

## Level 0 Priest Spells

- *Commune: /w Language*
- *Concert Crickets*
- *Create Water*
- *Detect Evil*
- *Detect Plants and Animals*
- *Detect Poison*
- *Detect Undead*
- *Goodberry*
- *Know Direction*
- *Light*
- *Lunar Guidance*
- *Mend*
- *Obscuring Fog, Mist*
- *Purify Water*

## Level 1 Priest Spells

- *Blend with Nature*
- *Bless*
- *Call Animal*
- *Celestial Weapon*
- *Commune: with Animals*
- *Commune: with Plants*
- *Control Water: Rain*
- *Control Earth: Tremor*
- *Endure Elements*
- *Entangle: Vines*
- *Faerie Fire*
- *Holy Circle against Evil*
- *Holy Light*
- *Holy Word: Calm*
- *Holy Word: Shield*
- *Judgement*
- *Pass Without Trace*
- *Seal of Faith*
- *Summon Swarm: Wasps*
- *Swift Journey*

## Level 2 Priest Spells

- *Animal Messenger*
- *Barkskin*
- *Cleanse*
- *Consecrate*
- *Creeping Cold*
- *Control Wind: Gust*
- *Electric Whip*
- *Entangle: Branches*
- *Exorcism*
- *Flame Blade*
- *Heat Metal*
- *Hold Animal*
- *Holy Light II*
- *Holy Word: Fear*
- *Holy Word: Silence*
- *Holy Word: Slow*
- *Hypnotize Animal*
- *Obscuring Fog, Cloud*
- *Spider Climb*
- *Spiritual Hammer*
- *Strike of the Flock*
- *Summon Swarm: Spiders*
- *Thunderous Clap*
- *Waterwalking*

## Level 3 Priest Spells

- *Animate Dead*
- *Call Lightning*
- *Commune: /w Dead*
- *Commune: /w Forest*
- *Commune: /w Stone*
- *Control Stone: Spike*
- *Control Water: Tide*
- *Control Wind: Wall*
- *Dispel Magic*
- *Dominate: Animal*
- *Glyph of Warding*
- *Holy Light III*
- *Holy Circle against Element*
- *Holy Word: Stun*
- *Lunar Fire*
- *Nature's Growth*
- *Meld into Stone*
- *Obscuring Fog, Smoke*
- *Summon Swarm: Locusts*
- *Vivify Dead*

## Level 4 Priest Spells

- *Commune: /w Planar Entity*
- *Control Stone: Chasm*
- *Control Wind: Walking*
- *Control Water: Flood*
- *Death Ward*
- *Dispel Evil*
- *Flame Strike*
- *Holy Circle against Magic*
- *Holy Light IV*
- *Holy Word: Movement*
- *Holy Word: Servitude*
- *Obscuring Fog, Solid*
- *Restoration*
- *Summon Swarm: Worms*

## Level 5 Priest Spells

- *Animate Rock*
- *Atonement*
- *Blade Barrier*
- *Commune: /w Avatar*
- *Control Wind: Twister*
- *Divine Sight*
- *Flamewalk*
- *Holy Radiance I*
- *Holy Word: Crucify*
- *Holy Word: Truth*
- *Part Water*
- *Planeshift*
- *Raise Dead*
- *Symbol of Justice*

## Level 6 Priest Spells

- *Call Lightning Storm*
- *Control Stone: Magnetism*
- *Control Water: Tide*
- *Dispel Magic, Greater*
- *Forbiddance*
- *Holy Circle of Warding*
- *Holy Quest*
- *Holy Radiance II*
- *Holy Word: Banish*
- *Holy Word: Heal*
- *Summon Deva*
- *Word Of Recall*

## Level 7 Priest Spells

- *Continual Flame Strike*
- *Control Stone: Quake*
- *Control Water: Vortex*
- *Control Wind: Tornado*
- *Holy Circle of Restoration*
- *Holy Radiance III*
- *Holy Word: Blasphemy*
- *Resurrection*
- *Sanctuary*
- *Summon Planetary*

## Level 8 Priest Spells

- *Astral Projection*
- *Aura of Tranquility*
- *Condemn Magic*
- *Creeping Doom*
- *Ethereal Inception*
- *Firestorm*
- *Holy Radiance IV*
- *Shatter Outsider*
- *Summon Solar*
- *Testament*

## Level 9 Priest Spells

- *Cataclysm*
- *Celestial Gate*
- *Control Stone: Tectonics*
- *Control Water: Genises*
- *Control Wind: Cyclone*
- *Excommunication*
- *Holy Circle of Invulnerability*
- *Holy Word: Destruction*
- *Holy Word: Miracle*
- *Redemption*

## Level 0 Wizard Spells

- *Animate Broom*
- *Animate Quill*
- *Arcane Mark*
- *Continual Flame*
- *Card Trick*
- *Conjure Compass*
- *Conjure Coin*
- *Conjure Food / Water*
- *Conjure Ice*
- *Control Flames*
- *Detect Magic*
- *Detect Metals*
- *Dispel Cantrips*
- *Glowing Eyes*
- *Hold Portal*
- *Hologram*
- *Ignite Object*
- *Levitate Tome*
- *Magic Missile*
- *Magic Word*
- *Protection From Cantrips*
- *Read Magic*
- *Spellwrite*
- *Summon Roses*
- *Telekinesis, 5 Lbs*
- *Teleport, 5 Lbs*
- *Whispering Wind*

## Level 1 Wizard Spells

- *Animate Rope*
- *Arcane Mark: Mouth*
- *Burning Grasp*
- *Control Water: Rain*
- *Endure Elements*
- *Erase Glyphs*
- *Feather Fall*
- *Freezing Grasp*
- *Grease*
- *Hypnosis*
- *Magic Missiles*
- *Masquerade*
- *Moving Disk*
- *Phantasmal Force*
- *Power Word: Shield*
- *Power Word: Sleep*
- *Shocking Grasp*
- *Wilting Touch*

## Level 2 Wizard Spells

- *Arcane Eye*
- *Arcane Mark: Lock*
- *Blur*
- *Chameleon*
- *Charm Person*
- *Control Wind: Gust*
- *Entangle: Web*
- *Explosive Rune*
- *Flaming Sphere*
- *Flash*
- *Ghoul Touch*
- *Globe Of Darkness*
- *Knock*
- *Levitate*
- *Misdirection*
- *Mirror Image*
- *Power Word: Fear*
- *Power Word: Locate*
- *Protection from Arrows*
- *Resist Energy*
- *Scare*
- *Scorching Ray*
- *Spider Climb*
- *Water Walking*

## Level 3 Wizard Spells

- *Animate Dead*
- *Animate Furniture*
- *Blink*
- *Clairvoyance*
- *Control Wind: Wall*
- *Dispel Magic*
- *Displacement*
- *Fireball*
- *Gaseous Form*
- *Haste*
- *Invisibility*
- *Levitate*
- *Lightning Bolt*
- *Magic Circle Against Element*
- *Power Word: Stun*
- *Rune Of Non-Detection*
- *Slow*
- *Summon Monster Iii*
- *Vampiric Touch*
- *Water Breathing*

## Level 4 Wizard Spells

- *Charm Monster*
- *Conjure Elemental*
- *Dimension Door*
- *Elemental Shield*
- *Entangle: Tentacles*
- *Globe Of Invulnerability, Lesser*
- *Illusionary Wall*
- *Invisibility, Greater*
- *Polymorph*
- *Scrying*
- *Stoneskin*
- *Summon Monster Iv*
- *Wall Of Fire*
- *Wall Of Ice*

## Level 5 Wizard Spells

- *Break Enchantment*
- *Cloud Kill*
- *Cone Of Cold*
- *Dismissal*
- *Dominate Person*
- *Hold Monster*
- *Mirage Arcana*
- *Prying Eyes*
- *Passwall*
- *Protection From Elements*
- *Spell Mantle, Lesser*
- *Symbol Of Pain*
- *Teleport*
- *Wall Of Stone*

## Level 6 Wizard Spells

- *Anti-Magic Field*
- *Chain Lightning*
- *Contingency*
- *Disintegrate*
- *Dispel Magic, Greater*
- *Finger Of Death*
- *Freezing Sphere*
- *Mass Suggestion*
- *Planar Binding*
- *Programmed Image*
- *True Seeing*
- *Wall Of Iron*

## Level 7 Wizard Spells

- *Circle Of Death*
- *Delayed Blast Fireball*
- *Greater Teleport*
- *Planeshift*
- *Power Word: Stun, Mass*
- *Reverse Gravity*
- *Sequester*
- *Simulacrum*
- *Spell Turning*
- *Vision*

## Level 8 Wizard Spells

- *Converse With Higher Powers*
- *Horrid Wilting*
- *Illusionary Screen*
- *Mass Charm Monster*
- *Maze*
- *Power Word: Breach*
- *Protection From Spells*
- *Telekinetic Sphere*
- *Temporal Stasis*
- *Trap The Soul*

## Level 9 Wizard Spells

- *Create Greater Demiplane*
- *Disjunction*
- *Extraordinary Creation*
- *Gate*
- *Greater Spell Mantle*
- *Meteor Strike*
- *Power Word: Kill*
- *Reformation*
- *Time Stop*
- *Wail Of The Banshee*

**NOTES:**

*Spell list is cleaned up for simplicity, ease of use, ease of understanding. Some Spells are lesser forms of others and can be augmented into its greater forms and thus is removed. Other spells are renamed or giving different functionalities.*

Spell Lvl	1	2	3	4	5	6	7	8	9	10
0	At Will	At Will	At Will	At Will	At Will	At Will	At Will	At Will	At Will	At Will
1	Daily	Daily	Daily	Daily	Battle	Battle	Battle	Battle	Battle	Battle
2	--	--	Daily	Daily	Daily	Daily	Daily	Battle	Battle	Battle
3	--	--	--	--	Daily	Daily	Daily	Daily	Daily	Daily
4	--	--	--	--	--	--	Daily	Daily	Daily	Daily
5	--	--	--	--	--	--	--	--	Daily	Daily

Spell Lvl	11	12	13	14	15	16	17	18	19	20
0	At Will	At Will	At Will	At Will	At Will	At Will	At Will	At Will	At Will	At Will
1	At Will	At Will	At Will	At Will	At Will	At Will	At Will	At Will	At Will	At Will
2	Battle	Battle	Battle	Battle	Battle	Battle	At Will	At Will	At Will	At Will
3	Battle	Battle	Battle	Battle	Battle	Battle	Battle	Battle	Battle	Battle
4	Daily	Daily	Daily	Battle	Battle	Battle	Battle	Battle	Battle	Battle
5	Daily	Daily	Daily	Daily	Daily	Daily	Battle	Battle	Battle	Battle
6	Daily	Daily	Daily	Daily	Daily	Daily	Daily	Daily	Daily	Battle
7	--	--	Daily	Daily	Daily	Daily	Daily	Daily	Daily	Daily
8	--	--	--	--	Daily	Daily	Daily	Daily	Daily	Daily
9	--	--	--	--	--	--	Daily	Daily	Daily	Daily

## PRIEST SPELLS – LEVEL 0

### **COMMUNE: /W LANGUAGE 20 AP**

Notes: *Deciphers foreign languages on page or by mouth and translates them.*

School: *Divination*

Range: *10 feet*

Duration: *10 Minutes*

Target: *Caster*

Effect: *Foreign pages translate at a rate of 100 words a minute. Cannot decode puzzles or riddles.*

### **CREATE WATER 20 AP**

Notes: *Generates wholesome, drinkable water, just like clean rain water.*

School: *Conjuration*

Range: *25 ft*

Duration: *Instantaneous*

Target: *25 ft*

Effect: *Weights 8 lbs per gallon. One cubic ft of water contains 8 gallons; weighs 60 lbs.*

### **DETECT PLANTS AND ANIMALS 20 AP**

Notes: *Reveals special plants and animal types in the nearby region.*

School: *Divination*

Range: *60 feet radius*

Duration: *10 Minutes*

Target: *Caster*

Effect: *Useful for hunting certain components.*

### **DETECT UNDEAD 20 AP**

Notes: *Undead glow with a silvery light in the Cleric's eyes. This light can also be seen through walls.*

School: *Divination*

Range: *60 feet radius*

Duration: *10 Minutes*

Target: *Caster*

Damage: *None*

Effect: *Doubles the range for undead above 10HD  
Triples the range for undead above 20HD*

### **KNOW DIRECTION 20 AP**

Notes: *Sense the direction of a known objective, but cannot be a being or object.*

School: *Divination*

Range: *100 feet*

Duration: *Instantaneous*

Target: *Objective*

Effect: *Know your way around dungeons, caves, cities, or other passages.*

### **CONCERT CRICKETS 20 AP**

Notes: *Incites nearby crickets to croak until an intruder comes within their range, then they silence.*

School: *Evocation*

Range: *120 ft*

Duration: *6 hours*

Target: *120 ft Radius*

Effect: *Crickets always detect predators and have a perception of +5.*

### **DETECT EVIL 20 AP**

Notes: *Reveals the presence and source of evil entities and shows them to the caster.*

School: *Divination*

Range: *60 feet*

Duration: *10 Minutes*

Target: *90 degree cone ahead.*

Effect: *Doubles the range vs. Outsiders.*

### **DETECT POISON 20 AP**

Notes: *Detects poison within a subject, type of poison, poison's source.*

School: *Divination*

Range: *60 feet radius*

Duration: *10 Minutes*

Target: *1*

Effect: *It does not reveal treatment or curatives.*

### **GOODBERRY 20 AP**

Notes: *Enchants nearby berries into becoming curative in nature which heals wounds.*

School: *Restoration*

Range: *10 ft*

Duration: *6 Days*

Target: *2d4 Berries*

Damage: *1 HP eaten per berry.*

Effect: *Can only eat 1 Berry per AP in battle. Can be stored for travel for up to 6 days.*

### **LIGHT 20 AP**

Notes: *Causes an object to glow like a torch, shedding bright light in a 30-foot radius.*

School: *Conjuration*

Range: *30 ft Radius*

Duration: *10 Minutes*

Target: *Touch*

Effect: *The effect is immobile, but it can be cast on a movable object.*

**LUNAR GUIDANCE** **20 AP**

Notes: *The moon lights the path to the target or destination for 10 minutes.*

School: *Alteration*  
Range: *250ft*  
Duration: *10 minutes*  
Target: *250ft area*  
Damage: *None*  
Aim: *None*

**OBSCURING FOG, MIST** **10 AP**

Notes: *Conjures a mist which blocks most sight. Archers will have difficulty aiming in and out.*

School: *Conjuration*  
Range: *15 ft Area*  
Duration: *3 Rounds*  
Target: *15 ft Area*  
Aim: *+2 Evasion AC vs Missiles*

**MEND** **5 AP**

Notes: *Repairs constructs for 2d4 damage.*

School: *Restoration*  
Range: *30 ft*  
Duration: *Instant*  
Target: *1*  
Damage: *Heal: Constructs 2d4 HP*  
Aim: *+1 vs Fortitude*

**PURIFY WATER** **20 AP**

Notes: *Turns muddy, contaminated, alcoholic water into something drinkable.*

School: *Restoration*  
Range: *1 Container*  
Duration: *Permanent*  
Target: *1 Container*  
Aim: *None*

## WIZARD SPELLS – LEVEL 0 / CANTRIPS

### **ANIMATE BROOM** **10 AP**

Notes: *Animates (or creates) cleaning utensils to clean a specific area (10 ft area max).*

School: *Enchantment*  
 Range: *20ft*  
 Duration: *1 Hour*  
 Target: *1 Broom*

### **ARCANE MARK** **10 AP**

Notes: *Leaves a mark on an object. The caster always knows its location, even when moving.*

School: *Enchantment*  
 Range: *1 Mile*  
 Duration: *1 Day*  
 Target: *1 Object*

### **CARD TRICK** **5 AP**

Notes: *Conjures a Playing Card of any color or shape that copies the current deck's description.*

School: *Alteration*  
 Range: *Touch*  
 Duration: *10 Minutes*  
 Target: *1 Card*

### **CONJURE COIN** **5 AP**

Notes: *Conjures one coin that lasts for 5 rounds then disappears. If bitten, it disappears.*

School: *Conjuration*  
 Range: *Caster's Hand*  
 Duration: *5 Rounds*  
 Target: *Caster's Hand*

