

Name	Alter	Emot	E-m	Elem	C/A	For	Div	Max level	Description																Range	Duration	Area	Save Vs	Damage	Save	Ritual /save
									<i>Italics indicate a ritual</i>																						
Aura of Healing								0 4 4 3 4 4 4	4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	Project an aura that heals those within the area. The healing is spread around according to need, those with the fewest stamina points are healed first (which may not be whom you want it to be). Aura fluctuates in strength, roll recovery each round. This is the total recovery that round (not each)	0	Concentration up to 3 rounds	35' diameter		3d6	14															
Aura of life								0 5 5 4 5 5 5	5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	Grants resistance to Necrotic/radiant damage Bonus action to maintain	Touch	3d6 minutes	35' diameter																		
Aura of Power								0 5 5 5 5 5 5 5	5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	Divine energy radiates diffusing magical energy. Saves at advantage (magical is at disadvantage if no save),	0	Concentration up to 10 minutes	35' diameter																		
Aura of Purity								0 4 4 3 4 4 4 4	4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	Gains resistance to disease, poison (advantage on saves) Bonus action to maintain	0	3d6 minutes	35' diameter																		
Aura of the Crusaders								0 3		3		0	2d4 rounds	35' diameter		1d4	14	B													
Avoidance / Attraction					5			5				10 yards	Permanent	3 foot cube	Will		12+d4														
Awaken	1							1 1 1				0	Instant	35' diameter																	
Ball Lightning								0				60 feet	5 rounds	1 creature/round within 30'	Dodge	5d10	14														
Barkskin								0 2				Converts the skin into thick but flexible bark, Armour becomes 3/4, 3/4, 3/4 if worse.	Creature touch	3d6 rounds	1 creature																
Barrier of Retention								0 5 5				Touch	1 1/2 hours	25' cube																	
Battle speed								0				Touch	4 minutes	1 creature																	
Beast Sense							3	3 3 2 3 2 3 3				Touch	Concentration up to 1 hour	1 creature	Will		12+d4														
Bend	2							2				25 feet	Permanent	1 object	Special		12+d4														
Bigby's Hand						5		5				120'	2d4 rounds	1 Hand				B													
Bigby's Interposing Hand						5		5				150 feet	1 turn	Special																	
Bind	1							1				25 yards	2d4 rounds	Special																	
Binding					8			8				10 yards	Special	1 creature				R													
Blackmantle					6			6				60 feet	2 hours	15' radius	Endure		12+d4														
Blackwhips				4	3			4				25'	6 rounds	25' diameter		3d6	14														
Blade Barrier								0 6 6				40 feet	15 rounds	Wall 100'	Dodge	7d16	14														
Blade ward						2		2				0	2d4 rounds	Self																	
Blank Thoughts					4			4				0	2d4 days	40' square		3d6	14														
Blast								0				5 feet	Instantaneous	1 creature		3d6	14														
Bless								0 1 1 1 1 1 1				0	2d4 rounds	35' diameter				R													
Blessed Abundance								0 5 5				Touch	Permanent	3d6 cubic feet																	
Blight								0				30	Instant	35' diameter	Will	5d10	14														
Blinding smite								0 3 3 3				0	d3 rounds	Self	Endure	2d4	14	B													
Blindness / Deafened	2							2				Touch	1 minute	1 creature	Will		12+d4														
Blink					3			3				0	2d4 rounds	Self																	
Blur			2					2				0	6 rounds	Caster																	
Body Control						3		3				20'	Concentration up to 5 rounds	1 creature	Str		12+d4														
Body Rest								0 4 4 3 4 4 4	4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	Full rest is twice as effective for natural healing. Strenuous activity stops spell	Touch	1 week	1 creature				R														
Bone Club	3							3				0	3d6 rounds	One bone																	
Bounce	2							2				30 feet	2d4 rounds	1 object																	
Breath of Life								0 7				0	15 hours	Special				R													
Bridge	4					2		4				Special	2 turns	1 bridge																	
Bubbles								0				20'	1 turn	60' x 10' x 40' high																	

Name	Alter	Emot	E-m	Elem	C/A	For	Div	Max level	Description	Range	Duration	Area	Save Vs	Damage	Save	Ritual /s/attl
Burning Hands				1				1	Fan of flame (normal max = 2 creatures)	0	instant	120° x 5'	Dodge	3d6	14	
Buttress	2							2	Reinforces a spell making it more difficult to dispel (+d4 difficulty), cast at same level as original	10 feet	Permanent	1 spell				
Cage								0	Metal cage rises out of the ground, no door, raise & lower on command	60'	1 day	10' square x 30' high	Dodge		12+d4	
Call Lightning								0	4 Bolt of lightning from the sky (it creates a dark cloud, if they already exist the damage level is +1)	400 yards	Instantaneous	10' radius	Endure	4d8	14	
Call upon Faith								0	1 1 1 1 1 1 +2d4 to to the next skill attempt for the priest or +1 per 2 dice for a prayer effect (as WIS)	0	1 action	Self				
Call Woodland Beings								0	4 Summons 2d4 woodland creatures from nearest wood. Brownies, Centaurs, Dryads, Pixies, Satyrs, Sprites, or a single Ent. Only works outdoors. Will be favourably disposed. Additional save if combat is requested.	10 miles	1 task	30' radius	Will		12+d4	
Calm								0	6 <i>Calm a storm down to a nice breeze</i>	0	1 hour	1 mile square				R
Caltrops								0	3 Sprinkles area with caltrops	10 feet	Permanent	250 sq feet	Dodge		12+d4	
Chain Lightning			6					6	6 Full damage to 1st target, jumps to 4 more one by one (nearest within 15' of last, will not return to previous) reducing damage by 1 level each time. Metal armour/helm save @ -3	100 yards	Instantaneous	Special	Endure	7d16	14	
Chameleon			1					1	2 Blend into the background +2d4 to stealth	0	3d6 minutes	Self				
Change Self			1					1	Alter form +/-10% . Change clothing	0	4d8 rounds	Self				
Changestaff								0	7 Change your staff into a large treant. Requires a specially prepared staff from a tree struck by lightning within the last day.	Touch	Special	Caster's staff				
Chant								0	2 2 2 2 2 2 +2 to save/skill rolls for friendly	0	Concentration up to 5mins	30' radius				
Chaos shield					2			2	Partially protects a wild mage against wild surges. Partial fail on a 2 roll, no fail on a 3 roll	0	5 minutes	Self				
Chariot of Sustarre								0	5 Large flaming chariot from the plane of fire pulled by 2 flaming horses appear in a clap of thunder. It can fly at 16mph and carry up to 7 medium creatures. Other creatures suffer 2d4 Fire per round within 5'. Chariot only struck by magical weapons or water	10 feet	15 hours	1 chariot				
Charm Animals			2					2	1 2 1 Caster's requests will be viewed most favourably as if you were a best friend but they still have free will. Thus they may help defend the caster if asked but it will not be to the death and will not attack their own allies. This can count as active defence for the caster. Ongoing save whenever damage is sustained caused by the request/charm. Unreasonable requests cause a save and are unlikely to be followed. This only makes them friendly, they are still animals and will wander off when they feel like it. Any previous damage by party = advantage to the save Add 1 size category for each level increase.	10 feet	25 days	35' diameter d3 medium creatures	Will		12+d4	
Charm Giant Insect								0	3 Charms giant insects/ arachnids	10'	1 turn	1 creature	Will		12+d4	
Charm Monsters			4					4	6 4 Caster's (not allies) requests will be viewed most favourably, will defend the caster (not to death). Unreasonable requests cause a save and are unlikely to be followed. Do not react well to allies making suggestions what to ask.If no communication will not harm the caster (does not apply to allies). Additional size category for each extra spell level. Any previous damage by party = +1 save per point of damage.	60 feet	4 days -Int	20' radius, 1 off Large, 2 off Medium, 4 off Small	Will		12+d4	
Charm Person (Humanoid)			1					1	2 2 1 Caster's (not allies) requests will be viewed most favourably as if you were their best friend, but they still have free will. Thus they may help defend the caster if asked but it will not be to the death and will not attack their own allies. This can count as active defence for the caster. Ongoing save whenever damage is sustained caused by the request/charm. Unreasonable requests cause a save and are unlikely to be followed. Do not react well to allies making suggestions what to ask. Any previous damage by party = advantage to the save Add 1 size category for each level increase.	25 feet	5 days -Int	1 humanoid up to size Big.	Will		12+d4	
Charm Plants			7					7	5 Charms plant life	60 feet	Permanent	Special	Will		12+d4	
Chill Metal								0	2 2 Chills metal causing damage -, 2d4, 3d6,3d6, 2d4, -	40 feet	7 rounds	1 item	Endure		12+d4	
Chill Touch					1			1	1 Sucks life force, Necrotic damage and -1 Str. Undead at disadvantage	0	4 rounds	1 creature	Endure	d3	14	
Choke					2			2	2 Ghostly hands around neck. Damage each round, target's skills at disadvantage	25 feet	3 rounds	One creature	Endure	2d4	14	
Circle of Anti-Magic					8			8	Spells can't be cast, magic items (including artifacts) don't work.	0	Concentration up to 2 hours	10' radius				
Circle of Death								0	6 A sphere of neagive energy spreads outwards. Any damage taken heals any undead in the area	150'	Instantaneous	60' radius	Endure	6d12	14	
Circle of Privacy								0	4 4 4 4 4 4 All sounds and scents are muted 90% less chance of being noticed +2d4 stealth. If cast on self it affects an area, if cast on another it affects only that creature.	0	10 hours	35' diameter				R
Clairaudience								3	3 Concentrate on a known or obvious locale & hear noise as if there.	1 mile	Concentration up to 3d6 minutes	Special				
Clairvoyance								3	3 Concentrate on a known or obvious locale & see as if there. Creates an invisible sensor looking like a glowing fist sized floating eye if it is seen.	1 mile	Concentration up to 3d6 minutes	Special				
Claws of the umber hulk			6					6	6 Grow claws like an umberhulk. Can burrow at 10'/round (double through soil). Can attack with claws (melee spell attack) vs dodge	Touch	d3 hours	1 creature		4d8	14	
Clear/Clutter Path								0	4 5 Clears/clutters a continuous path over difficult terrain, move x2 or 1/2, not lava, water...	0	3d6 hours	4' wide at 4mph				

Name	Alter	Emot	E-m	Elem	C/A	For	Div	Max level	Description	Range	Duration	Area	Save Vs	Damage	Save	Ritual /B attr	
									<i>Italics indicate a ritual</i>								
Cloak of Bravery								0 4	Targets gain +3d6 save vs fear (not awe) spread between creatures touched.	Touch	8 hours/1 attack	Creatures touched	Will		12+d4		
Cloud of Daggers					2			2	Fill the air with spinning daggers.	60'	2d4 rounds	5' cube	Dodge	3d6	14		
Cloud of Purification								0 5	Heavy vapours that convert organic filth & vermin to pure water	25 feet	1 turn	20' cube					
Cloudburst								0	Drenches everything in a round. Puts out all fires, permanent magical ones relight, steam from big fires causes 2d4 damage per round for 2-5 rounds if no breeze.	40 feet	4 rounds	100' radius	Endure		12+d4		
Cloudkill	5			3				5	Green poisonous gas, Disadvantage to the save. Strong wind disperses. Area is obscured. Bonus action to move away at 10'/r	15 feet	3d6 minutes	40 x 20 x 10yds	Endure	5d10	14		
Cold Shield								0	All over shield giving immunity to the first 6d12 cold damage suffered.	0	10 rounds	Self		6d12	14		
Collapse								0	Weakens a ceiling so that the roof collapses,3d6/5d10 damage if wood/stone	60 feet	Permanent	10 feet sq	Dodge	5d10	14		
Colour Change	1							1	Changes the colour of an item	Touch	Permanent	1 object / 15' sq	Endure		12+d4		
Colour Spray			1					1	Use stun table as if stunned. +1 level to sweep through 120°.	0	Instant	Fan 25' x 30°	Will		12+d4		
Combat Mind								0	Read the opponent's mind during combat, gain +2 to initiative	0	3d6 rounds	Self	Will		12+d4	B	
Combat Sense								0	Read the opponent's mind during melee combat, gain +2 to hit	0	4 minutes	Self	Will		12+d4		
Command								0 1	Utter a single word command at a creature, you must be able to speak in its own tongue. Typically Approach, Halt, Flee, Grovel.	30 feet	1 round	1 creature	Will		12+d4		
Commune								0	Read the bones, the answers will be correct. May cast 1x per calendar quarter	0	2d4 questions	Self				R	
Commune with Nature						6		6	Gain information about surrounding area, eg location of fresh water, towns, denizens	0	Instantaneous	3 miles radius				R	
Compelled Duel								0 1	Target is drawn to attack you. It has disadvantage on other targets. Prayer ends if 1) you attack anything else except to move in a straight line to it 2) An ally attacks / damages it, 3) It ends up more than 30' away Minor action to maintain	30'	2d4 rounds	1 creature	Will		12+d4	B	
Comprehend Languages	1							1	Understand spoken/written words of a language	Touch	3d6 minutes	1 object					
Cone of Cold				5				5	Big cone	0	Instantaneous	Cone 55' x 30°	Endure	6d12	14		
Confusion		4						4	3d6 creatures 1 = Wander random direction at full speed. 2-6 = Stand confused 1r, 7-10 = Attack nearest. Save (ongoing) = dazed (1 round)	90'	Concentration up to 1 minute	35' diameter	Will		12+d4		
Conjure Animals					6			6	Conjure 1 or more animals who will attack any opponent	25 feet	3d6 rounds	1HD / PP					
Conjure Barrage					3			3	Throw a weapon into air and it creates a cone of identical weapons.	0	Instantaneous	Cone 55' x 30°	Dodge		12+d4		
Conjure Elemental				5	4			5	Conjure appropriate elemental within 10' into an appropriate area (bonfire...). It is friendly and does you bidding. If you lose concentration it turns hostile. Can be dismissed unless you've lost concentration in which case it disappears after an hour.	10'	Concentration up to 1 hour	1 creature				R	
Conjure Minor Elemental				4	3			4	Conjure appropriate elemental within 10' into an appropriate area (bonfire...). It is friendly and does you bidding. If you lose concentration it turns hostile. Can be dismissed unless you've lost concentration in which case it disappears after an hour.	10'	Concentration up to 1 hour	1 creature				R	
Conjure Volley					5			5	Loose a ranged weapon into air and it creates a cone of identical weapons at a given point that fall on the target area. Damage type as per weapon.	0	Instantaneous	35' radius	Dodge	6d12	14		
Construct	5			3	4			5	Manipulates existing material to create wooden/stone wall, bridge... (Ritual)	10'	Permanent	3d6 cubic m					
Contact Other Plane								5	Difficulty, knowledge=12, truth = 12, insane = 3 (Will); +1 per plane removed	0	5 questions	1 plane	Will		12+d4	R	
Contagion	4							4	Immediate disease -2 to all attributes	30 feet	10 days	1 creature	Endure		12+d4		
Contingency	2							4	Another spell to activate upon a set of circumstances (max 1 at a time)	0	Permanent	Self				R	
Continual Light				3				3	0-30' daylight, 30-50=bright torchlight, 50-60 = torchlight, 60-80=gloomy	Touch	2d4 months (but wears object out)	1 object					
Control Temperature 10' radius								0	Can alter the temperature by 10 Celsius/level. Will reduce fireball etc. damage by half but then collapses.	0	2d4 hours	10' radius					
Control Undead		7						7	Controls skeletons and zombies	Touch	Permanent	4 undead					
Control Water		4						4	Cause an area of water to do one of 4 actions. The selection may change each round. Flood - Rise by up to 20' (floods a shore or creates a wave) Part Water - Redirect flow - Will move uphill... while within area Whirlpool - Requires 25' deep 50' across, 2d8 damage per round caught Swim (15) save	300'	Concentration up to 10 minutes	100' square	Str	2d8	14	R	
Control Weather				6				6	Can move by total of 3 factors +1 per success level (+1 per additional level) Sunny Freezing Calm Partly Cloudy Cold Moderate wind Cloudy / Rain Temperate Strong Wind Heavy rain Hot Gale Deluge Sweltering Storm	0	Concentration up to 15 hours	10 square miles				R	

