

Information



A stated member of the Yellow Guild may take the title of Wizard.

- Eminent Sorcerer: Lord Malcom Middleton (Human)

Background

Yellow magic is drawn from the element of lightning and specialises in spells that call forth the destructive force of electricity. At higher levels users of yellow magic are often able to stun an enemy's limbs, destroy all but the mightiest of individuals with a touch, or protect a group within a globe of magical energy.

Notable Guildmembers

- Colchis - Hero of the Alliance
- Vor Charmshaper - Head of one of the Drow families of House Tumdurgul
- Harlequin Voidstalker - Drow Sorcerer and Hero
- Dretch - Hero and member of the KFW
- Randolphin - Hero who quested against Agoth

Requirements to Join

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

- Dispel Magic 1-5
- Lightning Bolt 2-5
- Shocking Grasp 1-5
- Static Field 1-5

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](#)

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 Yellow Guild using the Learn Additional Spells status skill from the list above.

All Primary Yellow Wizards are taught the spell Forked Lightning 5 upon gaining their Focus.

- Charge Animate 6-8 (Primary Only)
- Dispel Magic 6-8
- Electrify Weapon 6-8
- Forked Lightning 5 (Primary Only, Specialist Spell)
- Forked Lightning 6-8 (Primary Only)
- Lightning Bolt 6-8
- Lightning Store 6-8 (Primary Only)
- Radial Static Field 6-8
- Shocking Grasp 6-8
- Spell Attunement 6-8
- Static Field 6-8 (Primary Only)
- Storm Blade 2, 4
- Stun 6, 7 (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 Yellow Guild using the Learn Additional Spells status skill from the list above.

- Affinity to Storms 9-10
- Charge Self 9-10
- Embody Elemental of Lightning 9-10
- Radial Static Field 9-10
- Sorcerer's Dispel 9-10
- Storm Caller 9-10
- Tempest 9-10