### **CONJURE ICE** **5 AP**

Notes: *Freezes a cubic foot of water into a single ice cube or water surface of the same volume.*

School: *Evocation*  
 Range: *30 ft*  
 Duration: *10 Minutes*  
 Target: *1 ft<sup>3</sup> Water or 10ft<sup>2</sup> Water Surface*  
 Damage: *1d6 (Falling)*  
 Aim: *vs. Reflex*

### **DETECT MAGIC** **20 AP**

Notes: *Imbues the caster with the ability to see magical emanations in an area.*

School: *Divination*  
 Range: *60 ft Radius*  
 Duration: *10 Minutes*  
 Target: *Caster*

### **ANIMATE QUILL** **5 AP**

Notes: *Animates a quill pen to write what the caster speaks.*

School: *Enchantment*  
 Range: *10ft*  
 Duration: *1 Hour*  
 Target: *1 Quill*

### **CONTINUAL FLAME** **10 AP**

Notes: *Ignites a flame on the caster's hand or staff which lights the path for the caster.*

School: *Conjuration*  
 Range: *60ft Radius*  
 Duration: *10 Hours*  
 Target: *Hand or Staff*

### **CONJURE COMPASS** **20 AP**

Notes: *Conjures a glowing green arrow that appears to float over the caster's hand.*

School: *Illusion*  
 Range: *Over Hand*  
 Duration: *10 Minutes*  
 Target: *Caster*

### **CONJURE FOOD / WATER** **20 AP**

Notes: *Can create enough water to satisfy one person for one meal.*

School: *Conjuration*  
 Range: *5 ft*  
 Duration: *10 Minutes*  
 Target: *Caster*

### **CONTROL FLAMES** **5 AP**

Notes: *Controls the effects of any normal flames. The flames can be made to change to color, burn hotter, brighter, cooler, or dimmer.*

School: *Evocation*  
 Range: *30 ft*  
 Duration: *10 Minutes*  
 Target: *1 Fire Source*  
 Damage: *--*  
 Aim: *--*

### **DETECT METALS** **20 AP**

Notes: *Scans a target for hidden metals.*

School: *Divination*  
 Range: *60 ft Radius*  
 Duration: *10 Minutes*  
 Target: *Caster*



**DISPEL CANTRIPS** **10 AP**

Notes: *Dissolves all minor incanted cantrips into nothingness.*

School: *Abjuration*  
Range: *30 ft radius*  
Duration: *Instant*  
Target: *Caster*  
Aim: *vs Opponent's Spell Aim*

**HOLD PORTAL** **5 AP**

Notes: *Holds a portal open or doorway shut as if by a creature with 20 strength or intelligence.*

School: *Evocation*  
Range: *60 ft*  
Duration: *3 Rounds*  
Target: *Door or Portal*

**IGNITE OBJECT** **10 AP**

Notes: *Will ignite any flammable material such as paper or oil. If used to catch a person's clothes on fire, it might cause damage.*

School: *Evocation*  
Range: *10 ft*  
Duration: *5 Rounds*  
Target: *1*  
Damage: *1d6 / Round (If clothes burn)*  
Aim: *vs. Fortitude*

**MAGIC MISSILE** **5 AP**

Notes: *Launches several silvery missiles at a target. Each missile always hits its target.*

School: *Evocation*  
Range: *120 ft*  
Duration: *Instant*  
Target: *1*  
Damage: *1d6 damage*  
Aim: *+1 vs Fortitude or Half Damage*

**PROTECTION FROM CANTRIPS** **20 AP**

Notes: *Wards off or dissolves any cantrip entering the protection's aura's range.*

School: *Abjuration*  
Range: *5ft Radius*  
Duration: *10 Rounds*  
Target: *Caster*

**GLOWING EYES** **10 AP**

Notes: *Causes the PC's eyes to glow. The color is chosen by the PC.*

School: *Illusion*  
Range: *Self*  
Duration: *10 Minutes*  
Target: *Caster*  
Aim: *+2 Bonus to Hypnotic Spells*

**HOLOGRAM** **10 AP**

Notes: *Creates a glowing image on the hand. The image can only be of one object or creature and must originate from the caster's memories.*

School: *Illusion*  
Range: *Caster's Hand*  
Duration: *10 Minutes*  
Target: *Caster*

**LEVITATE TOME** **10 AP**

Notes: *Can levitate a book or a tome for the caster while he or she reads. The book's pages also turn at the will of the caster.*

School: *Alteration*  
Range: *10 ft*  
Duration: *1 Hour*  
Target: *1*  
Damage: *--*  
Aim: *--*

**MAGIC WORD** **10 AP**

Notes: *Creates a magic mouth that speaks one word before dissipating. Triggers when someone passes within 5 feet from the mouth.*

School: *Illusion*  
Range: *10 ft*  
Duration: *1 Day*  
Target: *Wall*  
Damage: *--*  
Aim: *--*

**READ MAGIC** **10 AP**

Notes: *Can read secret messages in the wind, arcane marks, encrypted scrolls, or on objects.*

School: *Divination*  
Range: *30 ft*  
Duration: *10 Minutes*  
Target: *1 Object*

**SPELLWRITE 10 AP**

Notes: *A seen (or unseen) magical emanation is bestowed upon a wall. This can be a simple picture or writing of up to 5 words.*

School: *Illusion*  
Range: *10 ft*  
Duration: *1 Day*  
Target: *Wall*  
Effect: *If the caster chooses it to be hidden, a detect magic spell reveals the writing or picture.*

**TELEKINESIS, 5 LBS 5 AP**

Notes: *This cantrip can move inanimate objects at a rate of 10 ft / round. Can open / close / lock / unlock simple doors or chests. Can be used to break ropes or wires.*

School: *Evocation*  
Range: *30ft*  
Duration: *10 Rounds*  
Target: *1 @ 5 lbs*

**WHISPERING WIND 20 AP**

Notes: *Can send up to 6 words that can travel the wind to reach a target miles away.*

School: *Enchantment*  
Range: *10 Miles*  
Duration: *1 Day*  
Target: *1*  
Damage: *None*  
Aim: *None*  
Effect:

**SUMMON ROSES 5 AP**

Notes: *Creates a dozen roses from oblivion that spawns into the caster's hands.*

School: *Conjuration*  
Range: *Caster's Hand*  
Duration: *Permanent*  
Target: *Caster*  
Effect:

**TELEPORT, 5 LBS 5 AP**

Notes: *Can cause objects to appear in the caster's hand, or cause objects in the wizard's hand to be teleported into a desired place (such as a purse or backpack).*

School: *Alteration*  
Range: *30 ft*  
Duration: *Instant*  
Target: *1 @ 5 lbs*

## LEVEL 1 PRIEST SPELLS

### **BLEND WITH NATURE** 10 AP

Notes: *Cloaks the caster by bending light around its body, hiding from sight*

School: *Abjuration*

Range: *Self*

Duration: *1 Hour*

Target: *1*

Effect: *+5 Stealth in Forest vs Perception.*

### **BLESS** 10 AP

Notes: *Blesses a target in which removes curses of fear, confusion, daze, rage, sleep, and calm effects.*

School: *Restoration*

Range: *30 ft*

Duration: *Instant*

Target: *1*

Effect:

### **CALL ANIMAL** 20 AP

Notes: *Summons an animal friendly from the forest to aid the caster.*

School: *Conjuration*

Range: *1 Mile*

Duration: *10 Minutes*

Target: *1 or 2*

Damage: *1d4 Damage, 10 HP*

Aim: *+2 Aim, 12 AC*

### **CELESTIAL WEAPON** 10 AP

Notes: *Laces a weapon with a silvery glow, enabling the wielder to strike ghosts at full damage.*

School: *Enchantment*

Range: *30 ft*

Duration: *10 Minutes*

Target: *1 Weapon*

Damage: *Full Damage vs Ghosts / Regenerators*

Aim: *None*

### **COMMUNE: WITH ANIMALS** 20 AP

Notes: *Imbues the caster with the ability to speak with animals, asking up to 6 questions.*

School: *Divination*

Range: *30 ft*

Duration: *6 Questions*

Target: *1*

Aim: *+1 vs Will*

### **COMMUNE: WITH PLANTS** 20 AP

Notes: *Imbues the caster with the ability to speak with plants, asking up to 6 questions.*

School: *Divination*

Range: *30ft*

Duration: *6 Questions*

Target: *1*

Aim: *+1 vs Will*

### **CONTROL WATER: RAIN** 10 AP

Notes: *Summons rain, making everything wet. Halves Fire Damage, Doubles Electrical damage.*

School: *Conjuration*

Range: *60 ft Radius*

Duration: *3 rounds*

Target: *60 ft Radius*

Damage: *Half Fire Damage, Double Shock Damage*

Aim: *+1 vs Fortitude*

Effect: *Electricity on water spreads stunning effects and cold spells freezes wet targets for 2 rounds.*

### **CONTROL EARTH: TREMOR** 5 AP

Notes: *Shakes the earth and knocks down any who stand. Any near cliffs or edges will fall.*

School: *Evocation*

Range: *30ft Radius*

Duration: *1 Round, Fall for 1 round*

Target: *30ft Radius*

Damage: *1d8 Fall Damage per 10 ft*

Aim: *+1 vs Reflex*

Effect: *Tripping damage deals 1d8 damage. Extended falling damage must first pass 10 feet.*

### **ENDURE ELEMENTS** 10 AP

Notes: *Bestows a target with resistance against an element, halving all damage incoming.*

School: *Abjuration*

Range: *60 ft*

Duration: *10 Minutes*

Target: *1*

Damage: *Half Damage vs. Element*

Effect: *Halves up to Level 3 Spells*

### **ENTANGLE: VINES** 10 AP

Notes: *Summons hasty vines that tangle any creature caught in its circle of influence*

School: *Conjuration*

Range: *30 ft circle*

Duration: *3 rounds*

Target: *Any in 30 ft circle*

Damage: *At Level 5, Thorns do 1d4 damage/round*

Aim: *+1 vs Fortitude (thorns)*

**FAERIE FIRE 10 AP**

Notes: *Highlights a foe in darkness which makes it easier for allies to target.*

School: *Divination*  
 Range: *60 Ft*  
 Duration: *10 Minutes*  
 Target: *1*  
 Damage: *None*  
 Aim: *Advantage Roll*  
 Effect: *Imbues advantage rolls against creature*

**HOLY LIGHT 5 AP**

Notes: *Bestows holy light onto a target, healing wounds or damaging undead.*

School: *Restoration*  
 Range: *30 ft*  
 Duration: *Instant*  
 Target: *1*  
 Damage: *1d8 + 1 Healed (1d6 damage vs undead)*  
 Aim: *+1 vs Fortitude: Undead*

**HOLY WORD: SHIELD 5 AP**

Notes: *Conjures a holy shield with blocks out projectiles and melee weapons.*

School: *Abjuration*  
 Range: *Self*  
 Duration: *1 Battle*  
 Target: *Self*  
 Damage: *25 HP Shield /w 5 DR*  
 Aim: *None*

**PASS WITHOUT TRACE 20 AP**

Notes: *Can pass through thick bush without leaving tracks for anyone to follow*

School: *Enchantment*  
 Range: *60 ft area*  
 Duration: *1 day*  
 Target: *Self*  
 Damage: *None*  
 Aim: *+5 Stealth vs. Tracking/Survivalism.*

**SUMMON SWARM: WASPS 20 AP**

Notes: *Summons a swarm of wasps which attacks a target with stings and itches.*

School: *Conjuration*  
 Range: *1 Mile*  
 Duration: *3 rounds*  
 Target: *30 ft Radius*  
 Damage: *1d4 Damage / Round*  
 Aim: *+1 vs Fortitude*

**HOLY CIRCLE AGAINST EVIL 10 AP**

Notes: *Imbues a circle with holy energy. Any evil creature walking within is cursed by holy.*

School: *Restoration*  
 Range: *30 ft Radius*  
 Duration: *10 Minutes*  
 Target: *Any in Circle*  
 Damage: *None*  
 Aim: *+1 vs Fortitude*  
 Effect: *Bestows aim disadvantages on evil creatures who walk within the circle.*

**HOLY WORD: CALM 5 AP**

Notes: *Speaks a word that soothes a nearby creature.*

School: *Enchantment*  
 Range: *30 ft*  
 Duration: *Battle*  
 Target: *1*  
 Damage: *None*  
 Aim: *+1 vs Will*

**JUDGEMENT 20 AP**

Notes: *Shines a light against a would-be agressor. He who attacks is struck by a holy force.*

School: *Evocation*  
 Range: *60 ft*  
 Duration: *3 rounds cage*  
 Target: *1*  
 Damage: *2d8 +1 damage upon attacking*  
 Aim: *None if target attacks.*

**SEAL OF FAITH 10 AP**

Notes: *Brands an object or monster with a holy seal, imbuing with holy power.*

School: *Restoration*  
 Range: *60 ft*  
 Duration: *10 Rounds*  
 Target: *1 Object or Undead Creature*  
 Damage: *+2 Holy Damage, or 2 Damage/Round*  
 Aim: *+1 vs Fortitude*

**SWIFT JOURNEY 20 AP**

Notes: *Doubles the distance travelled in a given day with a path blessed by divinity.*

School: *Alteration*  
 Range: *10 Miles*  
 Duration: *1 Day*  
 Target: *Any on path*  
 Damage: *None*  
 Aim: *None*

## LEVEL 1 WIZARD SPELLS

### **ANIMATE ROPE** **5 AP**

Notes: *Commands a rope to untie itself or strangle an opponent*

School: *Enchantment*

Range: *15 feet*

Duration: *3 rounds*

Target: *1*

Damage: *Strangulation: 1d4 damage / round*

Aim: *+1 vs Fortitude*

Effect:

### **ARCANE MARK: MOUTH** **20 AP**

Notes: *Commands an arcane mark to be spoken through. Caster has 3 rounds of words.*

School: *Enchantment*

Range: *1 Mile*

Duration: *3 rounds*

Target: *Any in area*

Damage: *None*

Aim: *None*

Effect: *Cannot cast spells through mouth.*

### **BURNING GRASP** **5 AP**

Notes: *Caster's hands glow with searing heat, causing damage to whom it touches.*

School: *Evocation*

Range: *Touch*

Duration: *Instant*

Target: *1*

Damage: *1d12 +1 damage / level*

Aim: *+1 vs Reflex*

Effect: *Continually burns enemy for 1 damage per round for 4 rounds. Can ignite combustibles.*

### **CONTROL WATER: RAIN** **20 AP**

Notes: *Summons rain, making everything wet. Halves Fire Damage, Doubles Electrical damage.*

School: *Conjuration*

Range: *30 ft Radius*

Duration: *3 rounds*

Target: *30 ft Radius*

Damage: *Half Fire Damage, Double Shock Damage*

Aim: *+1 vs Fortitude, Freeze Spells: No Save*

Effect: *Electricity on water spreads stunning effects and cold spells freezes wet targets for 2 rounds.*

### **ENDURE ELEMENTS** **10 AP**

Notes: *Bestows a target with resistance against an element, halving all damage incoming.*

School: *Abjuration*

Range: *60 ft*

Duration: *10 Minutes*

Target: *1*

Damage: *Half Damage vs. Element*

Aim: *None*

Effect: *Halves up to Level 3 Spells*

### **ERASE GLYPHS** **10 AP**

Notes: *Can erase Arcane Marks, Scrolls, Magic Riddles, Glyphs, and Wards for up to 3 rounds.*

School: *Abjuration*

Range: *30 ft*

Duration: *Erases for 3 rounds*

Target: *1 Marking*

Damage: *None*

Aim: *None*

Effect:

### **FEATHER FALL** **10 AP**

Notes: *Slows all falling to non-lethal speeds for the duration of the fall.*

School: *Alteration*

Range: *1 Target*

Duration: *Until on ground*

Target: *1*

Damage: *None*

Aim: *None*

Effect:

### **FREEZING GRASP** **5 AP**

Notes: *Caster's hands grows cold with frost, freezing air and water and anything it touches*

School: *Evocation*

Range: *Touch*

Duration: *Instant*

Target: *1*

Damage: *1d12 + 1 Damage / Level*

Aim: *+1 vs Reflex*

Effect: *Slows target's movement by half for 4 rounds.*

**GREASE** **10 AP**

Notes: *Spills ignitable grease into an area. Causes slipping and falling damage.*

