

Information



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

- Eminent Sorcerer: Quicksilver (Ice Elf)

Background

The majority of its members, although not all, are themselves goodly people. White magic comes from the Elements of Light and Ice. At higher levels, White Wizards use the Element of Ice offensively and that of Light defensively.

Notable Guildmembers

Requirements to Join

The White School requires that potential members are capable of casting all of the Common White 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:

- [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 White School of Magic:

- Dispel Magic 1-5
- Drop 1-5
- Flash 1, 2
- Ice Javelin 1-5
- Light 3
- Mass Flash 5
- Sunlight 3, 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 White School using the Learn Additional Spells status skill from the list above.

All Primary White Wizards are taught the spell Freeze upon gaining their Focus.

- Clear Sight 6, 7
- Cone of Cold 6-8 (Primary Only)
- Cryostatis 6,7 (Primary Only)
- Dispel Magic 6-8
- Freeze 4, 5 (Primary Only, Specialist Spell)
- Frostbite 6, 7 (Primary Only)
- Fumble 4, 5
- Ice Javelin 1-8
- Ice Store 6-8 (Primary Only)
- Immunity to Cold 6-8 (Primary Only)
- Mass Freeze 8 (Primary Only)
- Mass Fumble 7
- Staff of Ice 3, 6-8
- Wizard's Dispel 6

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

- Embody Elemental of Ice 9-10
- Enlightenment 9-10 (Primary Only)
- Frost Weaver 9-10
- Frozen Storm 9-10
- Hoarfrost 9-10
- Sorcerer's Dispel 9-10
- Vessel of Light 9-10