

THE SHORT CONCISE SPELL LIST

Level- Spell- Class- Range- Duration- Cast Time- Save- Effect

CLERIC

0- Create Water-

C- 50ft- Perm- CT 1 rnd- SV no-
Create 2 gallons of water.

0- Detect Alignment-

C- 150x10 ft- 10 min/lvl- CT 1- SV no-
Concentrate for 1 round in direction and sense alignment specified in range.

0- Detect Magic-

C- 50x10-ft- 1 min/lvl- CT 1 rnd- SV no-
Concentrate for 1 round in direction to sense magic in varying degrees of strength. Passes through thin barriers.

0- Detect Poison-

C- 50ft- 10 min/lvl- CT 1- SV no-
Detect whether one target has been poisoned/is poisonous.

0- Endure Elements-

C- Person- 24 hours- CT- 1 rnd- SV no-
Ignore intense weather conditions.

0- First Aid-

C- Touch- Perm- CT 1 rnd- SV no-
Stabilizes dying character.

0- Ghost Sounds-

C- 150 ft- 1 rnd/lvl- CT 1- SV Int neg-
Create any type of sound up no louder than 4 humans.

0- Light-

C- 150ft- 10 min/lvl- CT 1- SV no-
Light a 30ft radius.

0- Purify Food and Drink-

C- 10 ft- Perm- CT 1 rnd- SV no-
Make food eatable.

1- Bless-

C- 50 ft- 1 min/lvl- CT 1 rnd- SV no-
+1 hit/+1 save VS fear. Opposite is **Bane**.

1- Bless Water-

Touch- Perm- CT 1 min-
Create holy/unholy water.

1- Command-

C- 25ft- 1 rnd- CT 1 rnd- SV Chr neg-
One word command, 1 creature/2lvls.
Can reverse magical effects like **Sleep**.

1- Cure Wounds-

C- Touch- Perm- CT 1 rnd- SV Wis 1/2 dmg-
Heal for 1d8/3 lvls (max 4d8). Hurt undead, get Wis save.

1- Detect Secret Doors-

C- 60ft- 1 min/lvl- CT 1 rnd- SV no-
Concentrate for 1 round in direction to sense secret doors. Longer concentrate more info of doors gained. Passes through thin barriers.

1- Detect Undead-

C- 150ftx10ft- 1 min/lvl- CT 1 rnd- SV no-
Concentrate for 1 round in direction to sense undead. Passes through thin barriers.

1- Invisibility to Undead-

C- Touch- 10 min/lvl - CT 1 rnd- SV Int neg-
Invisible until ends/attack/cast buff/attack spell. Those attacking suffer -8 at roll. Intelligent undead get save.

1- Obscuring Mist-

C- 1 min/lvl- CT 1 rnd- SV no-
Stationary mist 25x20x10 ft obscures vision up to 5 ft, including special vision. Strong wind disperses.

1- Protection From Alignment-

C- Touch- 3 rnd/lvl- CT 3 rnd/lvl- SV no-
+2 AC/Saves against chosen alignment. Protects against possession as well.

1- Remove Fear-

C- Touch- Special- CT 1 rnd- SV no-
+4 to save effects. If already Feared get another save at +1.

1- Resist Elements-

C- Touch- 1 min/lvl- CT 1 rnd- SV no-
+2 save against specified element.

1- Sanctuary-

C- Touch- 1rnd lvl- CT 1 rnd- SV special-
Warded character can't attack or cast offensive spells or ends. Attackers must make Wis save or can't attack warded char.

1- Sound Burst-

C- 50ft- Instant- CT 1 rnd- SV Wis-
20 ft radius take 1d8 dmg. Save or be stunned 1 rnd.

2- Aid-

C- Touch- 1 rnd/lvl- CT 1 rnd- SV no-
Target 1d8 temp HP, +1 hit/save VS fear.

2- Augery-

C- Person- Instant- CT 1- SV no-
Find out if particular actions have good/bad consequences. 70 + 1%/lvl chance for answer. Events up to 30 min seen.

2- Consecrate-

C- 50ft- 2 hrs/lvl- CT 3- SV no-
Holy land- +3 Turn undead/+1 VS fear. Undead suffer -1 to all rolls. Opposite is **Bane**.

2- Darkness-

C- 50ft- 10 min/lvl- CT 1- SV no- 20 ft radius darkness.
Cancels out light spells of lower level. Special sight abilities don't work. Opposite is **Daylight**.

2- Delay Poison-

C- Touch- 1 hr/lvl- CT 1 rnd- SV Con neg-
Cannot be affected by poison during spell duration.

2- Detect Traps-

C- 50x10ft- 10 min/lvl- CT 1- SV no-
Either mundane/magical.

2- Hold Person-

C- 50ft- 1rnd/lvl- CT- 1- SV Wis neg-
Hold person physically in place. Can do mental shit.

2- Locate Object-

C- 450 ft- 10 min/lvl- CT 1 rnd- SV no-
Locate object (direction) that caster has specified and seen before. Can be general terms (IE stairs, gold, etc).

2- Remove Paralysis-

C- Touch- Special- CT 1 rnd- SV no-
Removes magical or non magical paralysis.

2- Silence-

C- 450ft- 1 min/lvl- CT 1 rnd- SV- Special-
15ft radius- all silent. Cast on target, moves with them- get Dex save- if successful spell casts right next to them.

2- Speak with Dead-

C- Touch- 1 min/lvl- Ct 10 min- SV no-
Speak with dead. Target can give answers to things it knew in life.

2- Spiritual Weapon-

C- 50ft- 1 rnd/lvl- CT 1 rnd- SV no-
Magical weapon of deity. Caster directed. Must stay in 50ft. Uses casters attack roll. 1d8 dmg. Can hit incorporeal or creatures only damaged by magical weapons.

3- Animate Dead-

C- 50 ft- Perm- 25ft radius- CT- 1 rnd- SV No-
Animate 2HD/lvl undead (Skeleton/Zombie). **Preserve Dead** is opposite.

3- Create Food/Water-

C- 50 ft- Perm- CT 10 min- SV no-
Food for 3 people/1 horse for 1 day/lvl. Opposite is **Spoil Food/Water**.

3- Dispel Magic-

C- 150 ft- 1d6 rnd- CT 1 rnd- SV no-
Suppresses magic for 1d6 rounds in 60ft radius.