School: *Conjuration*  
Range: *30 ft Radius*  
Duration: *3 rounds*  
Target: *Any in Area*  
Damage: *Ignited: 2d6 Burning, Falling: 1d8*  
Aim: *+1 vs Fortitude / +1 vs Reflex: Falling*  
Effect: *Is ignitable through burning or fiery spells. Burns an extra 1 damage per round for 4 rounds.*

**MAGIC MISSILES** **5 AP**

Notes: *Launches several silvery missiles at a target. Each missile always hits its target.*

School: *Evocation*  
Range: *120 ft*  
Duration: *Instant*  
Target: *1 per missile*  
Damage: *1d6 damage per missile*  
Aim: *+1 vs Fortitude or Half Damage*  
Effect: *Can conjure 1 missile per 5 AP. Maximum of 5 missiles can be summoned.*

**MOVING DISK** **20 AP**

Notes: *Summons a floating disk in which a rider can use to move about in levitation. Can be thrown off.*

School: *Conjuration*  
Range: *30 ft*  
Duration: *1 Hour*  
Target: *Any who stand on it.*  
Damage: *None*  
Aim: *None*  
Effect: *Holds up to 400 lbs. Moves at 10ft / round.*

**POWER WORD: SHIELD** **5 AP**

Notes: *Summons a magical shield that wards out projectiles and melee weaponry.*

School: *Abjuration*  
Range: *Self*  
Duration: *Battle*  
Target: *1*  
Damage: *25 HP Shield /w 5 DR*  
Aim: *None*

**HYPNOSIS** **5 AP**

Notes: *Puts target into a state of trance. Every round, target is susceptible to suggestions.*

School: *Enchantment*  
Range: *30 ft*  
Duration: *3 rounds*  
Target: *1*  
Damage: *None*  
Aim: *+1 vs Will.*  
Effect: *2<sup>nd</sup> round and after, Spell Aim +1 vs. Will. Target who fails is charmed for spell's duration.*

**MASQUERADE** **10 AP**

Notes: *Disguises the caster by summoning an illusionary mask which conceals features.*

School: *Illusion*  
Range: *Self*  
Duration: *10 Minutes*  
Target: *Self*  
Damage: *None*  
Aim: *None*  
Effect: *+5 Deception Bonus vs. Perception*

**PHANTASMAL FORCE** **10 AP**

Notes: *Causes an area to be haunted by an unseen supernatural force. Fills an area with whispers.*

School: *Illusion*  
Range: *30 ft Radius*  
Duration: *3 Rounds*  
Target: *All in Radius*  
Damage: *None*  
Aim: *+1 vs Will or Flee in Terror*  
Effect:

**POWER WORD: SLEEP** **5 AP**

Notes: *Puts Target to sleep with a single word. Any attack wakes the target.*

School: *Enchantment*  
Range: *30 ft*  
Duration: *3 Rounds*  
Target: *1*  
Damage: *None*  
Aim: *+1 vs Will*

**SHOCKING GRASP** **5 AP**

Notes: *Sends a shock to the target from whom the caster touches. Can stun the target also.*

School: *Evocation*

Range: *Touch*

Duration: *Stun: 3 Rounds*

Target: *1*

Damage: *1d12 +1 damage per level*

Aim: *+1 vs Reflex, +1 vs Fortitude or stunned*

**WILTING TOUCH** **5 AP**

Notes: *Wilts the target's body which acts like a disease, wilting others whom come into contact.*

School: *Necromancy*

Range: *Touch*

Duration: *1 Round per Target*

Target: *1 + 3 Additional Targets Spreaded to*

Damage: *1d6*

Aim: *+1 vs Fortitude*

## LEVEL 2 PRIEST SPELLS

### **ANIMAL MESSENGER** **20 AP**

Notes: *Employs a single small animal to deliver a written note to a target miles away*

School: *Conjuration*  
 Range: *10 miles*  
 Duration: *1 hour*  
 Target: *1*  
 Damage: *None*  
 Aim: *None*

### **CLEANSE** **20 AP**

Notes: *Cleanses the body of poison, disease, blindness, deafness, and necromantic ailments.*

School: *Restoration*  
 Range: *45 ft*  
 Duration: *Instant*  
 Target: *1*  
 Damage: *None*  
 Aim: *None*

### **CREEPING COLD** **10 AP**

Notes: *Fills an area with a biting cold that slows all targets within. If wet, they are frozen.*

School: *Evocation*  
 Range: *45 ft Radius*  
 Duration: *4 Rounds, 4 Rounds frozen*  
 Target: *All in Radius*  
 Damage: *1d8 / Round, DR: 10 if Frozen*  
 Aim: *+1 vs Fortitude or Frozen if Wet*

### **ELECTRIC WHIP** **10 AP**

Notes: *Entangles a target in an electrical whip. If area is wet, electricity stuns nearby targets.*

School: *Evocation*  
 Range: *Area Stun: 15 ft Radius*  
 Duration: *4 Rounds Grip, 2 Rounds, Area Stun*  
 Target: *1*  
 Damage: *1d8 Damage / Round*  
 Aim: *+1 vs Reflex, +1 vs Fortitude vs Stun*

### **EXORCISM** **10 AP**

Notes: *A cone of holy energy damages or repels undead forces.*

School: *Restoration*  
 Range: *45 ft*  
 Duration: *Turning: 4 Rounds*  
 Target: *All in 90 degree cone.*  
 Damage: *3d8 Holy Damage if not turned*  
 Aim: *+1 vs Will or Undead is turned*

### **BARKSKIN** **10 AP**

Notes: *Imbues the caster with the skin of trees, enabling increased AC and DR.*

School: *Abjuration*  
 Range: *Caster*  
 Duration: *Battle*  
 Target: *Self*  
 Damage: *DR: 10, Vulnerable to Fire*  
 Aim: *Plate Mail AC: +13, -6 Evasion AC*

### **CONSECRATE** **30 AP**

Notes: *Fills an area with holy energy, hampering all undead forces within.*

School: *Evocation*  
 Range: *45 ft*  
 Duration: *10 minutes*  
 Target: *All in 45 ft circle*  
 Damage: *1 Damage / Round*  
 Aim: *Undead: Disadvantage Rolls for Aim*

### **CONTROL WIND: GUST** **10 AP**

Notes: *Sweeps an area with a forceful gust of wind. Dislodges arrows, Knocks down everyone else.*

School: *Conjuration*  
 Range: *45 ft Radius*  
 Duration: *4 Rounds*  
 Target: *All in Radius*  
 Damage: *Falling: 1d8 per 10 ft of fall.*  
 Aim: *+1 vs Fortitude: Knockdown*

### **ENTANGLE: BRANCHES** **10 AP**

Notes: *Wraps targets in thick tree branches that are not easy to break. Strangulates while wrapped.*

School: *Enchantment*  
 Range: *45 ft Radius*  
 Duration: *4 Rounds*  
 Target: *All in Radius*  
 Damage: *1d8 / Round : Branches: 10 HP, DR:5*  
 Aim: *+1 vs Fortitude or Entangled*

### **FLAME BLADE** **20 AP**

Notes: *A blade of fire emerges from the caster's hands, damages multiple per single strike*

School: *Conjuration*  
 Range: *Weapon*  
 Duration: *Battle, Fire Splash 4 Rounds.*  
 Target: *All in 5 ft Cone / Striking Arc.*  
 Damage: *+1 Fire Damage; 4 Rounds; Nearby Foes*  
 Aim: *+1 vs Fortitude or Burned*



**HEAT METAL 20 AP**

Notes: *Heats all metal within a given area. Causes burning damage if contact with skin.*

School: *Alteration*  
 Range: *45ft Radius*  
 Duration: *4 Rounds*  
 Target: *All metal in radius*  
 Damage: *1d8 Burning / Round*  
 Aim: *+1 vs Reflex*

**HOLY LIGHT II 10 AP**

Notes: *Bestows holy light onto a target, healing wounds or damaging undead.*

School: *Restoration*  
 Range: *45 ft*  
 Duration: *Instant*  
 Target: *1 in 45 ft*  
 Damage: *2d8+3 HP Heal'd (Holy: 2d6+3 vs undead)*  
 Aim: *+1 vs Fortitude vs Undead*

**HOLY WORD: SILENCE 10 AP**

Notes: *Silences all sound in a given area.*

School: *Alteration*  
 Range: *45 ft Radius*  
 Duration: *4 Rounds*  
 Target: *All sound in radius*  
 Damage: *Disrupts all casting*  
 Aim: *+5 Stealth*

**HYPNOTIZE ANIMAL 10 AP**

Notes: *Trances an animal, leaving it susceptible to charm if attempting to dominate.*

School: *Enchantment*  
 Range: *45 ft*  
 Duration: *4 rounds, 4 rounds if charmed*  
 Target: *1*  
 Damage: *None*  
 Aim: *+1 vs Will / Round*

**SPIDER CLIMB 30 AP**

Notes: *Imbues the caster with the ability to climb walls very effectively.*

School: *Alteration*  
 Range: *Self*  
 Duration: *10 Minutes*  
 Target: *Caster*  
 Damage: *None*  
 Aim: *+10 Acrobatics*

**HOLD ANIMAL 10 AP**

Notes: *Holds one animal of up to 3 HD for 4 rounds.*

School: *Abjuration*  
 Range: *45 ft*  
 Duration: *4 Rounds*  
 Target: *1*  
 Damage: *None*  
 Aim: *Removes all Evasion AC*

**HOLY WORD: FEAR 10 AP**

Notes: *Causes fear upon the utterance of this word.*

School: *Enchantment*  
 Range: *45 ft*  
 Duration: *4 Rounds*  
 Target: *All in 15 Radius of Targeted Area*  
 Damage: *None*  
 Aim: *+1 vs Will*

**HOLY WORD: SLOW 10 AP**

Notes: *Slows all in front of the caster in a cone.*

School: *Abjuration*  
 Range: *45 ft, 90 degree cone*  
 Duration: *4 rounds*  
 Target: *All in cone*  
 Damage: *None*  
 Aim: *Speed, AP, Reflex, and Evasion Halved*

**OBSCURING FOG, CLOUD 20 AP**

Notes: *Clouds all sight in an area with a huge fog. Fighting within is hampered.*

School: *Conjuration*  
 Range: *45 ft Radius*  
 Duration: *4 Rounds*  
 Target: *All within fog*  
 Damage: *None*  
 Aim: *Aim is disadvantaged. Arrows: 50% Miss*

**SPIRITUAL HAMMER 20 AP**

Notes: *Summons a hammer of silvery glow which deals holy damage to all it strikes.*

School: *Conjuration*  
 Range: *45 ft if thrown*  
 Duration: *Battle*  
 Target: *1 per Strike*  
 Damage: *2d8 + 1 / 2 Levels, 3d8 vs Undead*  
 Aim: *+1 vs Fortitude vs Undead.*

**STRIKE OF THE FLOCK 10 AP**

Notes: *Sends a flock of ravens to strike a target, flying by with beaks and talons while striking.*

School: *Conjuration*

Range: *45 ft*

Duration: *1 Round*

Target: *1*

Damage: *7d4 Damage*

Aim: *+1 vs Reflex*

Effect: *Target is distracted for one round.  
Casters must concentrate vs DC: 20 or lose their spell.*

**THUNDEROUS CLAP 10 AP**

Notes: *A flash of light sends a loud clap that shatters sound and dazes all within the area.*

School: *Evocation*

Range: *120 ft*

Duration: *4 Rounds*

Target: *All in 45 ft Radius*

Damage: *1d8 Damage*

Aim: *+1 vs Fortitude or Dazed for 4 Rounds*

Effect: *Dazed characters have aim disadvantages.*

**SUMMON SWARM: SPIDERS 20 AP**

Notes: *Summons a swarm of spiders to attack a target, or leave the target in webs*

School: *Conjuration*

Range: *300 ft*

Duration: *4 Rounds (Webbing or Attacking)*

Target: *All in 45 ft Radius*

Damage: *1d4 Damage / Round or None*

Aim: *+1 vs Fortitude, Web: STR 16 Break*

Effect: *Cannot harm elementals, animations, constructions, and non-corporeal enemies.*

**WATERWALKING 20 AP**

Notes: *Sets bouyancy to the caster's feet, enabling the walking on water.*

School: *Alteration*

Range: *Caster*

Duration: *10 Minutes*

Target: *Self*

Damage: *None*

Aim: *Athletics vs Weather*

Effect: *Calm DC: 5, Windy DC: 10, Turbulent DC: 15,  
Storm DC: 20, Hurricane DC: 25, Tornado DC: 30*

## LEVEL 2 WIZARD SPELLS

### **ARCANE EYE** 30 AP

Notes: *Summons a magic globe which acts as an eye for the caster. Able to see through it.*

School: *Divination*  
 Range: *240 ft*  
 Duration: *10 Minutes*  
 Target: *Any within range*  
 Damage: *None*  
 Aim: *+1 vs Non Detection DC if any*

### **BLUR** 10 AP

Notes: *Subject's outline appears distorted, granting extra evasiveness.*

School: *Illusion*  
 Range: *Self or Touch*  
 Duration: *3 Minutes*  
 Target: *Self or Touch*  
 Damage: *Masks Identity*  
 Aim: *+4 Evasion AC*

### **CHARM PERSON** 10 AP

Notes: *Makes the target susceptible to commands, that otherwise does not lead to self destruction.*

School: *Enchantment*  
 Range: *45 ft*  
 Duration: *4 rounds*  
 Target: *1*  
 Damage: *Up to a 4 HD Subject is charmed.*  
 Aim: *+1 vs Will*  
 Effect:

### **ENTANGLE: WEB** 10 AP

Notes: *Spawns a web which tangles all within range. Web becomes acidic at Level 7*

School: *Conjuration*  
 Range: *60 ft*  
 Duration: *4 rounds*  
 Target: *45 ft Radius*  
 Damage: *None, Web has 5 HP per 5 ft Cube*  
 Aim: *+1 vs Fortitude*  
 Effect:

### **ARCANE MARK: LOCK** 30 AP

Notes: *Locks or unlocks a marked lockpad or keyhole. The caster can switch between the two.*

School: *Alteration*  
 Range: *45 ft*  
 Duration: *10 Minutes*  
 Target: *1 Lock*  
 Damage: *None*  
 Aim: *DC: 25 vs Lockpicking*

### **CHAMELEON** 20 AP

Notes: *Bends light around the caster, providing partial invisibility*

School: *Illusion*  
 Range: *Self*  
 Duration: *10 Minutes*  
 Target: *Caster*  
 Damage: *None*  
 Aim: *Stealth +5 vs Perception*

### **CONTROL WIND: GUST** 10 AP

Notes: *Sends small objects flying, knocks down small creatures, dislodges arrow flight paths.*

School: *Evocation*  
 Range: *90 ft*  
 Duration: *4 rounds*  
 Target: *45 ft Radius*  
 Damage: *1d8 falling damage*  
 Aim: *+1 vs Fortitude*  
 Effect:

### **EXPLOSIVE RUNE** 20 AP

Notes: *Applies an enchanted rune on the ground, or flat surface. Any appropriate triggers it.*

School: *Enchantment*  
 Range: *30 ft*  
 Duration: *1 Hour*  
 Target: *Any in 5ft Radius*  
 Damage: *3d8 Fire Damage*  
 Aim: *+1 vs Fortitude*  
 Effect:

**FLASH 20 AP**

Notes: *Emits a flash of light which blinds nearby enemies.*

School: *Illusion*  
 Range: *90 ft*  
 Duration: *4 Rounds*  
 Target: *All in 90 degree cone*  
 Damage: *None*  
 Aim: *+1 vs Fortitude*

**GHOUL TOUCH 10 AP**

Notes: *Imbues caster's hand with negative energy, paralyzing a single target by touch.*

School: *Necromancy*  
 Range: *Touch, 10 ft Radius: Stench*  
 Duration: *4 Rounds*  
 Target: *1, Stench: All in Radius*  
 Damage: *Sickens nearby targets*  
 Aim: *+1 vs Fortitude, Sick: Aim Disadvantage*

**KNOCK 30 AP**

Notes: *Opens stuck, barred, locked, held, or arcane locked doors.*

School: *Alteration*  
 Range: *90 ft*  
 Duration: *Instantaneous*  
 Target: *1*  
 Damage: *Unlock any door.*  
 Aim: *Suspends Arcane Lock Spells*