Name	Alter	Emot	E-m	Elem	C/A	For	Div	Max level													Description	Range	Duration	Area	Save Vs	Dama	Save	Ritual					
																					<i>Italics indicate a ritual</i>					ge		/s att					
Control Winds								0	5														4	Alter the winds strength by 2 levels, Still, 0mph, Light breeze, 5mph, Moderate breeze, 15mph Strong breeze, 25 mph Gale, 40mph, movement = 1SP/r, no flying Storm, 55mph, 2SP/r, debris strikes, dodge each turn 3d6 Hurricane, 70mph, 3SP/r debris strikes, dodge each minute	0	3d6 turns	60' radius	Dodge	3d6	14	R		
Copy	1							1																	Creates a photocopy of writing or drawing (1r per A4 sheet)	Touch	Instantaneous	1 book/sheaf					
Corpse Visage			1					1																	Illusion of rotten corpse as face (save or flee for 1r). Save = -1	Touch	1 round	Creature touched	Will		12+d4		
Corrode	1							1																3	Corrosion depends upon duration, 1/8" iron per round, steel = 1/2 rate, 1PP per round, each extra level doubles the rate OR diameter.	Touch	Permanent	1 foot diameter					
Counterspell					2			2	2	2	2														Can counter any spell/prayer (depending upon caster) to prevent it going off up to the level below that which you are casting it at. You need to be aware of the casting.	60'	Instant	1 spell	Int		12+d4	Rea	
Courage								0	1	1	1	1	1	1	1	1								1	Advantage vs fear/morale failure.	0	2d4 turns	220 yds diameter					
Create campsite					3	2		3	1	1														0	Erects tents, sets fire, gathers wood & water from local area	0	Permanent	2d4 x 5' radius					
Create Food and water								0	3	2	2	3	3	3	3	3	3	3						3	Creates food and water for 1 day	0	Permanent	2d4 people					
Create Golem	6				4			6	6	6	6	6	6	6	6	6	6	6							Create an appropriate golem	Touch	Permanent	1 creature				R	
Create Water								0	1	1	1	1	1	1	1	1	1	1						1	Creates water	30 yards	Permanent	5d10 cubic feet					
Creeping Doom								0	7																7	Creates a mass of walking/flying insects that slay creatures in their path. The swarm arrives in the first round then moves at 10'/round under command (bonus action)	0	1 turn	20' square				
Crystal Ball								3	3																Difficulty skill check obvious location = 8, known = 11, unknown = 15, creature = -3 different plane = -6	Touch	10 minutes	Special					
Crystalbrittle	9							9																	Cuases item to turn into a brittle crystal that can be shattered by a forceful blow. Magic items get a save	Touch	Permanent	40 cubic feet					
Cure Blindness								0		3															Cures all forms of blindness	Touch	Permanent	Creature touched	Will		12+d4	R	
Cure Disease								0	3	3	5		5	5	5	5	-5	5	5						Cures non-magical diseases	Creature t	Permanent	Creature touched	Endure		12+d4	R	
Cure Dumbness								0		4															Cures dumbness	Creature t	Permanent	1 creature				R	
Cure Insanity								0		5															Cures Insanity	Creature t	Permanent	Creature touched				R	
Cure Wounds								0	1	1	1	1	1	1	1	1	1	1	1						Stamina back (starting from easiest to recover). Hour points recovered if cast at Level 2 (3d6), Day points at Level 3 (4d8)	Touch	Permanent	Creature touched		2d4	14		
Curse								0																	-1 to an attribute -1 per additional level cast at, does not stack.	25 feet	1 hour	1 creature	Endure		12+d4		
Dancing Lights			1					1																	Lights appear	40 yards	2d4 rounds	Special					
Darkness 15' radius			2					2																1	No light based senses work, Lose 1d8 for skills that need vision	25'	3d6 minutes	15 foot radius					
Dead Mans Eyes		6						6																	Whites of eyes turn black and pupil turns into white skull, 1 victim within 3' that meets gaze.per round. End of spell 5% turn blind for d6+4 hours. 1-2HD die, no save >2-5HD save or die (save =3d6 damage) 5+HD = Save (-2) or 3d6 damage	Caster	1 turn	Caster	Will	3d6	14		
Deafness		2						2																	Target cannot hear anything -2 Alertness (-2 parry), Save = -1 Alert/parry Save +2 = no effect	10 feet	5 rounds	15' diameter	Will		12+d4		
Death Curse								0																	Create a dying curse	25 feet	Permanent	Creature touched					
Death Fog	6			3				6																	6	Creates a rectangular acidic fog that causes damage for each round inside. HEAVILY OBSCURED. Damage ramps up per round, 1SP, d3SP, 2d4SP 3d6SP then stays the same.	100 feet	15 rounds	24 off 10yd cubes		3d6	14	
Death poison								0		5															5	Poisons the targeted creature	Touch	Permanent	Creature touched	Endure		12+d4	
Death Recall		1			2		4	4																	Visualise the final moments of life	Touch	10 minutes	Creature dead <4d8 hours					
Death Spell		6						6																	Kills creatures in area, weakest first up to 8d20SP	100 feet	Instantaneous	10,000 sq feet					
Deeppockets	2							2																	Expensive (50g) cloak can hold 5 cubic feet without bulging or weighing	Touch	5d10 hours	1 garment					
Defensive Harmony								0		4															Co-ordinates attacks & defence between creatures +2 defence	10'	10 minutes	6 creatures					
Deflect Cold								0	4	4	3	4	4	4	4	4	4	5	3	4					Reaction: Absorbs 6d12 points of cold	Self	Instant	Self		6d12	14	Rea	
Deflect Fire								0	4	4	3	4	4	4	4	4	4	4	4	4					Reaction: Absorbs 6d12 points of fire.	Self	Instant	Self		6d12	14	Rea	
Deflect Lightning								0	4	4	3	4	4	4	4	4	4	3	5	4					Reaction: Copper coloured shimmering cage grounding all electrical attacks. It does not cause an obstruction to physical objects. Absorbs 6d12 points of lightning	Self	Instant	Self				Rea	
Deflection						1		1																	2	Reaction : Reduce the incoming damage by the level +1 that you cast at. E.g. Level 2 = 3d6 Attacker :- Rolls damage Defender :- Determine level to cast at. Defender :- Add power by rolling additional dice of new level (do NOT reroll existing) May be used to deflect a physical attack	0	Instantaneous	The caster - Cone				Rea
Defoliate	5							5																	Vegetation withers and dies crumbling to ash. Intelligent life saves.	30 yards	Special	2d4 x 10 yds sq	Endure		12+d4		
Degrade	2							2																	Accelerated decay rate, food goes stale, liquids dry up...	10'	Permanent	2d4 feet radius					
Demi-Shadow Monsters				5				5																	Illusionary monsters created have 40% of normal hit points & damage	40 feet	1 turn	20' cube					
Dessicate								0																	5	Remove all water from the area. Creatures save vs damage	15'	Permanent	10 cubic feet or 1 creature	Endure	6d12	14	
Dessicate	6							6																	6	Affects water based creatures (elementals...) Damage is total affecting the weakest first.	60 yards	Permanent	10 off 10' cubes	Endure	6d12	14	

Name	Alter	Emot	E-m	Elem	C/A	For	Div	Max level											Description	Range	Duration	Area	Save Vs	Damage	Save	Ritual / Save	
										<i>Italics indicate a ritual</i>																	
Duplicate					4			4											Duplicate of non-mgical, non-creature item touched	Touch	3d6 hours	1 object					
Dust cloud								0											Creates a dust cloud	30 feet	5 rounds	20' cube	Spot		12+d4		
Dust Devil								0	2										10' tall whirlwind (Atk +5, d8/d4 bludgeon, Def 14 SP=10). Moves as directed, douse torches, Blinded while under attack & for 1 round after leaving (-2 skills). +2 attack & damage for each additional casting level.	25 yards	Concentration up to 1 minute	Special					
Earthquake								0	7										Creates an earthquake, collapses cave roofs and many buildings, 1/3 of trees uprooted, cracks in the ground (dodge or fall in).	120 yards	1 round	100' radius	Dodge	7d16	14		
Easy March								0											March at triple speed without fatigue (-1 to skills during spell)	Touch	3d6 days	10 creatures					
Ebonclaws	3				4	3		4											Black claws rise from the surface to attack & hold creatures strength 5, 1/2 damage once held, dodge for reduced damage each round (unless held)	25'	4 rounds	25' diameter	Dodge	3d6	14		
Elemental Aura				9				9											Provides protection from an elemental type. Eath, Air, Fire, Water... Immune to elementals physical attacks Ability to cast Wall of element Immune to attacks of the elemental type (fire, cold, gas, stone, non-magical metal) Can breathe and move within the element.	0	1 day	Self					
Elemental Weapon				4				4											A weapon becomes magic surrounded by flames, ice... Deals extra damage (no save but affected by resistance, vulnerability). +1 to hit acts as a +1 weapon. Additional casting levels increase the damage and other effects. Sensible combinations only if weapon is already magic, no flametongue with ice shards.	Touch	10 minutes	1 weapon			2d4	14	
Elissa's Thieving Hand						2		2											Grasping hand of force to retrieve small free resting objects	4d8 feet	Instantaneous	1 small item					
Emotion		4						4											Project Fear/Hate/Hoplessness or Rage (Save+2 = no effect) Fear = flee in panic (counters rage) (Save= no effect) Hate = +2 to hit, damage, saves, morale (counters Hopelessness) (Save= 1/2 effect) Hopelessness = turn back or surrender (counters Hate) (Save= no effect) Rage = -2 to hit +4 damage, throw away shield (counters Fear) (Save= 1/2 effect)	60 feet	Concentration up to 1 minute	35' diameter	Will		12+d4		
Emotion Control								0											Hides the priest's emotion	Caster	10 minutes	Caster	Will		12+d4		
Emotion Perception								0											Detects morale & emotion of a unit of creatures	250 yards	Instantaneous	1 unit					
Emotion Read								0											Reveal simple emotions of target (fear, distrust) (Target unaware)	25 feet	Instantaneous	1 creature	Will		12+d4		
Enchant an Item	2							2											Level 2 = Amulets, Level 3 = Scrolls, Level 4 = misc magic, Level 5 = +1 weapons, Level 6 = +2	Touch	2 days/level	1 item	12		12+d4	R	
Enchant Armour								0											1 point of damage absorbtion by armour	Touch	3d6 rounds	1 suit					
Enchanted Weapon	3							3											Weapon acts as a +1/+2/+3 (depending upon level cast at) magic weapon for determining what opponents it can hit. The level determines the weapon's maximum bonus, thus casting at level 3 (+1) will not benefit a weapon that is already at +2. opnly affects to hit and damage rolls.	Touch	3d6 rounds	1 large weapon, 2 medium 4 small 1 quiver...					
Endure Heat and Cold								0	1	1									-20C to +50C natural temperature with no ill effect, +1save for other	Creature t	3d6 hours	Creature touched					R
Enervation		4						4											Black bolt of crackling energy. Save to reduce damage -1 Str or Con per casting level (4 and above). Save to avoid	25 feet	2d4 hours	1 creature	Dodge	4d8	14		
Enhance Physiscal Ability	2							2											Enhances one attribute +2 (max = racial +1). (See spell Strength) Strength only adds to damage Dex only adds attack & dodge saves Con adds 3d6 Stamina and on Endurance saves Round after = 1d8 skills (as per exhausted) and suffer 1SP per point gained (no reduction possible). +1 point per extra level (plus normal duration increase) Cannot be subject to more than one variant of this (Including strength)	Touch	2d4 rounds	1 creature					
Enlarge	1							1											Grow/shrink by 1 size category per spell level. Gain 1 strength per size factor grown, affects damage only. -1 dex per 2 sizes (round down). Change completes at end of next round during which a creature cannot perform skill checks. Gain temporary WP but not Stamina, if wounded keep 50% wounds when spell ends (round against). Can be cast at any level from 1st to 6th	10 feet	10 minutes	1 creature/object	Endure		12+d4		
Ensnaring Strike	1							1	1	2									Next melee hit creates a writing mass of spikey vines to ensnare the target. While restrained the target takes damage each round. Large creatures save at advantage. STR check (6) ongoing to break free Bonus action to maintain	0	2d4 rounds	1 creature	Str	1d3	14		
Entangle								0	1										Entangle holding creature fast, slowed if save	60 yards	1 turn	40' cube	Dodge		12+d4		
Enthrall								0	2	1									Hold spellbound whilst speaking/singing. Targets gain disadvantage on perception checks against allies. Targets at advantage on save if being attacked.	0	Concentration up to 1 minute	60' radius	Special		12+d4		
Erase	1							1											Removes magical or non-magical writings from a surface (magic saves)	1 foot	Permanent	1 scroll/2 pages	Special		12+d4		
ESP		2						2		2									Detect surface thoughts of target. Can shift targets as an action (lose 1r while shifting)	25'	Concentration up to 1 minute	1 creature/round	Will		12+d4		
Evard's Black Tentacles					4			4											Rubbery 10' tentacles, Restrained, Constricted if already restrained. Ongoing STR or DEX (6) target's choice (Rising if not restrained). Counts as action to escape.	10 feet	10 rounds	10' square	Special	4d8	14		
Exorcise (Ritual)								0	4	4	5	4							Negates possession, Will require special ingredients and rites according to the possession	0	Permanent	1,000 sq feet	Endure		12+d4	R	
Explosive Runes				3				1	3										Detonate when read (password protected) No save if you are holding the item.	Touch	Special	10' radius	Endure	4d8	14	R	
Extradiensional Detection								0	3	3	3	3	3	3	3	3	3	3	Detect Ethereal / Astral creatures	0	2d4 rounds	10' x 60' path					
Extradiensional Pocket								0		6									One tenth the weight pocket in another dimension	Touch	2 hours	1 pocket 30cu ft				R	
Fabricate	5							5											Fabricate simple items from raw materials (bridge from wood OK, but not a fine sword). Using metals reduces AOE from cubic yards to feet.	10 feet	Permanent	3d6 cubic yards				R	