3- Prayer-

C- 50ft radius- 1 rnd/lvl- CT 1 rnd- SV no-
+1 to all rolls. Enemies suffer -1.

3- Remove

Blindness/Deafness/Curse/Disease-

C- Touch- Perm- CT 1 rnd- SV no-
Specify which one you are removing. One effect per casting.

4- Air/Water Walk-

C- Touch- 10 min/lvl- CT 1- SV- Wis neg-
Air- ½ move, climb at ¼ move.
Water- At normal speed, 1 inch above water.

4- Command Water-

C- 450ft- 10 min/lvl- CT 1 rnd- SV no-
Raise/lower water 2ft/lvl. Up to 10ft long/lvl. Can create a whirlpool in large bodies of water.

4- Discern Lies-

C- 50ft- 1 rnd/lvl- CT 1 rnd- SV Chr neg-
Concentrate for 1 rnd and know if someone is lying. Does not reveal the truth, evasions, or unintentional inaccuracies.

4- Dismissal-

C- 50ft- Instant- CT 1- SV Chr neg-
Force creature back to home plane of existence.

4- Divination-

C- Unlimited- Instant- CT 10 min- SV no-
Ask a question about a specific event to deity. Answer can be simple phrase, few words, to cryptic.

4- Freedom of Movement-

C- Touch- 10 min/lvl- CT 1 rnd- SV no-
Unhindered by magical/nonmagical stuff including water/fluids. Move as norm.

4- Hallow-

C- Touch- 1 year- CT 1 day- SV no-
150ft radius-
+3AC/saves against evil. +3 to turn undead checks. Bodies in area cannot be turned into undead.

4- Healing Circle-

C- 20ft sphere- Perm- CT 1 rnd- SV special-
2d8 HP regained in area. Opposite is **Harming Sphere-** successful Wis save neg.

4- Neutralize Poison-

C- Touch- Perm- CT 1 rnd- SV Con neg-
Stops poison and temp effects (but not ones that have already happened). Can be used on poisonous creatures.

4- Restoration-

C- Touch- Perm- CT 1 hour- SV no-
Restores 1 level lost by level drain (not death). Restores ability scores affected by temporary drain, but not perm.

4- Tongues-

C- Touch- 1 min/lvl- CT 1 rnd- SV no-
When you speak all understand you, regardless of language. You understand all languages in return.

5- Atonement-

C- Touch- CT 1 hr + 1hr/lvl- SV no-
Repent for terrible deed done unknowingly/compulsed. Can be used on willfully evil chars. Get save and both gods become involved. Nasty.

5- Commune-

C- Unlimited- Special- CT 10 min- SV no-
Contact diety and ask yes/no question/lvl. Use too much and piss off diety.

5- Death Ward-

C- Touch- 10 min/lvl- CT 1 rnd- SV no-
Immune to death spells.

5- Dispel Alignment-

C- Touch- 1 rnd/lvl- CT 1- SV no-
+4 AC against specified alignment. Successful touch attack on extraplanar/summoned dismisses.

5- Ethereal Jaunt-

C- Personal- 1 rnd/lvl- CT 1 rnd- SV no-
Enter ethereal plane. Pass through solid objects of physical world. World is shades of grey. Nasty shit here.

5- Flame Strike-

C- 150ft- Instant- CT 1 rnd- SV Dex half-
Holy fire- no resistances. 1d6 dmg/lvl in 10ft radius.

5- Insect Plague-

C- 450ft- 1 min/lvl- CT 1 rnd- SV special-
180ft thick cloud of insects. While in area take 1 dmg. 2 HD or less make Wis save or flee in absolute terror.

5- Raise Dead-

C- Touch- Perm- CT 1 min- SV no-
Bring humanoid back to life if raised within 1day/lvl of death. Raised target loses 1 Con perm. Suffer death sickness, 12 hr.

5- Scrying-

C- Unlimited- 1 rnd/lvl- CT 10 min- SV no-
You think hard about someone and can watch them as if there. Pervert. They may notice your presence. Not good.

5- True Seeing-

C- Touch- 1 rnd/lvl- CT 1 rnd- SV no-
See things as truly are.

6- Banishment-

C- 50ft- Perm- CT 1 rnd- SV- Chr neg-
25ft radius. Forces creatures back to home plane. 2HD/lvl affected. Creature save -2.

6- Blade Barrier-

150ft- 3 rnd/lvl- CT 1 rnd- SV Dex neg (initial)-
30x60x5ft wall of blades. 12d6 dmg to those passing through. Dex avoids damage when first appears.

6- Create Undead-

C- 50ft- Perm- CT 1 hr- SV no-
Create one undead. Not immediately under control. Roll d12- 1-5) ghoul; 6-8) shadow; 9-10) ghastr; 11) wright; 12) wraith.

6- Find the Path-

C- Touch- 10 min/lvl- CT 3 rnd- SV no-
Find the most direct route in area to specified location. May take through difficult terrain.

6- Geas-

C- 10 ft- Special- CT 1 rnd- SV Chr neg-
Give target a task. If they are hindered/stop working towards all stats are halved until they start again. Lasts until task is completed or dispelled with Remove Curse.

6- Heal-

C- Touch- Perm- CT 1 rnd- SV no-
Heals target of bad stuff except level drain and perm ability drain.

7- Control Weather-

C- 2 miles- 4d12 hours- CT 10 min- SV no-
Change/alter weather. Appropriate to region. Double all info for druids.

7- Greater Restoration-

C- Touch- Perm- CT 1 rnd- SV no-
Restores lost ability scores and levels. Removes curses and other bad shit. Does not restore levels lost to death.

7- Regenerate-

C- Touch- Perm- CT 3 rnds- SV no-
Regrow lost limbs and broken bones in 2d10 minutes. Also cures 1d8+1/lvl HP.

7- Resurrection-

C- Touch- Perm- CT 1 hr- SV no-
As Raise dead, but no ill effects.

8- Create Greater Undead-

C- 50ft- Perm- CT 1 hr- SV no-
Create one higher undead. Not immediately under control. Roll d10- 1-5) mummy; 6-8; specter; 9) vampire; 10) ghost.

