

# Spellcraft Spell FAQ

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## Spellcraft Magic FAQ

by

ReyVGM from the <http://www.vgmuseum.com>  
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\_\_\_\_\_/ Readme \_\_\_\_\_  
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To create a spell in this game you first need an "aspect" and secondly, the ingredients which are dropped by the enemies.

The ingredients are:

Stones, which give spells durability.

Powders, which give it duration.

Candles, which give the damage.

Jewels, which gives movement.

You automatically start with two Aspects: the Garlic and the Thread.

To find out how to make a spell you first need to read its preparation found scattered around on round stone statues.

The preparation is often in the form of a riddle, I will list here all the spells I could find in hopes of making it easier for the reader.

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\_\_\_\_\_/ Spells \_\_\_\_\_  
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--Earth Domain--

-Return Home Spell:

White Thread Aspect, 3 Candles + 5 Stones + 7 Jewels.

-Healing Spell

Garlic Aspect, 9 Stones.

-Balls of Flame Spell

Sulfur Aspect, 3 Powder + 5 Jewels + 7 Candles.

-Shield Spell

Iron Bracelet Aspect, 8 Stones + 2 Candles + 7 Powders + 3 Jewels.

-Bridge Spell

White Thread, 10 Stones + 8 Powder + 5 Jewels.

-Muck To Stone

Turquoise, 12 Stones + 3 Jewels + 6 Powder.

--Water Domain--

-Breathe Underwater Spell

Kelp, 5 Jewels + 6 Stones + 12 Powder + 9 Candles.

-Water Bolt Spell

Ivory Fin, 11 jewels + 8 Stones + 3 Candles.

-Water Barrier Spell

Pewter Mug, 3 jewels + 4 Candles + 9 Powder + 15 Stones.

-Calm Water Spell

Turquoise, 10 Jewels + 14 Powder + 6 Candles + 4 Stones.

-Stone Aura Spell

Iron Bracelet, 4 Jewels + 12 Powder + 5 Candles + 15 Stones.

-Water Bolt Powerup Spell

Ivory Fin, 5 Powder + 10 Candles + 15 Stones + 20 Jewels.

--Lava Domain--

-Resist Heat Spell

Lava Rock, 8 Jewels + 20 Powder + 15 Candles + 7 Stones.

-Fire To Ice Spell

Obsidian, 8 Jewels + 20 Powder + 15 Candles + 7 Stones

-Insibility Spell

Pendant, 24 jewels + 12 Powder + 8 Candles + 4 Stones

-Fire Storm

Sulfur, 16 Jewels + 12 Powder + 20 Candles + 8 Stones

--Air Domain--

-Flight Spell

Feather, 16 Jewels + 24 Powder + 8 Candles + 20 Stones

-Lighting Spell

Ring, 12 Jewels + 4 Powder + 6 Candles + 2 Stones

-Dissipate Spell

Diamond, 21 Jewels + 14 Powder + 28 Candles + 7 Stones

-Gate Spell

Wand, 25 Jewels + 15 Powder + 5 Candles + 20 Stones

-Lighting Storm Spell

Ring, 40 Jewels + 10 Powder + 20 Candles + 10 Stones

--Spirit Domain--

It had only one spell which I couldn't figure out how to make, but I still managed to beat the game without it.