Name	Alter	Emot	E-m	Elem	C/A	For	Div	Max level	Description	Range	Duration	Area	Save Vs	Damage	Save	Ritual /B att	
									<i>Italics indicate a ritual</i>								
Faerie Fire								0	Outlines the target in a glowing band, makes +1 to hit (shines through darkness)	80 yards	2d4 rounds	1 huge creature, 2 medium					
Faith Flame								0 1 2 1 2 1	Weapon glows with blue material plane light radiant damage vs undead.	0	2d4 rounds	1 weapon		3d6	14	B	
False Vision		5						5	Confounds scrying with another vision	0	1 turn	30' radius					
False witness		8						8	<i>Causes a place/object to appear different</i>	Touch	1 day	<i>Creature touched</i>	Will		12+d4	R	
Fear		4						4	A cone of fear spreads outwards opponents flee in panic @ x3 (x4 if have run) speed, Stop if exhausted or 2r of running when in clear space. If targets save or are out of sight they are FRIGHTENED.	0	2d4 rounds	55' cone 30°	Will		12+d4		
Fear Ward		2			4			4	Immune to fear including undead effects	0	6d12 minutes	Caster					
Feather Fall						1		1	Reaction: Lets the subject/object drop at 2.5' per second (150' / minute) taking no damage. Can target collection of objects within a sphere or one creature.	25 feet	1 fall	1 large creature or 10' diameter up to 3d6 x 10kg				React	
Feeblemind		5						5	Causes intelligence to revert to that of a moronic child until a heal/wish is used.	60 yards	Permanent	1 creature	Will		12+d4		
Feign Death		3						3	Target appears dead	Touch	2d4 turns	Creature touched					
Find Familiar					1			1	<i>Summon a familiar to serve loyally. Gain 4SP from the creature whilst it is alive (lose double if it meets an untimely end) Gain an appropriate enhanced sense One attempt per year in an area, Burn 100gp worth of incense</i>	1 mile	Permanent	1 familiar	Int		12+d4	R	
Find the Path								0 3 2 3 3 3	Determine the path to follow to a given location/out of a maze. Warns or trip wires/glyphs...	Touch	1 hour	Creature touched					
Find Traps								0 3	You can sense the general location of traps (intentional ones)	30 feet	25 minutes	10 foot path					
Finger of Death					7			7	Causes one non heroic creature to die removing their soul and become a zombie. Once targeted a creature has then built up immunity. May be targeted to deliberately fail, thus creating immunity.	60 yards	Permanent	1 creature	Will		12+d4		
Fire Aura				1	4			4	Immolated in green fire, immune to 20SP fire/round (before save), touch for damage & save or set fire d6 damage for 2d4 rounds.	0	15 rounds	Caster	Dodge	2d4	14		
Fire Bolt				2				2	Hurl a mote of fire. Ranged spell attack. Flammable objects not being carried catch on fire.	120	Instantaneous	1 Target		3d6	14		
Fire Breath				7				7	Breathe fire/ice/poison/... like a dragon	0	Instantaneous	Cone 55' x 30°	Dodge	7d16	14		
Fire Burst				1				1	Fire shoots arrows of flame to all in area	40 feet	Instantaneous	15' radius	Dodge	2d4	14		
Fire Charm		4		2				4	Charms creatures viewing the fire, 12 word suggestion @ -3 save	10 yards	10 rounds	15' rad from fire	Will		12+d4		
Fire Purge								0	Protects against normal fire, +2d4 save magical (there is always a save)	0	1 hour	10 yard sq					
Fire Seed								0 6	Acorns into fire seed missiles. Hurl 40' 10' Ranged spell attack burst upon impact. Holly berries into fire seed incendiaries. Throw 6'. Burst into flame upon command. Can only have one set at a time	Touch	1 week	2d4 acorns x10'r 3d6 berries x5'r		3d6	14		
Fire Shield				4				4	Immolate self, +2 save vs cold and 1/2 damage; melee attackers suffer 4d8 (no save)	0	10 rounds	Self		4d8	14		
Fire Storm								0 7	Whole area is shot through with sheets of roaring flames	150 yards	1 round	100'x60' (equiv)		7d16	14		
Fire Trap				4				4	<i>Fiery explosion if command word not said</i>	Touch	<i>Until dispelled</i>	<i>Object touched</i>	<i>Endure</i>	<i>4d8</i>	<i>14</i>	R	
Fireball				3				3	Ball of fire flying through the air, creates a hemisphere of fire. Does not expand	40 yards	Instantaneous	25' diameter	Endure	4d8	14		
Fireflow				3				3	Cause fire to move 50sqft/r over any surface. Damage as original fire	25 yards	2d4 rounds	1 fire source					
Firewater		1						1	Convert water to volatile liquid. Damage = 3d6/2d4 over 2 rounds if lit Splash 3'diameter = 2d4 damage	Touch	2 rounds	1 bottle	Endure	3d6	14		
Fists of stone		1						1	Fists turns to stone with Strength 5 (+ size mod) for pummelling (bludgeon) Attack = Brawling + Dex + Alteration level Damage level = d3 + Attack + Strength May strike metal armour. Cannot cast most spells with stone fists.	0	2d4 rounds	Self					
Flame Arrow				2				2	All arrows... cause +2d4 fire damage	25 feet	1 round	25' radius		2d4	14		
Flame Blade								0	Causes weapon to emit flames causing additional damage	0	4 rounds	1 blade weapon		2d4	14		
Flame Strike								0	Column of fire	60 feet	Instantaneous	5' rad x 30' high	Endure	5d10	14		
Flame Walk								0	Can walk across lava	Touch	2d4 x10 minutes	Creature touched					
Flaming Spear				2				2	Hurl a spear shaped fiery bolt (Auto hit)	40 feet	Instant	Self	Endure	3d6	14		
Flaming Spear				3				3	Creates a spear of flames. May be used as melee or thrown. If thrown/dropped then another will appear when desired which can be grabbed. Bonus action to maintain		0 3d6 rounds	Self		3d6	14		
Flaming Sphere				2				2	A flaming sphere rolls away from the caster at 20' per round	25 feet	2.5 minutes	3' radius sphere	Dodge	3d6	14		
Flash				2				2	Pellets dart from fingers, Save or blind for 2r (Bludgeon) (1 save max)	40 feet	Instantaneous	1 pellet / PP	Dodge	2d4	14		
Fly						3		3	3d6mph class C movement, skill checks at -1. Cast at higher levels improves speed. Bonus action to maintain	Self	3d6 x 10minutes	Self					
Fog Cloud				2				2	Billowing vapours from central point to cover area by end of duration, Dissipates naturally, -2 attack	25 yards	3d6 rounds	40 yard cube					
Fools' gold		2		1				2	Turn 1lb copper/lead to gold (1000 coins). Save +2 if struck by cold iron	Touch	4 hours	1lb	Spot		12+d4		
Fools' speech		1	2					2	Ability to speak an secret unrecognisable language	Touch	3d6 hours	Touching creatures					
Force Shapechange		3			5			5	<i>Forces a shapechanged creature back to its natural form</i>	10 yards	Instant	4 creatures	Endure		12+d4	R	
Forcecage						6		6	Creates a cage with bars of pure force 1/2" apart. Sufficient size to hold a giant. Magic may pass through the bars.	60 feet	3 hours	1 creature					
Foresight							5	5	Foresight about bad things and how to avoid	0	1 day	Special					
Forestation								0 6	Creates a fully grown forest overnight. It may appear as anything from a new pine clear forest to an old warped overgrown one	0	Permanent	1 mile square					

Name	Alter	Emot	E-m	Elem	C/A	For	Div	Max level											Description	Range	Duration	Area	Save Vs	Damage	Save	Ritual / Save			
																				<i>Italics indicate a ritual</i>									
Forest's Fiery Constrictor				6				6										Causes a tendril of fire to snake out of a fire source and entangle a creature. Save : Whipped by the tendril. Fail: Entangled, damage each round. Save ongoing to escape. If not entangled it may attack again next round (bonus action).	100'	10 rounds	1 fire source	Dodge	3d6	14					
Forget	2							2										Targeted creatures forget up to the previous 2d4 minutes (save=no effect)	25 yards	Permanent	20 foot cube	Will		12+d4					
Forked tongue								0										Enables undetectable lies (by magic) to be told	Touch	4 hours	1 creature								
Free Action	4							4	4									Slips through constricting effects, spells,ropes, liquids. No somantic component	Touch	2d4 turns	Creature touched								
Free mind	2			1				2										Remove emotion enchantments Cast at emotion (or priest+1) level equal to the original effect. Against non-magical effects cast >13	Touch	Instant	1 creature								
Freezing fog								0										Creates a freezing fog cloud that can reduces visibility to 5' (at -3 to hit) and causes cold damage to all within.	25 yards	5 rounds	40' cube		3d6	14					
Friends	1							1										Gain favourable reaction modifier	0	2d4 rounds	60' radius								
Frost Finger				1				1										Jet of frost from a finger, 1 finger per PP	0	Instantaneous	10' x 1" wide	Dodge	3d6	14					
Fumble	4							4										All creatures fumble, drop weapons... Save each round in the area.	10 yards	6 rounds	35' diameter	Will		12+d4					
Fuse								0										Joins two non-living items together. If they are the same material then the fuse is invisible	Touch	Permanent	1 item 6" line								
Gaseous Form	5							5										Assume a gaseous form	Touch	2 hours	1 creature	Endure		12+d4					
Gate					9			9	7	7	7	7	7	7	7	7		Name the entity and something will step through the interdimensional rift.	10'	Instant	10' radius	Endure		12+d4	R				
Gaze Reflection			1					1										Shimmering mirror like air reflects gaze attacks	0	3d6 rounds	special								
Gem of Fire								0										Creates a 1 use jet of fire from a large red gem (2000Gold). Gem is not destroyed. Magic dissipates after 1 day.	0	1 day	1' x 120 feet	Dodge	6d12	14					
Ghoul Touch	2				2			2										Paralyze target. Save=no effect	Touch	5 rounds	1 (demi-)human	Will		12+d4					
Giant Insects								0	4									Turn normal insects into giant ones 2HD. Simple comands (attack/defend...)	20 yards	10 minutes	2d4 insects								
Glassee	6							6										Make a section of metal/stone/wood transparent. At higher levels it can be one way transparent.	Touch	Permanent	6 sq feet								
Glitterdust					2			2										Cloud of glittering particles, blinded inside or looking in +1r after leaving.	10 yards	4 rounds	20' cube	Endure		12+d4					
Globe of Invulnerability					6			6										Faint shimmering sphere that repels spells, prayers and their effects of 1-4th level. Spells can be cast out. Dispel magic will affect it.	0	3d6 rounds	5' radius sphere								
Gloom			1					1										-3 to hit	0	4d8 minutes	35' radius								
Glue	1				1			1										Covers area with glue holds up to Str 1, Above STR=1 save vs STR or 1/2 speed	25 feet	10 minutes	10 ft square	Special		12+d4					
Glyph of Warding								0	3	3	3	3	3	3	3	3		Damage to all within 5' (acid, fire, cold... or up to 3rd level spell)	Touch	Until discharge	Special	Dodge	4d8	14					
Goodberry								0	1	1	2							Acts as a full days meal.	Touch	4 weeks	2d4 berries								
Gossamer Wire								0										Creates an extremely thin but strong thread	0	1 hour	25 feet of wire								
Grasping Vine					4			4		4								Conjure a vine that sprouts from the ground. It can lash out at a target within 30' of it. Can direct it each round as a bonus action. It will pull a grasped target towards the centre at 20'/round. The target is RESTRAINED	30'	1 minute	1 vine	Dodge	4d8	14					
Grease	1				1			1										Covered by greasy slippery substance, save or slip	25 feet	Permanent	10 feet square	Dodge		12+d4					
Grounding								0										Protects against external electrical attacks, +4 save	0	1 hour	35' circle diameter								
Guard						3		3										Blocks 1 melee attack per round the caster is aware of <attack 20 & <str 6	0	3d6 rounds	Self								
Guardian of Faith								0	4	4	4	4	4	4	4	4		Huge spectral guardian with sword & shield emblazened with diety's symbol. Moving within 10' causes 4d8 Radiant damage. Slowly disappears as damage is dealt. Vanishes after dealing 60SP	0	3d6 hours	10 square feet	Will		12+d4					
Guards and Wards	4	3	4	5	2			5	5	5	5	5	5	5	5	5		Defends a building misting corridors, wizardlocking all doors, web stairs, confusion at junctions, whole area radiates magic equally, 10x doors become secret, 2x stinking clouds, 1x suggestion, 4x dancing lights. Effects removed reappear in 2 minutes.	0	4d8 hours	Special					R			
Guiding Bolt								0	2	2	2	2	2	2	2	2		Ranged spell attack. The target takes radiant damage and the next attack roll against it before the end of the next turn, has advantage.	50'	1 round	1 creature	Will	3d6	14					
Gunther's Kaleidoscopic strike	8							8										A pulse of pure magic flies towards the target. Ranged spell attack. Short circuits the power in a mage/priest causing them to lose power.	60 feet	Instantaneous	1 creature	Dodge	4d8	14					
Gust of Wind				3				3										30mph gust away from mage, disperses vapours. May change the direction as a bonus action.	0	2d4 rounds	10' wide path 10 yards long								
Hallucinatory Terrain				4				4										Make fields look like swamp...	0	1 month	10yds sq/PP								
Halo of Eyes					4		1	4										Creates a halo of 9 eyes, 3 normal, 3 IR and 3 UV which can rotate around. Prevents surprise.	0	1 hour	Caster								
Harden Metal								0										Metal become extremely tough	Touch	1 turn	1 item								
Haste	3							3										Move at double speed. Granted advantage (skills, initiative, damage and dodge saves). Suffers lethargy after for 1 round during which time it cannot take actions, is VULNERABLE to all attack forms and attackers are at advantage.	Touch	3d6 rounds	1 creature								
Heal								0	7		6		7					Heal all stamina and Wound points	Touch	Permanent	1 creature								
Heal Major Wounds								0	7	6	5	7	7	7	7	7		Cure 1 Life Point (month) once per week per person (Needs 2 days rest)	Touch	Permanent	1 creature								
Heal Minor Wounds								0	4	4	3	5	4	5	5	5		Cure 1 Wound Point (week) once per day per person (Needs 1 day rest). Also prevents bleeding to death.	Touch	Permanent	1 creature								
Heat Metal								0										Heats up metal over 7 rounds, damage by round: 1,7 = hot (none) 2,6 =Scalding (d4) 3,5 = Blistering (2d4) 4 = Searing (2d4 + save or -1 to physical actions) until end of encounter	40 feet	7 rounds	1 human sized (+1 /extra level)	Endure	0 - 1	14					
Helping Hand								0	2	2	2	2	2	2	2	2		Finds someone and beckons them to follow to come to you	5 miles	2d4 hours	Special								
Henly's Digit of Disruption								0	3	3	2	3	3	4				Blast of positive energy damages undead	10 feet	Instantaneous	1 creature	Endure	4d8	14					