8- Discern Location-

C- Unlimited- Instant- CT 10 min- SV no-
Know exactly where someone is. Circumvents normal protection from scrying. Opposite is **Hide Location**.

8- Earthquake-

C- 450 ft- 1 rnd- CT 10 min- SV-
50ft area suffers violent shakes. Dex save or fall down. -10 to all actions if successful. ½ movement. Fissures open up. Dex save or fall in (1-6 chance die). Buildings break and collapse (8d6 dmg).

8- Fire Storm-

C- 150ft- Instant- CT 1 rnd- SV Dex half- 10ft cubes/lvl-
1d6 dmg/lvl- Doesn't hurt natural vegetation, ground, or plant creatures unless so desired.

8- Holy Aura-

C- Touch- 1 rnd/lvl- CT 1 rnd- Save special-
Target blinds evil creatures in 25 radius (Wis save), +4 AC, and immune to possession mind spells.

8- Mass Heal-

C- 50ft- CT 1 rnd- SV no-
As heal but in 25ft radius.

9- Antipathy-

C- 50ft- 2 hr/lvl- CT 1 hr- SV Chr neg-
Repel specific type of creature (IE- Zombie, Trolls, etc). **Sympathy** is opposite.

9- Astral Projection-

C- Touch- Until canceled- CT 30 min- SV no-
Bodies helpless in suspended animation. Must stay w/ caster or become lost. If body killed- dead. Astrally killed, wake up in body, take 3d6 dmg.

9- Gate-

C- 50ft- Special- CT 2 rnd- SV no-
Call forth a powerful entity or travel to their domain. 5% chance creature says fuck you. 5% chance wrong thing comes out. Not necessarily friendly, may squash you.

9- Mind Blank-

C- 25ft- 1 day- CT 1 rnd- SV no-
Protects against all forms of scrying.

9- Word of Recall-

C- Unlimited- Instant- CT 1 rnd- SV no-
Teleport to designated sanctuary without error. Can also transport objects and add people 50 lbs/lvl

DRUID

0- Create Water-

D- 50ft- Perm- CT 1 rnd- SV no-
Create 2 gallons of water.

0- Detect Animals/Nature-

D- 150x10ft- 1 min/lvl- CT 1 rnd- SV no-
Concentrate for 1 round in direction to natural animals/nature in varying degrees of strength. Passes through thin barriers.

0- Endure Elements-

D- Person- 24 hours- CT- 1 rnd- SV no-
Ignore intense weather conditions.

0- First Aid-

D- Touch- Perm- CT 1 rnd- SV no-
Stabilizes dying character.

0- Ghost Sounds-

D- 150 ft- 1 rnd/lvl- CT 1- SV Int neg-
Create any type of sound up no louder than 4 humans.

0- Know Direction-

D- Instant- CT 1 rnd- SV no-
Immediately know where North is.

0- Light-

D- 150ft- 10 min/lvl- CT 1- SV no-
Light a 30ft radius.

0- Purify Food and Drink-

D- 10 ft- Perm- CT 1 rnd- SV no-
Make food eatable.

1- Alarm-

D- 50ft- 2 hrs/lvl- CT- 1 rnd- SV No-
Small creature warns caster of stuff, mentally or audibly.

1- Animal Friendship-

D- 50ft- Perm (exceptions)- CT 1 min- SV Chr neg-
Loyal companion, knows 1d6 tricks. Will leave if mistreated/away from home too long.

1- Calm Animals-

D- 50ft- 1 min/lvl- CT 1 rnd- SV Chr neg-
25ft radius, 2d4+ caster lvl HD creatures affected. Normal first- no save. Magical gets save. Become docile. Threat ends.

1- Detect Pits and Snares-

D- 50x10ft- 10 min/lvl- CT 1- SV no-
Concentrate for 1 round in direction to sense pits, snares, primitive traps w/ natural materials.

1- Entangle-

D- 450ft- 1 min/lvl- CT 1 rnd- SV Dex neg-
25ft radius- Each round creature must make dex save or become entangled by plants. -2 attack/-4 dex no move if fail. Break free w/ Str check.

1- Faerie Fire-

D- 150ft- 1 min/lvl- CT 1 rnd- 10x10ft area-
Outlines invisible/blurred targets. +1 to attack against them.

1- Good Berries-

D- Touch- 1 day/lvl- CT 1 rnd- SV no-
2d4 berries enhanced. When eaten as if was full meal. Also heals 1d4 HP. Can't eat more than 4 berries a day.

1- Invisibility to Animals-

D- Touch- 10 min/lvl- CT 1 rnd- SV Int neg-
Invisible until ends/attack/cast buff/attack spell. Those attacking suffer -8 at roll.

1- Magic Stones-

D- Touch- CT 1 rnd- SV no-
Up to 3 stones- +1 attack- 1d6+1 dmg. Against undead doubled.

1- Pass Without a Trace-

D- Touch- 10 min/lvl- CT 1 rnd- SV no-
Target leaves no trace when walking in nature. Non-magical tracking impossible.

2- Animal Messenger-

D- 50ft- 1 day/lvl- CT 1 rnd- SV no-
Acts like messenger. Tamed animals immune.

2- Barkskin-

D- Touch- 10 min/lvl- CT 1 rnd- SV no-
Either +4 AC (skin turns to bark) or turn into a tree (give off magical presence).

2- Charm Animal-

D- 50ft- 1 hr/lvl- CT 1 rnd- SV Chr neg-
Makes target enamored with caster. Will not harm self.

2- Delay Poison-

D- Touch- 1 hr/lvl- CT 1 rnd- SV Con neg-
Cannot be affected by poison during spell duration.

2- Heat Metal-

D- 50ft- 7 rnd- CT 1 rnd- SV none-
Heats metal in 20ft radius. Holding metal causes agony and 2d4 dmg each round held/worn. Opposite is **Chill Metal**.

2- Hold Animal-

D- 50ft- 1rnd/lvl- CT- 1- SV Wis neg-
Hold animal physically in place. Can do mental shit.

2- Produce Flame-

D- Personal- 1 min/lvl- CT 1 rnd- SV no-
Appears in casters hand, no harm. Light as torch. Used as weapon- 1d4+1 dmg. Can be thrown 50ft.

2- Speak with Animals-

D- Personal- 1 min/lvl- Ct 1 rnd- SV no-
Speak with animals.