**MISDIRECTION 20 AP**

Notes: *Misdirect the information from divination spells that reveal auras.*

School: *Illusion*  
 Range: *30 ft*  
 Duration: *1 Hour*  
 Target: *One Object or Creature*  
 Damage: *None*  
 Aim: *+1 vs Will (if Suspected)*

**POWER WORD: FEAR 10 AP**

Notes: *Terrifies a target with a mere word, cursing them into fleeing or fighting in terror.*

School: *Illusion*  
 Range: *45 ft*  
 Duration: *10 Minutes*  
 Target: *1*  
 Damage: *Evasion AC is disadvantaged*  
 Aim: *+1 vs Will or Aim disadvantaged*

**FLAMING SPHERE 10 AP**

Notes: *Summons a fiery sphere which randomly moves around or directed by the caster.*

School: *Evocation*  
 Range: *90 ft*  
 Duration: *4 Rounds*  
 Target: *10 ft Radius – Fire Damage*  
 Damage: *2d4 / Round*  
 Aim: *+1 vs Fortitude*

**GLOBE OF DARKNESS 10 AP**

Notes: *Darkens an area until all sight is nullified. Increases stealth. Decreases aim.*

School: *Illusion*  
 Range: *15 ft Radius*  
 Duration: *4 Rounds*  
 Target: *All in range*  
 Damage: *None*  
 Aim: *+5 Stealth, Aim disadvantaged*

**LEVITATE 20 AP**

Notes: *Makes the caster weightless and able to ascend through the air at half move rate.*

School: *Alteration*  
 Range: *Self*  
 Duration: *10 Minutes*  
 Target: *Caster*  
 Damage: *None*  
 Aim: *Caster's Evasion AC Halved*

**MIRROR IMAGE 10 AP**

Notes: *Creates an additional 8 Images of the caster that act as mirages without solidity.*

School: *Illusion*  
 Range: *Self*  
 Duration: *10 Minutes*  
 Target: *Caster*  
 Damage: *All images 1 HP before disappearing.*  
 Aim: *Negates 8 attacks.*

**POWER WORD: LOCATE 30 AP**

Notes: *Locates a known object to the caster as long as it's magical and within range.*

School: *Divination*  
 Range: *1 Mile. 10 Miles if Arcane Marked*  
 Duration: *10 Minutes*  
 Target: *Object or Mark*  
 Damage: *Requires Concentration*  
 Aim: *+1 vs Non-Detection DC*

**PROTECTION FROM ARROWS 20 AP**

Notes: Shields the caster in a blue field that protects the caster from physical projectiles.

School: Abjuration  
Range: Self or Touch  
Duration: 1 Hour  
Target: 1  
Damage: DR: 10 vs Projectiles, 40 HP Shield  
Aim: None

**SCARE 10 AP**

Notes: Unleashes a horrendous sound that invokes fear to all nearby enemy lackies.

School: Illusion  
Range: 90 ft  
Duration: 4 Rounds: Fear, 1 Round: Shaken  
Target: 6 Enemies  
Damage: Shaken Targets: Aim Disadvantage  
Aim: +1 vs Will or Flee, Success: Shaken

**SPIDER CLIMB 30 AP**

Notes: Imbues the caster with the ability to climb walls very effectively.

School: Alteration  
Range: Self  
Duration: 10 Minutes  
Target: Caster  
Damage: None  
Aim: +10 Acrobatics  
Effect:

**RESIST ENERGY 20 AP**

Notes: Grants a creature limited protection from damage of elemental energy.

School: Abjuration  
Range: Self or Touched  
Duration: 1 Hour  
Target: 1  
Damage: DR: 10 vs Chosen Element  
Aim: None

**SCORCHING RAY 10 AP**

Notes: Blasts a narrow cylinder of fire at a target, causing burning damage.

School: Evocation  
Range: 45 ft  
Duration: Instant  
Target: 1, All in Line of Fire  
Damage: 3d8 Fire, All in line of fire.  
Aim: +1 vs Reflex

**WATERWALKING 20 AP**

Notes: Sets bouyancy to the caster's feet, enabling the walking on water.

School: Alteration  
Range: Caster  
Duration: 10 Minutes  
Target: Self  
Damage: None  
Aim: Athletics vs Weather  
Effect: Calm DC: 5, Windy DC: 10, Turbulent DC: 15, Storm DC: 20, Hurricane DC: 25, Tornado DC: 30

## LEVEL 3 PRIEST SPELLS

### **ANIMATE DEAD** **45 AP**

Notes: *Turns the bones of dead creatures into skeletons or zombies that follow spoken commands.*

School: *Necromancy*  
 Range: *15 ft Radius*  
 Duration: *5 Rounds*  
 Target: *12 Skeletons, or 6 Zombies*  
 Damage: *1 HD Skeletons, 2 HD Zombies*  
 Aim: *As Creature*  
 Effect: **Desecrated areas** doubles the amount and range of undead risen.

### **CALL LIGHTNING** **15 AP**

Notes: *Calls down bolts of lightning upon the caster's command, dealing damage to all in an area.*

School: *Evocation*  
 Range: *120 ft*  
 Duration: *1 Round or 5 Rounds*  
 Target: *One Bolt: 10 ft Rad, Six Bolts: 5ft Rad*  
 Damage: *One 6d6 Bolt or Six 2d6 Bolts (1/Round)*  
 Aim: *+2 vs Fortitude*  
 Effect: *May launch six smaller bolts, once per round or one large bolt.*

### **COMMUNE: /W DEAD** **45 AP**

Notes: *Bonds with the soul of a dead body, enabling up to 3 questions to be answered.*

School: *Divination*  
 Range: *30 ft of Caster*  
 Duration: *3 Questions*  
 Target: *Dead Body, Humanoid*  
 Damage: *None*  
 Aim: *+2 Will*

### **COMMUNE: /W FOREST** **45 AP**

Notes: *Bonds with a forest, enabling up to 3 questions answerable by an entire 1 mile region of trees.*

School: *Divination*  
 Range: *30 ft of Caster*  
 Duration: *3 Questions*  
 Target: *1 tree with Forest dialogue within 1 mile*  
 Damage: *None*  
 Aim: *+2 vs Will*

### **COMMUNE: /W STONE** **45 AP**

Notes: *Bonds with rock and earth, enabling up to 3 questions answerable by an entire rocky region.*

School: *Divination*  
 Range: *30 ft of Caster*  
 Duration: *3 Questions*  
 Target: *Rocks in Rocky region within 1 mile.*  
 Damage: *None*  
 Aim: *+2 vs Will*  
 Effect:

### **CONTROL STONE: SPIKE** **15 AP**

Notes: *A pillar of stone slices up from the ground, cutting and throwing any around it.*

School: *Evocation*  
 Range: *120 ft of Caster*  
 Duration: *Spike remains for 5 rounds.*  
 Target: *All in 10 ft Area*  
 Damage: *4d8 Slash + 2d8 Falling Damage*  
 Aim: *+2 vs Reflex, +2 vs Fortitude: Knockdown*  
 Effect: *Does not effect Air Elementals. Vibrations knocks down enemies for 1 round in 30 ft area.*

### **CONTROL WATER: TIDE** **15 AP**

Notes: *Ripples or pulls a powerful wave towards the caster's intended target, blasting with water.*

School: *Evocation*  
 Range: *120 ft of Caster*  
 Duration: *Waves arrives in 1 round. Fades after 4.*  
 Target: *All in 40 ft Area*  
 Damage: *6d6 Crushing Damage*  
 Aim: *+2 vs Fortitude,*  
 Effect: *Does not effect Water Elementals. Flood knocks down enemies for 1 round in 60 ft area. A 20 roll drowns enemies who fails Athletics DC 20*

### **CONTROL WIND: WALL** **15 AP**

Notes: *Blasts a wall of wind that tosses small enemies, dislodges arrows, impedes advances.*

School: *Evocation*  
 Range: *120 ft of Caster*  
 Duration: *5 Rounds*  
 Target: *All near wall: 40 ft wide, 120 ft long*  
 Damage: *1d6 Falling Damage*  
 Aim: *+2 vs Fortitude*  
 Effect: *Slow effect (1/3 speed) for medium sized targets attempting to barge through the wall. Arrows going with the wind, deal double damage.*

**DISPEL MAGIC 15 AP**

Notes: *Dissolves current effects of magic that are casted on objects or creatures.*

School: *Abjuration*  
 Range: *105 ft*  
 Duration: *Instant*  
 Target: *All in 20 ft Radius of Targeted Area*  
 Damage: *All spells within area dissipate*  
 Aim: *+2 vs Enemy Spell Aim.*  
 Effect: **Dispels** up to Level 3 Spells.  
**Suppresses** Magic Items for 5 rounds.  
**Disrupts** spells in mid-channeling.

**GLYPH OF WARDING 45 AP**

Notes: *Creates a field of force that wards out intruders from a passage way.*

School: *Abjuration*  
 Range: *60 ft*  
 Duration: *1 Day*  
 Target: *1 Passage Way, Corridor, Door Way*  
 Damage: *HP: 50, DR: 10*  
 Aim: *Dispel DC: 20*

**HOLY CIRCLE AGAINST ELEMENT 30 AP**

Notes: *Creates a circular ward on the ground that repels elemental spells and effects.*

School: *Abjuration*  
 Range: *60 ft*  
 Duration: *10 Minutes*  
 Target: *15 ft Radius*  
 Damage: *HP: 50, DR: 10*  
 Aim: *Dispel DC: 20*  
 Effect: *Wards out Elementals. Cannot repel natural elements.*

**LUNAR FIRE 15 AP**

Notes: *A pillar of light from the moon blasts into the enemy's ranks.*

School: *Evocation*  
 Range: *75 ft*  
 Duration: *1*  
 Target: *All in 15 ft Radius*  
 Damage: *5d6 (10d6 vs Lycanthropes)*  
 Aim: *+2 vs Fortitude*  
 Effect: *Deals no damage to vampires or non-corporeal creatures such as; ghosts, wraiths, phantoms.*

**DOMINATE: ANIMAL 30 AP**

Notes: *A mental link forms between caster and an animal, enabling caster control over it.*

School: *Enchantment*  
 Range: *60 ft*  
 Duration: *5 Rounds*  
 Target: *1*  
 Damage: *None*  
 Aim: *+2 vs Will*  
 Effect: *Animals under 3 HD Fail automatically to the spell. Animals cannot suicide or damage itself, or attack larger enemies.*

**HOLY LIGHT III 15 AP**

Notes: *Bestows holy light onto a target, healing wounds or damaging undead.*

School: *Restoration*  
 Range: *60 ft*  
 Duration: *Instant*  
 Target: *1*  
 Damage: *3d8+5 HP Heal'd (Holy: 3d6+5 vs undead)*  
 Aim: *+1 vs Fortitude vs Undead*

**HOLY WORD: STUN 15 AP**

Notes: *Induces paralysis on a target by divine means.*

School: *Alteration*  
 Range: *75ft*  
 Duration: *5 Rounds*  
 Target: *1*  
 Damage: *None*  
 Aim: *+2 vs Will*  
 Effect: *All physical attacks do maximum damage upon a paralyzed target.*

**NATURE'S GROWTH 15 AP**

Notes: *Regrowths a patch of vegetation if none exists. All who stand in it are healed over time.*

School: *Restoration*  
 Range: *60 ft*  
 Duration: *5 Rounds*  
 Target: *All in 15 ft Radius of Area*  
 Damage: *1d4 HP Healed / Round*  
 Aim: *None*  
 Effect: *This includes all living creatures, even ones hostile to the player. Does not include undead, elementals, constructs, or animations.*

**MELD INTO STONE 45 AP**

Notes: *Fuses body into stone. Can hide and/or gain protection from the stone's properties.*

School: *Alteration*

Range: *Self*

Duration: *10 Minutes*

Target: *Self*

Damage: *DR: 10 vs Physical Attacks*

Aim: *Gain +5 Fortitude while melded.*

Effect: *Stealth bonus +10. Can hear surroundings. Spells that damage stone harms the caster. Can pass through Earth Elementals unphased.*

**SUMMON SWARM: LOCUSTS 45 AP**

Notes: *Calls forth a swarm of locusts that bite and scratch a party of enemies.*

School: *Conjuration*

Range: *75 ft*

Duration: *5 Rounds*

Target: *All in 30 ft Radius*

Damage: *1d4 / Round*

Aim: *+2 vs Fortitude*

Effect: *Cannot harm elementals, animations, constructions, and non-corporeal enemies. Casters must roll concentration vs DC: 20 or lose concentration.*

**OBSCURING FOG, SMOKE 30 AP**

Notes: *Creates a thick cloud of smoke that obscures sight and chokes nearby enemies.*

School: *Conjuration*

Range: *75 ft*

Duration: *5 Rounds*

Target: *30 ft Radius*

Damage: *1d4 Damage / Round (Strangulation)*

Aim: *+1 vs Fortitude*

Effect: *All enemies inside (or seeing through) gain disadvantage aims and arrows miss at 50% rate. Wind spells while blow away the smoke.*

**VIVIFY DEAD 45 AP**

Notes: *Channels light into a fallen being which might bring him/her back to life.*

School: *Restoration*

Range: *Touch*

Duration: *Instantaneous*

Target: *1*

Damage: *Returns victim to 1 HP*

Aim: *-5 Penalty to System Shock Check*

Effect: *Victim must have died within a week and cannot exceed a negative HP value greater than their total HP. Any lost limbs or body parts are not reattached. Wounds must be sealed first otherwise target will bleed out.*



## LEVEL 3 WIZARD SPELLS

### ANIMATE DEAD 45 AP

Notes: *Turns the bones of dead creatures into skeletons or zombies that follow spoken commands.*

School: *Necromancy*  
 Range: *15 ft Radius*  
 Duration: *5 Rounds*  
 Target: *12 Skeletons, or 6 Zombies*  
 Damage: *1 HD Skeletons, 2 HD Zombies*  
 Aim: *As Creature*  
 Effect: **Desecrated areas** doubles the amount and range of undead risen.

### ANIMATE FURNITURE 45 AP

Notes: *Animates a series of furniture within radius which walk and attack the caster's enemies.*

School: *Transmutation*  
 Range: *15 ft Radius*  
 Duration: *5 Rounds*  
 Target: *6 HD of Furniture within 15 ft radius*  
 Damage: *As Animated Object*  
 Aim: *As Animated Object*  
 Effect:

### BLINK 15 AP

Notes: *Blink in and out of sight as though winking in and out of reality.*

School: *Alteration*  
 Range: *Personal*  
 Duration: *5 rounds*  
 Target: *Self*  
 Damage: *+10 Evasion AC, Half Dam vs Area Attacks*  
 Aim: *-4 Any Aim vs AC/Saves (No Dex)*  
 Effect: **Ethereal creatures** are attackable by caster.

### CLAIRVOYANCE 45 AP

Notes: *Creates a magical sensor at a specific location that enables you to hear or see as if there.*

School: *Divination*  
 Range: *480 ft*  
 Duration: *10 Minutes*  
 Target: *Chosen Location within Range*  
 Damage: *None*  
 Aim: *None*  
 Effect: **Cannot transmit** extra-vision abilities through clairvoyance

### CONTROL WIND: WALL 15 AP

Notes: *Blasts a wall of wind that tosses small enemies, dislodges arrows, impedes advances.*

School: *Evocation*  
 Range: *120 ft of Caster*  
 Duration: *5 Rounds*  
 Target: *All near wall: 40 ft wide, 120 ft long*  
 Damage: *1d6 Falling Damage*  
 Aim: *+2 vs Fortitude*  
 Effect: *Slow effect (1/3 speed) for medium sized targets attempting to barge through the wall. Arrows going with the wind, deal double damage.*

### DISPEL MAGIC 15 AP

Notes: *Dissolves current effects of magic that are casted on objects or creatures.*

School: *Abjuration*  
 Range: *120 ft*  
 Duration: *Instant*  
 Target: *All in 20 ft Radius of Targeted Area*  
 Damage: *All spells within area dissipate*  
 Aim: *+2 vs Enemy Spell Aim.*  
 Effect: **Dispels** up to Level 3 Spells.  
**Suppresses** Magic Items for 6 rounds.  
**Disrupts** spells in mid-channeling.