Name	Alter	Emot	E-m	Elem	C/A	For	Div	Max level											Description	Range	Duration	Area	Save Vs	Dama	Save	Ritual													
																				<i>Italics indicate a ritual</i>																			
Heroism		3						3														3	Add 2d4 attack levels & 4d8 temporary stamina	10'	4 rounds	Creature touched													
Hesitation								0						3									3	3	3	3													
Hex					2			2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Curse the target. All attacks against it are at advantage for damage. If saved then it takes +1 damage from each attacker each round	30'	2d4 rounds	1 creature	Will						12+d4					
Hidden Portal								3																All openings (incl. secret doors but not magically hidden) glow with blue outline in 1 room	0	1 round	4d8 feet radius												
Hide Portal			3																					Turns a door into a secret door (radiates magic though)	Touch	Permanent	1 portal <4d8sq ft												
Hold Animal								0		3												2	3	Normal or giant size. Up to 4 animals (+1 save per animal). Save = -2 init	60'	6 rounds	2500lb of animals	Will						12+d4					
Hold Monster		5						5														5	5	Targeted creatures are held motionless. Monsters may count as larger than their physical stature. Additional power = next size level. Any damage will let them save again at +2 per attempt. Pass = slow: Pass +3 = lose 1 attack in 4. Additional power = next size level.	60'	5 rounds	35' diameter 1 Immense (<14') 2 Large (<9') 4 Medium (<6'6")	Will						12+d4					
Hold Person		4						4	4	4	4	3	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
Hold Plant								0		4		5													Prevents movement, entwining, sound from all vegetable matter including slimes, fungus, monsters. Affects magical matter. Freezes 1 Big, 2 medium... plant in place. +1 save per creature. Additional power = next size level. Any damage will let them save again at +2 per attempt. Pass = slow: Pass +3 = lose 1 attack in 4.	60 feet	4 rounds	35' diameter	Endure						12+d4				
Hold Portal					1			1																Keep a door jammed shut. Knock does not open as it is physically jammed	60 feet	2d4 rounds	20 sq feet												
Hold undead					3			3																Holds undead. Use skill generated vs Turning chart	60 feet	6 rounds	15' diameter												
Holy Strike								0	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Weapon glows with your god's light channelled from their plane extra radiant damage	0	3d6 rounds	1 weapon			2d4				14	B				
Holy Word								0	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	Forces creatures to their own plane, Kills less than 20SP, Paralyzes <35SP, Slows < 50SP	0	Special	30' radius												
Homunculus Shield	4	4			8	1		8																Create an invisible homonculus sitting on the shoulder that can cast the wizards protective spells up to 4th level.	0	4d8 rounds	Self												
Hornung's Baneful Deflector						2		2																Force field moves with caster 25% cover. Light missiles deflect to random near target	Touch	2d4 rounds	1 creature												
Hornung's Guess						1		1																May guess exactly (+/- 1%) the number of items	300 yards	Instantaneous	Special			2d4				14					
Hornung's Surge Selector	7				5			7																Can modify the result of a wild surge. Roll an additional number of times on the surge table according to the success level.	0	24 hours	Self												
Hovering Road								0		7													7	A 10' wide granite road grows 10' in front of the priest as they move hovering above the ground.	0	3d6 turns	1 road												
Hovering Skull					3	2	1	3																3	See through eyes of a glowing, hovering, fanged skull. Attack +3, Damage d6,SP3, dodge 20, stay in area (unless thrown...) At 6d12 can cast from skull position	Special	3d6 minutes	10' radius sphere											
Hypnotic Pattern	1	2						2															2	Creatures watching are fascinated. Broken if damaged or shaken out of it.	40 feet	Concentration up to 1 minute	30' square	Int						12+d4					
Hypnotism	1							1																Susceptible to a brief and reasonable request	5 yards	1 round	3 creatures in 30'	Will						12+d4					
Ice								0															2	Turns a water surface into ice 3" thick (250lbs)	0	7d16 minutes	400 sq feet												
Ice Knife	2					1		2															2	2	Flying ice dagger (Pierce). Dmg target & 1/2 within 5'. Target's numb 2 rounds (-2, -1 if saved) (No save for damage, armour instead)	40 feet	Instant	5' radius	Endure	3d6					14				
Ice Storm				4				4															4	4	Hailstones = damage (bludgeon) / sleet (x2 rad) = slippery (dodge save or trip)	10 yards	Instant	20' radius	Endure	5d10					14				
Identify								3																Can identify function/command words/charges/rechargeability of 1 magic item	0	1 item	1d3 functions												
Illusionary Wall			4					4																Absolutely real looking wall / floor / ceiling even with magic	30 yards	1 week	10' square												
Illusory Script			3					3															3	Writing only decipherable by target, others become confused 1 turn	Touch	6 days	1 item	Will						12+d4					
Incendiary Cloud				8				8															7	Swirling cloud of smoke with white hot embers. Each turn or part of creatures take the fire damage. Cloud can move 10' in any direction as a bonus action. Area is heavily obscured.	100 feet	6 rounds	Special	Endure	8d20					14					
Inflict wounds								0															2	2	Target takes necrotic damage	Touch	Instantaneous	1 creature			3d6				14				
Infravision			3					3																See in the infrared	Touch	2d4 hours	Creature touched												
Insatiable Thirst		2						2																Target consumes any (non-harmful) liquids available.	6 yards	5 rounds	1 creature	Endure						12+d4					
Insect Plague								0		4		6												Swarm of creeping/flying insects 1SP/round. Morale check	120 yards	1 hour	200' radius	Endure						12+d4					
Invisibility								4																Renders invisible.	Touch	5 minutes	Creature touched	Spot						12+d4					
Invisibility 10' radius			5					5																Invisible as long as you stay within the area.	Touch	3d6 minutes	10' radius												
Invisibility Purge								0			3													3	Removes invisibility from area / creatures	0	1 hour	10' square											
Invisibility to Animals								0		1														Totally undetectable to normal animals (including giant varieties)	Creature t	1 turn	1 creature												
Invisibility to one		3						3			4													Makes the creature look right through you. If you cause it harm it wears off.	0	5 minutes	Self	Spot						12+d4					
Invisibility to Undead								0			1													Undead will ignore the target.	Creature t	6 rounds	Creature touched	Will						12+d4					
Invisible Armour						3		3																Invisible coat of plates over whole body (Absorbs 1/2, 1/2, 1/2)	0	3d6 rounds	Self												
Invisible chains						4		4																Invisible chains hold a creature fast of strength difficulty 12, Chains give 5' movement around a point	10 feet	1 turn	1 creature	Dodge	4d8					14					
Invisible Stalker					6			6																Summon an invisible stalker whichare perfect trackers within one day of a targets passing. The creature is bound and will obey commands to the letter.	10'	1 task	1 stalker												

Name	Alter	Emot	E-m	Elem	C/A	For	Div	Max level												Description	Range	Duration	Area	Save Vs	Dama ge	Save	Ritual /#att					
																						<i>Italics indicate a ritual</i>										
Invulnerability to iron weapons					5			5														Immune to normal iron weapons, shimmering field causes them to bounce.	0	1 turn	Caster							
Invulnerability to magical weapons					7	3		7														Immune to +1 weapons, each 1 additional levels = +2 / +3 weapons	0	1 turn	Caster							
Iron Mind					3			3			3											Immune to charm & hold spells. Illusions with only 2 components (save +2 vs others)	Touch	2d4 hours	1 creature							
Irritation		2						2														Targets spend 3s scratching (=3 init) or are at -2 skills (Saved = -1) Spellcasters increase wild surge/fumble chance by 2 (1 if saved)	25 feet	4 rounds ongoing	5 creatures	Will		12+d4				
Item	3							3														Reduce a non-living item to 1/12 size and optionally turn to cloth, Return to normal size by tossing on a solid surface or by command when touched.	Touch	3d6 days	10 cubic feet							
Jebansalf's Eye of Back Seeing	2							3	3													<i>Additional eye in the back of the head, prevents surprise</i>	0	3d6 days	Self					R		
Jump						1		1														Leap 40' forward or 25' vertical (Increase level to add height), 1 jump	Touch	2d4 rounds	1 creature							
Knock						2		2														Unlocks all simple locks, secret doors. Wizard/complex locks, check vs DC of lock with 6+Int+AK +d4	10 feet	Permanent	1 lock							
																						Breaching a wizard lock requires that knock is cast at an equal or higher level than the original wizard lock.										
Knock hard					3	5		5														Unlocks all simple locks, secret doors. Wizard/complex locks, check vs DC of lock with 6+Int+AK +d4	10 feet	Permanent	1 lock							
																						Breaching a wizard lock requires that knock is cast at an equal or higher level than the original wizard lock.										
																						Wizard locks cannot be opened except by breaking, or having a skill/item which circumvents this.										
Know age							1	1														Determine exact age of an item / creature	Touch	Instantaneous	1 creature							
Know value							2	2														Know the exact value that you can sell items in the area for	10 yards	Instant	10' cube							
Land of Stability								0														<i>Protects the area against earthquakes, floods, storms...</i>	0	1 year	1 mile square							R
Lasting Breath	1							1														May hold their breath, no verbal component (Reaction)	5 yards	2d4 minutes	1 creature		2d4	14				
Leafskin								0	2													Provides invisibility in natural surroundings. Druid's skin takes on a green tint which provides photosynthesis. In sun this will sustain the druid without food (but not without water)	0	6d12 hours	Self							
Learn Tongue								0	4	4												<i>Learn a language in a day from a willing teacher</i>	0	Permanent	Self							R
Legal Thoughts								0	3													<i>Force a creature to obey the letter of a specific law that applies in the area. The law must be read out</i>	10 feet	1 year	1 creature	Will		12+d4			R	
Legend Lore								5	5													Reveals information about a legendary person, place or item, easier if at location. Will probably be cryptic and incomplete	0	Special	Special							
Leomand's Secret Chest					5			5														<i>Hide a specially constructed chest in the ethereal plane (5,000gold minimum cost). Have a miniature replica chest which when opened calls the main chest back. The chest disappears again when closed.</i>	Special	60 days	1 chest of 1cb foot/level						R	
Leomand's Secure Shelter	2		1	4	3			4														Creates sturdy cottage, doors wizard locked, chimney grated and alarmed, crude furniture	0	10 hours	30' square							
Leomand's Tiny Hut			1	2	3			3														6 person hut (looks appropriate e.g. wood/cloth but windows don't open) at normal temp. Caster cannot leave.	0	3d6 hours	10' square							
Leomands Trap		2						2														False trap +6 to detect, -6 to remove	Touch	Permanent	Object touched	Int		12+d4				
Leprosy		3						3														Willing target appears to be suffering from wet leprosy	15 feet	whilst in range	5 / PP							
Levitate						2		2														Levitates one creature/object 20' per round. Bonus action to change altitude of target. They float gently to the ground when it ends. If they move out of range the spell wears off. Ongoing save	60'	3d6 rounds	250 lbs	Will		12+d4				
Light - Blinding			2					2	2	2	3		3	2	3	4	3	2	2	3		Light the end of a nose or one eye making it difficult to see. (-2 to attack for a subject)	25 feet	2d4 rounds	35' diameter	Dodge		12+d4				
Light - Lantern			1					1	1	1	1	2	1	2	3	2	-1	1	2			Daylight for 20', dim for a further 15'. Light can be coloured.	Touch	7d16 minutes	35' diameter							
Light - Spot			2					2		1	1	2	2	1	2	3	2	1	2			Spotlight beam from the caster's palm	Caster	3d6 minutes	Cone 100yd x 30°							
Light Shield								0		6												<i>Aura of dazzling light (attacked at -2) Undead touching it save or are destroyed</i>	0	1 turn	Self	Endure		12+d4				
Lighten Load								0		2												Ligtens the effective weight of items by 2d4 x10%	Touch	1 hour	10' cube							
Lightning Arrow			3					3														The next ranged attack you make the missile turns into a lightning bolt. Ranged attack as normal. If you hit the target takes the damage. Any other creature within 5' of the target takes half damage.	0	5 rounds	1 creature		4d8	14				
Lightning Bolt			3					3														Bolt of Lightning from casters hands	0	Instant	80'x5' or 40'x10'	Endure	4d8	14				
Lightning Hands			3					3														Blue tendrils, thrown to floor. Crawl at 5'/round (Save=1/2 speed, no running). 1PP to sustain for 1 round at 1/2 damage (also 1PP to sustain deflection)	30 feet	2 rounds	1 creature	Endure	5d10	14				
Line of Protection								0	3		3	3	3									Subjects may not cross or suffer damage	0	6 rounds	75' line	Endure	4d8	14				
Liveoak								0		6												Causes an oak tree to become a treant under trigger conditions	Touch	Permanent	1 oak tree							
Locate Animals								1	0	1												Locate a specific animal type	0	1 round	1/2 mile radius							
Locate Creature								3	3	4												Determine direction of known creature/individual, Running water blocks	0	3d6 turns	1 creature							
Locate Metal								2	2													Locates the desired metal	0	1 round	30' radius							
Locate North								1	1													Locates North and depth	0	1 round	Self							
Locate Object								3	3	3												Locate or obscure a familiar object (not living)	0	1 round	1/2 mile radius							
Locate Plants								2	2	1												Locate a specific plant type	0	1 round	1/2 mile radius							

