

Bard (B), Black (Bl), Green (Gn), Grey (Gy), Paladin (P), Ranger (Rr), Red (R), White (W)

# Master Spell Action/Spell List List

Spell List	Class	Prerequisites
Abjure [Creature]	B, Bl, Gn, P, Rr, W	None
Abjure [Element]	B, Bl, Gn, Gy, P, Rr, Red, W	None
Abjure Magic	B, Bl, Gn, Gy, R, W	5 ranks Dispel Magic skill
Abjure [Outsider]	Bl, Gy, P, R	None
Alter Reality	B, Bl, Gn, Gy, R, W	Caster level 10+
Animate Object	Bl, Gn, Gy, W	Infuse Object with [Element] (any)
Astral Projection	Bl, Gy, R, W	None
Banish [Element]	Bl, Gy, R	None
Banish [Outsider]	Bl, Gy, P, R	None
Bind [Element]	Gy, R	Summon [Element]
Bind [Outsider]	Gy, R	Summon [Outsider]
Charm [Creature]	B, Bl, Gn, Rr, W	None
Command [Creature]	B, Gn, Rr, W	Compel [Creature]
Companion [Creature]	B, Bl, Gn, Rr, W	Charm [Creature]
Compel [Creature]	B, Bl, Gn, P, Rr, W	None
Create [Element] Object	B, Bl, Gn, Gy, P, Rr, R, W	None
Cursecraft	B, Bl, R, W	Infuse Creature with Air, Sonic or Void
Disease	Bl, Gn, Gy, P, Rr, R, W	Infuse Creature with Acid, Biomatter, Death, Life, Steam, or Water
Disjunction	B, Bl, Gn, Gy, R, W	10 ranks Dispel Magic skill
Dominate [Creature]	Bl, Gn, W	Compel [Creature], Command [Creature], Telepathy [Creature]
Enervate & Restore	Gy, P, R, W	Infuse Creature with Death or Life
Enthrall [Creature]	B	None
Evoked [Element]	B, Bl, Gn, Gy, P, Rr, R, W	None
Evoked Area [Element]	B, Bl, Gn, Gy, R, W	Evoked [Element]
Fast Healing	B, Gn, P, Rr	None
Figment	Bl, Gy, R, W	Infuse Creature with Fire, Light or Shadow; or Infuse Object with Fire, Light, or Shadow
Infuse Creature with [Element]	B, Bl, Gn, Gy, P, Rr, R, W	None
Infuse Object with [Element]	B, Bl, Gn, Gy, P, Rr, R, W	None
Instill Emotion in [Creature]	B, Bl, Gn, Rr, W	None
Invisibility	Bl, Gy, R, W	Infuse Creature with Fire,

		Light, or Shadow
Life & Death	Gy, P, R, W	Infuse Creature with Death or Life; Enervate & Restore
Mass Compulsion [Creature]	Bl, Gn, P, W	Compel [Creature]
Mass Projection	Bl, Gy, R, W	Astral Projection
Paralysis & Petrification	Bl, Gy, W	None
Poison	Bl, Gn, Gy, Rr, R, W	Infuse Creature with Acid, Biomatter, Death, Life, Steam, or Water
Polymorph [Creature]	Gn, Rr	None
Polymorph [Element]	?? <sup>1</sup>	None
Power Word	B, Bl, R, W	Evoke Air, Sonic, or Void
Preserve & Decay	Bl, Gn, Gy, Rr, R, W	Infuse Object with Acid, Biomatter, Death, Life, Steam, or Water
Regeneration	B, Gn, P, Rr	Fast Healing
Sight	Bl, Gy, R, W	Infuse Creature with Fire, Light, or Shadow
Spectral Hand	Bl, Gy, R, W	Astral Projection
Summon [Element]	B, Bl, Gn, Gy, Rr, R, W	None
Summon [Outsider]	Gy, R	None
Telepathy [Creature]	Bl, Gn, Rr, W	None
Teleportation	Bl, Gy, R	None
Wall of [Element]	B, Bl, Gn, Gy, R, W	Create [Element] Object

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<sup>1</sup> In the Elements of Magic, it is not given to any class. On the ENWorld boards, Cyberzombie stated that it is “available exactly like all other [Element] lists” at <http://enworld.cyberstreet.com/showthread.php?s=&threadid=34721> . Therefore, it is not included in the class tables in this draft.