2- Warp Wood-

D- 50 ft- Perm- CT 1 rnd- SV- no-
1x1x1ft can be affected. Warps and weakens. Weapons are useless. Magical wood/weapons not affected. Opposite is **Strengthen Wood**.

3- Call Lightning-

D- 450ft- 10 min/lvl- CT 10 min- SV Dex half-
In cloudy area. Roll Wisdom to succeed- each bolt (1/lvl) 1d10 dmg. Can do other things between bolts.

3- Meld Into Stone-

D- Personal- 10 min/lvl- CT 1 rnd- SV no-
Melds into stone to hide. Can cast personal spells and is aware of time. If stone badly damaged caster takes 5d6 dmg.

3- Neutralize Poison-

D- Touch- Perm- CT 1 rnd- SV Con neg-
Stops poison and temp effects (but not ones that have already happened). Can be used on poisonous creatures.

3- Plant Growth-

D- 450ft- CT 3 rnds- SV no-
Plants grow and thicken in 100ft radius, reduce movement to 10ft.

3- Protection From Elements-

D- Touch- 10 min/lvl- CT 1 rnd- SV no-
Specify elemental type, absorbs 12 dmg/lvl from that type. Only absorbs damage, not other affects.

3- Pyrotechnics-

D- 150ft- CT 1 rd- SV no-
Turn fire into fireworks (blinds for 1d4 rnds) or choking smoke until out of it.

3- Shape Stone/Wood-

D- Touch- 1 rnd/cubic foot- CT rnd- SV no-
10ft x 1ft/lvl area. Shape as Druid sees fit.

3- Speak With Plants-

D- Personal- 1 min/lvl- CT 1 rnd- SV no-
Get feelings and speak in primal way with plants.

3- Water Breathing-

D- Touch- 2 hrs/lvl- CT 1 rnd- SV no-
Any # creatures touched- duration divided evenly.

4- Antiplant Shell-

D- Person- 1 min/lvl- CT 1 rnd- SV no-
Mobile 20ft sphere repels plant creatures and animated plants.

4- Control Plants-

D- 50ft- 1 min/lvl- CT 1- SV Chr neg-
Basic control over plants. Plant creatures get save.

4- Dispel Magic-

D- 150 ft- 1d6 rnd- CT 1 rnd- SV no-
Suppresses magic for 1d6 rounds in 60ft radius.

4- Freedom of Movement-

D- Touch- 10 min/lvl- CT 1 rnd- SV no-
Unhindered by magical/nonmagical stuff including water/fluids. Move as norm.

4-Quench-

D- 150ft- Special- CT 1 rnd- SV special-
Extinguish nonmagical fire in 50x50ft. Magical fire effects get save. Fail suppressed 1d4 rnds.

4- Repel Vermin-

D- 20ft sphere- 10 min/lvl- CT 1 rnd- SV special-
Vermin with ¼ HD of caster flee from effect. +¼ to ½ make Wis save and take 1d6 dmg.

4- Sleet Storm-

D- 450ft- 1 rnd/lvl- CT 1 rnd- SV Dex-
Heavy sleet and ice pelt 50x50x20ft area. Obscures vision. Must make save or move ½.

4- Summon Animals-

D- 50ft- 1 rnd/lvl- CT 1 rnd- SV no-
Summon animal equal to HD of caster. (1E Caster 6HD- 1 6 HD creature or 6 1 HD creatures, etc).

5- Animal Growth-

D- 150ft- 1 min/lvl- CT 1 rnd- SV no-
Max 8 animals in 25ft radius doubles in size, HD, attack, save, up dmg die one type.

5- Awaken-

D- Touch- Perm- CT 1 day- SV Wis neg-
Gives tree/animal human-like sentience. Wis based roll for animals- HD as mod.

5- Commune w/ Nature-

D- CT 10 min-
Nature gives you three facts in 100ft radius.

5- Control Wind-

D- 50ft- 10 min/lvl- CT 1 rnd- SV no-
100ft sphere. Change direction or force. Discuss with GM.

5- Death Ward-

D- Touch- 10 min/lvl- CT 1 rnd- SV no-
Immune to death spells.

5- Ice Storm-

D- 150ft- 1 rnd/lvl- CT 1- SV no-
50x10ft line- 5d6 damage, ½ movement while in area.

5- Insect Plague-

D- 450ft- 1 min/lvl- CT 1 rnd- SV special-
180ft thick cloud of insects. While in area take 1 dmg. 2 HD or less make Wis save or flee in absolute terror.

5- Transmute Mud and Rock-

W- 150ft- Instant- CT 1 rnd- SV special-
Can alter mud/rock in a 10x10x10ft area. Cannot alter extensively worked rock (structures/some walls, etc) If used on roof, causes 8d6 dmg- Dex SV half.

5- Wall of Fire-

D- 50 ft- 1 rnd/lvl- CT 1 rnd- SV no-
10ft thick x 10ft/lvl long- Those in when cast take immediate 25 dmg. Going through, Dex sv or 2d6 dmg. Move ¼.

5- Wall of Thorns-

D- 150 ft- 10 min/lvl- CT 1 rnd- SV no-
Line or around caster. 2d4 dmg (10ft), 3d4 when going through.

6- Antilife Shell-

D- Person- 1 min/lvl- CT 1 rnd- SV no-
Mobile 20ft sphere that keeps out living things.

6- Fire Seeds-

D- Special- 1 min/lvl or used- CT 1 rnd per seed- SV Dex half-
Up to four acorns altered- thrown at target in 50ft- 4d8 fire dmg (ignites combustibles) or Eight Holly Berries- Must be placed on ground- ignite for 2d8 dmg in 5ft radius. Must be in 200 ft to command to burst (ignites combustibles).

6- Repel Wood-

D- 150x120x10ft- 1 rnd/lvl- CT 1 rnd- SV no-
Wood that is not fixed down or weighs more than 500 lbs is pushed along path of spell. Move 40ft/rnd.

6- Summon Elemental-

D- 50ft- 10 min /lvl- CT 10 min- SV no-
A 12 HD Elemental appears and obeys caster.

6- Wall of Stone-

D- 50ft- Perm- CT 1 rnd- SV no-
Adjoin to other stone- 2ft thick- 1000 square feet to change.