Name	Aler	Emot	E-m	E(Em)	C/A	For	Div	Max level	Description	Range	Duration	Area	Save Vs	Dama	Save	Ritual
									<i>Italics indicate a ritual</i>							/# att
Locate Water							2	2	Locates water direction and distance	0	2 rounds	1/2 mile radius				
Log of Everburning				2				2	Already burning log burns brightly with twice the heat, then turns to ash	Touch	3d6 turns	1 torch				
Lorlovelm's Creeping Shadow	1		3					3	Shadow extends, caster can see through its eyes	Self	3d6 rounds	60 yard shadow				
Lorlovelm's Shadowy Transformation	6							6	<i>Turn a creature/object into Shadow stuff. Cannot attack on prime material plane. Can move through small openings. Ignored by most undead</i>	Touch	4d8 rounds	1 Huge/10' creature/object	Will		12+d4	R
Lower Water				6				6	Lower or raise the water level	60 yards	1 hour	1,000 sq feet				
Lullaby								0	Roll damage as sleep points. Affects all humanoid in the area, Fall asleep if all damage>remaining SP. Affected area moves with you as you sing.	0	6 rounds	18' diameter	Will	3d6	14	
Magic Circle					3			3	Glowing runes appear on the floor in a circle. A creature of a specific type (celestial, elemental, fey, fiend, undead) cannot enter/exit by non-magical means without a save. The creature has disadvantage whilst inside; charms, frightenings or possessions cannot take place through the boundary.	Touch	2d4 x10 minutes	10' radius	Will		12+d4	
Magic Font								0	Creates a scrying device (See crystal ball p 141 of DMG). Target may notice Spot(18). Dispel magic causes 2d8 to the caster.	Touch	5 minutes	1 location/creature				
Magic Jar	5	4						5	Shift own life force into a prepared receptacle and later out to nearby life force	40 yards	Special	1 creature	Will		12+d4	
Magic Missile						1		1	Auto hit, 1 missile per PP (Bludgeon). May direct one missile per round as a bonus action.	25 feet	Concentration up to 3 rounds	1 creature		2d4	14	
Magic Mouth	2						2	2	25 word message triggered on a set of circumstances. Will repeat every time the circumstances occur, or may be selected to occur a certain number of times.	25 feet	Lots	1 object				
Magic trail	1							1	Leaves a detectable magical trail.	0	3d6 turns	400 yards of trail				
Magical Stone								0	Stone becomes magical +1 to hit/faith, must be thrown (Bludgeon)	0	1 throw	1 pebble / PP		3d6	14	
Magnetic field								0	Warp a magnetic field drawing two objects together. Save or let go	40'	6 minutes	2 object within 20'	Str		12+d4	
Magnetise			2					2	Object becomes extremely magnetic, Pulls metal from <=15' diameter, 15-35' diameter save @ +2. Save vs strength 4	25 feet	1 hour	1 object	Str		12+d4	
Major Creation	4		5	4		2		5	<i>The caster can mold organic and inorganic small items out of the elemental planes. Compments = some of the material Organic lasts 5d10 hours, Rock=3d6 hours, Metals=3d6 turns, Crystal=3d6 mins.</i>	Touch	Special	3d6 cubic feet				R
Major Curse								0	-2d4 attacks, defence and saves (Save=reduced effect)	10 feet	Permanent	1 creature	Will		12+d4	
Malec-Keth's Flame Fist								7	The caster's hand bursts into flame. Melee spell attack. Also affects objects. Fail: The target bursts into flame suffering damage reducing by 1 level each round. The flame fist expires Save: The target suffers 1/4 damage, the fist stays aflame.	0	15 rounds	1 creature	Dodge	6d12	14	
Malediction (Curse)		3						3	-2d4 to their attacks (Save=reduced effect)	25'	10 hours	1 creature	Will		12+d4	
Marsh Gas								0	10' high noxious (to humanoids) gas rises out from the marsh, dissipates in wind or time if little wind. 1SP/round & 1d8 skills inside and for 1 round after leaving.	40 yards	10 rounds	40 yds square	Endure		12+d4	
Mask Aura					5			5	Masks the magical aura of an object	Touch	Permanent	1 item / 10'sq				
Mask of death	4							4	Change face of corpse to resemble someone they know	Touch	6 hours	1 creature				
Masochistic Fit		6						6	Great desire to cause non-fatal pain to themselves	60 feet	1 turn	1 creature	Will		12+d4	
Mass Affect		7						7	Make a charm, suggestion affect everyone within the area. Cast as part of the original spell	0	see charm	50' radius	Will		12+d4	
Mass Cure Wounds								0	A wave of healing energy ripples out to allies restoring Day points. This exhausts the priest causing them to be stunned next round, no save (normal recovery process).	0	Instantaneous	35' diameter		5d10	14	
Mass Invisibility			7					7	Invisibility on all creatures within the area, they are treated as a single unit. Individuals leaving the unit become visible. Any attack negates it. The effect is mobile with the unit	150 yards	Special	60 x 60 yards				
Massmorph	4							4	Cast upon willing creatures, turns them into trees, they can see, feel, hear, weather, rot... Lasts until dispelled by mage or targets.	10 yards	Special	600 feet sq 60 people				
Maximillions Earthen Grasp				2				2	Compacted soil arm rises & grabs leg. Def=9,SP=25 (chop = x2; bludg = 1/2)	10 yards	5 rounds	1 creature	Dodge		12+d4	
Maximillian's Stony Grasp				3				3	Arm of stone from stoney ground attempts grab. Target is held fast. Dodge 10, Absorb 1/5, SP 15, Strength 5. If miss it controls a 5' radius.	60 yards	10 minutes	1 creature	Dodge		12+d4	
Meld into Stone								0	Absorb yourself into rock. You can't see what is happening outside and any hearing checks are at disadvantage. Minor damage to the stone has no effect but major damage expels you and causes damage.	0	1 turn	Self	Endure	4d8	14	
Melf's Acid Arrow	2							2	1 Arrow from fingers/hand each round. Acid damage, Ranged spell attack, no range penalty. Damage level is fixed. Subsequent rounds can be directed as a bonus action	150 yards	1 round / PP up to 1 minute	1 target/round		3d6	14	
Melf's Minute Missiles				3		1		3	1' fire globes all at once or double quantity but 2 /round Bonus action (Auto hit) (1 save vs total damage in a round)	100 feet	2 globes/PP	1 Creatures per missile	Endure	2d4	14	
Melt				1				1	Melt ice (x10 if snow)	30 feet	2d4 rounds	1 cubic yard				
Memory Read		4						4	Read the memory of a creature (save @ +3 if want to keep a secret)	Touch	1 round	1 creature	Will		12+d4	
Mending	1							1	<i>Repairs small non-magical item, by manipulating existing material, will add stitches, glue... where necessary. e.g. leaky (not holed) boat where tar filler has seeped out, dented (not badly damaged) armour. See also Reconstruct and Rebuild. Expensive/decorated items will have obvious repair marks, you cannot reconstruct the skill of the original artisan.</i>	Touch	Permanent	1 object	12		12+d4	R
Mental Block		4						4	Prevent target from carrying out a specific conscious action Save @ -3. If pass then skills are at -1.	Touch	25 minutes	1 creature	Will		12+d4	

Name	Alter	Emot	E-m	Elem	C/A	For	Div	Max level											Description	Range	Duration	Area	Save Vs	Dama	Save	Ritual							
																				<i>Italics indicate a ritual</i>													
Message				1				1															Wispersed message to the creature pointed at. Can be cast through thin walls to familiar creatures.	120'	1 round	1 creature							
Messenger								0	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Tiny creature will act as a messenger. Will go to a previously visited location, and recipient who matches general description (e.g guard) will speak up to 25 words ar can attach a note. Travel 20 miles/day	40 yards	4 days	1 creature	Will			12+d4			
Metamorphose Liquids	1							1															Transmute non-magical liquid into another (may remove poisons)	Touch	Permanent	1' cube			2d4	14			
Meteor Swarm				9				9															Blazing meteors pummel the area. Takes equal bludgeon and fire damage. I.e. twice listed damage. Flammable objects are ignited	250 yards	Instantaneous	Special	Endure	8d20		14			
Microscope								0															Analyze object in great detail	1 foot	4 rounds	1 object							
Mind Blank		4						4															Your mind appears empty. Immune to charm/emotion spells, thought read, divination and psychic damage.	Touch	1 day	1 creature							
Mind over body		4						4															Corrupts the mind's control of the body, save = -2 to actions. No fine control (fingers/eyes) but can attempt normal movement, opening standard door (just)... Skill actions at -3	20'	4 rounds	1 creature	Will			12+d4			
Mind Read								0															Read the current thoughts of any creature. (Save = basic emotions). 1st round = surface thoughts only, further rounds = deeper thoughts but target realises. INT (opposed) to reject you & end spell. Touch grants disadvantage to the save.	15 feet	2d4 rounds	1 Creature	Will			12+d4			
Mind Shatter								0															Creates random insanity, Save each week	10 feet	Permanent	Creature touched	Will			12+d4			
Minor Creation	1	2	4	2				4															Create vegetable matter, soft goods, rope...need a tiny bit to copy.	Touch	6 hours	1cubic foot/PP							
Minor Globe of Invulnerability	3				4	2		4															1 way barrier to 1st-3rd level spells (not their effects) (priest & mage)	0	10 rounds	5' radius sphere							
Mirage Arcana			6					6															Terrain appears as something different. General shape remains but a precipace can appear as a slope, swamp as fields. Inclures tactile, audible, visual, thermal and olfactory elements. Can impede movement.		0 Special	1 mile radius							
Mirror Image			2					2															2d4 duplicates of the caster appear. Determine which is attacked before the attack roll. Attacks against duplicates are at advantage. A duplicate is destroyed when it takes any damage.		1 minute	Self							
Misdirection		2			1			2															Causes det spells (Invis, magic, lie, charm) to give the wrong result, excl scrying	25 yards	1 day	1 creature/object	Will			12+d4			
Mistaken Missive	2							2															Moves the letters on a page to read something else (Password protected)	Touch	Permanent	2d4 pages							
Mockery		1						1															Unleash a string of insults causing psychic damage and giving the target disadvantage on next skill roll.	20'	Instantaneous	1 creature	Will	2d4		14			
Modify Memory								0															Modify up to 5 minutes of memory (cannot negate charm...)	25 feet	Permanent	1 creature	Will			12+d4			
Moment								0															Determine the best moment to act in the next round. Roll at advantage for a time dependent 1st action	20'	d3 rounds	1 creature							
Monster mount								0	3	3													Force unintelligent creatures within the gods realm to become willing mounts/pack animals	25 yards	10 hours	2d4 creatures within 35' diameter	Will			12+d4			
Monster Summoning					3			3															Minimum spell level 3, may be cast at higher levels, Creatures arrive next round and will attack caster's enemies the round after. Creatures are at most low intelligence from the local (20 miles) area and probably of a type the caster has previously encountered as he has to identify them during the casting.	30 yards	3d6 rounds	Special							
Moonbeam								0	1	3													A moveable soft beam of moonlight illuminates (and follows if desired) the target. Allows normal vision to 100 yards against target. Shapechangers will morph unless they save. As a bonus action the moon beam may be moved.	200 yards	4d8 rounds	5' radius	Will			12+d4			
Morale								0	3														Adds +2d4 to morale rolls	Special	4 hours	200 soldiers							
Mordenkainen's Faithful Hound					5			5															Phantom watchdog only the mage can see. Barks if anything larger than a cat approaches without saying the password. It can see invisible/ethereal but ignores illusions. Attacks at +10 pierce. It cannot be attacked but can be dispelled. Caster must stay within 100'. Lasts 1 round per remaining hour once activated.		0 3d6 hours/rounds	30 yard radius			4d8	14			
Mordenkainen's Magnificent Mansion					7	2		7															Extradimensional dwelling with one entrance that shimmers faintly when open. You can close the portal if within 30'. Contains enough food for a banquet with translucent staff (can't attack)	10 yards	1 day	4,000 sq feet							R
Mordenkainen's Private sanctum	4				5			5															Private room, windows go cloudy. No sound passes the barrier Area may appear dark & foggy Divination prevented across the barrier. Teleporting prevented across the barrier Planar travel impossible inside the barrier Becomes permanent if cast everyday for a year	0	1 day	1 room ~400 sq ft							R
Mordenkainen's Sword						7		7															Sword of force. Bonus action to attack each round as a ranged spell attack doing slashing damage. Can move 20'/second	60'	3d6 rounds	1 sword			5d10	14			
Mount					2			2															Summons a mount to serve.	10 feet	2d4 hours	1 mount							
Move Earth					6			6															Moves earth in waves to change topography (not tunnel)	100 yards	Permanent	150'sq / level							
Mummy Rot	5							5															Rotting disease, 3d6 damage and fatal in 4-6 months, lose 1 ALT & DEX per month	Touch	6 months	1 victim	Endure	5d10		14			
Murdock's Feathery Flyer	1							1															Grows wings and may glide at ~5:1 (normal weight allowance), 4SP on landing save vs acrobatics. Speed =4d8' along 4'down /second	0	1 glide	Self	12			12+d4			
Nap								0		2	2												Willing creature falls asleep & recovers SP 1 per minute (up to hour points). Each tearget can only have one nap per day	Touch	5d10 minutes	Creature touched							
Negative Plane Protection								0		3													+4 save vs drain attacks from negative plane creatures. Damages attacker.	Touch	3d6 rounds	Creature touched			4d8	14			
Neutralise Poison								0	4	4	3												Removes 1 poison type	Touch	Permanent	Creature touched							
Nezabar's Olfactory Delight	1							1															Invisible globe of pleasing aromas. Disperses normally	40 feet	Permanent	5d10' radius							
Non-Detection					3			3															Invisible to divination spells (including scrying) and magic items	Touch	5d10 hours	1 creature							