## Bard List

Creatures: Aberration, Animal, Beast, Dragon, Fey, Humanoid, Shapechanger, Undead.

Elements: Air, Ice, Lightning, Sonic, Void

Outsiders: none

Spell List	Prerequisites
Abjure [Creature]	None
Abjure [Element]	None
Abjure Magic	5 ranks Dispel Magic skill
Alter Reality	Caster level 10+
Charm [Creature]	None
Companion [Creature]	Charm [Creature]
Compel [Creature]	None
Create [Element] Object	None
Cursecraft	Infuse Creature with Air, Sonic or Void
Disjunction	10 ranks Dispel Magic skill
Enthrall [Creature]	None
Evoke [Element]	None
Evoke Area [Element]	Evoke [Element]
Fast Healing	None
Infuse Creature with [Element]	None
Infuse Object with [Element]	None
Instill Emotion in [Creature]	None
Power Word	Evoke Air, Sonic, or Void
Regeneration	Fast Healing
Summon [Element]	None
Wall of [Element]	Create [Element] Object

## Black Mage List

Creatures: Construct

Elements: Air, Earth, Fire, Force, Ice, Lava, Lightning, Mud, Water

Outsiders: none

Spell List	Prerequisites
Abjure [Creature]	None
Abjure [Element]	None
Abjure Magic	5 ranks Dispel Magic skill
Abjure [Outsider]	None
Alter Reality	Caster level 10+
Animate Object	Infuse Object with [Element] (any)
Astral Projection	None
Banish [Element]	None
Banish [Outsider]	None
Charm [Creature]	None
Command [Creature]	Compel [Creature]
Companion [Creature]	Charm [Creature]
Compel [Creature]	None
Create [Element] Object	None
Cursecraft	Infuse Creature with Air
Disease	Infuse Creature with Water
Disjunction	10 ranks Dispel Magic skill
Dominate [Creature]	Compel [Creature], Command [Creature], Telepathy [Creature]
Evoke [Element]	None
Evoke Area [Element]	Evoke [Element]
Figment	Infuse Creature with Fire; or Infuse Object with Fire
Infuse Creature with [Element]	None
Infuse Object with [Element]	None
Instill Emotion in [Creature]	None
Invisibility	Infuse Creature with Fire
Mass Compulsion [Creature]	Compel [Creature]
Mass Projection	Astral Projection
Paralysis & Petrification	None
Poison	Infuse Creature with Water
Power Word	Evoke Air
Preserve & Decay	Infuse Object with Water
Sight	Infuse Creature with Fire
Spectral Hand	Astral Projection
Summon [Element]	None
Telepathy [Creature]	None
Teleportation	None
Wall of [Element]	Create [Element] Object

## Green Mage List

Creatures: Aberration, Animal, Beast, Dragon, Fey, Humanoid, Ooze, Plant, Shapechanger, Vermin

Elements: Biomatter

Outsiders: none

Spell List	Prerequisites
Abjure [Creature]	None
Abjure [Element]	None
Abjure Magic	5 ranks Dispel Magic skill
Alter Reality	Caster level 10+
Animate Object	Infuse Object with [Element] (any)
Charm [Creature]	None
Command [Creature]	Compel [Creature]
Companion [Creature]	Charm [Creature]
Compel [Creature]	None
Create [Element] Object	None
Disease	Infuse Creature with Biomatter
Disjunction	10 ranks Dispel Magic skill
Dominate [Creature]	Compel [Creature], Command [Creature], Telepathy [Creature]
Evoke [Element]	None
Evoke Area [Element]	Evoke [Element]
Fast Healing	None
Infuse Creature with [Element]	None
Infuse Object with [Element]	None
Instill Emotion in [Creature]	None
Mass Compulsion [Creature]	Compel [Creature]
Poison	Infuse Creature with Biomatter
Polymorph [Creature]	None
Preserve & Decay	Infuse Object with Biomatter
Regeneration	Fast Healing
Summon [Element]	None
Telepathy [Creature]	None
Wall of [Element]	Create [Element] Object

## Grey Mage List

Creatures: none

Elements: Acid, Death, Earth, Fire, Lava, Metal, Mud, Shadow, Water

Outsiders: Lawful Good, Lawful Neutral, Lawful Evil, Neutral Good, Neutral, Neutral Evil.