7- Change Staff-

D- Touch- 1 hr/lvl- CT 1 min-SV no-
Special staff change into Treant-like creature. If killed, staff destroyed. Otherwise can be used again.

7- Creeping Doom-

D- 150 ft- 1 min/lvl- CT 1 rnd- SV no-
25x25 square. Creepy crawlies move and bite for 1hp dmg, then die. If in area you are killed. That many die. Move 10ft. More 150ft away from origin, disappear.

7- Fire Storm-

D- 150ft- Instant- CT 1 rnd- SV Dex half-
10ft cubes/lvl- 1d6 dmg/lvl- Doesn't hurt natural vegetation, ground, or plant creatures unless so desired.

7- Control Weather-

D- 2 miles- 4d12 hours- CT 10 min- SV no-
Change/alter weather. Appropriate to region. Double all info for druids.

8- Animal Shapes-

D- 50ft- 1 hr/lvl- CT 1 rnd- SV no-
1 willing creature/lvl in 25ft radius change to small/med creature. Gear melds, dmg changes, gain natural abilities. Keep ability scores.

8- Command Plants-

D- 150ft- 2d6/lvl min- CT 1 rnd- SV Wis neg (Magical only)-
Command plants in 50ft radius to do something for you in epic fashion.

8- Finger of Death-

D- 50ft- Perm- CT 1 rnd- SV Chr partial-
Target pointed at dies horrible. Successful save 3d6 +1/lvl dmg.

8- Repel Metal/Stone- D-

150x120x10ft- 1 rnd/lvl- CT 1 rnd- SV no-
Metal and rock that is not fixed down or weighs more than 500 lbs is pushed along path of spell. Move 40ft/rnd

8- Sunburst-

D- 50 ft- Instant- CT 1 rnd- SV Dex- 3d6 dmg and blinded for 1d4 min.
Dex save not blinded and ½ dmg. Creatures that take dmg from sun, dmg doubled. Undead extra d6 dmg.

9- Antipathy-

D- 50ft- 2 hr/lvl- CT 1 hr- SV Chr neg-
Repel specific type of creature (IE- Zombie, Trolls, etc). **Sympathy** is opposite.

9- Earthquake-

D- 450 ft- 1 rnd- CT 10 min- SV-
50ft area suffers violent shakes. Dex save or fall down. -10 to all actions if successful. ½ movement. Fissures open up. Dex save or fall in (1-6 chance die). Buildings break and collapse (8d6 dmg).

9- Heal-

D- Touch- Perm- CT 1 rnd- SV no-
Heals target of bad stuff except level drain and perm ability drain.

9- Shape Change-

D- Personal- 10 Min/lvl- CT 1 rnd- SV no-
Caster can assume the shape of any creature the caster knows. From a gnat to a dragon, etc.

9- Storm of Vengeance-

D- 450ft- Up to 10 rnds- CT 2 rnds- SV special-
750ft radius, 300ft tall. Druid must concentrate each round or spell ends. Targets Con sv or become deafened (1d4 min). *Rnd 2-* Acid rain, 1d6 dmg, no save. *Rnd 3-* Call 6 bolts lightning- one or multiple targets. 10d6 dmg (Dex save ½ dmg)- *Rnd 4-* Hailstones in area- 5d6 dmg- no save- *Rnd 5-10-* Violent rain/wind- move ¼- no missile weapons, no spells cast.

WIZARD

0- Arcane Mark-

W- Touch- Perm- CT 1 rnd- SV no-
Leave visible/invisible message up to lvl x2 characters.

0- Detect Magic-

W- 50x10ft- 1 min/lvl- CT 1 rnd- SV no-
Concentrate for 1 round in direction to sense magic in varying degrees of strength. Passes through thin barriers.

0- Detect Poison-

W- 50ft- 10 min/lvl- CT 1- SV no-
Detect whether one target has been poisoned/is poisonous.

0- Endure Elements-

W- Person- 24 hours- CT- 1 rnd- SV no-
Ignore intense weather conditions.

0- Light-

W- 150ft- 10 min/lvl- CT 1- SV no-
Light a 30ft radius.

0- Mage Hand-

W- 25 ft- Concentration- CT- 1 rnd- SV no-
Lift something 5 lbs 15 ft any direction/rnd.

0- Mending-

W- Touch- Perm- CT 1 rnd- SV no-
Able to fix breaks in mundane non-complex items.

0- Message-

W- 25ft- CT 1 rnd- SV no-
Caster can whisper to target in sight as if at ear.

0- Prestidigitation-

W- 10ft- 1 hr (if alteration)- CT 1 rnd- SV no-
Do cool little creative stuff.

0- Ray of Frost-

W- 25ft- Instant- CT 1 rnd- SV Dex neg move-
1d3 dmg. Save or ½ movement.

1- Alter Size-

W- 50ft- 1 min/lvl- CT 1 rnd- SV Con neg-
Change creature 50%. Items change too (incl. dmg).

1- Burning Hands-

W- 5ft- Inst- CT 1 rnd- SV no-
5x10ft cone flames. 1d4+1/lvl dmg.

1- Change Self-

W- Personal- 10 min/lvl- CT 1 rnd- SV Int neg-
1ft taller/shorter- No race change- doesn't alter touch/sound.

1- Charm Person-

W- 50ft- 1 hr/lvl- CT 1 rnd- SV Chr neg-
Makes target enamored with caster. Will not harm self.

1- Comprehend Languages-

W- 10 min/lvl- CT 1- SV no-
Can read/understand language but not speak/write or know slang/references.

1- Dancing Lights-

W- 150ft- 1 min- CT 1 rnd- SV no-
Create up to for lights, move 100ft. Keep 20ft of one another or disappear.

1- Daze-

W- 25ft- 1 rnd- CT 1 rnd- SV Int neg-
Creature with 4HD/less take no actions for 1 rnd.

1- Erase-

W- 50ft- Perm- CT 1 rnd- SV no-
Mundane writing automatically erased. Magical must make Int check to be erased. Up to 1 magical scroll or 2 pages in book.

1- Feather Fall-

W- 150ft- 1 rnd/lvl- CT 1 rnd- SV no-
50ft area.
Creatures fall 50ft/rnd. Take no falling damage if land before spell ends. If land after, dmg for distance after.

