

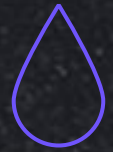


THE LOST TEMPLE

SPELL BOOK

A journey into the Ether...



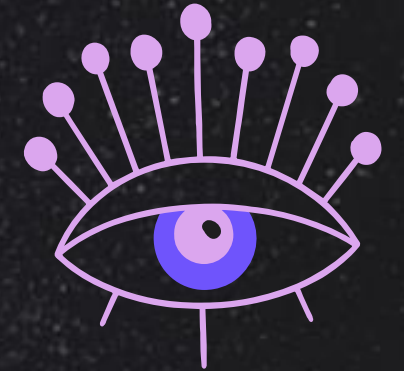


INTRODUCTION ✨

Welcome to the world of magic. Since you are reading this I assume you are eager to try your first spells and such. But in order to learn magic one first has to understand it. And the most basic thing about magic is the Ether.

Ether is the force that surrounds out. It is in the air we breathe, it's in the water we drink. It's in the paper these letters are written on – it's within all of us. Everything in the world is connected by the Ether, and everything can be manipulated by the Ether. So in order to master magic one first has to become aware of the Ether as magic is nothing else but manipulating the natural connections held by the Ether.





BASICS OF THE ETHER



Ether, Ether-Awareness and Etherforce explained.



THE ETHER

While the Ether is the connection between everything, it is an invisible force that can not be perceived or measured by the naked eye. Therefore most humans are ignorant of it. And if you have not been prepared from childhood on, it's already too late. (Note that there are ways for Ether wielders to forcefully break down a mind's rational barrier to make it Ether-Aware, however, we strictly advise against this, as the risks of frying that mind are way too high).

In the following, we assume that you are a being able to perceive Ether.



ETHER AWARENES

The first step to grasping the full potential of the Ether you need to be able to feel it not only within yourself but in your close surroundings. Lie down or meditate and try visualizing the omnipresent Ether-Connections around you. Once you are able to visualize your surroundings without actually looking, once you are able to feel them without touching, you have reached Ether-Awarenes.

Once you have reached the state of Ether-Awarenes you will „see“ the world in a whole new light and it will enable you to wield the Ether as a tool.



ETHERFORCE

It's the core of every Ether-Wielders power. The Etherforce is what enables us to manipulate the Ether around us and to cause effects that are called magic by clueless bystanders. The principle of the Etherforce is very simple: In order to manipulate Ether you need something that can directly interact with Ether, and that simply is Ether itself. While this sounds like a paradox, it is not. With the term Etherforce, we describe the Ether gathered within one's own body. This Ether is stored inside the wielder's body and can be used to manipulate the Ether of our surroundings. Sadly the ether of most beings is not very concentrated and therefore is too weak to be used for any noticeable changes.



ETHERFORCE

Therefore one has to gather Ether from the surroundings. This can be achieved by meditation while focusing on the Ether around you and visualizing it to flow into your body. Also, the body of an experienced Wielder will adapt to the flow of the Ether and therefore will learn to automatically gather Ether during times of rest.

But no matter the amount of Ether around us only a limited amount of it can be stored within a human body. Each body is different and can store more or less Etherforce. By long training and repeated use of refilling your body with Ether, your body can be trained to be a better vessel for the Ether, but at some point, there will be a physical boundary that differed from wielder to wielder determining your maximum Etherforce.

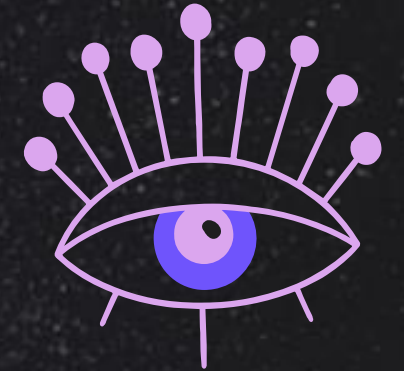


ETHERFORCE

In order to train your own body you simply have to use magic. The more Ether flows through your body, the more Ether you gather the faster your capacity will increase. So, the more you cast, the more Ether you can regenerate over time and your body will adapt and after some time will be able to store more Ether within.