### DISPLACEMENT 15 AP

Notes: *Subject appears 2 feet away from its true location.*

School: *Illusion*  
 Range: *Touch or Self*  
 Duration: *5 Rounds*  
 Target: *In Touching Range*  
 Damage: *+10 Evasion AC*  
 Aim: *Target has Aim Advantage*  
 Effect:

### FIREBALL 15 AP

Notes: *An explosion of flame detonates with a low roar damaging to every creature within the area.*

School: *Evocation*  
 Range: *120 ft*  
 Duration: *Instant, Burning 5 rounds*  
 Target: *All in 15 ft blast radius*  
 Damage: *6d6 Fire, +1d6 Burning / Round*  
 Aim: *+2 vs Fortitude*  
 Effect: **Ignites** Grease and other Combustibles.  
**No Burning Damage** in rain or wet area.  
**Melts** Gold, Silver, Copper, and Bronze.

**GASEOUS FORM** **30 AP**

Notes: *Subject and all its gear become a vaporous mist, capable of eluding most attacks.*

School: *Alteration*  
 Range: *Touch or Self*  
 Duration: *5 Minutes*  
 Target: *In Touch Range*  
 Damage: *Immunity to Physical Effects*  
 Aim: *Evasion AC Halved*  
 Effect: *DR: 10 vs Magic*

**HASTE** **15 AP**

Notes: *Target moves and acts quicker than normal.*

School: *Alteration*  
 Range: *40 ft*  
 Duration: *5 Rounds*  
 Target: *5 Allies, 15 ft away*  
 Damage: *None*  
 Aim: *Aim is Advantaged*  
 Effect: *AP Doubles.*  
*Reflex and Evasion AC Bonuses Double.*

**INVISIBILITY** **15 AP**

Notes: *Vanishes any creature or object that is touched by the caster. All gear also vanishes from sight.*

School: *Illusion*  
 Range: *Personal or Touch*  
 Duration: *5 Minutes*  
 Target: *Creature or Object of 500 lbs.*  
 Damage: *None*  
 Aim: *+10 Evasion AC vs Attacks*  
 Effect: **Dissipates** when attacking or casting a spell.

**LEVITATE** **30 AP**

Notes: *Floats a person, creature, or object that is touched by the caster. Requires concentration.*

School: *Alteration*  
 Range: *Personal or Touch*  
 Duration: *5 Minutes*  
 Target: *Creature or Object of 500 lbs.*  
 Damage: *None, or Falling (1d8 per 10 ft)*  
 Aim: *Caster's aim is disadvantaged.*  
 Effect: **Tumbles** or falls if 1's are rolled.  
**Tumbles** or falls if struck by a 20 roll.

**LIGHTNING BOLT** **15 AP**

Notes: *A powerful stroke of electrical energy unleashes from the fingertips, striking in any in a line.*

School: *Evocation*  
 Range: *120 ft*  
 Duration: *Instantaneous, 5 Rounds (Stunned)*  
 Target: *All in single line, 15 ft Radius (water)*  
 Damage: *6d6 Shock Damage, 3d6 Spread*  
 Aim: *+2 vs Reflex, +2 vs Fortitude or Stunned*  
 Effect: **Double damage** if target is wet or in water.  
**Maximum damage** vs target with metal armor.  
**Spreads** along water within 15 ft Radius.

**MAGIC CIRCLE AGAINST ELEMENT** **30 AP**

Notes: *A magic circle shields any inside against elemental spells and entities entering.*

School: *Abjuration*  
 Range: *15 ft Radius*  
 Duration: *10 Minutes*  
 Target: *Area around caster*  
 Damage: *Blocks 50 Points of Elemental Damage*  
 Aim: *+2 vs Dispel Magic*  
 Effect: *Only shields against elemental spells.*  
*Does not shield against weapons, projectiles, and non elemental spells.*

**POWER WORD: STUN** **15 AP**

Notes: *Subject is paralyzed and freezes in place. It is aware but cannot take any actions.*

School: *Enchantment*  
 Range: *120 ft*  
 Duration: *5 rounds*  
 Target: *1*  
 Damage: *Target : Max Damage from Attacks*  
 Aim: *+2 vs Will. Target : Loses Evasion AC*  
 Effect: *Each round on its turn, the subject may attempt a new saving throw to end the effect.*

**RUNE OF NON-DETECTION** **45 AP**

Notes: *A marked object or creature becomes shielded from scrying and divination.*

School: *Abjuration*  
 Range: *120 ft*  
 Duration: *5 hours*  
 Target: *One creature or object*  
 Damage: *None*  
 Aim: *+2 vs Dispel Magic*  
 Effect:

**SLOW** **15 AP**

O Notes: *Affects a creature's speed, slowing them to a drastically slow rate.*

School: *Alteration*  
Range: *40 ft*  
Duration: *5 Rounds*  
Target: *5 Enemies, 15 ft away*  
Damage: *None*  
Aim: *+2 vs Will, Aim is Disadvantaged*  
Effect: *AP is halved*  
*Reflex and Evasion AC are halved.*

**VAMPIRIC TOUCH** **15 AP**

Notes: *A morbid grasp of negative energy sucks life out of its victim.*

School: *Necromancy*  
Range: *Touch*  
Duration: *Instant*  
Target: *Caster's target*  
Damage: *5d6 HP stolen to caster*  
Aim: *+2 vs Evasion AC only*

**SUMMON MONSTER III** **45 AP**

Notes: *Summons an extraplanar creature to appear where you designated and acts immediately.*

School: *Conjuration*  
Range: *40 ft*  
Duration: *5 rounds*  
Target: *At location*  
Damage: *6 HD creature*  
Aim: *+2 vs Will, Creature's*  
Effect:

**WATER BREATHING** **45 AP**

Notes: *Allows targetted users to breathe underwater.*

School: *Alteration*  
Range: *15 ft radius*  
Duration: *5 hours*  
Target: *5 creatures*  
Damage: *None*  
Aim: *None*

## LEVEL 4 PRIEST SPELLS

### **COMMUNE: /W PLANAR ENTITY 60 AP**

Notes: *Contacts an entity from the outer planes to answer 2 questions the caster has.*

School: *Divination*

Range: *1 Plane*

Duration: *2 Questions*

Target: *1 Entity*

Damage: *None*

Aim: *None*

Effect: *This spell is more likely to answer questions, nature, animals, or the dead can.*

### **CONTROL WIND: WALKING 40 AP**

Notes: *Tread on air as if walking on solid ground. Moving up or down is similar to walking a hill.*

School: *Alteration*

Range: *Touch*

Duration: *1 Hour*

Target: *Self or 1 Target*

Damage: *None; If falling, 1d8 for every 10ft falling*

Aim: *None*

Effect:

### **DEATH WARD 40 AP**

Notes: *Grants immunity to death spells, energy drain, and negative energy affects.*

School: *Necromancy*

Range: *Self or Touch*

Duration: *7 minutes*

Target: *Self or One Target*

Damage: *None*

Aim: *None*

Effect: *Targeted subject cannot die, but can be rendered unconscious with negative health.*

### **FLAME STRIKE 20 AP**

Notes: *A pillar of divine fire strikes from the sky and into enemy ranks.*

School: *Evocation*

Range: *160 ft*

Duration: *Instantaneous, Burning 6 Rounds*

Target: *All in 15 ft Radius*

Damage: *8d6 Fire, +1d6 Burning / Round*

Aim: *+2 vs Reflex, Burning: +2 vs Fortitude*

Effect: *Ignites combustibles.*  
*No burning damage to wet targets/areas.*  
*Melts gold, silver, copper, and bronze.*

### **CONTROL STONE: CHASM 20 AP**

Notes: *Rips open a chasm in which targets fall into, slamming into sharp rocks when hitting bottom.*

School: *Alteration*

Range: *160 ft*

Duration: *1 Round to Rip Chasm*

Target: *15 ft x 60 ft x 70 ft Chasm*

Damage: *7d8 Falling Damage*

Aim: *+2 vs Reflex: or Fall*

Effect: *Does not affect flying creatures.*

### **CONTROL WATER: FLOOD 20 AP**

Notes: *Creates water in an area which floods the whole area.*

School: *Alteration*

Range: *160 ft*

Duration: *1 round; summon, 5 rounds; stay.*

Target: *All in path; 60ft x 60ft*

Damage: *8d6 Damage: Water / Slamming*

Aim: *+2 vs Fortitude*

Effect: *Puts out fires, dissolves grease.*  
*Only Level 5+ Spells can freeze the flood.*  
*Carries electrical current of shock spells.*

### **DISPEL EVIL 40 AP**

Notes: *Forces an extraplanar creature back to its proper plane.*

School: *Abjuration*

Range: *40 ft*

Duration: *Instantaneous*

Target: *1*

Damage: *Dismisses up to 8 HD Outsider*

Aim: *+2 vs Will*

Effect: *Cannot send back elementals.*

### **HOLY CIRCLE AGAINST MAGIC 40 AP**

Notes: *Wards out mage, demonic, and unholy magic from entering the circle.*

School: *Abjuration*

Range: *40 ft*

Duration: *6 Minutes*

Target: *15 ft Radius*

Damage: *Dissolves magic under 4<sup>th</sup> Level*

Aim: *+2 vs Enemy Spell Aim 4<sup>th</sup> Level and up.*

Effect: *Cannot ward out divine magic.*  
*Does not stop creatures or magic items from entering the circle.*

**HOLY LIGHT IV** **20 AP**

Notes: *Bestows holy light onto a target, healing wounds or damaging undead.*

School: *Restoration*

Range: *75 ft*

Duration: *Instant*

Target: *1*

Damage: *4d8+7 HP Heal'd (Holy: 4d6+7 vs undead)*

Aim: *+1 vs Fortitude vs Undead*

Effect:

**HOLY WORD: MOVEMENT** **20 AP**

Notes: *Dismisses all movement impairing effects while under the affects of this spell.*

School: *Abjuration*

Range: *Self or Touch*

Duration: *10 Minutes*

Target: *Self or 1*

Damage: *None*

Aim: *None*

Effect: *Does not dismiss damaging effects of movement impairing spells.*

**HOLY WORD: SERVITUDE** **40 AP**

Notes: *Forces several subjects to unwillfully obey the caster's wishes or be damaged by holy fire.*

School: *Evocation*

Range: *40 ft*

Duration: *6 rounds*

Target: *All in 15 ft Radius*

Damage: *3d6 Burning / Round of Disobedience*

Aim: *+2 vs Fortitude*

Effect: *Up to 8 HD Targets can be affected.*

**OBSCURING FOG, SOLID** **60 AP**

Notes: *A fog so thick it slows down anything entering.*

School: *Conjuration*

Range: *160 ft*

Duration: *6 Minutes*

Target: *Any entering 60ft x 60ft Cloud*

Damage: *Half Damage*

Aim: *Aim Disadvantaged*

Effect: *Stops thrown projectiles but slows ranged weapons to half distance.*

**RESTORATION** **60 AP**

Notes: *Cures all status ailments and negative energy drains.*

School: *Conjuration*

Range: *Touch*

Duration: *Instantaneous*

Target: *1*

Damage: *Does not heal damage dealt.*

Aim: *None*

**SUMMON SWARM: WORMS** **40 AP**

Notes: *Infests a targeted area with flesh eating worms that spawn from the ground, crawling all over.*

School: *Conjuration*

Range: *160 ft*

Duration: *7 Rounds*

Target: *All in 30 ft Radius*

Damage: *3d6 Damage / Round*

Aim: *+2 vs Fortitude*

## LEVEL 4 WIZARD SPELLS

### **CHARM MONSTER 20 AP**

Notes: *Inflicts a single monster with bedazzlement, subjecting it to commands.*

School: *Enchantment*

Range: *80 ft*

Duration: *7 Rounds*

Target: *1 Monster*

Damage: *Up to 8 HD Monster is charmed*

Aim: *+2 vs Will*

Effect: *Creature inflicted cannot do actions that cause self harm.*

### **DIMENSION DOOR 40 AP**

Notes: *Slices open a door to a selected area within distance in which subjects can travel through.*

School: *Conjuration*

Range: *400 ft*

Duration: *Door stays open for 7 rounds max.*

Target: *Any entering.*

Damage: *2d6 Energy vs Trespassers*

Aim: *+2 vs Fortitude: Trespassers*

Effect: *A maximum of 7 subjects can enter. Door damages trespassers entering.*

### **ENTANGLE: TENTACLES 20 AP**

Notes: *Spawns Black Tentacles from an area which grapple and drain life from all affected.*

School: *Necromancy*

Range: *160 ft*

Duration: *7 Rounds*

Target: *All in 30ft Radius*

Damage: *2d6 Damage / Round, 15 HP Tentacles*

Aim: *+2 vs Reflex or Grappled*

Effect: *Grappled targets cannot escape unless severing the tentacle from holding them.*

### **ILLUSIONARY WALL 60 AP**

Notes: *Projects an image of a wall same as the surrounding materials which hides any in it.*

School: *Illusion*

Range: *40 ft*

Duration: *7 Minutes*

Target: *Hide-able area*

Damage: *None. All can bypass the wall.*

Aim: *+2 vs Perception*

### **CONJURE ELEMENTAL 60 AP**

Notes: *Spawns an elemental of the caster's choice to aid the caster in battle*

School: *Conjuration*

Range: *40 ft*

Duration: *8 Rounds*

Target: *1 Elemental*

Damage: *Up to 8 HD Elemental spawns*

Aim: *+2 vs Will : Telepathic Battle*

Effect: *A telepathic battle over control is required. Best of 3 rounds vs Will Saves determines win.*

### **ELEMENTAL SHIELD 20 AP**

Notes: *Covers a subject with a protective shield of a certain element, damaging enemies striking.*

School: *Abjuration*

Range: *Self or Touch*

Duration: *7 Rounds*

Target: *Self or Touch*

Damage: *1d6+7 Damage to Enemy Attacking*

Aim: *None*

Effect: *Half Damage vs Opposing Element. No Damage if save successful.*

### **GLOBE OF INVULNERABILITY, LESSER 40 AP**

Notes: *A Magical Sphere diffuses all spells under the 3rd level from entering the area.*

School: *Abjuration*

Range: *Self*

Duration: *7 Rounds*

Target: *Self*

Damage: *Diffuses All spells 3rd Level and under*

Aim: *+2 vs Spell Aim: Enemy's Dispel Magic*

Effect: *Greater Dispel Magic can dispel it, but not the 3rd level dispel magic variant.*

### **INVISIBILITY, GREATER 60 AP**

Notes: *Makes subject disappear but will not dissipate when subject attacks or casts spells.*

School: *Illusion*

Range: *Self or Touched*

Duration: *7 rounds*

Target: *Self or Touched*

Damage: *None*

Aim: *Enemy Aims are Disadvantaged*

**POLYMORPH** **60 AP**

Notes: *Shapeshift into any living creature form of between half to double the size.*

School: *Alteration*  
Range: *Self or Touch*  
Duration: *7 mins*  
Target: *Self or Touch*  
Damage: *-50% to +200% Max HP*  
Aim: *As creature*  
Effect: *Up to -6 to +6 Attribute change*

**STONESKIN** **20 AP**

Notes: *Subject is infused with a hardened surface, protecting them from physical attacks.*

School: *Abjuration*  
Range: *Self or Touch*  
Duration: *1 hour*  
Target: *Self or Touch*  
Damage: *7 skins of stone; 10 DR*  
Aim: *None*

**WALL OF FIRE** **20 AP**

Notes: *A curtain of blazing fire rages from the ground.*

School: *Evocation*  
Range: *160 ft Wall, or 20 ft Radius Ring*  
Duration: *8 Minutes, 7 Rounds : Burning*  
Target: *All passing through*  
Damage: *4d6 Direct, 2d6 Near, 1d6 Burning / Rnd*  
Aim: *+2 vs Fortitude*  
Effect: *Wall: 20 DR vs Frost / Water Spells.  
Ignites Combustibles  
Half Damage in Rain*

**SCRYING** **60 AP**

Notes: *See and hear subject from miles away.*

School: *Divination*  
Range: *7 miles*  
Duration: *7 mins*  
Target: *Known target*  
Damage: *None*  
Aim: *+2 vs Will*  
Effect: *Knowledge and familiarity of subject determines DC*

**SUMMON MONSTER IV** **60 AP**

Notes: *Summons an extraplanar creature to appear where you designated and acts immediately.*

