

Within this tome find the most
formidable magicks of Grand Magus
Reiz Trayleh IV.

High Chancellor of Belmand Dias. Holder
of the sacred chalice of Resmia.

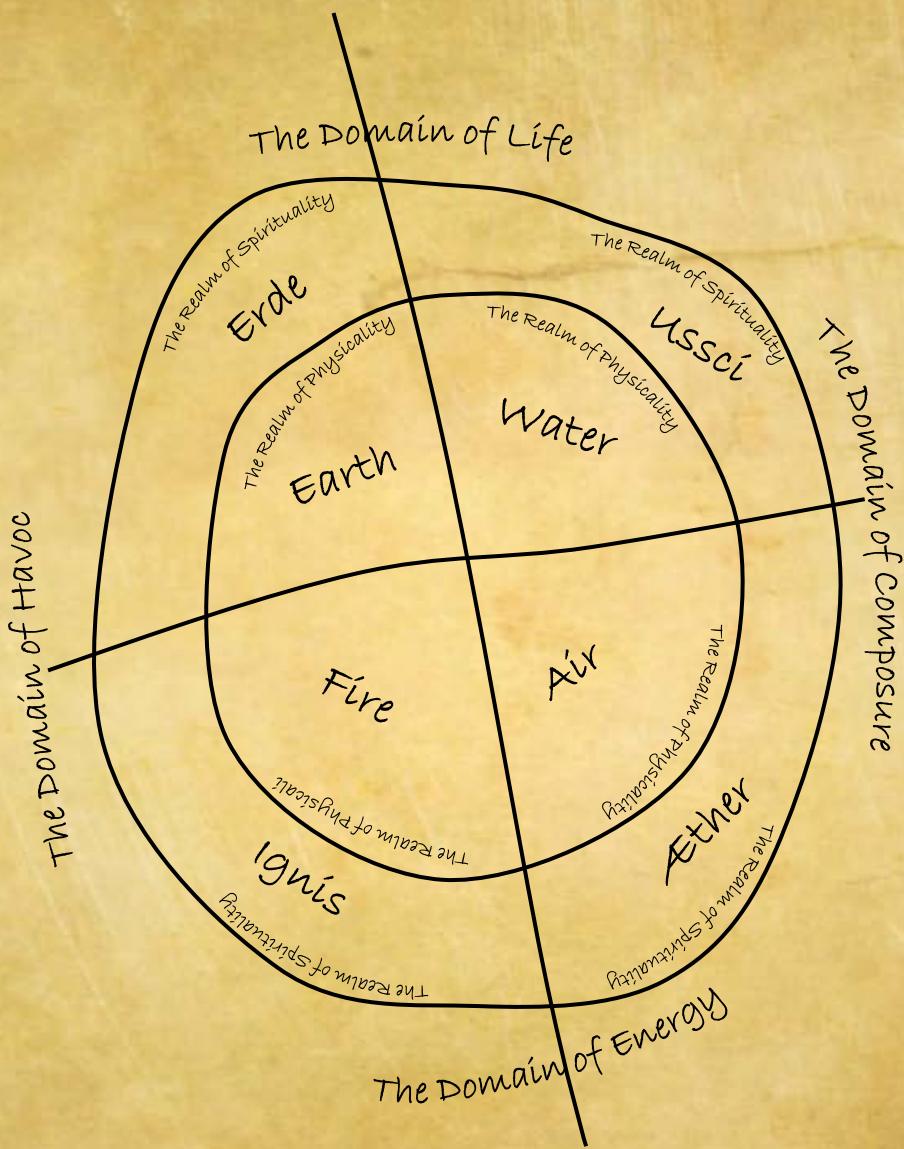
Most honored disciple of the illustrious
Sur Grethneyne Rehsmodiuem.

Slayer of the nine headed dragon of Two
Oaks. Savior of the red people of Fremia
Plains.

Master of the Erde, of the Aether, of the
Ussci, and of the Ignis. Denizen of the
Realm of Spirituality.

Look upon the power within these pages
and despair, for they reveal a truth for
which you are unlikely prepared.

The Wheel of Magick



Erde Magick

Create Stone Golem

Components: 7000 stones each of quartz, granite, and shale shaped into the golem body. 17 pounds of silver. Guano. Stinkweed. Fire spawned from the burning of 3 fatted calves. Elder Magic circle of stones.

Oh great Erde that flows through all earthly things, that gives soul to the stones and sings the songs of the rocks and trees. Flow now into the empty vessel prepared for your majesty. Flow now into the possibilities that your might alone might create. I will you to give this construct life and to rise!

Aether Magick

Imbue with Flight

Components: The intact wings from 81 different species of butterfly. A tail feather from a giant eagle. 9 pounds of spider silk. Smoke collected from the burning of a precious heirloom. Steam collected from the boiling of holy water.

Oh omnipresent Aether which surrounds all things in all creation. Elevate this humble soul, place within it the freedom and the whimsy of the zephyr. Give it the power to rise above the burdens and earthly pains that weigh down the wicked. Give wings to the worthy and give speed to the spiritual!