However, beware of your inner Ether reserves when casting, as trying to cast a spell above your Ether reserves will draw from your own Ether, which will lead to nausea, headache, and probably a failed spell.





SPELLCASTING



Glyphs, Visualization, Affinity & EF-Consumption



SPELLS

The Ether strings that connect everything are hard to read and even harder to manipulate. Directly influencing them one by one would probably not work or in any case would eat up too much Etherforce to achieve even the smallest effect. Therefore four conditions have to be met in order to actually cast a spell:

- ❖ The spell's glyph
- ❖ Visualization
- ❖ Affinity
- ❖ Etherforce



★ ★ SPELL GLYPHS

Spell Glyphs don't come from anything. They have been discovered by spell researchers over centuries while studying the Ether. They depict a pattern the Ether needs to form in order to yield the desired manipulation.

While casting a spell you will notice the Ether Threads forming this pattern. While it depends from spell to spell the pattern forms in different locations of the target, usually more Ether aligned to the Glyphs Pattern means a stronger effect.

★ Usually the Ether forms this way when following the visualization of a spell, but it will help to focus on this micro pattern when you have trouble with a
★ spell or if you need to make the effect stronger.



VISUALIZATION

The visualization process of a spell describes in what way to apply your Etherforce in order to manipulate the Ether around the target. While some visualizations might come to you more fluently than others, together with the spell glyph's pattern it's what makes a spell tick.

Note that usually there are more ways to manipulate the Ether to achieve a certain effect. However, discovering them is hard work, and not necessarily useful, so we advise new apprentices to stick to the described visualizations.

More experienced Wielders can change visualizations or combine some parts with other spells to create combined or completely new spells. This process is called spell research and should only be performed by experienced Ether Wielders.

During the remainder of this book, you'll find the Visualization process for each spell under "**Application**".



AFFINITY & ETHER FORCE

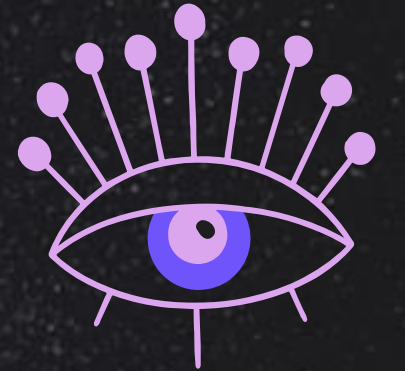
Affinity is a very loose term describing a phenomenon you will discover as you learn new spells. Some spells will be easy to learn and cast while others will be very weak or even unattainable.

Usually, an Ether Wielder has at least one affinity to a certain Spell Family or Group of similar spells. Those spells can be cast more efficiently meaning: Less Etherforce is needed to cast them and they can be cast faster or with a stronger effect.

There are ways to analyze one's affinity, but usually, it is very apparent while learning new spells.

Finally, in order to cast a spell you will use up a certain amount of stored Etherforce. The amount depends on your personal affinity with the spell you try to cast, but reference numbers are usually stated with each spell indicating the average consumption.





SPELL FAMILIES





A Spell Family denotes a collection of spells that rely on the same concept. They usually use the same Glyph as an Ether-Pattern and do about the same but on different scales or targets. Most of the time they can be ordered by difficulty and or their effect. Therefore spells within a spell family are usually also referred to as spell Levels.



THE IGNIS FAMILY



IGNIS-SCIN

Creates a small spark of fire close to your hand.



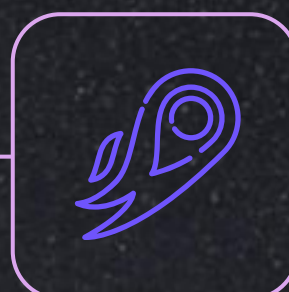
IGNIS-INCENDIUM

Creates a flying bulb of light and warmth that follows the caster.