Name	Alter	Emot	E-m	Elem	C/A	For	Div	Max level	Description	Range	Duration	Area	Save Vs	Damage	Save	Ritual /att		
									<i>Italics indicate a ritual</i>									
Nystul's Magic Area	2							2	Area gets a magical aura of a specific or patchwork types	Touch	Permanent	1 room <3d6x100sq ft				R		
Nystul's Magic Aura	1							1	Object gets a magical aura of a specific type	Touch	Permanent	1 object	12		12+d4			
Oath								0	Seal a bond between willing participants-3d6 wounds if broken	Touch	Special	Creatures touched	Endure	3d6	14			
Obscurement								2	10' high mist/dust rises from the ground (can only see 10' -2 attack), turn to rain/drops at duration end	0	3d6 minutes	400 yard square						
One Way Mirror		2						2	Creates a reflective surface that acts in only one direction	Touch	1 month	2d4 feet square						
Opportune Moment							1	1	The mage spots an unexpected opening and has initiative of 1. (Expires if asleep)	Self	1 action / 1 day	Self						
Otiluke's Dispelling Screen					4			4	Dispel magic on items that pass through. Dispel at level cast. Save = 12 Major items count as level 7 and are rendered inoperative for 1d4 rounds	10 feet	4 hours	20' square						
Otiluke's Freezing Sphere				6				6	Creates a small sphere of ice. Can be passed to another creature to hurl, sling... When it impacts it shatters on impact causing a wave of cold to spread out Water will freeze to 6" depth for 1 minute (sufficient for 5000lb creatures to walk on). Swimming creatures failing a DEX save are trapped until they make a STR (6) save.	0	1 round	60' radius	Endure	5d10	14			
Otiluke's Resilient Sphere						4		4	Globe of force to capture a small enough target. Nothing can pass through. Can be rolled/moved by inside/outside characters.	25 feet	6 rounds	2'+1' diameter/PP	Dodge		12+d4			
Pain Touch	2	3						3	Causes crippling pain, -2 skills for duration, -1 on skills for 1 hour (Save = -2 duration only)	Touch	4 rounds	1 creature	Will	5d10	14			
Painblast		6						6	Wracked by pain and unable to move. If save then skills at -4	0	1 Turn	30' diameter	Will	4d8	14			
Pair of arms					2			2	Conjured arms perform the somantic spell components. Reduce modifier to -1	0	3d6 rounds	Self						
Panic								0	Instant morale save at -6 (Save = normal save)	180°,30'	1 turn	1 group, <=10 creatures	Will		12+d4			
Part Water						6		6	Parts the sea or river	100 yards	3d6 minutes	50yds wide x 1/2 mile long						
Pass Through Stone								0	Walk through stone	Touch	1 round	5 feet thick						
Pass without Trace								0	1	2	0	Concentration up to 10 minutes						
Passwall	5							5	5' widex8' high passage in stone/wood walls.	Touch	1 hour	3d6 feet long						
Past life							2	2	Mental image of target	Touch	Special	1 creature						
Patternweave							1	1	Make sense of chaos, broken items	30'	1 minute	10' square	Spot		12+d4	R		
Permanent Illusion		6			3			6	Permanent illusion	100'	Permanent	15 off 10' cubes	Spot		12+d4	R		
Phantasmal Force		1						1	Create Illusions. Illusions can move as long as they stay within range. Creatures can use a bonus action for an additional save.	120'	Concentration up to 10 minutes	4 x10 ft cube	Spot		12+d4			
Phantasmal Force - One way		3						3	Create static Illusions that are active from only one direction	120'	10 minutes	4 x10 ft cube	Spot		12+d4			
Phantasmal Killer		4						4	Create victims most feared creature in his mind. Atk 8 vs dodge, if it hits fail = KO, save = disadvantage for remaining duration. Creature is invulnerable	15'	4 rounds	1 creature	Int		12+d4			
Phantom Steed		3						3	Quasi real black horse, rideable by caster, no saddlebags.	Touch	2d4 hours	1 creature						
Phase Door	7							7	The caster & target can move out of phase with the surroundings and therefore move through non-magical substances at will.	Touch	3 uses within 10 minutes	Creature touched + cone						
Piercing Shriek								0	4	0	1 round	Cone 55' x 120°	Endure	3d6	14			
Planar Binding					5			5	5	5	5	5	5	5	5	5	5	
Plane Shift								0	6	6	6	6	6	6	6	6	6	
Plant Door								0	4	Touch	6d12 minutes	1 door						
Plant Growth	4							4	3	30'	Permanent	Square sides 2d4x10yds						
Poison								0	4	3	4	Poison blade/food damage reduces by 1 level per strike. 1 success max	Touch	Permanent	1 weapon/attack	Endure	5d10	14
Poison food and drink (Purify)								0	3	Touch	Permanent	1cubic foot	Endure	4d8	14			
Poison Spray					4			4	3	3	10'	Instant	1 target	Endure	3d6	14		
Polymorph	4							4	Take on physical non-magical properties of new animal. New stats stay relatively the same (incl injury) compared to average for that creature. eg. a fit giant will turn into a fit chicken. Previous magical abilities degrade 1 level/week but may not be able to cast. WILL (8) ongoing rising / week or personality (& INT/WILL) changes to new creature. WILL ongoing monthly to return to normal form.	25 yards	2d4 months	1 creature	Endure		12+d4			
Polymorph any Object	8							8	Polymorph even between kingdoms. Each significant change reduces the duration Kingdom: Animal / vegetable / mineral Class: Mammal / bird / fish / insect Size: Tiny / medium / huge / giant Duration Permanent / months / days / hours / minutes	60 yards	Variable	1 creature/object	Endure		12+d4			

Name	Alter	Emot	E-m	Elem	C/A	For	Div	Max level											Description	Range	Duration	Area	Save Vs	Dama	Save	Ritual																		
																						<i>Italics indicate a ritual</i>																						
Power Word Blind		8						8														Blinds all in the area weakest first up to 100SP or 1 creature. Ongoing save	60 yards	Permanent	15' radius sphere	Will		12+d4																
Power Word Kill		9						9														Slays creatures up to 200SP weakest first. Use of an HP grants a saving throw.	100'	Permanent	18' diameter																			
Power Word Stun		7						7														Mental attack stuns all creatures within the area. The save level of success reduces the effect.	40 yards	Instant	25' diameter																			
Prayer								0	3	3	3	3	3	3	3	3	3	3	3	3	3	+1 to all actions +1 damage	0	3d6 rounds	60' radius																			
Precipitation				1				1	1													All water vapour in the area comes down as rain/snow. Nominal 1" rain / 1' snow	0	1 hour	2d4 miles diameter																			
Predict weather								0	1													Determines the weather in the locale	Sight	2d4 days	10 mile radius																			
Preserve					2			2														Preserves material. Soft=1/2 duration, liquid = 1/4	Touch	1 year	2d4 cubic feet																			
Prismatic Sphere	6	6			9	6		9														Scintillating sphere blinds when looked at (WILL 16) Only the caster can move through the sphere Colour: Protect against - Removal method : Effect if touched Red: Non-magical missiles - Cone of cold : 20SP Orange: Magical missiles - Gust of wind : 40SP Yellow: Poisons/gasses/petrification - Disintegrate :80SP Green: Breath weapons - Passwall : Poisoned Blue: Scrying and mental attacks - Magic missile : Petrified Indigo: Spells - Continual light : Insane Violet: Force field - Dispel magic : Plane travel	0	3 hours	18' diameter	Will		12+d4																
Prismatic Spray	6	6			6	7		7														Flickering collection of light beams. Creatures are struck by 1 or more All creatures save or blinded. 1. Red: 20SP 2. Orange: 40SP 3. Yellow: 80SP 4. Green: Poisoned 5. Blue: Petrified 6. Indigo: Insane 7. Violet Sent to another plane 8. Roll twice	0	Instantaneous	Plane 70 x 15' wide	Endure		12+d4																
Prismatic Wall	6	6		6	8	6		8														Wall at least 5' high or a sphere 35' radius. Designated creatures can pass through. Within 20' = Blinded 1 minute Each layer must be destroyed in turn Red: Prevents non-magical ranged attacks: 10d6 fire damage (25 cold damage) Orange: Prevents magical ranged attacks: 10d6 cold damage (Strong Wind) Yellow: 10d6 lightning damage (60 force damage) Green: 10d6 poison (passwall or similar) Blue: 10d6 Cold damage (25 fire damage) Indigo: Prevents spells RESTRAINED (3 save/fails = saved/petrified) (Continual light) Violet: Blinded (auto) Save next round or plane shifted (Dispel magic)	60'	2d4 hours	1000 sq feet	Will		12+d4																
Produce / Quench Fire								0	4													Creates/quenches a large fire, it will continue burning if there are combustibles	40 feet	1 round	20' square	Endure	4d8	14																
Produce Flame				1				1														Flame in caster's hand, lights 10' radius. Bonus action may be hurled as a grenade with 5' radius splash	Hurl 40'	10 minutes	1 hand		3d6	14																
Programmed Illusion			6					6														Illusion that activates upon a set of circumstances (no limit to number of times). Dormant for 10 minutes after appearing. Trigger based on visual/audible conditions within 30'	100 feet	Permanent. 5 minute repetition	30' cube																			
Project Image			6					6														Illusory copy of yourself at any visited location. You can see/hear/smell through its eyes/ears/nose. You are using its senses or yours on any round. Bonus action to switch.	500 miles	Concentration up to 1 day																				
Protection from Cantrips					2			2														Cannot be affected by cantrips	0	1 month	Creature touched																			
Protection From Cold				2	3			3	4	4	3	4	4									Absorbs 5d10 points of cold	Touch	1 hour	Creature touched		6d12	14																
Protection from Evil / Good				1				1	1	1	1	1	1	1	1	1	1	1	1	1	1	-2 attack; +2 save	Touch	3d6 rounds	1 creature																			
Protection from Fire				2	3			3	4	4	3	4	4	3	3	3	4	4	4	4	4	Absorbs 5d10 points of fire.	Touch	1 hour	Creature touched		6d12	14																
Protection from Hunger & Thirst	1							1	2	1	1	1	1	2								Does not need food or water	Touch	6d12 hours	1 creature																			
Protection from Lightning					3			3	4	4	3	4	4	4	4	4	4	4	4	4	4	Copper coloured shimmering cage grounding all electrical attacks. It does not cause an obstruction to physical objects. Absorbs 5d10 points of lightning	Touch	1 hour	Creature touched																			
Protection from normal missiles						3		3														Reaction: Immune to normal non-magical missiles, 1/2 damage from large / magical. Cast when you see you are the target, it's too late when you have already been hit	Touch	3d6 minutes	Creature touched				Rea															
Protection from Paralysis					2			2		2				2								Cannot be paralyzed	Touch	6d12 minutes	1 creature																			
Purify food and drink								0	1	1	1	1	1	1	1	1	1	1	1	1	1	<i>Purifies spoiled, rotten or poisonous food or drink.</i>	10 yards	Permanent	2d4 cubic feet					R														
Push						2		2						2	3	2						Pushes objects away/into character. Dodge to avoid. Damage = 2d4 per 10lbs Bludgeon	10'/PP	Instant	Objects totalling <5d10 lbs	Dodge	2d4	14																
Pyrotechnics				2				2						3								Blinding sparks (-2 skill) or choking thick black smoke 20' rad from a fire.	100 yards	10 rounds	1 fire source	Endure		12+d4																
Quest								0	5	5	5	5	5	5	5	5	5	5	5	5	5	Send a creature on a quest that the god approves of. Target loses 1 from each saving throws each day it ignores it.Can only be removed by apriest of the same religion and higher level.	60 feet	Until fulfilled	1 creature	Will		12+d4																
Rain								0						2	2							Causes it to be raining in target area	100 yards	3d6 minutes	100 feet square																			

Name	Alter	Emot	E-m	Elem	C/A	For	Div	Max level										Description	Range	Duration	Area	Save Vs	Dama	Save	Ritual	
																		<i>Italics indicate a ritual</i>							/B attl	
Rainbow								0			5							Creates multi-hued bow that fires one arrow of each colour up to 2 per round. Arrows are +3 cause 2d12 with x2 damage against specific creatures Red Fire Orange Earth Yellow Acid using Green Vegetable Blue Aerial Indigo Aquatic Violet Regenerating	120 yards	6 rounds	Special					
Rainbow Pattern		4	2					4										Hypnotic rainbow pattern that moves away at 30'/round. Creatures will follow, not into obvious danger. (e.g. over a cliff)	10 yards	5 rounds	35' diameter	Will		12+d4		
Rally								0										Causes a unit of creatures to pass a morale check	250 yards	Instantaneous	1 unit					
Rapport								0										Super telepathy, you can see, hear and feel everything	100 feet	3d6 minutes	1 creature					
Rary's Telepathic Bond		2					4	4										Telepathic bond between upto 8 willing creatures	Touch	4 hours	8 creatures					
Ratpack		2			6			4										Calls forth a horde of disease ridden rats	0	5 rounds	Self					
Ray of Enfeeblement	1	2						2										Disadvantage to all strength skills/checks (damage disadvantage for dex weapons). Save reduces the effect to -1 STR Save ongoing.	25 yards	5 rounds	1 creature	Will		12+d4		
Rebuild	4					2		4										Repairs wood/stone/metal object e.g. 10' of castle wall, iron barred double door	10'	Permanent	1 object	12		12+d4	R	
Reconstruct	3					1		3										Repairs large (wood/cloth) non-magical item, e.g. smashed single door, hole in boat (not a castle wall)	Touch	Permanent	1 object	12		12+d4	R	
Reflect					7			7										Reaction: Will reflect the effects of a single spell targeted upon the mage up to 1 level below the level cast at back to the caster.	0	Instant	Self					
Reflecting Pool								0	3									Creates a scrying device. Scrying spells have a 25% chance of working through it.	Touch	2d4 rounds	1 pool					
Regenerate								0		6								1 week to regenerate a limb or all Life points	Touch	Permanent	Creature touched					
Reinforce						4		4										Reinforce walls/doors with an internal force plane (or unmagical rock for Moradin) preventing passwall and similar.	Touch	1 month	100' x 10' high					
Remove Charm		2						2	1	3	1	2	1	3	3	3	3	Removes effects of charms. Use PP of level of charm (min=2)	Touch	Permanent	1 creature					
Remove Curse					4			4	3	3	3			2	3	3	3	Removes a curse (The curse gets a save against it @10 + Will of cursed)	Touch	Permanent	Special	Will		12+d4	R	
Remove Hold		5			3			5	5		5	5						Prepared by painting a slip knot on their body, command by thought.	0	Permanent	Self					
Remove Paralysis								0		3	3							Removes paralysis	Touch	Permanent	1 creature	Will		12+d4		
Remove Silence					4			4										Remove a silenced area	10'	Permanent	15' radius					
Repeat Action								0			5							Target attempts to repeat the action of the last round. Save = -1 skill.	25 yards	1 turn	1 creature	Will		12+d4		
Repel Giant Insect								0		4								Prevents giant insects from entering the area and repels those inside out.	0	1 hour	10' radius sphere					
Repel Giant Vermin								0		5								Prevents giant vermin from entering the area and repels those inside out.	0	1 hour	10' radius sphere					
Repel Insects								0		2	4							Repels giant insects	0	1 hour	3d6' radius					
Repel Vermin								0		2								Repels giant vermin	0	1 hour	3d6' radius					
Repulsion								3			3							Creatures are repulsed from the caster away from his direction of movement	100 yards	1 turn	10' wide path	Will		12+d4		
Resist Cold				1	2			2	1	1	1	1		3				Immune to 5 points per round, Save @ +1	Touch	3d6 minutes	Creature touched					
Resist Electricity			1	2				2		1								Immune to 5 points per round, Save @ +1	Touch	3d6 minutes	Creature touched					
Resist Fire				1	2			2		2				1				Immune to 5 points per round, Save @ +1	Touch	3d6 minutes	Creature touched					
Restful Night								0	1	2	1	2	1	2	2	1	2	Lets you get a full night's rest regardless of the discomfort or interruptions.	Touch	1 night	Creature touched					
Restoration								0		7								Restores all lost vital statistics of one type (e.g. STR), 1 hour to recover from the spell	Touch	Permanent	Creature touched					
Restore Magic	4							4										Enable charges to be applied to an object. Each charge causes 1WP which only 1 week's rest can heal.	Touch	Permanent	1 object					
Reverse Gravity						7		7										Gravity reversed within the area. Momentum will take objects out of the range to the same distance.	40 yards	3d6 rounds	30' cube	Dodge		12+d4		
Ride the Wind	2							2										Become virtually weightless & blow with the wind. Save ongoing	20'	25 minutes	1d4 medium Creatures within 18' diameter	Dodge		12+d4		
Rigid Thinking								0			3							Carries on with current action (e.g. continue to attack fighter as priest walks by), Save=no effect	40 feet	2 rounds	1 creature	Will		12+d4		
Ring of Binding	4				6	4		6	5									Steel loop in air above victim, prevents flying, shapechange, gas, movement...	50 feet	1 turn	1 creature	Dodge		12+d4		
Rope Trick					2	1		2										Rope rises and leads to an extradimensional space for 6 characters	Touch	2d4 hours	30' rope					
Run	1							1										May run at double walking speed for duration without tiring	Touch	2d4 hours	Creature touched					
Rust	7							7										Item rusts instantly. Magic gets a save	Touch	Permanent	1 object					
Sacred Flame								0	2	2	2	2	2	2	2	2		Flame like radiance descends upon the target for radiant damage	30'	Instant	1 creature	Dodge	3d6	14		
Sacred Guardian								0		1								Priest gets a mental image if the target is in danger	Touch	1 day	Creature touched					
Safeguarding						5		5										Protects up to 7th level against their own spells rebounding or effects entering the area when centred outside. Caster can move and act normally. If they center a spell in the area the Safeguarding is negated. Does not affect others' spells.	0	3d6 x10 minutes	35' diameter sphere					
Sanctuary								0	1	1	1	1	1	1	1	1	1	Attacker save vs mind or ignore, protected can't be offensive. Save @ +2 if inadvertently targeted.	0	2d4 rounds	Self					
Scare		2						2										Target falls into a fit of shaking (cornered=1d4 skill).Items are not dropped	40 yards	5 rounds	15' radius	Will		12+d4		
Scorching Ray		2						2										Create 1 ray of fire per PP. Make a ranged spell attack for each	50'	1 round	1 target/ray		3d6	14		
Screen			8					8										Sets a vision in general terms for what scrying will reveal (Ritual)	0	1 month	15 off 30' cube	Spot		12+d4		

