

Information



A statused member of the Green School can take the title of Wizard.

- Eminent Sorcerer: Isabella (Human)

Background

The Green School of Magic is often called upon to investigate strange magical artefacts or phenomenon. Green magic is drawn from the element of water and specialises in spells of scrying and hindering. At higher levels users of green magic are able to slow their enemies, identify items more accurately and perform other subtle magics.

Notable Guildmembers

- Aradel - Sorceress of the Green School. Recovered a number of important Teaching Scrolls for the School

Requirements to Join

The Green School requires that all potential members are capable of casting all of the Common Green 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 Spiritual Influence](#)
- [Discern Paralysis](#)
- [Discern Poisoning](#)
- [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 Green School of Magic:

- Detect Magic 1
- Dispel Magic 1-5
- Identify 2, 5
- Recall 5
- Slip 1, 2
- Spell Craft 3-5

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](#)
- [Discern Herbal Potion](#)
- [Discern Herbal Potion Mastery](#)
- [Enhanced Discern Herbal 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 Green School using the Learn Additional Spells status skill from the list above.

All Primary Green Wizards are taught the spell Slow 5 upon gaining their Focus.

- Contingency 6-8 (Primary Only)
- Dispel Magic 6-8
- Enchant Spell Store 6-8
- Identify 6-8 (Primary Only)
- Mass Slip 5
- Mass Slow 8 (Primary Only, must know Slow 6 first)
- Recall 6-8
- Slow 5 (Specialist Spell)
- Slow 6 (Primary Only, must know Slow 5 first)
- Slow Store 6-8 (Primary Only)
- Spell Attunement 6-8
- Spell Store 6-8
- Vanish Animate 6-8 (Primary Only)
- Vanish Inanimate 6-8 (Primary Only)
- Wizard's Dispel 6 (Primary Only)
- Wizard's Gift 6-8

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 Green School using the Learn Additional Spells status skill from the list above.

- Affinity to Water 9-10 (Primary Only)
- Contingency 9-10
- Sorcerer's Dispel 9-10
- Sorcerer's Gift 9-10
- Sorcerer's Mnemonic 9-10
- Sorcerer's Store 9-10