School: *Conjuration*  
Range: *50 ft*  
Duration: *7 rounds*  
Target: *At location*  
Damage: *8 HD creature*  
Aim: *+2 vs Will, Creature's*

**WALL OF ICE** **20 AP**

Notes: *A curtain of freezing ice forms from the ground.*

School: *Evocation*  
Range: *160 ft Wall, or 20 ft Radius Ring*  
Duration: *10 Minutes, 7 Rounds : Freezing*  
Target: *Blocks any passing through*  
Damage: *4d6 Direct, 2d6 Near, 1d6 Freezing / Rnd*  
Aim: *+2 vs Fortitude, +2 vs Reflex: Slipping*  
Effect: *Wall: 20 DR vs Fire spells and Physical Damage.  
Freezes Water and Any Wet Entity within 20 ft.  
Frozen Ground causes Slipping : 1d8 Damage  
Frozen Entities gain 10 DR vs Physical Damage,  
but cannot move for 5 Rounds.*

## LEVEL 5 PRIEST SPELLS

### **ANIMATE ROCK** **75 AP**

Notes: *Brings a boulder, statue, or other stone object to life or to reshape at will.*

School: *Alteration*

Range: *100 ft*

Duration: *7 rounds*

Target: *1 Boulder, Statue, or Stone Object*

Damage: *10 HD Entity*

Aim: *None*

Effect: *The rock can reshape up to 80 ft in length before holding. If asked to attack, it acts like a 8 HD Elemental.*

### **BLADE BARRIER** **50 AP**

Notes: *A curtain of whirling blades surrounds the caster, damaging all entering the area.*

School: *Evocation*

Range: *180 ft Long Wall, or 25 ft Ring*

Duration: *10 Minutes*

Target: *All passing barrier*

Damage: *5d6 Slashing Damage*

Aim: *+3 vs Reflex*

Effect:

### **CONTROL WIND: TWISTER** **25 AP**

Notes: *Powerful gusts spiral into a twister, throwing enemies 40 ft in the air.*

School: *Evocation*

Range: *500 ft, Tossed 40 ft in air.*

Duration: *7 Rounds*

Target: *25 ft Radius of Funnel*

Damage: *4d8 Falling Damage*

Aim: *+3 vs Reflex, +3 vs Fortitude : Slowed*

Effect: *Causes fear to all enemies 5 HD and under. Tosses all under 500 lbs. Slows enemies up to 5000 lbs.*

### **FLAMEWALK** **50 AP**

Notes: *Allows caster to walk in flames or lava, and blocks cold damage from ground sources.*

School: *Abjuration*

Range: *Self or Touch*

Duration: *10 Minutes, 7 Rounds : Burning*

Target: *Self or Touch*

Damage: *5d6, 1d6 Burning / Round*

Aim: *+3 vs Fortitude*

Effect: *If used on grass, caster leaves behind a wall of fire in their wake.*

### **ATONEMENT** **75 AP**

Notes: *Removes the burden of evil acts or misdeeds from the subject.*

School: *Abjuration*

Range: *Touch*

Duration: *Instantaneous*

Target: *Touch*

Damage: *None*

Aim: *None*

Effect: *Restores alignment changes, misdeeds of Priests, Druids, and Paladins, Remove evil alignments.*

### **COMMUNE: /W AVATAR** **75 AP**

Notes: *Contacts an avatar from the caster's deity's home plane to answer 1 question without lies.*

School: *Divination*

Range: *1 Plane*

Duration: *1 Questions*

Target: *1 Avatar*

Damage: *None*

Aim: *None*

Effect: *This spell can cause an avatar to answer a question no other entity can.*

### **DIVINE SIGHT** **75 AP**

Notes: *Spell pierces through all illusions, revealing the truth of a terrain or subject.*

School: *Divination*

Range: *180 ft*

Duration: *10 Minutes*

Target: *All in view*

Damage: *None*

Aim: *+13 Perception Bonus*

Effect: *Hidden enemies and objects are also revealed.*

### **HOLY RADIANCE I** **25 AP**

Notes: *Emits a soothing aura which regenerates wounds to those nearby.*

School: *Restoration*

Range: *25 ft Radius*

Duration: *10 Rounds*

Target: *All in range*

Damage: *1d8 Healed / Round*

Aim: *None*

Effect:



**HOLY WORD: CRUCIFY 50 AP**

Notes: Caster demands genuflection to deity, subject who refuses is pinned to the wall.

School: Evocation

Range: 25 ft Radius

Duration: 7 Rounds

Target: All enemies in radius

Damage: 5d6 Bleeding / Round

Aim: +3 vs Fortitude

Effect: Subject is pinned and bleeding from impalement by nails and stakes.  
A save to escape can be made every round.

**HOLY WORD: TRUTH 75 AP**

Notes: Caster demands the truth from a subject. By divine power, the truth is forced out.

School: Enchantment

Range: 50 ft

Duration: 7 Rounds

Target: 1

Damage: None

Aim: +3 vs Will

Effect: Subject cannot resist once failed save throw.  
Subject cannot also color or distort the truth or hide it in a cluster of words.

**PART WATER 75 AP**

Notes: Halts a river or divides a lake by shifting the water aside into two fronts.

School: Alteration

Range: 400 ft

Duration: 10 Minutes, Collapsible upon command

Target: Water : River or Lake

Damage: 10d6 Water Damage Upon Collapse

Aim: +3 vs Fortitude, +3 vs Fortitude : Drown

Effect: Caster can collapse the parted water upon command, which slams and can drown any enemies still in the parted path.

**PLANESHIFT 75 AP**

Notes: Shifts up to 10 subjects into another plane of existence of the caster's choosing.

School: Conjuration

Range: 40 ft, Another Plane

Duration: Instantaneous

Target: Up to 10 Subjects within 25 ft Radius

Damage: None

Aim: None, +3 vs Reflex

Effect: If casted against an enemy, a reflex save is required. Failure sends the enemy to another plane.

**RAISE DEAD 75 AP**

Notes: Raises a fallen subject from the dead.

School: Restoration

Range: Touch

Duration: Instantaneous

Target: 1

Damage: Restores Subject to 1 HP

Aim: +5 Bonus to System Shock Check

Effect: Victim must have died within a month no matter their current condition. Any lost limbs or body parts are reattached.

**SYMBOL OF JUSTICE 75 AP**

Notes: Brands a subject with a mark which activates a curse if the brand's wishes are violated.

School: Necromancy

Range: Touch

Duration: Permanent

Target: 1

Damage: -6 to All Attributes

Aim: None. All rolls disadvantaged

Effect: Subject becomes sickened if violating the curse.

## LEVEL 5 WIZARD SPELLS

### **BREAK ENCHANTMENT** 50 AP

Notes: *Frees victims from enchantments, transmutations, and curses.*

School: *Abjuration*  
 Range: *40 ft*  
 Duration: *Instantaneous*  
 Target: *10*  
 Damage: *None*  
 Aim: *+3 vs Spell Aim*  
 Effect:

### **CLOUD KILL** 25 AP

Notes: *Emits a poisonous fog that kills and poisons all in its path.*

School: *Conjuration*  
 Range: *180 ft*  
 Duration: *10 Minutes*  
 Target: *All in 25 ft Radius*  
 Damage: *1d4 Constitution Damage / Round*  
 Aim: *+3 vs Fortitude*  
 Effect: *Kills: 1-3 HD : No Save*  
*Poisons 4-6 HD : +3 vs Fortitude*

### **CONE OF COLD** 25 AP

Notes: *Flushes out a cold mist, freezing any within it's trajectory. Freezes water and wet targets.*

School: *Evocation*  
 Range: *60 ft*  
 Duration: *Instantaneous, 7 rounds Freezing*  
 Target: *All in 90 degree cone*  
 Damage: *10d6 Cold Damage, 1d6 Freezing / Round*  
 Aim: *+3 vs Reflex, +3 vs Fortitude*  
 Effect: *Water and wet targets are frozen, with DR: 10, but cannot move.*  
*Frozen terrain becomes slippery: 1d8 Fall Dmg.*

### **DISMISSAL** 75 AP

Notes: *Sends extraplanar creatures back to its home plane*

School: *Abjuration*  
 Range: *40 ft*  
 Duration: *Instantaneous*  
 Target: *Up to 10 HD of Monsters*  
 Damage: *None*  
 Aim: *+3 vs Will : 4HD+, No Save : 1-3HD*  
 Effect: *Extraplanar creatures include; outsiders, elementals, demons, and devas.*  
*Creatures 1-3 HD: Have no saves.*

### **DOMINATE PERSON** 25 AP

Notes: *Possesses any target through a telepathic link, controlling stronger than a charm spell.*

School: *Enchantment*  
 Range: *40 ft*  
 Duration: *7 Rounds, Requires Concentration*  
 Target: *1*  
 Damage: *None*  
 Aim: *+3 vs Will / Round*  
 Effect: *Even if the creature saves, the caster can still attempt to dominate every round throughout the spell's duration.*

### **HOLD MONSTER** 25 AP

Notes: *Paralyzes and freezes any creature. It is aware but cannot take any actions.*

School: *Enchantment*  
 Range: *180 ft*  
 Duration: *7 rounds*  
 Target: *1*  
 Damage: *Target : Max Damage from Attacks*  
 Aim: *+3 vs Will. Target : Loses Evasion AC*  
 Effect: *Each round on its turn, the subject may attempt a new saving throw to end the effect.*

### **MIRAGE ARCANA** 75 AP

Notes: *Falsifies an area to a terrain scape of the caster's choosing. Smell and sound included.*

School: *Illusion*  
 Range: *180 ft Radius*  
 Duration: *10 Hours*  
 Target: *All inside*  
 Damage: *None*  
 Aim: *+3 vs Passive Perception : or Fooled*  
 Effect: *Alters the appearance of surrounding objects, but cannot create or hide obstacles.*

### **PRYING EYES** 50 AP

Notes: *Creates 10 translucent, glowing orbs that scout the area for the caster's target.*

School: *Divination*  
 Range: *10 Miles*  
 Duration: *1 Hour*  
 Target: *Any POI or Entity in area*  
 Damage: *1 HP : AC 18*  
 Aim: *Hide +9, Perception +8*  
 Effect: *Cannot see through eyes. Eyes report telepathic images (10 ft range) when returning.*

**PASSWALL 75 AP**

Notes: *Creates a passage through wood, stone, and plaster.*

School: *Alteration*  
 Range: *30 ft Long Corridor, 5ft Wide, 8ft High*  
 Duration: *10 Hours*  
 Target: *Wall*  
 Damage: *None*  
 Aim: *None*  
 Effect: *Corridor only creates small tunnel if it is too short. Ejects everyone out when spell ends.*

**SPELL MANTLE, LESSER 25 AP**

Notes: *Caster is shrouded in energy which shuts out spells from affecting the caster.*

School: *Abjuration*  
 Range: *Self or Touch*  
 Duration: *1 Hour*  
 Target: *Self or Touch*  
 Damage: *Shelters against 10 Spell Levels*  
 Aim: *+3 vs Will : Blocks Cure Spells*  
 Effect: *If placed on an enemy or enemy cleric, it will block cure and healing spells.*

**TELEPORT 75 AP**

Notes: *Transport a subject to another area of a known location or a place within sight.*

School: *Conjuration*  
 Range: *100 Miles*  
 Duration: *Instantaneous*  
 Target: *Self or Touch (2 Maximum)*  
 Damage: *1d8 Falling Damage / 10 ft*  
 Aim: *1 Rolls Miscalculates Height*  
 Effect: *If a 1 roll happens, caster must roll a 1d20 x 10ft – 100ft to determine if target is under ground (negative value) or teleported above ground. Negative Values are underground which kills the target immediately. Positive values means target is above ground and falls immediately for 1d8 damage per 10 ft.*

**PROTECTION FROM ELEMENTS 25 AP**

Notes: *Creates a spherical shield which shelters out all elements that cause damage.*

School: *Abjuration*  
 Range: *15 ft Radius Sphere*  
 Duration: *1 Hour*  
 Target: *All inside sphere*  
 Damage: *DR: 10 + 100 HP Shield*  
 Aim: *+3 vs Fortitude : Shield, Half Damage*  
 Effect: *Temporarily disables active area effects like burning or frozen terrain inside the shield.*

**SYMBOL OF PAIN 75 AP**

Notes: *Brands a target subjecting him to forced commands or bestows a curse upon defiance.*

School: *Necromancy*  
 Range: *Touch*  
 Duration: *Permanent*  
 Target: *1*  
 Damage: *1 Damage / Round*  
 Aim: *None. All Aims are Disadvantaged.*  
 Effect: *Subject becomes sickened if violating curse. Prevents regeneration.*

**WALL OF STONE 50 AP**

Notes: *Creates a wall of rock that merges into adjoining rock surfaces.*

School: *Conjuration*  
 Range: *200 ft*  
 Duration: *Instantaneous, Permanent*  
 Target: *50 ft Long, 10 Inches thick*  
 Damage: *DR: 10, 100 HP Wall*  
 Aim: *None*  
 Effect:

## LEVEL 6 PRIEST SPELLS

### **CALL LIGHTNING STORM** **30 AP**

Notes: *Calls down bolts of lightning upon the caster's command, dealing damage to all in an area.*

School: *Evocation*

Range: *240 ft*

Duration: *1 Round or 8 Rounds*

Target: *One Bolt: 10 ft Rad, Five Bolts: 5ft Rad*

Damage: *One 12d6 Bolt or Five 3d6 Bolts (1/Rnd)*

Aim: *+3 vs Fortitude*

Effect: *May launch Six smaller bolts, once per round or one large bolt.*

### **CONTROL STONE: MAGNETISM** **60 AP**

Notes: *Magnetizes the ground to attract or repel all metal.*

School: *Alteration*

Range: *240 ft, Thrown 90 ft in the air.*

Duration: *8 rounds*

Target: *60 ft x 60 ft Area*

Damage: *3d6 Crushing / Round, Falling: 9d8*

Aim: *+3 vs Fortitude or Stuck/Half Fall Damage*

Effect: *If set to attract, it crushes metal in area. If entity is wearing armor, crushing damage. If set to repel, all metal objects are thrown 90 ft in air.*

### **CONTROL WATER: TIDE** **60 AP**

Notes: *Unleashes a full on tide from a lake which topples boats and buildings alike.*

School: *Alteration*

Range: *240 ft, Waves are 30 ft High*

Duration: *1 round; summon, 7 rounds; stay.*

Target: *All in path; 120ft x 120ft*

Damage: *12d6 Damage: Water / Slamming*

Aim: *+3 vs Fortitude : Drown*

Effect: *Drowns 1-3 HD Creatures (No Save)  
Only Level 7+ Spells can freeze the flood.  
Carries electrical current of shock spells.*

### **DISPEL MAGIC, GREATER** **30 AP**

Notes: *Dissolves current effects of magic that are casted on objects or creatures.*

School: *Abjuration*

Range: *240 ft*

Duration: *Instant*

Target: *All in 40 ft Radius of Targeted Area*

Damage: *All spells within area dissipate*

Aim: *+13 vs Enemy Spell Aim.*

Effect: ***Dispels** up to Level 6 Spells.  
**Suppresses** Magic Items for 12 rounds.  
**Disrupts** spells in mid-channeling.*

### **FORBIDDANCE** **90 AP**

Notes: *Seals an area against all planar travel and damages entities of enemy outsiders coming in.*

School: *Abjuration*

Range: *240 ft*

Duration: *Permanent*

Target: *60 ft x 60 ft Area*

Damage: *6d6 Holy Damage / Round*

Aim: *+3 vs Will ; Half Damage*

Effect: *Teleports, Dimension Doors, plane shifting, Astral Travel, Ethereal Travel, and all summoning spells are affected.*

### **HOLY CIRCLE OF WARDING** **60 AP**

Notes: *Creates a dome shaped ward that blocks incoming damage.*

School: *Abjuration*

Range: *40 ft Radius or 120 ft Wall*

Duration: *1 Hour*

Target: *All passing through*

Damage: *DR: 15, 120 HP Shield, 6d6 Damage*

Aim: *+3 vs Fortitude : Half Damage*

Effect: *Any creature touching the shield is damaged by holy shock.*

### **HOLY QUEST** **90 AP**

Notes: *Subject is commanded by Divine powers to fulfill a mission required of it.*

School: *Enchantment*

Range: *Self or Touch*

Duration: *Until Quest is Complete*

Target: *Up to 12 Targets*

Damage: *Unwilling: -1 to All Attribute/Hour*

Aim: *Willing: All Aim are Advantaged*

Effect: *Unwilling Targets suffer penalties, whilst willing targets (of the same deity, alignment or agenda) receive benefits.*

### **HOLY RADIANCE II** **30 AP**

Notes: *Emits a soothing aura which regenerates wounds to those nearby.*

School: *Restoration*

Range: *30 ft Radius*

Duration: *12 Rounds*

Target: *All in range*

Damage: *2d8 Healed / Round*

Aim: *None*

Effect:

**HOLY WORD: BANISH** **60 AP**

Notes: *Sends extraplanar creatures back to its home plane.*

School: *Abjuration*

Range: *40 ft*

Duration: *Instantaneous*

Target: *Up to 24 HD of Monsters*

Damage: *None*

Aim: *+3 vs Will : 5HD+, No Save : 1-4HD*

Effect: *Extraplanar creatures include; outsiders, elementals, demons, and devas. Creatures 1-3 HD: Have no saves.*

**HOLY WORD: HEAL** **30 AP**

Notes: *Channels holy energy into a target, healing while removing all status ailments.*

School: *Conjuration*

Range: *Self or Touch*

Duration: *Instantaneous*

Target: *1*

Damage: *120 HP Healed, 120 Damage vs Undead*

Aim: *+3 vs Fortitude: Undead*

Effect: *Does not remove negative levels, restore drained levels, or drained attribute points.*

**SUMMON DEVA** **90 AP**

Notes: *Slices open a door to Mount Celestia and invites a Deva to partake in combat.*

School: *Conjuration*

Range: *240 ft*

Duration: *8 Rounds*

Target: *1 Deva*

Damage: *12 HD Deva*

Aim: *None*

Effect:

**WORD OF RECALL** **90 AP**

Notes: *Teleports the caster back to their sanctuary of where the word was uttered.*

School: *Conjuration*

Range: *240 Miles*

Duration: *Instantaneous*

Target: *All in 30 ft Radius*

Damage: *None*

Aim: *None*

Effect: *Targeted area must be a sanctuary or safe location, not a public area.*

## LEVEL 6 WIZARD SPELLS

### ANTI-MAGIC FIELD 90 AP

Notes: A barrier around the caster prevents spells, magical abilities, and items from working.