Name	Alter	Emot	E-m	Elem	C/A	For	Div	Max level											Description	Range	Duration	Area	Save Vs	Damage	Save	Ritual																		
																						<i>Italics indicate a ritual</i>																						
Sigil Creation	3	4			2			4															Creates a sigil on the target. Different sigils require different specialisations	Touch	Permanent	1 creature																		
Silence		3						3	2	2	2	2	2	2	2	2	2						All sound is stopped. Targets an area only Save = Spellcasters at disadvantage whilst in area	60'	2d4 rounds	35' diameter																		
Silver Web	4							4															As normal web but silver wires and non-flammable holds <7 Str. 1/r per Str>6. Non-corporeal affected by silver are trapped.	60 feet	1 hour	Special	Dodge		12+d4															
Sink	8	5		4				8															Causes the target to sink into the ground. The target is instantly rooted to the spot. On subsequent turns as a bonus action the caster may cause the subject to sink into the ground 1/round	150 yards	Special	1 creature of 15cbft	Endure		12+d4															
Slay Living								0															Kill one non-heroic creature with necrotic damage	15'	Permanent	1 creature	Endure	6d12	14															
Sleep		2						2								2							Creates a soporific field, roll damage as sleep points against current total. All in the area who fail fall asleep. All who pass are 1 to skills (not defence). Save ongoing at +2 for each current SP > Sleep points. Sleep points are not tracked, it's a pass/fail. Takes 1 whole round of slapping to wake someone.	40'	2d4 rounds	35' diameter / 55' cone	Will	4d8	14															
Sleep on it							2	2															Sleep on a specific problem and gain advantage when it is tackled the next day	Self	1 action next day	Self																		
Sleet Storm				3				3															Freezing rain and sleet falls, creating slippery ground DIFFICULT GROUND. Concentration is disrupted (ENDURANCE). Suffer damage if in area during turn Bonus action to maintain	100'	2d4 rounds	60' radius	Endure	2d4	14															
Slow		3						3								2							Suffers disadvantage (skills, initiative, damage and dodge saves), lose bonus actions Pass = -1 skills & lose bonus actions. (1 creature per power point). Affects weakest first. Save ongoing	25 yards	5 rounds	35' diameter 1 creature/PP	Will		12+d4															
Slow Poison								0	3	2	2	3	3	4	3	3	2						Grants advantage on future poison saves.	Touch	2d4 hours	Creature touched																		
Slow Rot								0		2	3												Food does not rot	Touch	2d4 months	Special																		
Snake Arrow / bolt								0														3	A small snake is made rigid and may be fired as a poison arrow (Pierce)	Self	10 rounds	1 snake/round		3d6	14															
Snake Charm								0														1	Charms snakes within area	Self	Concentration	10' radius																		
Snake Head								0														6	Replaces a creature's head with a snake head (Yuan-ti)	Touch	Permanent	1 creature																		
Snake Pit								0														2	Summons a large number of snakes of all sizes to surround the priest	Self	Permanent	5' radius		3d6	14															
Snake Spear								0														2	A large bitey snake is made rigid and thrown as a spear (skill = faith)	as spear	Instant	1 creature/object		3d6	14															
Snapping Teeth					3			3															(Pierce) Place on an object, attack any other person that comes within 1' Attack=10.	Touch	2d4 hours	1 creature/object		4d8	14															
Snare								0		3													Snare (spot=15) grabs creature (& hangs upside down if near a tree) Str=5 to break but reduces by 1 per day	Touch	2d4 months	2' diameter																		
Sol's Searing Orb								0														6	Throw a pebble (grenade skill) that explodes with a searing radiant light stunning creatures within the area and causing radiant damage (2 saves)	Pebble touched	Instantaneous	35' radius	Endure	5d10	14															
Spark			2					2														2	Spark leaps from caster's hand (Endurance save vs dazed)	25 feet	Instantaneous	1 creature	Endure	3d6	14															
Speak with Animals								0		1	2											2	Non-hostile animals will be generally amenable.	10'	2d4 minutes	1 animal																		
Speak with Astral Traveller		2			3		2	3		1	1	1	1	1	1	1	1	1	1	1	1	1	Allows communication with a creature travelling astrally	Touch	3d6 minutes	1 creature																		
Speak with Dead								0			2												Talk to the dead, but not undead. Once per 10 days max. 2 questions per PP. Will not know anything that happened after death. May lie if you are an enemy /hostile or because it can.	Touch	2 questions/PP up to 5 minutes.	1 creature																		
Speak with Monsters								0		5	6	4	6	6	6	6	5	6	6				6	May speak to any monster that can converse. Can only speak one language at a time but may change as often as desired. Takes 1 round to change	0	1 hour	50' radius																	
Speak with Plants								0	4	4		4	4										Converse with all vegetable matter in rudimentary terms, can remove difficult terrain/entangles.	0	3d6 minutes	30' radius																		
Spectral Hand					2			2															Glowing hand that can perform touch spells @ +4 to hit	40 yards	2d4 rounds	Caster																		
Spell Store	5							5															Area of effect spell stored in gem, command word or breaking gem destroys gem and releases spell (gem = 100gold)	Touch	5 days	1 gem	Special		12+d4															
Spell Turning					6			6															The first 3d6 spell levels rebound up to level 4 spells	0	40 rounds	Self																		
Spider Climb	1							1						2		1	2						Climb smooth walls without slipping at walking speed. Walk across ceilings.	Touch	10 minutes	Creature touched																		
Spike Growth								0		3	4												Plants grow spikes = caltrops. DIFFICULT TERRAIN. Damage for each 5' traversed. Save or half movement for 1 day.	60 yards	2d4 hours	35' diameter			2d4	14														
Spike Stones								0		5	5												Creates large spikes on rocks which are camouflaged	25 yards	1 1/2 hours	25' square																		
Spirit Guardians								0	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	Angelic (?) guardians flit around you. Affected creatures suffer damage whilst in the area. As a bonus action a single target next to you can be targeted for double damage instead.	0	2d4 rounds	25' diameter		2d4	14														
Spiritual Weapon								0	2	2	2	2	2	2	2	2	2	2	2	2	2	2	Force weapon (of the deity) Acts as a +1 magical weapon in determining what can be it (+1/extra level). Wield at your training level +2 (including damage). Can attack the round it is cast	30'	Concentration up to 1 minute	1 weapon																		
Spook		1						1															See the mage as inimical, target flees (save = ongoing)	30 feet	5 rounds	1 creature	Will		12+d4															
Squeaking Floors								0														3	Makes all the floors squeak whenever anyone steps on them	4 feet	4 hours	100 square feet																		
Stabalise		9						9															Sucks in magic from surrounding areas to prevent wild surges. Causes wild surges check to be at -2 within the next 30'. Moves with caster	0	4 turns	35' diameter																		
Staggering Smite								0	4			4											The next melee attack you connect with deals additional radiant damage. On a fail save the target is at disadvantage until the end of its next turn. Minor action to maintain	0	2d4 rounds	Self	Will	4d8	14	B														
Starshine								0															Creates starlight in area	1/2 mile	2d4 hours	1/2 mile radius																		
Static			3					3														3	Area of high static, discharges upon contact	Touch	1 discharge	10' square	Endure	5d10	14															
Statue		7						7															Willing individual apparently turned to solid stone. Remains faintly magical. The target can still use all senses. Initial transformation requires a full round but thereafter the individual can turn back under their own command act and return to stone in a single round (1s for each transformation).	Touch	15 hours	Creature touched																		

Name	Alter	Emot	E-m	Elem	C/A	For	Div	Max level						Description	Range	Duration	Area	Save Vs	Dama	Save	Ritual			
														<i>Italics indicate a ritual</i>										
Sticks to Snakes								0	5			4		3		Convert 7 arrow size sticks or 1 branch to snakes Small Snake = Def 20, Rngd Def 20,Atk 5,Arm x1.5,SP=14, Dmg=d8/d6+poison (17) Large Snake = Def 21, Rngd Def 18 Atk 8,Arm x1,SP=37, Dmg=d12/d8+poison (16)	40 feet	1 day	1 stick / PP					
Stinking Cloud				2				2				2			Yellow/green poisonous nauseating gas. HEAVILY OBSCURED. Save is Ongoing Rising whilst inside. Fail = Retching inside & disadvantage 1 round outside Save = Disadvantage Strong wind disperses.	40 feet	5 rounds	40' cube	Endure		12+d4			
Stone Shape	5							5	5				5	3	Ritual: Caster can shape stone, but no finesse. Battlespell: Melee spell attack against Stone creatures.	Touch	Permanent	3d6 cubic feet	Endure	6d12	14			
Stone Tell								0	5	5		5	5	4	Stones will describe the local area who/what has touched them and what is behind them	Touch	1 turn	10 cubic hards						
Stone to Flesh	6							6							<i>Depetrify a creature, The creature emerges stunned</i>	Touch	Permanent	1 creature			R			
Stoneskin	2		4					4						4	Turns targets skin to stone, giving RESISTANCE against slashing and pierce attacks, and advantage on endurance saves.	Touch	3d6 minutes	1 creature						
Storm								0					6	6	Create a storm (Force 10). May sink medium boats. Does stamina to those caught with no shelter and structural damage to boats/buildings. Rowing boat = 6SP, Skiff = 9, transport = 14	Visibility <5 miles	1 hour	1 mile radius	Endure	3d6	14			
Storm of Vengeance			9					9	7					7	A churning storm cloud diameter 1/4 mile. Round 1: ENDURANCE or DEAFENED and 3d6 damage Round 2: Acid rain, 3d6 damage Round 3: 6 bolts of lightning, max 1 per creature, DODGE 5d10 damage Round 4: Hailstones. 3d6 bludgeon Round 5: Freezing rain and gusts, DIFFICULT TERRAIN and HEAVILY OBSCURED Round 6: Strong winds disperse all weather effects, aerial creatures 3d6 buffeting	Sight	1 minute	1/4 mile diameter	Special	lots	14			
Substance to Illusion			6					6							Transforms a creature to an illusion	Touch	1 day	1 creature	Endure		12+d4			
Suffocate	7							7							Breath is drawn out of creatures, Save is Ongoing Rising. Disadvantage when they fail, on a second fail they fall unconscious. After falling unconscious if they are tended to they recover as normal KO. Effect carries on even outside the initial area.		3d6 rounds	18' diameter	Endure	2d4	14			
Suggestion		3						3							Suggest a reasonable course of action. Stronger than a charm and amy cause the creature to go against it's own best interests but will not put itself in mortal danger. May specify a condition that will trigger a special activity. Disadvantage on save if already charmed. Any damage grants an ongoing save	Touch	8 hours	1 creature	Will		12+d4			
Summon Lycanthrope				4				4							<i>Needs full moon. Nearest lycanthrope, may not be friendly</i>	10 miles	sun rise	1 creature	Will		12+d4	R		
Summon Shadow			5					5							Conjure shadows 4d8 SP	10 yards	10 minutes	10' cube						
Summon Snake								0						2	Summons a giant or poisonous snake	10 yards	1 turn	10' cube						
Summon Swarm				2				2	3						Flying biting insects. 1SP/r if defending, 2d4 if not (no armour), spells @-4, moves at jogging speed (6mph)	60 yards	3d6 rounds	10' cube		2d4	14			
Summon Wind								0					3	2	<i>Creates a wind of Force equal to the 2x power points used.</i>	0	6d12 minutes	100 feet square				R		
Sunburst			8					8	7	7				7	Burst of light Fail: damage & blind (ongoing) Save: Damage only	150'	Instantaneous	60' radius	Endure	7d16	14			
Sunray			7					7	6	6				6	Beam of light from your hand causing radiant damage and blindness Undead have disadvantage May change direction each round. Each creature can only be affected once		Concentration up to 1 minute	60' x5'	Endure	6d12	14			
Superheroism								0						7	Add 2d4 to all physical skills & 6d12 temporary stamina	Touch	1 turn	Self		6d12	14			
Swift Quiver	4							4						4	Arrows leap from the quiver to the bow/Xbow enabling 2 attacks per round (normal rules)	Touch	1 minute	1 quiver						
Swim						1		1							Enables a character to swim at half walking rate, normal.double rate for level 1,2,3	Touch	7d16 minutes	Creature touched						
Symbol	8							8	7	7	7	7	7	7	Create a glyph that triggers on a condition. See PHB5 for effects	Touch	Once	1 glyph	Will		12+d4			
Tanglefoot	1							1							Trip if move faster than a shuffle, leg movement actions at -3	25 feet	6 rounds	1 creature	Spot		12+d4			
Tasha's Uncontrollable Laughter	2							2				3			Target finds everything funny (-4/-3/-2/-1 skills).	60 yards	4 rounds	1 creature	Int		12+d4			
Taunt	1							1							Makes the mages words insulting so melee attack instead of ranged will occur	60 yards	1 round	35' diameter	Will		12+d4			
Telekinesis						5		5							Can move objects within range of spell. Can be manipulated as if with one hand. 30'/round vertically or horizontally. Save vs STR Fail: Creature is RESTRAINED. Can move 30' within spell range Save = Disadvantage on physical skills Must attempt to control each round. Hurl an object/creature (STR) directly away up 30' beyond spell range for damage or hurl loose objects into a creature (DODGE)	60'	Concentration	1 huge Creature / 1000lbs	Str	6d12	14			
Telepathy			5					5				3			Telepathy with a single willing subject	40'	1 turn	1 creature	Will		12+d4			