1- Floating Disk-

W- 10ft- 1 hr/lvl- CT 1 rnd- SV no-
3 ft in diameter disk, always level w/ ground, 3 ft above. Moves as caster. Holds up to 1,000 lbs or 2 ft liquid. 50ft away from caster, vanishes.

1- Hold Portal-

W- 50ft- Till opened- CT 1- SV no-
As if locked- knock spell or battering will open.

1- Identify-

W- 5ft- 1 rnd/lvl- CT 10 min- SV no-
One feature of magic object revealed per round.

1- Jump-

W- Touch- 1 min/lvl- CT 1 rnd- SV no-
Double your jumping ability.

1- Magic Missile-

W- 150ft- Instant- CT 1 rnd- SV no-
1d4+1 dmg, extra missile every 3 level.

1- Protection From Alignment-

W- Touch- 3 rnd/lvl- CT 3 rnd/lvl- SV no-
+2 AC/Saves against chosen alignment. Protects against possession as well.

1- Read Magic-

W- Personal- 10 min/lvl- CT 1 rnd- SV no-
Able to read magical writing.

1- Shield-

W- Touch- 1 min/lvl- CT 1 rnd- SV no-
+4 AC, immune to Magic Missile.

1- Shocking Grasp-

W- Touch- Instant- CT 1 rnd- SV no-
1d8 +1/level dmg.

1- Sleep-

W- 150ft, 30ft radius- 1 min/lvl- CT 1 rnd- SV no-
2d4 HD creatures affected. 5HD+ not affected.

1- Spider Climb-

W- Touch- 2 rnd/lvl- CT 1 rnd- SV no-
Climb like spider. Hands and feet must be uncovered.

1- Summon-

W- 50 ft- 2 rnds/lvl- CT 2 rnds- SV no-
Roll Int save to successfully summon creature. Roll of 1- Caster and it merge to form terrible monster. Form strange and weird, be creative. Roll: **d4**- # attacks; **d6**- Add # to 11= AC; **d8** bonus to attack/saves; **d10** Form- 1) Giant Eyeball; 2) Orc; 3) Giant Rat; 4) Ball of puss; 5) Gnoll; 6) Bugbear; 7) Ghoul; 8) Harpy; 9) Werewolf; 10) Horse turned inside out; **d12** Add # + 10 for HP; **d20** If rolls is 15 higher- has special ability. Make it up.

2- Acid Arrow-

W- 450ft- 1+1 rnd/lvl- CT 1 rnd- SV no-
Roll hit, 2d4 damage. Unless neutralized extra dmg.

2- Alter Self-

W- Personal- 10 min/lvl- CT 1 rnd- SV no-
As Change Self, but gain race special abilities. No supernatural ones.

2- Blur-

W- Touch- 1 min/lvl- CT 1 rnd-
Become out of focus- +2 AC.

2- Continual Flame-

W- 5ft- Perm- CT 1- SV no-
Heatless torch. Need stick. Can be covered/hidden.

2- Darkness-

W- 50ft- 10 min/lvl- CT 1 rnd- SV no-
20 ft radius darkness. Cancels out light spells of lower level. Special sight abilities don't work. Opposite is **Daylight**.

2- Detect Thoughts-

W- 50x10ft 10 min/lvl- CT 1 rnd- SV no-
Concentrate for 1 round in direction to sense thoughts/absence of. Second rnd detect intelligence. Passes through thin barriers.

2- Enhance Attribute-

W- Touch- 1 hr/lvl- CT 1 rnd- SV- Con neg-
Add +4 to attribute. Opposite is **Weaken Attribute**.

2- Fog Cloud-

W- 150ft- 10 min/lvl- CT 1 rnd- SV no-
50x20x20 fog. Conceals anyone further than 5ft.

2- Invisibility-

W- Touch- Permanent- CT 1 rnd- SV no-
Invisible until attack/cast buff/attack spell. Those attacking suffer -8 at roll.

2- Knock-

W- 50ft- Permanent- CT 1 rnd- SV no-
Unlocks even magical doors. Up to two types of prevention. Opposite is **Lock**.

2- Levitate-

W- 50ft- 10 min/lvl- CT 1 rnd- SV no-
Able to float vertical 20 ft/rnd.

2- Locate Object-

W- 450 ft- 10 min/lvl- CT 1 rnd- SV no-
Locate object (direction) that caster has specified and seen before. Can be general terms (IE stairs, gold, etc).

2- Magic Mouth-

W- Touch- Perm- CT 1 rnd- SV no-

Detailed or general command. When fulfilled mouth opens on object and speaks up to 30 words.

2- Mirror Image-

W- 5ft around caster- 3 rnd/lvl- CT 1 rnd- SV no-
1d4+1 exact copies. Roll random for hit.

2- Protection from Arrows-

W- Touch- 10 min/lvl- CT 1 rnd- SV no-
Ignore normal arrows. Large missiles are still a danger.

2- Pyrotechnics-

W- 150ft- CT 1 rd- SV no-
Turn fire into fireworks (blinds for 1d4 rnds) or choking smoke until out of it.

2- Rope Trick-

W- Touch- 1 hr + 1 min/lvl- CT 1 rnd- SV no-
Rope slithers into air. Up to three targets can climb up into a small safe pocket dimension. Rope can be pulled up.

2- Scare-

W- 50ft- 1 rnd/lvl- CT 1 rnd- SV Chr neg-
5HD or less roll save or flee in terror. Success -1 to all rolls.

2- See Invisibility-

W- As norm vision- 10 min/lvl- CT 1 rnd- SV no-
You see invisible things.

2- Shatter-

W- 50ft- Instant- CT 1 rnd- SV Con neg-
Glass and brittle objects of up to 1lbs must make save or shatter in 25 ft radius. Glass creatures take 1d6 dmg.

2- Web-

W- 50 ft- Perm- CT 1 rnd- SV Dex-
20x20x10 area- Roll dex. Fail -2 to attacks, -4 dex. Success ½ move.

3- Blink-

W- 1 rnd/lvl- CT 1 rnd-
Attackers -10, target spells (and caster) 50% fail. Caster -2 attacks.

3- Clairaudience/Clairvoyance-

W- Place known- 1 min/lvl- CT 1 rnd- SV no-

Can hear/see area. 10ft see in natural dark. Can't penetrate magical dark. Spell can be blocked.