School: Abjuration

Range: 15 ft Radius

Duration: 1 Hour

Target: All inside area

Damage: None

Aim: Dispel DC: 26 vs 6th+ Level Dispel

Effect: Also, summoned creatures, undead, and elementals collapse. Constructs cease operation. Unsummoned creatures remain.

### CONTINGENCY 90 AP

Notes: Places a spell upon a robe's runes so that it comes into effect under a specified condition.

School: Evocation

Range: Self

Duration: 12 Days

Target: Self

Damage: None

Aim: None

Effect: Spell must affect self only and of up to 3rd level. Can store up to three runes.

### DISPEL MAGIC, GREATER 30 AP

Notes: Dissolves current effects of magic that are casted on objects or creatures.

School: Abjuration

Range: 240 ft

Duration: Instant

Target: All in 40 ft Radius of Targeted Area

Damage: All spells within area dissipate

Aim: +13 vs Enemy Spell Aim.

Effect: **Dispels** up to Level 6 Spells.  
**Suppresses** Magic Items for 12 rounds.  
**Disrupts** spells in mid-channeling.

### FREEZING SPHERE 30 AP

Notes: A spiralling orb of cold energy emits from the fingers freezing everything in its path.

School: Evocation

Range: 240 ft

Duration: 1 Round, Freezing 8 Rounds

Target: All in 15 Radius, 30 ft Frozen Line

Damage: 12d6 Frost, 1d6 Freezing / Round

Aim: +3 vs Reflex, +3 vs Fortitude: Freezing

Effect: Water and wet targets are frozen, with DR: 10, but cannot move.  
Frozen terrain becomes slippery: 1d8 Fall Dmg.

### CHAIN LIGHTNING 30 AP

Notes: An electrical discharge arcs between multiple opponents.

School: Evocation

Range: 240 ft, 30 ft Arc Distance

Duration: Instantaneous, 8 Rounds Stunned

Target: 12 Targets, 15 ft Water Shock Spread

Damage: 12d6 Shock, 6d6 Water Shock Spread

Aim: +3 vs Reflex, +3 vs Fortitude: Stunned

Effect: **Double damage** if target is wet or in water.  
**Maximum damage** vs target with metal armor.  
**Spreads** along water within 15 ft Radius.

### DISINTEGRATE 30 AP

Notes: A thin ray expels from the fingers, vaporizing any single target it touches.

School: Alteration

Range: 240 ft

Duration: Instantaneous

Target: 1 Entity or Object

Damage: 24d6 to a single target

Aim: +3 vs Fortitude

Effect: Also affects solid and magically conjured objects.

### FINGER OF DEATH 30 AP

Notes: The reeper's finger touches the forehead of an enemy, killing it instantly.

School: Necromancy

Range: 80 ft

Duration: Instant

Target: 1

Damage: Kills instantly or 3d6+11 Damage

Aim: +3 vs Fortitude or Kills Instantly.

Effect: Cannot kill animated objects, undead, or constructs. Magically controlled subjects killed will also kill the controller.

### MASS SUGGESTION 60 AP

Notes: Influences the actions of a group, suggesting a course of activity.

School: Enchantment

Range: 240 ft

Duration: 1 Hour or Until Complete

Target: Varies

Damage: None

Aim: +3 vs Will

Effect: One creature of up to 24 HD,  
Four creatures of up to 12 HD,  
or Twelve creatures of up to 6 HD.

**PLANAR BINDING** **90 AP**

Notes: *Lures a creature from another plane to a trap and held until it agrees to perform a service.*

School: *Conjuration*

Range: *60 ft*

Duration: *Instantaneous*

Target: *Varies*

Damage: *None*

Aim: *+3 vs Will*

Effect: *Binds one 24 HD Outsider, Three 12 HD Outsiders, or Twelve 4 HD Outsiders.*

**TRUE SEEING** **90 AP**

Notes: *Reveals the true view of things, seeing through illusions, darkness, polymorphs, and ethereal.*

School: *Divination*

Range: *240 ft*

Duration: *10 Minutes*

Target: *Self*

Damage: *None*

Aim: *None*

Effect:

**PROGRAMMED IMAGE** **90 AP**

Notes: *An illusory image activates, fully programmed with sound, smell, heat, and speech.*

School: *Illusion*

Range: *60 ft*

Duration: *Permanent until triggered. 12 Rounds.*

Target: *140 ft Cube*

Damage: *None*

Aim: *+3 vs Will*

Effect: *Caster can give the image specific commands, or concentrate to telepathically command it themselves.*

**WALL OF IRON** **60 AP**

Notes: *A wall of iron emerges from oblivion, that protects the caster or falls on enemies.*

School: *Conjuration*

Range: *240 ft*

Duration: *Instantaneous*

Target: *60 ft x 20 ft x 5 ft Wall*

Damage: *DR: 20, 180 HP, Falling Wall: 12d6*

Aim: *+3 vs Fortitude*

Effect: *Against the Falling Wall, 1 to 3 HD Creatures are killed instantly. 4 HD+ requires a save or be killed instantly, otherwise, 12d6 damage.*

## LEVEL 7 PRIEST SPELLS

### **CONTINUAL FLAME STRIKE** **70 AP**

Notes: *A pillar of divine fire strikes from the sky and into enemy ranks, moving by command.*

School: *Evocation*

Range: *280 ft*

Duration: *7 Rounds, Burning 9 Rounds*

Target: *All in 15 ft Radius*

Damage: *14d6 Fire, +1d6 Burning / Round*

Aim: *+4 vs Reflex, Burning: +4 vs Fortitude*

Effect: *Ignites combustibles.*  
*No burning damage to wet targets/areas.*  
*Melts gold, silver, copper, and bronze.*

### **CONTROL WATER: VORTEX** **70 AP**

Notes: *Creates a whirlpool in a lake which pulls victims and ships underwater.*

School: *Conjuration*

Range: *280 ft*

Duration: *9 Minutes*

Target: *All in 100 ft radius*

Damage: *3d6 Drowning Damage / Round*

Aim: *+4 vs Fortitude or Drown*

Effect: *Sinks small ships, topples larger ones. Creatures 1 to 3 HD drown instantly.*

### **HOLY CIRCLE OF RESTORATION** **105 AP**

Notes: *Infuses an area with holy energy, removing all illnesses, curses, and status ailments.*

School: *Conjuration*

Range: *30 ft Radius*

Duration: *Instantaneous*

Target: *All in Range*

Damage: *None*

Aim: *Removes all ailments to all in area.*

### **HOLY WORD: BLASPHEMY** **70 AP**

Notes: *Any nonevil creature within the area of a blasphemy suffers ill effects.*

School: *Evocation*

Range: *40 ft*

Duration: *Instantaneous, 9 Rounds*

Target: *All in 40 ft Radius*

Damage: *Varies*

Aim: *+4 vs Will*

Effect: *Kills enemies 1-4 HD Instantly: No Save*  
*Paralyzes Enemies 5-8 HD: +4 vs Will*  
*Disorients Enemies 9HD+: +4 vs Will*

### **CONTROL STONE: QUAKE** **70 AP**

Notes: *Creates turbulence on ground level, sending shockwaves and ripping open chasms.*

School: *Alteration*

Range: *280 ft*

Duration: *1 Round to Rip Open 100 ft Chasms*

Target: *All in 100 ft Radius*

Damage: *10d8 Falling Damage*

Aim: *+4 vs Reflex: or Fall*

Effect: *Does not affect flying creatures.*  
*All victims trip and fall to the ground (No save).*  
*Destroys nearby structures.*

### **CONTROL WIND: TORNADO** **70 AP**

Notes: *Spawns a funnel from the clouds, terrorizing the area with powerful winds of a tornado.*

School: *Evocation*

Range: *700 ft, Tossed 100 ft in air.*

Duration: *9 Rounds*

Target: *60 ft Radius, Debris: 200 ft Radius*

Damage: *10d8 Falling, 2d6 Debris / Round*

Aim: *+4 vs Reflex, +4 vs Fortitude : Slowed*

Effect: *Causes fear to all enemies 10 HD and under.*  
*Tosses up to 2000 lbs. Slows all enemies.*  
*All enemies suffer damage from Debris.*

### **HOLY RADIANCE III** **35 AP**

Notes: *Emits a soothing aura which regenerates wounds to those nearby.*

School: *Restoration*

Range: *35 ft Radius*

Duration: *14 Rounds*

Target: *All in range*

Damage: *3d8 Healed / Round*

Aim: *None*

### **RESURRECTION** **105 AP**

Notes: *Raises a corpse from the dead of up to 1 year ago to full health.*

School: *Restoration*

Range: *Touch*

Duration: *Instantaneous*

Target: *1*

Damage: *Restores Subject to All HP*

Aim: *+15 Bonus to System Shock Check*

Effect: *Victim must have died within a year no matter their current condition. Any lost limbs or body parts are reattached. Eliminates all previous ailments, curses, and deficiencies.*



**SANCTUARY** **75 AP**

Notes: *Prevents all creatures from attacking any in a specified area. Shields against those who do.*

School: *Abjuration*

Range: *60 ft Radius*

Duration: *1 Day*

Target: *All in Radius*

Damage: *DR: 30, 200 HP Shield.*

Aim: *Negates all spells 7th Level and Under.*

Effect: *Diffuses the will of enemies under 14 HD to attack. Enemies above HD can, but must break through a powerful barrier.*

**SUMMON PLANETAR** **105 AP**

Notes: *Calls upon a powerful angelic entity from Celestia to defend the caster.*

School: *Conjuration*

Range: *280 ft*

Duration: *9 Rounds*

Target: *Caster's Enemies*

Damage: *14 HD Deva*

Aim: *None*

Effect:

## LEVEL 7 WIZARD SPELLS

### **CIRCLE OF DEATH** 70 AP

Notes: *A circle of death snuffs out the life force of living creatures, killing them instantly.*

School: *Evocation*

Range: *280 ft*

Duration: *Instantaneous*

Target: *All in 40 ft Radius*

Damage: *None*

Aim: *+4 vs Will*

Effect: *Kills enemies 1-4 HD Instantly: No Save  
Kills Enemies 5+ HD: +4 vs Will*

### **DELAYED BLAST FIREBALL** 35 AP

Notes: *A seed of flame floats above an area waiting to detonate to a nearby enemy.*

School: *Evocation*

Range: *280 ft, Denotes: Enemies near 10 ft.*

Duration: *Instant, Burning 9 rounds*

Target: *All in 25 ft blast radius*

Damage: *14d6 Fire, +1d6 Burning / Round*

Aim: *+4 vs Fortitude*

Effect: ***Ignites** Grease and other Combustibles.  
**No Burning Damage** in rain or wet area.  
**Melts** Gold, Silver, Copper, and Bronze.*

### **GREATER TELEPORT** 105 AP

Notes: *Transport a subject to another area. Knowledge of area or sight of it not required.*

School: *Conjuration*

Range: *1000 Miles*

Duration: *Instantaneous*

Target: *Self or Touch (2 Maximum)*

Damage: *None*

Aim: *None*

Effect:

### **PLANESHIFT** 105 AP

Notes: *Shifts up to 14 subjects into another plane of existence of the caster's choosing.*

School: *Conjuration*

Range: *70 ft, Another Plane*

Duration: *Instantaneous*

Target: *Up to 14 Subjects within 35 ft Radius*

Damage: *None*

Aim: *None, +4 vs Reflex*

Effect: *If casted against an enemy, a reflex save is required. Failure sends the enemy to another plane.*

### **POWER WORD: STUN, MASS** 70 AP

Notes: *Paralyzes several subjects with a spoken word. It is aware but cannot take any actions.*

School: *Enchantment*

Range: *280 ft*

Duration: *9 rounds*

Target: *Up to 14 Enemies*

Damage: *Target : Max Damage from Attacks*

Aim: *+4 vs Will. Target : Loses Evasion AC*

Effect: *Each round on its turn, the subject may attempt a new saving throw to end the effect.*

### **REVERSE GRAVITY** 105 AP

Notes: *Distorts gravity in a select area, throwing all enemies into the air.*

School: *Alteration*

Range: *280 ft, Thrown 100 ft in the air.*

Duration: *14 rounds*

Target: *90 ft x 90 ft Area*

Damage: *10d8 Falling Damage*

Aim: *No Save*

Effect: *Caster can disable the spell letting all things fall, or use the reversed gravity to walk on ceilings.*

### **SEQUESTER** 105 AP

Notes: *Prevents divination, location, and detection spells on a target while putting them in a coma.*

School: *Abjuration*

Range: *Touch*

Duration: *14 Days*

Target: *1 Creature or Object of 500 lbs.*

Damage: *None*

Aim: *None*

Effect: *This spell also makes the target invisible.*

### **SIMULACRUM** 70 AP

Notes: *Creates an Illusory duplicate of self or another creature with all the same abilities.*

School: *Illusion*

Range: *Self or 280 ft*

Duration: *9 Rounds: Combat, 9 Hours: Non Combat*

Target: *1*

Damage: *Half HP of Original*

Aim: *All Spells up to 6th Level are the same.*

Effect: *Deception Check determines its likeness.  
Under control of caster.*

**SPELL TURNING** **35 AP**

Notes: *Reflects single target spells back at the enemy caster.*

School: *Abjuration*

Range: *Self*

Duration: *1 Hour*

Target: *Any spell targetting Caster*

Damage: *10 Spell Levels are Reflected Back*

Aim: *1 Rolls Fail, 20 Rolls Doubles the effect.*

Effect: *Cannot turn area affecting or multi-target spells.*

**VISION** **105 AP**

Notes: *Receive a futuristic vision of a potential event that may occur and affect the caster.*

School: *Divination*

Range: *Within 1 Mile, within 1 Day of Event*

Duration: *1 Minute of Vision Time*

Target: *Self*

Damage: *None*

Aim: *None*

Effect: *The vision is vague, depicting one motion image that shows a catalyst to an event only.*