Ussci Magick

Concoct Water of Life

Components: Water taken from: A wide stream, a stagnant lake, a deep chasm, an underground river, the Eastern sea, the Northern sea, collected from the rain.

14 drops of liquid gold. A fig from a sacred tree of Midland. Urine from a wyvern, a cockatrice, and a serpent.

Oh merciful Ussci that provides for all life, lend me your wisdom and your grace. Upon this vessel bring your countenance and your mercy so that those who drink from it shall not die, but shall live on into eternity, forever a servant of your glory.

Ignus Magick

Forge Rain of Fire

Components: 12 Pounds of Oil Marinated Cinnamon. 18 Pounds of Beeswax. Enough coal to fill a six-foot cube. 4 barrels of premium whiskey. A flagon of blood from a fire-breathing beast. A drop of blood from a person for whom you feel passion. A drop of your own blood.

Oh mighty Ignus that fuels the passions of all that live. Upon this hallowed ground, blessed in your name, the kiss of your righteous fury is demanded. Toward this earth direct the searing, cleansing flames that will purge the wicked and bolster the strong!

The following pages of this, my spellbook,
are written in haste. For it is today that
our world has been shattered.

From underneath, from depths unknown
to even the great knowledge of our
scholars, came the greatest evil we have
ever beheld. It struck us before we could
react. Untold thousands were destroyed
before we could regain our footing and
drive it back

Wielding the very same elements that we
use in our greatest magicks, but pulling
them along like they are slaves, not
working with them as allies.

I have been charged with learning more
about this evil. Creating spells to use
against it. They can be found [here](#).

Erde Magick

Elder Circle of Stones

This spell can create a circle of magical stones which seems to act as an effective prison against the minions of the great evil. It also seems to have some enhancement properties on the magic cast inside of it.

Components: 141 Gems, each 1 pound in weight, each of a different type. 12 feet of chain forged from cold iron. 2 pounds of gold dust. 2 pounds of electrum dust.

Oh great spirit of Erde that binds together all that walk upon the earth. Create in this place a ward against evil and against pain. Protect your servant!

We realized that whatever force, whatever identity, belonged to this evil must be brought to light, if ever we will have a chance of defeating it. We must be able to divine information regarding its true nature and form.

Even if that knowledge brings insanity.

Æther Magick

Knowledge of the Wind

This spell calls upon the wind to reveal its secrets and allows the caster to benefit from the knowledge of the omnipresent air. It seems to have limited use, as the magic of the evil ones is powerful as well.

Components: The smoke collected from the burning of peacock feathers. An opaque lens made from the sand of the black desert. Three pristine diamonds.

Oh Æther spirit which dwells in all the dark places. Bring secret things to light. Bring knowledge to me, your ignorant servant, so that I might expose the secrets of the wicked and strike them down!

My divinations revealed some interesting truths. The power behind these evil forces was one great, almost incomprehensible being of pure malice.

It was difficult to behold its form. For though my Æther magick was strong, it, sensing my sight through the Realm of Spirituality, deflected it through its own, rather adept use of air.

It turned its single, great eye towards me. And then all was darkness in my sight.

But there are things I did learn. The most subtle nuances of how the great evil wielded its magick. The words that it uttered. There is hope that yet remains for us. I will study further and find more powerful spells to call upon.

Ussci Magick

Shield of Holy Water

This spell calls upon the water to protect its caster from harm of all types. Physical, spiritual, mental. I will prepare it so our warriors facing battle might find victory more easily.

Components: The melted snow from atop the highest peak of the grey mountains. 12 barrels of dew collected at the very break of dawn. 19 drops of liquid silver.

Oh Ussci magic that holds all life in its care, your servants now must call upon you to sustain our lives even as we seek to end them in battle. Give us the grace of your protection and bless us that we will best evil this day!

I have labored hard these past days to summon the power to wage a war against this great evil, and hope yet remains.

It is foreign to us. It is beyond our ability to understand. It is malevolent in ways that we have never experienced.

But it does not best us in strength. Not completely. This great evil seeks our destruction, but we will not offer it success without it having to pay a hefty toll. For we are ready to fight.

The magi and the warriors of the Realm of Spirituality have donned their armor and readied their tomes.

Prepare yourself, my brethren. For if you are reading this, and my work remains, then this fight may belong to you as well. It will not be an easy one.

Ignis Magick

Sword of Cleansing Fire

This spell summons forth a pillar of flame into the hand of the caster that very effectively can be used as a weapon, even by those with little martial skill. It seems to have a potent effect on the great evil's troops and minions.

Components: Embers created from burning the wood of the sycamore and oak. 12 bottles of mead. The salivary gland of a giant salamander. Rosemary.

Oh merciless Ignis, strength of those who fight, now your servant needs your blessing. Bring to these hands a blade of your pure fire. Fire that will sear away the wicked and preserve the wise!