Spell List	Prerequisites
Abjure [Element]	None
Abjure Magic	5 ranks Dispel Magic skill
Abjure [Outsider]	None
Alter Reality	Caster level 10+
Animate Object	Infuse Object with [Element] (any)
Astral Projection	None
Banish [Element]	None
Banish [Outsider]	None
Bind [Element]	Summon [Element]
Bind [Outsider]	Summon [Outsider]
Create [Element] Object	None
Disease	Infuse Creature with Acid, Death, or Water
Disjunction	10 ranks Dispel Magic skill
Enervate & Restore	Infuse Creature with Death or Life
Evoke [Element]	None
Evoke Area [Element]	Evoke [Element]
Figment	Infuse Creature with Fire or Shadow; or Infuse Object with Fire or Shadow
Infuse Creature with [Element]	None
Infuse Object with [Element]	None
Invisibility	Infuse Creature with Fire or Shadow
Life & Death	Infuse Creature with Death; Enervate & Restore
Mass Projection	Astral Projection
Paralysis & Petrification	None
Poison	Infuse Creature with Acid, Death, or Water
Preserve & Decay	Infuse Object with Acid, Death, or Water
Sight	Infuse Creature with Fire or Shadow
Spectral Hand	Astral Projection
Summon [Element]	None
Summon [Outsider]	None
Teleportation	None
Wall of [Element]	Create [Element] Object

## Paladin List

Creatures: Undead

Elements: Death, Life, Light, Shadow

Outsiders: All

Spell List	Prerequisites
Abjure [Creature]	None
Abjure [Element]	None
Abjure [Outsider]	None
Banish [Outsider]	None
Compel [Creature]	None
Create [Element] Object	None
Disease	Infuse Creature with Death or Life
Enervate & Restore*	Infuse Creature with Death or Life
Invoke [Element]	None
Fast Healing	None
Infuse Creature with [Element]	None
Infuse Object with [Element]	None
Life & Death	Infuse Creature with Death or Life; Enervate & Restore
Mass Compulsion [Creature]	Compel [Creature]
Regeneration	Fast Healing

(\*Restore only)

## Ranger List

Creatures: Animal, Beast, Fey, Humanoid, Plant, Vermin

Elements: Biomatter

Outsiders: none

Spell List	Prerequisites
Abjure [Creature]	None
Abjure [Element]	None
Charm [Creature]	None
Command [Creature]	Compel [Creature]
Companion [Creature]	Charm [Creature]
Compel [Creature]	None
Create [Element] Object	None
Disease	Infuse Creature with Biomatter
Invoke [Element]	None
Fast Healing	None
Infuse Creature with [Element]	None
Infuse Object with [Element]	None
Instill Emotion in [Creature]	None
Poison	Infuse Creature with Biomatter
Polymorph [Creature]	None
Preserve & Decay	Infuse Object with Biomatter
Regeneration	Fast Healing
Summon [Element]	None
Telepathy [Creature]	None



## Red List

Creatures: none

Elements: Air, Fire, Ice, Life, Light, Lightning, Sonic, Steam, Water

Outsiders: Neutral Good, Neutral, Neutral Evil, Chaotic Good, Chaotic Neutral, Chaotic Evil

