

## Information



A stated member of the Blue School may take the title of Wizard.

- Eminent Sorcerer: Tornado (Air Elf)

## Background

Blue magic is drawn from the element of air and specialises in spells of movement and protection, even those spells that could be deemed offensive seldom do any damage. At higher levels, users of blue magic are often able to teleport themselves and others, put foes into a deep sleep or summon a clap of thunder that will throw a group of enemies to the ground.

## Notable Guildmembers

- Dalvain Spellsword, former Guild Leader of the Blue School, Patriarch of House Tumdurgul.
- Zephyr, sprite and daughter of Tornado. Named Hero for her actions in the Ritual of Ashes and against the Ravanon. Often accompanies the Sacred Sword.

## Requirements to Join

The Blue School requires that all potential members are capable of casting all of the Common Blue Magic Spells and that they have a minimum one spell slot of each level to 5.

## **Guild Skills**

These skills are available to Guildmembers at normal use of character points but do not require specific expenditure of Status:

- [Discern Poisoning](#)
- [Discern Paralysis](#)
- [Cast Additional Colour of Magic Levels 1 - 5](#)
- [Write Battle Magic Spells](#)

## **Spells Available to Mages**

The following spells are available to all mages of the Blue School of Magic:

- Dispel Magic 1-5
- Mend 1, 3
- Shield of Air 1-5
- Sleep 1-5
- Walk on Air 2, 4

## **Status Skills Ranks 20 - 63**

These skills are available to all Guildmembers at normal use of character points and the expenditure of one point of status.

- [Make Focus](#)
- [Learn Spells Level 1 - 8](#)
- [Wizard in 2nd Colour](#)
- [Write High Magic Spell Scroll](#)
- [Discern Alchemical Potion](#)
- [Discern Alchemical Potion Mastery](#)
- [Enhanced Discern Alchemical Potion Mastery](#)

Note that the spending of one status point allows your character to learn all of the Discern Potion skills. Character points must still be spent on them however.

More information on the [casting of High Magic](#) .

## **Spells Available to Wizards**

The spells below can be selected by Wizards of the Blue School using the Learn Additional Spells status skill from the list above.

All Primary Blue Wizards are taught the spell Repulsion upon gaining their Focus.

- Air Wall 6-8
- Dispel Magic 6-8
- Dumbness 1-8
- Embody Air Elemental 8 (Primary Only)
- Repulsion 5 (Primary Only - Specialist Spell)
- Repulsion Store 6-8 (Primary Only)
- Shield of Air 6-8
- Sleep 6-8
- Sleep Store 6-8
- Spell Attunement 6-8
- Teleport 1-8
- Thunderclap 7 (Primary Only)
- Walk on Air 6-8 (Primary Only)
- Whirlwind 6-8 (Primary Only)
- Whispering Wind 8 (Primary Only)
- Wizard's Dispel 6 (Primary Only)

## **Status Skills Ranks 64 - 127**

These skills are available to all Guildmembers with more than 640 points at normal use of character points and the expenditure of one point of status.

- [Sorcerer in Primary Colour](#)
- [Learn Level 9 Spells](#)
- [Write Arcane Level 9 Scrolls](#)
- [Mnemonic Mastery](#) (does not cost status)
- [Improved Ensorcelling](#)
- [Improved Empowering](#)

More information on the [casting of Arcane Magic](#) .

## **Status Skills Ranks 128+**

These skills are available to all Guildmembers with more than 1280 points at normal use of character points and the expenditure of one point of status.

- [Learn Level 10 Spell](#)
- [Wizard in 3rd Colour](#)
- [Sorcerer in 2nd Colour](#)
- [Write Arcane Level 10 Scrolls](#)
- [Enhanced Mnemonic Mastery](#) (does not cost Status)

## **Spells Available to Sorcerers**

The spells below can be selected by Sorcerers of the Blue School using the Learn Additional Spells status skill from the list above.

- Affinity to Air 9-10 (Primary Only)
- Master of Winds 9-10
- Shield of Air 9-10
- Shield of the Hurricane 9-10
- Sorcerer's Dispel 9-10
- Teleport 9-10
- Walk on Air 9-10 (Primary Only)