## LEVEL 8 PRIEST SPELLS

### **ASTRAL PROJECTION** **120 AP**

Notes: *Frees the spirit from the body, allowing travel to the Astral Plane.*

School: *Necromancy*

Range: *Touch*

Duration: *Until returned*

Target: *9 Targets*

Damage: *None*

Aim: *None*

Effect: *A silvery cord is attached to the spiritual body upon astral travel. This allows users to complete tasks in the astral plane.*

### **AURA OF TRANQUILITY** **80 AP**

Notes: *Invokes a feeling of calmness to all entities within range, disabling aggressive feelings.*

School: *Evocation*

Range: *320 ft*

Duration: *1 Hour*

Target: *All in range*

Damage: *None*

Aim: *+4 vs Will : Ever round until pacified.*

Effect: *The spell pacifies even demons, undead, and constructs. Does not change alignments. Aggressive acts from either side dispels the tranquility, until re-calmed again.*

### **CONDEMN MAGIC** **80 AP**

Notes: *Bars all magic and psionic powers from functioning within an area by divine powers.*

School: *Abjuration*

Range: *320 ft Radius*

Duration: *Permanent*

Target: *All in radius*

Damage: *Destroys Magical Items*

Aim: *None*

Effect: *All magic is dispelled permanently. All spells cannot be cast, including dispels, anti-magic fields, and disjunctions. Artifacts are disabled throughout the duration and magical creatures, constructs, outsiders, and undead cease to exist.*

### **CREEPING DOOM** **120 AP**

Notes: *Summons a horde of insects to wreck havoc all in its path.*

School: *Conjuration*

Range: *10 Miles*

Duration: *16 Rounds*

Target: *10 Mile Path, 1 Mile Long.*

Damage: *8d6 Damage / Round*

Aim: *No Save*

Effect: *The insect horde gets everywhere in clothing and eats even through metal. Only spells capable of warding or throwing objects can repel insects of this magnitude. The horde is capable of wiping out towns, cities, and castles, eventually demolishing stone into dust.*

### **ETHEREAL INCEPTION** **120 AP**

Notes: *Become mystified and transparent while fading into the Ethereal Realm.*

School: *Alteration*

Range: *Touch*

Duration: *Until returned*

Target: *9 Targets*

Damage: *None*

Aim: *None*

Effect: *The Ethereal Realm overlaps the Material World and all entities in it bypass it as though mist and without the bounds of gravity.*

### **FIRESTORM** **80 AP**

Notes: *Showers an area with meteorite strikes, as though called from the heavens.*

School: *Evocation*

Range: *320 ft Radius*

Duration: *16 Rounds, 10 Rounds : Burning*

Target: *All in area*

Damage: *16d6 Flame, 1d6 Burning / Round*

Aim: *+4 vs Fortitude*

Effect: *Meteorite Strikes at random and takes 16 rounds to affect the entire area. It never strikes the same place twice.*

**HOLY RADIANCE IV** **40 AP**

Notes: *Emits a soothing aura which regenerates wounds to those nearby.*

School: *Restoration*  
Range: *40 ft Radius*  
Duration: *16 Rounds*  
Target: *All in range*  
Damage: *4d8 Healed / Round*  
Aim: *None*  
Effect:

**SHATTER OUTSIDER** **80 AP**

Notes: *Completely destroys an outsider or unnatural entity with a simple touch.*

School: *Evocation*  
Range: *Touch*  
Duration: *Instantaneous*  
Target: *1*  
Damage: *Up to 24 HD Outsider is destroyed*  
Aim: *No Save*  
Effect: *This includes demons, constructs, elementals, and magical beasts.*

**SUMMON SOLAR** **120 AP**

Notes: *Calls upon a powerful angelic entity from Celestia to defend the caster.*

School: *Conjuration*  
Range: *320 ft*  
Duration: *10 Rounds*  
Target: *Caster's Enemies*  
Damage: *16 HD Deva*  
Aim: *None*  
Effect:

**TESTAMENT** **120 AP**

Notes: *Calls upon the powers of the caster's deity to correct the mistakes by redoing the past.*

School: *Alteration*  
Range: *320 ft*  
Duration: *Instantaneous*  
Target: *Self and Caster's Allies*  
Damage: *None*  
Aim: *None*  
Effect: *Restarts an encounter with the same health and ailments as when it began. Can only be the same encounter that just happened.*

## LEVEL 8 WIZARD SPELLS

### CONVERSE WITH HIGHER POWERS 120 AP

Notes: *Opens a dialogue directly to a chosen deity, cannot be interrupted by the world below.*

School: *Divination*

Range: *Self*

Duration: *1 Hour*

Target: *Self*

Damage: *None*

Aim: *None*

Effect: *Spell requires preparation with specific requirements to be fulfilled to be allowed.*

### ILLUSIONARY SCREEN 120 AP

Notes: *Dictates what is seen in an area, which cannot be scried upon or detected as an illusion.*

School: *Illusion*

Range: *60 ft*

Duration: *Permanent*

Target: *30 ft Radius*

Damage: *None*

Aim: *None*

Effect: *Sight, sound, smell, and touch are completely fooled into being real. The spell itself also cannot be dispelled by spells under 9<sup>th</sup> level.*

### MAZE 80 AP

Notes: *Banish the subject into an extradimensional labyrinth of force planes.*

School: *Conjuration*

Range: *90 ft*

Duration: *10 Minutes*

Target: *1*

Damage: *None*

Aim: *None*

Effect: *Intelligence Check vs DC: 20 required to solve the maze.*

### PROTECTION FROM SPELLS 80 AP

Notes: *Shields a caster from the effects of most spells.*

School: *Abjuration*

Range: *Self*

Duration: *10 Minutes*

Target: *Self*

Damage: *Diffuses All Spells 7th Level and Under*

Aim: *None*

Effect: *Still affected by Level 8 and 9 Spells*

### HORRID WILTING 40 AP

Notes: *Evaporates moisture from the body of each subject living creature.*

School: *Necromancy*

Range: *320 ft*

Duration: *Instantaneous*

Target: *All in 80ft Radius*

Damage: *16d6*

Aim: *+4 vs Fortitude*

Effect: *Maximum Damage to Plants and Water Elementals. If used against river or water source, the whole area becomes dry and barren.*

### MASS CHARM MONSTER 80 AP

Notes: *Charms a horde of monsters into following the caster's commands*

School: *Enchantment*

Range: *60 ft*

Duration: *10 Rounds*

Target: *32 HD of Monsters Charmed*

Damage: *None*

Aim: *+4 vs Will*

Effect: *Monster cannot commit any action involved with self harm or self destruction*

### POWER WORD: BREACH 40 AP

Notes: *strips a target of magical defenses and spell resistances for a specific period of time.*

School: *Abjuration*

Range: *90 ft*

Duration: *3 Rounds*

Target: *1*

Damage: *All Defensive Spells*

Aim: *None*

Effect: *Enemy spells re-enable after the 3rd round.*

### TELEKINETIC SPHERE 40 AP

Notes: *Creates a magical sphere which renders all objects in it weightless and immovable.*

School: *Alteration*

Range: *90 ft*

Duration: *10 Minutes*

Target: *All in 15 ft Radius Sphere*

Damage: *None*

Aim: *+4 vs Reflex*

Effect: *Catches arrows trying to pass through, but cannot catch spells. Caster can move the sphere at 30 ft per round.*

**TEMPORAL STASIS** **80 AP**

Notes: *Places a subject in suspended animation. For the subject, time stops and all functions seize.*

School: *Alteration*

Range: *Touch*

Duration: *Permanent*

Target: *Creature Touched*

Damage: *None*

Aim: *+4 vs Fortitude*

Effect: *No force or effect can harm the target. Only Dispel Magic or Freedom spells can remove the stasis.*

**TRAP THE SOUL** **80 AP**

Notes: *Forces a creature's soul into a gem, trapping indefinitely or until the gem is broken.*

School: *Conjuration*

Range: *90 ft*

Duration: *Permanent*

Target: *1*

Damage: *None*

Aim: *+4 vs Will*

Effect: *If Creature's name is spoken, spell resistance is negated.*

*If Creature accepts or is tricked into accepting the gem, all saves and resistances are negated.*

## LEVEL 9 PRIEST SPELLS

### **CATACLYSM** 135 AP

Notes: *Invokes a celestial cataclysm that rips through the land, causing devastation everywhere.*

School: *Evocation*

Range: *10 Miles Radius, Meteorite: 90 ft Radius*

Duration: *1 Year*

Target: *Any within 10 Miles*

Damage: *18d6 Fire Damage*

Aim: *+5 vs Fortitude*

Effect: *The meteorite itself hits all in 90 ft radius, but smoke and dust cloud a region for one year, killing all plants and starving animals.*

### **CONTROL STONE: TECTONICS** 135 AP

Notes: *Tears the Earth asunder, devastating buildings in an entire region with a massive quake.*

School: *Evocation*

Range: *10 Mile Radius*

Duration: *1 Hour*

Target: *All in Range*

Damage: *14d8 Falling Damage*

Aim: *+5 vs Fortitude*

Effect: *Deals damage to ground subjects, but destroys Buildings, Castles, and Walls completely.*

### **CONTROL WIND: CYCLONE** 135 AP

Notes: *Extreme turbulence in the sky spawns a funnel that sucks everything into the sky.*

School: *Evocation*

Range: *1 Mile Radius*

Duration: *1 Hour*

Target: *All in Range*

Damage: *14d8 Falling Damage*

Aim: *+5 vs Fortitude*

Effect: *Shreds all buildings apart and sucks all entities under 10'000 lbs and throws in the sky.*

### **HOLY CIRCLE OF INVULNERABILITY** 135 AP

Notes: *The combined might of a deity and its followers wards against devastating attacks.*

School: *Abjuration*

Range: *1 Mile Radius*

Duration: *1 Hour*

Target: *Caster's Shield*

Damage: *200 HP + 10 HP / Follower*

Aim: *Cannot be dispelled*

Effect: *The more followers reinforcing this spell with their faith, the stronger the spell becomes. Does not shield against other spells that do not particularly damage.*

### **CELESTIAL GATE** 135 AP

Notes: *Opens a massive gate to the caster's Deity's Home Plane or a plane of choice.*

School: *Conjuration*

Range: *360 ft*

Duration: *1 Hour*

Target: *One Gate; 90 ft Radius - Vertical*

Damage: *None*

Aim: *None*

Effect: *The gate is large enough for armies to go through. What goes through is controlled directly by the caster.*

### **CONTROL WATER: GENISES** 135 AP

Notes: *Launches forth titanic waves of water that can swallow a city whole.*

School: *Evocation*

Range: *10 Mile Radius*

Duration: *1 Hour*

Target: *All in Range*

Damage: *18d6 Water Damage*

Aim: *+5 vs Fortitude*

Effect: *Breaks through all physical, non-magical barriers with ease.*

### **EXCOMMUNICATION** 135 AP

Notes: *The combined might of a deity and its followers banishes evil from a region*

School: *Alteration*

Range: *1 Mile Radius*

Duration: *Permanent*

Target: *36 HD of Monsters +1 HD / Follower*

Damage: *None*

Aim: *None or +5 vs Will*

Effect: *The more followers reinforcing this spell with their faith, the stronger the spell becomes.*

### **HOLY WORD: DESTRUCTION** 135 AP

Notes: *The combined might of a deity and its followers completely demolishes an enemy they target.*

School: *Evocation*

Range: *10 Miles*

Duration: *Instantaneous*

Target: *1*

Damage: *200 HP Damage +10 Damage/Follower*

Aim: *None*

Effect: *The more followers reinforcing this spell with their faith, the stronger the spell becomes.*



**HOLY WORD: MIRACLE** **135 AP**

Notes: *The combined might of a deity and its followers restores the dead to life and all wounds healed.*

School: *Conjuration*

Range: *1 Mile Radius*

Duration: *Instantaneous*

Target: *All in Radius*

Damage: *200 HP Healed/Target, +10 HP/Follower*

Aim: *10 Dead Raised, +1 / Follower*

Effect: *The more followers reinforcing this spell with their faith, the stronger the spell becomes.*

**REDEMPTION** **90 AP**

Notes: *Upon death, the caster resurrects 1 day later after the threat has passed.*

School: *Conjuration*

Range: *Self*

Duration: *1 day*

Target: *Self*

Damage: *All HP restored, All ailments cured.*

Aim: *None*

Effect:

## LEVEL 9 WIZARD SPELLS

### CREATE GREATER DEMIPLANE 135 AP

Notes: *Creates an entirely new plane for the caster's own purposes.*

School: *Conjuration*

Range: *1 Plane*

Duration: *Permanent*

Target: *1 Plane*

Damage: *None*

Aim: *None*

Effect: *The caster can forge and shape the plane as to whatever the caster's wishes. The caster has access to it at will and can create a portal to it without usage of an ability slot.*

### EXTRAORDINARY CREATION 45 AP

Notes: *Caster is able to create one massive item or thousands of smaller items at will.*

School: *Conjuration*

Range: *30 ft*

Duration: *Permanent*

Target: *Self or Nearby*

Damage: *None*

Aim: *None*

Effect: *Up to a total of 10'000 lbs of items can be created. 1 Item can be created per round regardless of size. These items are not enchanted or magical in themselves and can be shaped to whatever the caster desires.*

### GREATER SPELL MANTLE 45 AP

Notes: *Caster is shrouded in energy which shuts out spells from affecting the caster.*

School: *Abjuration*

Range: *Self or Touch*

Duration: *1 Hour*

Target: *Self or Touch*

Damage: *Shelters against 30 Spell Levels*

Aim: *+3 vs Will : Blocks Cure Spells*

Effect: *If placed on an enemy or enemy cleric, it will block cure and healing spells.*

### DISJUNCTION 90 AP

Notes: *Completely disables all magic, magical items, magical creatures, constructs, and outsiders.*

School: *Abjuration*

Range: *360 ft Radius*

Duration: *Permanently*

Target: *All in Radius*

Damage: *None*

Aim: *+5 vs Will*

Effect: *Magic ceases to exist.  
Magical Items are disenchanting.  
Magical creatures cease to exist.  
Constructs stop activating.  
Outsiders are forced to return to their plane.*

### GATE 135 AP

Notes: *Opens a portal to a precise location the caster desires or to another plane of existence.*

School: *Alteration*

Range: *360 ft*

Duration: *1 Day or until Closed*

Target: *Any passing through 20 ft Radius Disk*

Damage: *None*

Aim: *None*

Effect:

### METEOR STRIKE 135 AP

Notes: *Calls forth a meteor to strike a designated location, dealing explosive damage to all.*

School: *Evocation*

Range: *360 ft*

Duration: *Instant, Burning: 18 Rounds*

Target: *All in 90 ft Radius*

Damage: *18d6, +1d6 Burning / Round*

Aim: *+5 vs Fortitude*

Effect: ***Ignites** All Combustibles and Clothing.  
**Melts** All Non-Magical Metals.  
**Taints** an Area with Dust for 1 Day.*

**POWER WORD: KILL** **45 AP**

Notes: *A single word kills a select target the caster wishes. If target does not die, it damages.*

School: *Evocation*

Range: *1 Mile*

Duration: *Instantaneous*

Target: *1*

Damage: *Instant Death or 200 Damage*

Aim: *None or +5 vs Will*

Effect: *Kills any target 16 HD and under with no save. Targets above 16 HD must roll a save throw. Succeeding the save damages the target.*

**TIME STOP** **45 AP**

Notes: *Ceases the time flow of everyone and everything around but the caster.*

School: *Alteration*

Range: *Self*

Duration: *5 Rounds*

Target: *All in 360 ft Radius*

Damage: *None*

Aim: *None*

Effect:

**REFORMATION** **90 AP**

Notes: *Upon death, the spell regenerates and resurrects the caster regardless of state.*

School: *Necromancy*

Range: *Self*

Duration: *1 Day*

Target: *Self*

Damage: *10 HP Healed / Round*

Aim: *None*

Effect: *Caster continues to regenerate until 1000 hit points have been regenerated.*

**WAIL OF THE BANSHEE** **90 AP**

Notes: *Emits a terrible scream that kills creatures that hear it (except for yourself).*

School: *Necromancy*

Range: *360 ft*

Duration: *Instantaneous*

Target: *All in 90 ft Radius*

Damage: *Instantly Kills*

Aim: *None or +5 vs Will*

Effect: *Kills all Targets in the area with 9 HD and under with no save. All targets left with 9 HD and higher requires a save or dies.*