Spell List	Prerequisites
Abjure [Element]	None
Abjure Magic	5 ranks Dispel Magic skill
Abjure [Outsider]	None
Alter Reality	Caster level 10+
Astral Projection	None
Banish [Element]	None
Banish [Outsider]	None
Bind [Element]	Summon [Element]
Bind [Outsider]	Summon [Outsider]
Create [Element] Object	None
Cursecraft	Infuse Creature with Air or Sonic
Disease	Infuse Creature with Life, Steam, or Water
Disjunction	10 ranks Dispel Magic skill
Enervate & Restore	Infuse Creature with Life
Evoke [Element]	None
Evoke Area [Element]	Evoke [Element]
Figment	Infuse Creature with Fire or Light; or Infuse Object with Fire or Light
Infuse Creature with [Element]	None
Infuse Object with [Element]	None
Invisibility	Infuse Creature with Fire or Light
Life & Death	Infuse Creature with Life; Enervate & Restore
Mass Projection	Astral Projection
Paralysis & Petrification	None
Poison	Infuse Creature with Life, Steam, or Water
Power Word	Evoke Air or Sonic
Preserve & Decay	Infuse Object with Life, Steam, or Water
Sight	Infuse Creature with Fire or Light
Spectral Hand	Astral Projection
Summon [Element]	None
Summon [Outsider]	None
Teleportation	None
Wall of [Element]	Create [Element] Object

## White List

Creatures: Undead

Elements: Acid, Crystal, Death, Life, Light, Metal, Shadow, Sonic, Steam, Void

Outsiders: none

Spell List	Prerequisites
Abjure [Creature]	None
Abjure [Element]	None
Abjure Magic	5 ranks Dispel Magic skill
Alter Reality	Caster level 10+
Animate Object	Infuse Object with [Element] (any)
Astral Projection	None
Charm [Creature]	None
Command [Creature]	Compel [Creature]
Companion [Creature]	Charm [Creature]
Compel [Creature]	None
Create [Element] Object	None
Cursecraft	Infuse Creature with Sonic or Void
Disease	Infuse Creature with Acid, Life, or Steam
Disjunction	10 ranks Dispel Magic skill
Dominate [Creature]	Compel [Creature], Command [Creature], Telepathy [Creature]
Enervate & Restore	Infuse Creature with Life
Evoke [Element]	None
Evoke Area [Element]	Evoke [Element]
Figment	Infuse Creature with Light; or Infuse Object with Light
Infuse Creature with [Element]	None
Infuse Object with [Element]	None
Instill Emotion in [Creature]	None
Invisibility	Infuse Creature with Light
Life & Death	Infuse Creature with Life; Enervate & Restore
Mass Compulsion [Creature]	Compel [Creature]
Mass Projection	Astral Projection
Paralysis & Petrification	None
Poison	Infuse Creature with Acid, Life, or Steam
Power Word	Evoke Air, Sonic, or Void
Preserve & Decay	Infuse Object with Acid, Life, or Steam
Sight	Infuse Creature with Light
Spectral Hand	Astral Projection
Summon [Element]	None
Telepathy [Creature]	None
Wall of [Element]	Create [Element] Object

## Spell chains

Astral Projection -> Mass Projection  
                                -> Spectral Hand  
Charm [Creature] -> Companion [Creature]  
Compel [Creature] -> Command [Creature] -> Mass Compulsion [Creature]  
Mass Compulsion [Creature] + Telepathy [Creature] -> Dominate [Creature]  
Create [Element] Object -> Wall of [Element]  
Evoke [Element] -> Evoke Area [Element]  
Fast Healing -> Regeneration  
Infuse Creature with [Fire/Light/Shadow] -> Invisibility  
  -> Sight  
  -> Figment  
Infuse Creature with [Air/Sonic/Void] -> Cursecraft  
  -> Power Word  
Infuse Creature with [Acid/Biomatter/Steam/Water] -> Disease  
  -> Poison  
Infuse Creature with [Death/Life] -> Enervate & Restore -> Life & Death  
  -> Disease  
  -> Poison  
Infuse Object with [Element] -> Animate Object  
Infuse Object with [Acid/Biomatter/Death/Life/Steam/Water] -> Preserve & Decay  
Infuse Object with [Fire/Light/Shadow] -> Figment  
Summon [Element] -> Bind [Element]  
Summon [Outsider] -> Bind [Outsider]

### [Creature] List

[Creature] Types: The Creature types are the same as in the core rules, with the following exceptions: Monstrous Humanoid and Giant are included in the Humanoid type, and Magical Beast is included in the Beast type. The twelve Creature types are thus Aberration, Animal, Beast, Construct, Dragon, Fey, Humanoid, Ooze, Plant, Shapechanger, Undead, and Vermin.

