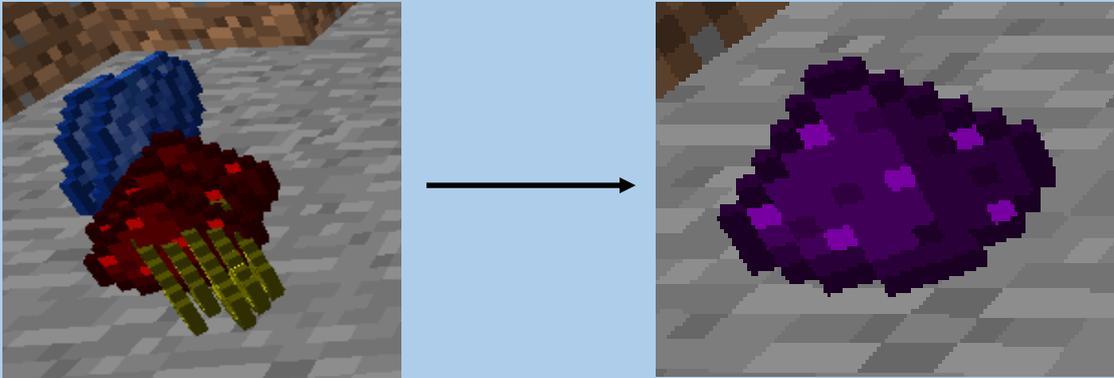


Magic Dust Mod

To perform magic throw the ingredients on the ground in a pile



Artifacts



Used in all
magic



Slower falling and
no fall damage
whilst held



Launches you
into the sky
whilst held



Whilst held take no damage, are blind, and mostly unable to move. Some attacks may kick you into the air



Whilst held grants increased speed and massive jump height, at the cost of your hunger



On hit, knocks enemies backwards and sets them on fire



A weapon with high damage and knockback

Summoning

		
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Summon x6 Wither Skeletons



		
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Summon Lightning



		
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Summon x18 Silverfish



		
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Summon Giant





Summon Evoker Mini-Boss



An evoker that takes less damage. Drops the Magic Chicken feather Used below.



Magic Chicken



Lays a magic dust every thirty minutes Or so

Spells - Wards



Fire Resistance
2:55



Slow Falling
2:55

Ward Of The Blaze
(3 Minutes)



Resistance
0:26

Ward Of The Golem
(45 Seconds of
Invincibility)



Levitation IV
0:17



Slow Falling IV
0:57

Ward Of The Bat
(20 Seconds of
levitation, alongside 60
seconds of slow falling)



Conduit Power
5:57



Dolphin's Grace
5:57

Ward Of The Dolphin
(6 Minutes)

Spells - General



Set Time To Night



Set Time To Day



Clear The Rain



Make It Rain



Orbital launch: launches the player up into the sky

Spells - Curses

A curse will find the nearest person, and apply the effect to them. This includes sorcerer that cast it. To avoid this cast an Anti-Curse. This will make the nearest person permanently immune to any curse, meaning curses will ignore them and simply afflict the next nearest person. A bucket of milk will still cure most curses.



Anti-Curse

Grants immunity to all curses. If this is cast on someone already immune it skips to the next nearest.



Curse Of Blindness

Inflicts a minute of blindness.



Curse Of Hunger

Inflicts a minute of extreme hunger.



Curse Of Weight

Inflicts a minute of powerful slowness.

Bugs, Issues, And Warnings

Accidentally using more than one of a block in a recipe will get rid of that whole stack of it.

The items in this mod are retextured "Carrot On A Stick". Therefore using that object may give it broken textures. As such I disabled the crafting recipe for it, though any already around will still exist. Additionally, people without the textures installed will see these modded items as a carrot on a stick.

There is sometimes an issue where one of the three ingredients remains despite the spell being cast. I have yet to work out what causes it. It seems to be rare.