3- Dispel Magic-

W- 150 ft- 1d6 rnd- CT 1 rnd- SV no-
Suppresses magic for 1d6 rounds in 60ft radius.

3- Explosive Runes-

W- Touch- Perm until triggered- CT 1 min- SV- Special-
Scribe runes on object, when read explode for 6d6 dmg. No save. In 10ft radius, dex save for ½ dmg. Caster read- no worries. Object fine after explosion.

3- Fireball-

W- 450ft- Instant- CT 1 rnd- SV Dex half-
Fire blast 1d6 dmg/lvl.

3- Fly-

W- Touch- 10 min/lvl- CT 1 rnd- SV no-
Ascend 45ft, Dive 180 ft, and move 90ft rnd.

3- Gaseous Form-

W- Touch- 1 min/lvl- CT 1 rnd- SV no-
Turn into fog- immune to nonmagical attacks- move 10ft rnd- Can be blown about by stiff winds.

3- Gust of Wind-

W- 150 ft- 1 rnd- CT 1 rnd- SV Str neg-
Snuff small/fan large flames, knock over small creatures.

3- Hallucinatory Terrain-

W- 150ft- Special- CT 10 min- SV In neg-
Change terrain to what caster desires in 10x10ft radius/lvl. Persists till successful save.

3- Haste-

W- 50ft- 1 rnd/lvl- CT 1 rnd- SV Con-
Double movement/attacks/rnd- Con save or age 1 year. Opposite is **Slow**.

3- Hold Person-

W- 50ft- 1rnd/lvl- CT- 1- SV Wis neg-
Hold person physically in place. Can do mental shit.

3- Invisibility Sphere-

W- Touch- Permanent- CT 1 rnd- SV no-

All in 10ft radius invisible until attack/cast buff/attack spell. Those attacking suffer -8 at roll.

3- Lightning Bolt-

W- 100ft 5x60ft- Instant- CT 1 rnd- SV- Dex half- D1d6 dmg/lvl.

3- Stinking Cloud-

W- 30ft- 1 rnd/lvl- CT 1 rnd- SV Con neg- 20x20x20 cloud- fail save sickened 1d4 rnds.

3- Suggestion-

W- 50ft 1 hr/lvl- CT 1 rnd- SV Chr neg- Suggest something reasonable for target to do. Out of character/dangerous automatically breaks spell.

3- Tongues-

W- Touch- 1 min/lvl- CT 1 rnd- SV no- When you speak all understand you, regardless of language. You understand all languages in return.

3- Water Breathing-

W- Touch- 2 hrs/lvl- CT 1 rnd- SV no- Any # creatures touched- duration divided evenly.

4- Arcane Eye-

W- Unlimited- 1 min/lvl- CT 1 min- SV no- Invisible eye sends caster info. Move 30 ft round.

4- Charm Monster-

W- 50ft- 1 hr/lvl- CT 1 rnd- SV Chr neg- Makes target enamored with caster. Will not harm self.

4- Confusion-

W- 150 ft- 1 rnd/lvl- CT 1 rnd- VS Wis neg- 1) Do nothing; 2) Attack self; 3) Attack friend; 4) Normal

4- Detect Scrying-

W- Unlimited- 1 day- CT 1- SV no- Detect if someone is spying and being a pervert through magical means on you or other.

4- Dimension Door-

W- 450ft- Instant- CT 1 rnd- SV no- Caster is transported up to 450ft. Cannot act till next round.

4- Fear-

W- 50ft- 1 rnd/lvl- CT 1 rnd- SV Chr neg- 25 ft radius. Flee in terror and cower. -2 to all actions.

4- Fire Shield-

W- Touch- 1 rnd/lvl- CT 1 rnd- SV no- Targets that hit char do normal damage but also take 1d6 +1/lvl dmg. Gives off light of torch. Opposite is **Chill Shield**.

4- Ice Storm-

W- 150ft- 1 rnd/lvl- CT 1- SV no- 50x10ft line- 5d6 damage, ½ movement while in area.

4- Minor Globe of Invulnerability-

W- Personal- 1/rnd lvl- CT 1 rnd- SV no- 1-3 spells not effective. Can cast own.

4- Phantasmal Killer-

W- 1 rnd/lvl/Target save or dead- CT 1 rnd- SV Wis neg- Caster summons terrible horror of target. When touched target must make Wis save or die.

4- Polymorph-

W- 50ft- 10 min/lvl or perm- CT 1rnd- SV Wis neg- Transform into natural creatures up to size categories larger/smaller. Gain special abilities.

4- Scrying-

W- Unlimited- 1 rnd/lvl- CT 10 min- SV no- You think hard about someone and can watch them as if there. Pervert. They may notice your presence. Not good.

4- Wall of Fire-

W- 50 ft- 1 rnd/lvl- CT 1 rnd- SV no- Line or around caster. 2d4 dmg (10ft), 3d4 when going through.

4- Wall of Ice-

W- 50 ft- 1 rnd/lvl CT 1 rnd- SV no- Line or around caster. No vision. 1d6 dmg through. Str check -2 to break.

5- Animate Dead-

W- 50 ft- Perm- 25ft radius- CT- 1 rnd- SV no- Animate 2HD/lvl undead (Skeleton/Zombie). **Preserve Dead** is opposite.

5- Bind Elemental-

W- 50 ft- 10min/lvl- CT 10 min- SV no- Summon elemental, 1d12 HD) to caster to do bidding. Caster must concentrate, if fail/lost Elemental throttles caster.

5- Cloudkill-

W- 150ft- 1 min/lvl- CT 1 rnd SV- Con (special)- 20x30x20- 3HD/less dead. 4-5 save or die. 6+ save or 1d10 dmg.

5- Cone of Cold-

W- 5x50ft cone- Instant- CT 1 rnd- SV Dex half- 1d6/lvl ice damage.

5- Faithful Hound-

W- 50ft- 1 hr/lvl- CT 2 rnd- SV no- Guards and paces- howls in alarm- -2 attack/morale. Bite is magical- 3d6 dmg. AC 18. Once howls- 1 rnd/lvl.

5- Feeblemind-

W- 150 ft- Perm until dispelled- CT 1 rnd- SV Chr neg- Reduce character to blithering idiot. Int becomes is now a 1d4.