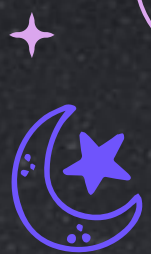
IGNIS-FLAMMA

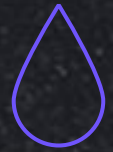
Throws sparks over a longer distance.



IGNIS-FATUS

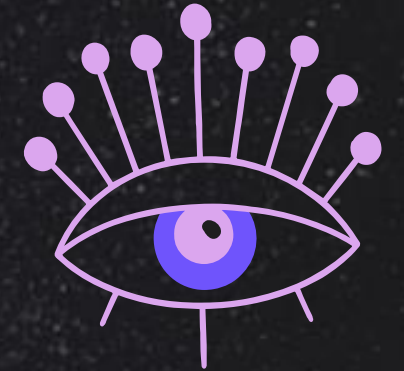
Weaponized form of the Ignis spell. Creates an exploding fireball that can be thrown.





As you have seen with the Ignis spell, there are various forms of this spell that lead to very different results, even though they use the same core. In the remainder of this book, spells are ordered by difficulty.





SPELLS

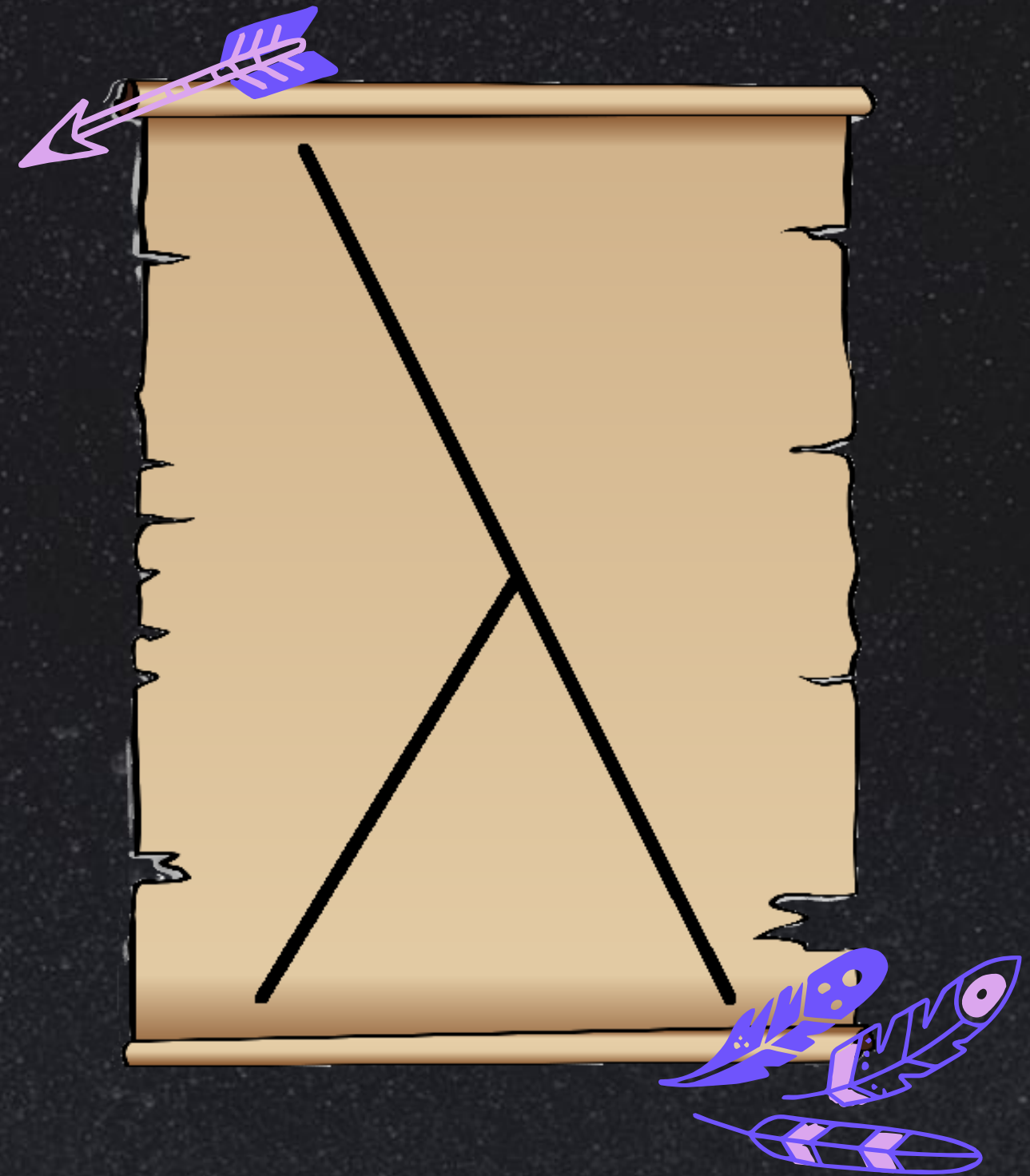


Your spell collection starts here...



SCIO - SECUS

The most basic spell is used to identify and analyze entities. While it is speculated that this is just some kind of heightened logical understanding of your surroundings instead of a real spell, it is well known that this is the best starting point for a new apprentice to the magic arts. When more accustomed to the Scio spell one can use it to localize stuff. Finally, the perfection of the Scio spell lies in the detection and analysis of magic around the caster.



SPELL LEVELS



SCIO

Analyse: Gain knowledge about the seen target item, location, or person.



REPIS

Detect Magic: Make ether residue of active spells visible to your eyes.



SECUS

Localization ritual: Use secus on a map to reveal the location of a desired item, place, or person.



MALKOVIS

Uncover Magic: Use to gain a better understanding of active or observed spells.





SCIO



ACTIVATION

Focus on the target to identify it with your eyes. If possible, touching the target will increase the amount of insights gained. Push your Etherforce into the target and feel it circulating around. Keep that up for some time then draw your Etherforce back into your body.

EF: 2



EFFECT

You will gain insights on the target according to your interests while casting the spell. So, focusing on various usages of an item might yield different insights when recasting this spell.

The gained knowledge will feel like remembering long past memories.

THE SECUS RITUAL