Name	Alter	Emot	E-m	Elem	C/A	For	Div	Max level	Description	Range	Duration	Area	Save Vs	Damage	Save	Ritual
<i>Italics indicate a ritual</i>																
Teleport					6			6	Distance is not a factor. Visited locations are safe, scryed areas are dangerous, although the spell won't materialise you in rock you will take damage if it has to relocate you. The caster makes a spot save (once per location). Permanent circle: Auto Very Familiar: Not a fumble Familiar: 8 Visited: 13 Seen casually: 16 Described: 18 Off target is d10 x d10% of range.	Touch	Instantaneous	8 creatures	Spot	3d6	14	
Teleport local					5			5	To a wholly visible area	100 feet	Instantaneous	Self				
Teleportation circle					5			5	Ritual: Create a temporary circle that links to another known circle. Cast in the same place every day for a year to make a permanent one (No using it to teleport when doing this)	Touch	1 round	5' diameter				
Temporal Stasis	9							9	Target is in stasis and cannot be affected by anything. Can set a trigger or duration for release	10 yards	Permanent	1 creature	Will		12+d4	
Tenser's Floating Disc						1		1	Concave floating dish of force, keeps within 20' at mage's speed. Mage may approach it. It cannot move across elevation changes of more than 10'. Ends if more than 100' away or > 500lbs carried	6 feet	4d8 minutes	3' diameter disc				
Tensers Transformation	6							6	Wizard becomes a heroic beserk fighter. SP double. Adds casting level to attack roll/damage. Fights until all enemies are dead.	0	1 turn	Self				
Tentacles					6			6	(Bludgeon), 20ft 10' long greenish tentacles grow from body, controlled by caster can grasp, wield weapons, crush. Each can attack =+8, damage 2d10+4, if target is <7' they are grasped and crushed d4+2 per round	0	2 hours	Caster				
Thick Fog			4					4	5' move per mph, not affected by wind -3 to attack	100 feet	1 turn	20' x 10' x 10'				
Thiefs Lament								0	All stealth / covert skills suffer -4 on skill attempts. Save = -2 skills	0	1 hour	25 square feet	Will		12+d4	
Thorn Whip	1							1	Create a thorny whip. Melee spell attack, piercing damage	30'	1 round	1 creature		3d6	14	
Thought Broadcast								0	Everyone senses the subjects thoughts	Touch	1 turn	6d12 yards				
Thoughtwave								0	Message to individuals, informing of situation & general location.	1 plane	Instantaneous	3d6 creatures				
Throbbing Bones	5							5	Target's bones throb and pulsate, 1/2 move, -3 skills (including parry). Damage each round. Save vs damage each round but other affects still occur.	10 yards	6 rounds	1 creature	Endure	2d4	14	
Thunder Staff			4					4	Stun save & hurls (up to 600lb) 4d8 feet. Save reduces distance and damage equally	0	Instantaneous	Cone 40' x 20'		4d8	14	
Thunderclap			9					9	Knocked over. Dodge or damage. Con save or stunned 3r/fail level.	0	Instantaneous	60' radius	Special	5d10	14	
Tidal Wave								0	Smashes into buildings causing structural (and normal) damage.	2 miles	1/2 hour	400 yard front		4d8	14	
Time Stop	9							9	Time stops for other creatures within the area, caster can act freely within the area. Appears to shimmer briefly from outside	0	d3+1 rounds	25' diameter				
Tongues	2					3		3	Speak the language of anything in the area (one at a time)	0	4d8 minutes	30' radius				
Transfer Strength								0	Transfer stamina from 1 willing character to another up to the limit.	Touch	Permanent	Creature touched		4d8	14	
Transmute Rock to Mud	5							5	Turns natural rock to mud. Heavy creatures sink at 1/round	60 feet	Special	3d6 x 20' cubes				
Transport via Plants								0	Create a portal between two plants you have touched. You may step into one plant and out of the other.	Touch	1 round	2 plants				
Tree								0	Turns the druid into a tree. They can see and hear as normal.	0	2d4 hours	Self				
Tree Steed								0	Log sprouts wooden legs. 24mph, Swim 4mph, 600lb max, 20 WP, 10' range	Touch	6 hours	1 log				
Tree Strider								0	Step into a tree and out another of the same type within range. You instantly are aware of all the others within range. You may continue on following rounds to move directly into other trees without exiting. Tree must be big enough to hold you. Coniferous trees and young trees have half range.	<500 yards	Concentration up to 1 minute	Self				
Trigger								2	Allows a confined spell to trigger on a set of circumstances such as a long haired elf gets within 5'							
Trip								0	Rope/stick will rise as creature passes over to trip them	Touch	1 turn	1 object	Dodge		12+d4	
Tripwire								1	Tripwire alarm 1 foot off the ground	0	5d10 hours	60' line				
True Seeing								5	Everything is visible in its native form, invisible, ethereal, displaced...	Touch	1 turn	60' light range				
True Strike								1	Get a glimpse of the targets defenses, gain full advantage next round when attacking it.	0	1 round	1 creature				
Tsunami					4			4	Creates a large breaking wave which will swamp small boats causing structural and normal damage	100 yards	2 rounds	60' wide x 1' high/PP	Endure	2d4	14	
Turn pebble to boulder	4							4	Keeps original velocity, (Bludgeon)	Touch	Special	Special		5d10	14	
Turn Wood								0	Wave of power rolls out forcing all wooden items away from the caster at 20'/round. Objects under 3" that are fixed simply splinter. Magical and carried items with wooden sections are also affected. Items are moved up to the limit of the range.	0	3d6 rounds	120' wide				
Ultravision			2					2	Can see as if in bright daylight during the night	Touch	6d12 minutes	1 creature				
Unceasing Vigilance of the Holy Sentinel								0	Immobile area within which the priest can see invisible and in the dark. He has no need for sustenance or rest, regenerates 1SP per hour, is immune to fear and charms.	0	10 hours	10' radius				R
Undead Ward								0	Prevent undead entering the area. Save = -2 to their skills	0	1 1/2 hours	10' cube	Will		12+d4	
Underwater vision								0	The caster can see through murky water (not through plants though)	0	1 hour	Self				
Unseen Servant						1		1	Glowing, blobby force to fetch, open doors, carry 20lbs, push 40 lbs 1SP Def 7	0	3d6 turns	60' radius				
Vacancy			4					4	Area appears disused. Only forceful contact against a cloaked object gives a save. Only cloaks non-living items.	10 yards	6 hours	600 sq feet				R

Name	Alter	Emot	E-m	Elem	C/A	For	Div	Max level																										Description	Range	Duration	Area	Save Vs	Damage	Save	Ritual /B att					
																																		<i>Italics indicate a ritual</i>												
Vampiric Touch	3				2			3																										Necrotic touch drains stamina and adds half to caster. The caster may be supercharged with temporary stamina if they reach normal maximum. These are lost first and disappear after 1 hour. Melee spell attack @ -2 as you have to keep contact whilst draining	Touch	1 touch / 1 min	Self	Endure	4d8	14						
Vanish					7			7																										Object vanishes into the ethereal plane. If moved on the ethereal plane it will reappear in the new location. On a fumble a hostile ethereal creature steps through the portal as it is created.	Touch	Permanent	1 object up to 3d6 x 100lbs and 6d12 cubic feet									
Veil			6					6																										Change the appearance so that only a true sight can tell the difference	0	1 day	2d4 x 10,000 sq feet									
Ventriloquism				1				1																										Creates another's voice/sound from anywhere	10 yards	2d4 rounds	1 creature									
Vestment of the God								0	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5			R
Vestment of the Saints								0	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3			R
Vitality								0								4																														
Vocal Paralysis			2					2																										Victim unable to speak. Save = -2 to spells/prayers	25 feet	5 rounds	1 creature	Will		12+d4						
Vocalise	2							2																										Cast spells without speaking (Has no vocal component)	Self	2d4 rounds	Self									
Von Gasik's refusal		2						5																										Prevents uninvited spellcasters from entering (anybody who has their own internal power to cast mage spells). Acts as 2 levels higher against dispelling	0	1 month	2d4 x1000 sq feet									
Vortex								5																										Swirling magical 7' tall vortex. 50% moves in desired direction otherwise use scatter die. Bounces off objects larger than itself. 5% explode when striking a creature. Causes damage and against mages also stuns (INT save) and removes 2d4 power points (INT save). Bonus action to direct	25 yards	3d6 rounds	5' diameter	Dodge	4d8	14						
Wail of the Banshee								9																										Wail like a banshee, Frightens to death low level creatures up to damage level no save. Creatures with HP are at disadvantage for 1 minute.	0	Instantaneous	25 yard radius			6d12	14					
Wall of bones	2							5	3																										Erupts from the earth. Must rest upon solid foundations. Str=3 to smash with blunt weapons, 10HP = 2' square hole x 1' deep. Crawling through hole=d4 per foot piercing from bone shards.	60 feet	1 turn	1,000 square feet x 5' thick								
Wall of Electricity								4																											Wall of electricity. Damage within 10' = 2d4 on either side. Full damage if passing through the wall.	40 feet	3d6 rounds	6 off 20' squares / Ring 40' rad x 20' high	Endure	4d8	14					
Wall of Fire								4																										Opaque wall of Fire. Hot side away from caster. Ring (moves with caster) or straight 60' long x 10' high. Damage on passing through, 1/2 damage within 10'	60 feet	3d6 rounds	60'x10' or Ring 20' diameter			4d8	14					
Wall of Force								5																										Unaffected by physical blows, breath weapons and most spells including dispel magic. Minimum dimension for a plane is 10'. Can be made into a sphere around caster. Teleport and similar will bypass it. Can withstand 50SP per round at any location changing through the colours as the damage increases eventually turning black at which point effects/creatures get through.	100' to furthest point	2d4 minutes	10 off 20' squares /15' radius sphere									
Wall of Ice								4																										Ice 1" thick/PP causes 2 damage /inch when breaking (more to fire creatures). Has 30SP at any 10' section. VULNERABLE to fire a) Wall 10'x10' per PP. Must be anchored along at least 1 side. b) Hemisphere 1' radius / PP. Very difficult to catch opponents. c) Horizontal plane 10'x10' / PP falling causes damage to creatures underneath.	10 yards	1 hour	Special			4d8	14					
Wall of Iron	5							5																										Vertical wall inserts itself into surrounding rock if desired	40 feet	Permanent	4d8 x 10 sq feet x2"									
Wall of Stone								5																										Creates stone wall. 1' thick. Will stand upright, can create crude crenelations. If you maintain concentration for the whole 10 minutes it becomes permanent.	50'	10 minutes	100' x 10' high									
Wall of Thorns								0		6																										Wall of thorns. Attempting to move through the wall causes piercing damage. Permanent when cast outdoors.	60 yards	10 minutes	15 off 10'cubes			7d16	14			
Warp Wood								0		2																										Warps wood making the item unusable (Owner gets save)	10 yards	Permanent	2' long x 5" dia	Will		12+d4				
Water Breathing	2							3																										Breathe water or air. Divide duration by number of creatures affected	Touch	5d10 hours	Creatures touched									
Water Pulse								3																										Sonic wave pulse. Damage 4d8,3d6,2d4 at distance 10'/20'/35' from centre. Under 10' also stunned (Endure)	60 feet	Instant	35' diameter	Endure	4d8	14						
Water Walk								0																										Walk on any liquid as if solid.	Creature touch	1 turn	2 creatures / PP									
Watery double								3																										Exact 3D image of reflected creature. If target touched flows into orifices causing 3d6 damage per round for 3 rounds. It has 6SP. Destroyed by fire.	Touch	Special	1 liquid	Endure		12+d4						
Waveform								5																										Form water into any desired shape but still retains fluid and gravity properties so will crash forward but rise and repeat. Moves at 90'/round. Over land waves lose 1 die damage each 10' In a body of water small victims will be swept along and medium at half speed. Cast directly at a water elemental it causes all damage instantly then dissipates. Swim (STR) save against damage Can form waves, whirlpools, geysers... works underwater.	40 yards	Concentration < 10 rounds	10off 10' cubes	Special	5d10	14						
Weapon of defense								4																										Animated weapon defends caster Parry 15, enables casting of spells without danger of being hit (except for random timing)	0	3d6 turns	Caster's item									
Weather Summoning								0		6																										Call forth any weather appropriate to the time of year. Weather arrives in 1 hour	0	Permanent	10x10 miles square							

Name	Alter	Emot	E-m	Elem	C/A	For	Div	Max level												Description	Range	Duration	Area	Save Vs	Damage	Save	Ritual / B attl																
																						<i>Italics indicate a ritual</i>																					
Web	2							2													Flammable sticky webs. Creatures trapped are RESTRAINED. STR save (4) = move 5/r per save level. Burn for damage. They collapse and lose strength at the spell end Increase level increases strength by 1 and burning damage by 1 level.	25 feet	4 rounds	20' cube	Str	2d4	14																
Weighty Object	1							2						1							Object is 10 times it's normal weight (+6 damage levels for a weapon, +11 strength required to wield)	Touch	3d6 days	1 object <5' cube																			
Whirlpool								0													Sucks large boats causing structural damage. Steersman makes the save to avoid. Damage is suffered if avoided, destroyed if pulled in.	100 yards	1 turn	60' radius	Int	2d4	14																
Wildshield	6							6													Creates a shield around the mage disrupting magic including area effects. Also protects against wild surges. Absorbs up to a number of spell levels. For area effects it only protects the caster but those spells count as 1 level lower.	0	Special	Self		3d6	14																
Wildstrike	6							6													Encases the target with wild magic causing the next spell or charged item to surge	30 yards	4 rounds	1 creature	Will		12+d4																
Wildwind	9							9													Creates a wall of wild magic moving at 60/r. Bonus action to rotate 45°. Causes all mages to wildsurge the next spell, items to expend a charge, removal of PP from creatures, spare damage is rolled over into physical damage. Each creature can only be affected once.	100 yards	2 turns	Special		5d10	14																
Wildzone	8							8													Creates a wild magic zone where spells are at disadvantage and surge on a roll of 2d4 +success level	0	6 turns	300' square																			
Wind Breath				4				4													10mph+5mph per PP. (i.e. 35mph minimum). 1SP per 10mph 30mph = 1/4 movement 50mph = no movement boats may capsize, Save vs STR or knock down 60mph = blown back for more damage	0	Instant	Cone 60yd x 30°	Dodge		12+d4																
Wind Walk								0	7												Willing creatures assume a gaseous form. Fly at 300/round Immune to non-magical weapons. Takes 1 minute to revert during which time you are VULNERABLE to everything.	Touch	10 hours	Special																			
Wind Wall				3				3													50mph upward draft up to 50', deflects normal missiles & birds, boulders at disadvantage. Medium creatures suffer damage and may be blown over.	25 feet	10 rounds	100 feet long	Endure	3d6	14																
Wispering Wind				2				2													Send a message or sound effect to a known location or person.	2d4 miles	5s message	2' radius																			
Wizard Eye	1				2		4	4													Floating eye the mage can see through, 4mph, 10' invisision per success level	0	3d6 minutes	Special																			
Wizard Lock						2		2													Creates a magical lock with a difficulty of 6+Int+AK +d4 Breaching a wizard lock requires that knock is cast at an equal or higher level than the original wizard lock. Wizard locks cannot be opened except by breaking, or having a special skill/item.	Touch	Permanent	1 item/door																			
Wizard Mark	1							1													Inscribes visible / invisible mark without harm to the material	Touch	Permanent	2d4 sq feet																			
Wizard Sight			1					3													Detect magical auras & strength specialisms (visible spellcasters & items)	Self	1 minute	5d10 feet																			
Word of Recall								0	6	6	6	6	6	6	6	6	6	6	6	6	Teleport back to your temple sanctuary. Must be first cast at the designated sanctuary.	0	Instantaneous	The caster +5 within 5'																			