5- Hold Monster-

W- 50ft- 1rnd/lvl- CT- 1- SV Wis neg- Hold monster physically in place. Can do mental shit.

5- Passwall-

W- 50ft- 1 hr/lvl- CT 1 rnd- SV no- Pass through wall 5ft wide, 8ft tall, 10ft deep.

5- Permanency-

W- Touch- Perm- CT 2+Spell lvl/days- SV no- Make spell effect on item permanent. Use GM discretion on what spells can be made perm.

5- Telekinesis-

W- 100 ft- 1 rnd/lvl- CT 1 rnd- SV special- Lift 25lbs/lvl at 20ft rnd- Creatures make Chr save -4 to avoid.

5- Telepathic Bond-

W- 30ft- 1 hr- CT 1 rnd- SV no- 1 target every 3/lvl. Must all be in range.

5- Transmute Mud and Rock-

W- 150ft- Instant- CT 1 rnd- SV special-

Can alter mud/rock in a 10x10x10ft area. Cannot alter extensively worked rock (structures/some walls, etc) If used on roof, causes 8d6 dmg- Dex SV half.

5- Wall of Stone-

W- 50ft- Perm- CT 1 rnd- SV no-
Adjoin to other stone- 2ft thick- 1000 square feet to change.

6- Antimagic Shell-

W- Person- 1 min/lvl- CT 1 rnd- SV no-
20ft mobile sphere nullifies magic. Magical creatures lose magical/supernatural abilities, but still function.

6- Chain Lightning-

W- 450ft- Instant- CT 1 rnd- SV Dex half-
1d6/lvl dmg- Arcs to target in 50ft. Each target 1 die dmg less until 0. Target can be hit more than once.

6- Control Weather-

W- 2 miles- 4d12 hours- CT 10 min- SV no-
Change/alter weather. Appropriate to region. Double all info for druids.

6- Disintegrate-

W- 150ft- Instant- CT 1 rnd- SV Chr partial-
Make save or die leaving inorganic matter only. Successful save take 5d6 dmg.

6- Geas-

W- 10 ft- Special- CT 1 rnd- SV Chr neg-
Give target a task. If they are hindered/stop working towards all stats are halved until they start again. Lasts until task is completed or dispelled with Remove Curse.

6- Globe of Invulnerability-

W- Personal- 1 rnd/lvl- CT 1 rnd- SV no-
1-4 spells not affective against caster. Can cast own spells through globe.

6- Mass Suggestion-

W- 50 ft- 1 hr/lvl- CT 1 rnd- SV Chr neg-
As suggestion but all in 25ft radius.

6- Teleport-

Touch- Instant- CT 1 rnd- SV no-

Teleport self, objects and add people 50 lbs/lvl to location that one concentrates hard on. Roll d6 1-6 chance for mishap. Reroll, if 1 again bad mishap.

7- Finger of Death-

W- 50ft- Perm- CT 1 rnd- SV Chr partial-
Target pointed at dies horrible. Successful save 3d6 +1/lvl dmg.

7- Mass Invisibility-

W- 50ft- Perm until dispelled- CT 1- SV no-
As Invisibility but 50ft radius. Breaks if individual moves more than 180ft from group.

7- Power Word, Stun-

W- 50ft- Special- CT 1 rnd- SV none-
25ft radius- 35 HP or less stunned for 2d4 rnds, 36-70 HP 1d4 rnds.

7- Vanish-

W- Touch- Instant- CT 1 rnd- SV no-
As teleport, but only objects.

8- Antipathy-

W- 50ft- 2 hr/lvl- CT 1 hr- SV Chr neg-
Repel specific type of creature (IE- Zombie, Trolls, etc). **Sympathy** is opposite.

8- Binding-

W- 50ft- Perm- CT 1 min- SV Chr neg (mod x2 for each HD above caster)-
Bound in **Anipathy** (spell) chains. Each assistant (up to 4) gives +1 to roll.

8- Clone-

W- Touch- Perm- CT- 1 hour (special)- SV no-
5,000 gp in materials needed and skin of creature. 2d4 months grown in vat. Stats as creature at time skin taken.

8- Incendiary Cloud-

W- 150ft- 1 rnd/2 lvl- CT 1 rnd- SV Dex half-
Cloud of smoke w/ white hot embers fills a 20x30x30ft area. 3d6 dmg/rnd. Vision obscured past 5ft.

8- Mass Charm Person-

W- 50ft- 1 day/lvl- CT 1 rnd- SV Chr neg-
As Charm person but up to 2x caster HD targets in 50ft radius.

8- Mind Blank-

W- 25ft- 1 day- CT 1 rnd- SV no-
Protects against all forms of scrying.

8- Power Word, Blind-

W- 50ft- special- CT 1 rnd- SV no-
Targets 40 HP/under blind 2d days; 50-80 HP blind 1d4 days. Higher not affected.

9- Astral Projection-

W- Touch- Until canceled- CT 30 min- SV no-
Bodies helpless in suspended animation. Must stay w/ caster or become lost. If body killed- dead. Astrally killed, wake up in body, take 3d6 dmg.

9- Disjunction-

W- 50ft- Instant- CT 1- SV special-
Ends 25x25ft area. Magic items get save or destroyed. Artifacts have a 1%/lvl to be destroyed (destruction attracts attention of higher entity).

9- Gate-

W- 50ft- Special- CT 2 rnd- SV no-
Call forth a powerful entity or travel to their domain. 5% chance creature says fuck you. 5% chance wrong thing comes out. Not necessarily friendly, may squash you.

9- Meteor Swarm-

W- 450ft- Instant- CT 1 rnd- SV Dex half-
Small meteors fly at target from caster. Can do 4 for 10d6 dmg or 8 for 5d6 and explode in 10ft radius.

9- Power Word, Kill-

W- 50ft- Instant- CT 1 rnd- SV no-
Target one creature. 50 HP or less, dies instantly. Over 50 HP not affected.

9- Shape Change-

W- Personal- 10 Min/lvl- CT 1 rnd- SV no-
Caster can assume the shape of any creature the caster knows. From a gnat to a dragon, etc.

9- Wish-

W- Unlimited- Instant- CT 1 rnd-
Make up something good. Don't be greedy. When done roll Con save, fail- cannot cast spells again for 2d4 weeks. Success 1d4 weeks.