious, is considerably more difficult than most others.

A tailfeather from one of the mystical Ferroks, a large hawk that dwells in the marshes of Octor, is the only material component of the spell. When casting Lacrhythm, the feather must be held between the thumb and forefinger of the right hand.

Next, the caster must tilt the feather so that it is pointing directly at the object to be levitated and then close his eyes and concentrate deeply upon the feather and object. A form of mental unity between these two objects should be developed in the casters mind.

Once this has been established, the magic words "Oksamot alsov" must be chanted in, of course, the Rhullic Voice. Upon doing this, the magical aspect of the spell will intertwine with the mental aspect and the caster will subconsciously lower the weight of the object, ultimately making it lighter than air. The object will then float, able to be moved about at the caster's wish.

Zuryll

By using the spell Zuryll, a magician is able to change any non-living object into mere dust by introducing a mystic force that causes its particles to scatter. The spell's magic actually reverts the very forces that hold an object together and causes its particles to repel each other with awesome strength.

Zuryll was developed by a wizard named Aldar who used it to entrap a rampaging creature named Dyetor. Dyetor resided on a desolate island just off the Territon Coast, which was connected to the mainland by a long stone bridge. This demonic creature would steal across his great bridge in the black of the night and spread fear and destruction throughout the nearby villages. After several crimson nights of Dyetor's diabolical slayings, a way was sought to stop him. The village people called upon the great Aldar to aid them in their plight. Aldar, with the aid of various oracles, learned that Dyetor, despite his "love" for the ocean, would melt if he were to come in contact with the water. So Aldar devised Zuryll and cast the spell upon Dyetor's stone bridge while the beast lay sleeping on the island. The bridge was turned into dust and Dyetor was forever trapped upon his lonely stone crag.

Several items are integral to the successful casting of Zuryll.

The first item is the dust from a crushed gem. The power of the spell is directly related to the value of the gem used, the diamond, of course, being the most desirable.

The other items that must be obtained are two lodestones, the repelling ends of which should be marked.

To actually cast the spell, the magician must first sprinkle the powdered gem onto the object that is to be disintegrated. The caster must then stand facing the object with one lodestone in each hand.

In this position an initial word, "Manat," must be chanted. Then the moment the second word, "Amvenotropol," is spoken, the caster must unite the repelling ends of the lodestone high above his head. A bright white bolt of magic force will then fly forth from the caster's raised hands and strike the target object, reducing it into fine dust.

Mandukaal

Mandukaal is one of the great spells of retrogression. By means of this spell, one can send a towering ancient oak tree through an extremely rapid retrograde metamorphosis that transforms it into a mere acorn: the tree's most primitive form.

While the principal structure of the spell is rather universal and is basically the same structure used in most retrogressive spells, its specific elements limit its effectiveness to oak trees.

The spell was written many ages ago by the great benevolent wizard, Agrimos Nacreth. Agrimos, wishing to construct a home deep in the Frimlock Forest, devised Mandukaal so that he could make a large clearing for his house without the wanton destruction of countless trees. He took the remaining acorns and replanted them at the edges of his clearing where he nurtured them back into strong oaks.

To cast Mandukaal, a large triangle must be constructed at the base of an oak tree, amongst its great entangled roots. This triangle should consist of a fine white powder spread in a thick band upon the soil. The powder itself is made by crystalizing sap extracted from the most wise and aged oak tree that can be found. This powder should be bathed in moonlight for several nights and sprinkled with stardust to insure maximum effectiveness.

Next, three shimmering silver acorns procured from the dark limbs of a Black Nemesis tree must be placed upon the corners of the white triangle. As Black Nemesis trees are quite rare, Mandukaal is one of the most infrequently cast spells in all of the dweomercraft.

The magician must then cautiously step to the center of the triangle being careful to not break the white lines that form the figure. This would result in a violent and uncontrolled release of power that could wreak havoc on the caster and the surrounding forest.

Once at the center of the figure, the mystic word "Enragon" must be chanted. This will reverse the flow of the positive life force of the oak and cause the tree to retrace its many years of growth. Mandukaal is a benevolent spell in that once its effects cease, the life force of the tree immediately begins to return into the tiny acorn and the oak's life begins anew.

Flameir

Flameir enables the caster to become totally invulnerable to all the ill effects of fire and extreme heat. The spell constructs a thin layer of protective magic that completely envelopes the body it is cast upon. This layer of fire protective magic, which feels soothingly cool and moist when covering the skin, cannot be penetrated by any form of heat, whether it be the warmth of the sun's rays or the heat of a blazing inferno.

Flameir is a powerful spell for it was actually created by the highly venerated "Wizards of the Universe." Its design is quite ingenious, having a relatively simple casting procedure but still providing impregnable protection for a great length of time. Flameir remains the principal spell used by the Great Sect when their endless campaigns lead them into the infinite flames of the Elemental Plane of Fire. Flameir was handed down to a sect of lesser wizards as a gift of appreciation for their invaluable aid in the great battle with the fire demon Teyron, who was attempting to control the gates to the Elemental Plane of Fire. The spell has since spread throughout many of the more prestigious circles of magicians in our world, and is the most convincing bit of evidence known that substantiates the existence of the Wizards of the Universe.

To cast Flameir, a magician must obtain a lump of fireclay which must be subjected to thirteen days and nights in the intense heat of a Minathian lamp.

Next, a special ointment must be prepared by the caster. This ointment is a blend of the clear oil extracted from the thick leaves of the Xoranth tree and the white fluid drawn from the stem of a Floresh plant. This blend must be boiled over the above mentioned Minathian Lamp.

To actually execute the spell, the caster must spread the ointment first on his hands, then on his feet, and lastly on his forehead. Then with the fireclay in hand, the magic words "Henkel texolyminos" must be chanted. The necessary mystic power will then be drawn upon, and will emanate from the ointment spread on the caster's extremities, quickly enveloping the magician's body in an aura of blue magic. The caster is then completely impervious to any amount of heat he could possibly be subjected to.

Zythrimnos

By using the spell Zythrimnos, a magician is enabled to walk across the surface of bodies of water that are relatively short in width. This spell was designed to work on rivers and therefore is unaffected by the forces produced by swift currents.

To cast Zythrimnos, a handful of magically enhanced scales of the Violet Mantasseau, a breed of upstream-swimming fish, must be thrown out onto the water where they will float immobile, resisting even the most rapid currents.

The caster then must hold a pearl white shell obtained from the Northern Sea in his hand and chant, "Elysorr." At that point the Mantasseau scales will begin glowing a soft violet.

The water then may be walked upon in the area that the scales cover. One should note that once the extent of the scales has been walked, no additional scales can be added to the original ones thereby increasing the area of effect of the spell. The thought necessary to cast another Zythrimnos would break the concentration needed to maintain the previous one.

Zythrimnos was a final, desperate attempt by the River People of the Alsatar Delta to salvage their most prized religious relics from a temple upon a small river island that was being rapidly engulfed by violent flood waters.

The actual existence of Zythrimnos is somewhat a miracle, for it was made in direct defiance of the River People's religion—a religion they revered above all else. One of the principal commandments of this religion forbade the creation of new spells, so the River People had lived for many centuries using the very limited amount of magic presented in their holy books. But then the Great Flood came and they found themselves faced with a very unusual and perplexing situation. After several futile attempts with boats, it appeared that to rescue their sacred religious writings, the River People would have to perform one of the most shunned transgressions against their faith and fabricate a new spell that would enable them to walk across the raging waters to their holy island. And so it was done, the sin was committed and Zythrimnos was brought into existence.