Aside from a vast innate Etherforce, you need tools to cast this ritual spell. The following things are needed:

- ❖ A Map of the area containing the target in question
- ❖ A metallic sphere, the smaller the more accurate
- ❖ A visualization aid (f.e. a picture of the target)

Step 1: focus your Etherforce into the map and distribute it equally.

Step 2: Place the sphere in the middle of the map

Step 3: Push Etherforce into the visualization aid and place the soaked aid next to the map

Step 4: Try creating ether streams reaching out from the aid to the sphere. Focus on the target and let the ether pull or push the sphere to the location of the target on the map.

Result: The sphere is located on the spot of the target in question.



EF: 10



REPIS



ACTIVATION

Force an average amount of Etherforce into a whirling sphere of ether. Place the sphere somewhere before your eyes and look through it.

EF: 2



EFFECT

The Ether-Particles inside the sphere should react with any light that came in contact with magic, revealing any magical upkeep nearby.

Useful to detect lingering curses, illusions, barriers, or otherwise invisible things.



MALKOVIS



ACTIVATION

Start by creating a whirling Ether sphere (as if you were casting Repis), but rather than just looking through it, push through a stream of Ether into the area of the target magic. Then after some time, reverse the stream and suck your Ether Back up.

EF: 4



EFFECT

It's very hard to fully understand an unknown spell from this, but you should at least gain some insight into the nature of the magic at hand. Also, the results are better on spells you have already encountered.

While extremely useful to gain information about magic in place, this spell is revered by scholars, especially for its potential to gain new insights on spells in general and therefore to speed up one's magical learning process.



HOLD STEADY IN THE FLOW OF ETHER



The remainder of this book is left empty for you to fill with further spells.



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