

APPENDIX 2: SPELL CHARTS

These charts summarize the information found in the *Creating Detailed Spells* section of this book.

ABJURATION	MP COST
Antimagic	5+ MP
Antimagic, targeted	1+ MP
Breaching	+2 MP / 1d6 bonus
Dispel magic	Equal to target spell
Hedging	1 MP
Hedging, all	2 MP
Hedging, greater	2 MP
Hedging, enduring	3 MP
Shielding	See Basic Spell Statistics table
Withstanding	See Basic Spell Statistics table
CHARM	MP COST
Calming, extreme	4 MP
Calming, mild	0 MP
Calming, severe	2 MP
Condition	See Basic Spell Effects table
Subtle charm	3 MP
COMPULSION	MP COST
Language command, simple	0 MP
Language command, standard	2 MP
Language command, complex	4 MP
Mind modify	4 MP
Mind read	4 MP
Mind scan	1 MP
Mindwipe	6 MP
Subtle compulsion	3 MP
Telepathic command, simple	1 MP
Telepathic command, standard	3 MP
Telepathic command, complex	5 MP
Telepathic command, domination	7 MP
Telepathic communication, simple	0 MP

COMPULSION (contd)	MP COST
Telepathic communication, standard	2 MP
Telepathic communication, complex	4 MP
Telepathic communication, senselink	1 MP
CREATION	MP COST
Create element (<i>acid, air, fire, lava, lightning, mist, organic, space, void</i>)	0 MP
Create force	6 MP
Create ooze	3 MP
Create sound	1-5 MP
Create space, giant area	5 MP
Dilated time	3 MP
Dilated time, short	6 MP
Dilated time, medium	10 MP
Dilated time, long	15 MP
Elemental object	x2
Elemental weapon	See Basic Spell Statistics table
Fresh air	3 MP
Light, daylight	3 MP
Light, illumination	0 MP
Light, luminescence	3 MP
Pocket of time	15 MP
Shadow, darkness	1 MP
Shadow, gloom	0 MP
Shadow, pure darkness	3 MP
Weather	2 MP
Wind, moderate	0 MP
Wind, strong	1 MP
Wind, severe	2 MP
Wind, windstorm	3 MP
Wind, hurricane	5 MP
Wind, tornado	8 MP
EVOcation	MP COST
Damage	See Basic Spell Statistics table
Enduring (1 minute)	4 MP
Enduring (10 minutes)	10 MP

EVOCATION (contd)	MP Cost
Enduring (1 hour)	18 MP
Enduring (1 day)	30 MP
Side effect, ambient	0 MP
Side effect, mild	1 MP
Side effect, moderate	3 MP
Side effect, major	5 MP
Side effect, extreme	8 MP
HEALING/MENDING	MP COST
Cure condition, mild	1 MP
Cure condition, severe	3 MP
Cure condition, extreme	5 MP
Cure conditions, all	8 MP
Cure damage	See Basic Spell Statistics table
Enduring, 1 minute	4 MP
Enduring, 10 minutes	10 MP
Enduring, 1 hour	18 MP
Enduring, 1 day	30 MP
Negate poison	5 MP
Purify food	1 MP
Regenerate, lesser	8 MP
Regenerate	12 MP
Regenerate, greater	14 MP
Revive, lesser	15 MP
Revive	18 MP
Revive, greater	20 MP
Revive, epic	25 MP
Slow poison	1 MP
HEX	MP COST
Attracting	See Basic Spell Statistics table
Binding	3 MP
Binding, all	5 MP
Binding, greater	2 MP
Binding, enduring	3 MP
Vulnerability	See Basic Spell Statistics table

ILLUSION	MP COST
Simple	1 MP
Average	3 MP
Complex	5 MP
Intensified aspect	4 MP
INFUSION/DRAINING	MP COST
Burst of time	15 MP
Bonus turn	19 MP
Deadly strike	2 MP
Drain attribute	See Basic Spell Statistics table
Enhance attribute	See Basic Spell Statistics table
Ghost touch	1 MP
Grow plant	1 MP
Phasing	3 MP
Slow, partial action/round	5 MP
Speed action	5 MP
Speed attack	4 MP
Timeless	15 MP
MOVEMENT	MP COST
Airwalk	5 MP
Anchor	6 MP
Waterbreathing	2 MP
Buoyant	0 MP
Featherfall	1 MP
Fly	4 MP
Freedom of movement	6 MP
Levitate	3 MP
No fall	2 MP
Burrow, reduce step	2 steps per 3 MP or 1 step for 0 MP
Phase	9 MP
Possession	5 MP
Projection	3 MP
Slow	0-4 MP
Skip time	See table
Snowstep	0 MP
Speed	See table

MOVEMENT (contd)	MP COST
Spiderclimb	3 MP
Spirit wander	0 MP
Still	5 MP
Swim	3 MP
Telekinesis	See table
Teleport	See table
Teleport, precise	+2 MP
Teleport, at-will	+9 MP
Waterwalk	2 MP

DIVINATION	MP COST
Discern lore, common	3 MP
Discern lore, standard	5 MP
Discern lore, obscure	7 MP
Discern lore, hidden	9 MP
Dowse, creature	2 MP
Dowse, simple	1 MP
Dowse, specific	3 MP
History reading/fortune telling	5 MP
Translate, decode	5 MP
Translate, full	3 MP
Translate, simple	1 MP
Darksight	1 MP
Omnivision	3 MP
Remote viewing	See target familiarity table
Remote viewing, sound	+2 MP
Remote viewing, smell	+1 MP
Remote viewing, touch	+1 MP
Remote viewing, expanded view	+1 MP
Remote viewing discreet	+2 MP
Rider spell	0 MP
Truesight	2 MP
Question, ancient/prophetic	8 MP
Question, historical/distant future	5 MP
Question, past/moderate future	2 MP
Question, past/near future	1 MP