Green mages, one of the optional Mage subclasses, use spells that affect all living creature types (all except Constructs & Undead). Black mages use Construct spells and white mages use Undead spells. Bards and rangers each use spells that affect a selection of creature types.

Spell List	Class	Prerequisites
Abjure [Creature]	Bard, Black, Green, Paladin, Ranger, White	None
Charm [Creature]	Bard, Black, Green, Ranger, White	None
Command [Creature]	Black, Green, Ranger, White	Compel [Creature]
Companion [Creature]	Bard, Black, Green, Ranger, White	Charm [Creature]
Compel [Creature]	Bard, Black, Green, Paladin, Ranger, White	None
Dominate [Creature]	Black, Green, White	Compel [Creature], Command [Creature], Telepathy [Creature]
Enthrall [Creature]	Bard	None
Instill Emotion in [Creature]	Bard, Black, Green, Ranger, White	None
Mass Compulsion [Creature]	Black, Green, Paladin, White	Compel [Creature]
Polymorph [Creature]	Green, Ranger	None
Telepathy [Creature]	Black, Green, Ranger, White	None

### [Element] List

There are a total of twenty Element types. Most spell lists are either based on elemental magic, which creates or modifies energy or matter, or on creature magic, which can influence the behavior and minds of creatures.

The Elements are further divided into two classes – White Elements (10) and Black Elements (9) – with the Biomatter element on its own. Eighteen of the elements are arranged in a sphere; the top and bottom of the sphere are shown on the following diagram. Biomatter is considered to be in the centre of the sphere, balancing all the elements. Force is considered to be the area outside the sphere that bounds and contains it. The distinction is only important if you are using the optional Mage subclasses, but it may provide you some ideas of how you might align different types of powers in your own setting.

The **White Elements** are Acid, Crystal, Death, Life, Light, Metal, Shadow, Sonic, Steam, and Void. The **Black Elements** are Air, Earth, Fire, Force, Ice, Lava, Lightning, Mud, and Water. Red and grey mages each use some white and some black elements. Red mages use Air, Fire, Ice, Life, Light, Lightning, Sonic, Steam, and Water. Grey mages use Acid, Death, Earth, Fire, Lava, Metal, Mud, Shadow, and Water. Green mages and rangers use only the Biomatter element.

Spell List	Class	Prerequisites
Abjure [Element]	Bard, Black, Green, Grey, Paladin, Ranger, Red, White	None
Banish [Element]	Black, Grey, Red	None
Bind [Element]	Grey, Red	Summon [Element]
Create [Element] Object	Bard, Black, Green, Grey, Paladin, Ranger, Red, White	None
Evoke [Element]	Bard, Black, Green, Grey, Paladin, Ranger, Red, White	None
Evoke Area [Element]	Bard, Black, Green, Grey, Red, White	Evoke [Element]
Infuse Creature with [Element]	Bard, Black, Green, Grey, Paladin, Ranger, Red, White	None
Infuse Object with [Element]	Bard, Black, Green, Grey, Paladin, Ranger, Red, White	None
Polymorph [Element]	??	None
Summon [Element]	Bard, Black, Green, Grey, Ranger, Red, White	None
Wall of [Element]	Bard, Black, Green, Grey, Red, White	Create [Element] Object

#### [Outsider] List

[Outsider] Types: The Outsiders are divided strictly by alignment into nine types: Lawful Good, Neutral Good, Chaotic Good, Lawful Neutral, Neutral, Chaotic Neutral, Lawful Evil, Neutral Evil, and Chaotic Evil.

Extreme care must be taken with spells that target outsiders since they affect only that alignment, and have no affect on any other outsider.

Black mages use spells that protect against all types of Outsiders. Grey mages use spells that affect Lawful and Neutral Outsiders, while red mages use spells that affect Neutral and Chaotic Outsiders.

Spell List	Class	Prerequisites
Abjure [Outsider]	Black, Grey, Paladin, Red	None
Banish [Outsider]	Black, Grey, Paladin, Red	None
Bind [Outsider]	Grey, Red	Summon [Outsider]
Summon [Outsider]	Grey, Red	None