

EXAMINATION FIELD

Spell Name	R/FSM	Effect Area	O=Damage/D=Defense or Effect	Spell Name	R/FSM	Effect Area	O=Damage/D=Defense or Effect
Clairaudience	3/1	20' Rad	Allows Caster To Hear Everything Clearly Within the EA For 10 Ts	Dimensional Tracker	8/10	Caster	Grants Caster knowledge of Dimensional Portal's Origin & Destination
Clairvoyance	3/1	20' Rad	Grants Caster 360 Degree Vision Within the EA For 10 Ts	Identify Artifact	9/1 H	1 Obj	Identifies All Properties (Enchantments, Curses, Intellect, etc.) of an Artifact
Compass	6/10	Caster	Caster Gains Accurate Knowledge Of Their Whereabouts	Identify G	6/1 H	1 Obj/R	Completely Identifies all Enchantments & History of Obj
Comprehend Animals	1	Caster	Caster can Understand Animals & Speak with them	Identify M	1 H	1 Obj/R	Identifies Number of Enchantments on the Obj
Comprehend Anything	10/1	Caster 10 Ts	Caster will Understand any Languages, Puzzles, or Riddles (even Divine)	Identify N	3/1 H	1 Obj/R	As the M Version but also Identifies Enchantment Types
Comprehend Languages	2	Caster	Caster Can Understand Any Language Spoken to Them	Identify Personality G	4/5	1 Crt/L	Automatically Identifies Target's Personality, Lifestyle, Profession, etc.
Comprehend Mechanics	4	Caster	Caster will Understands any Working or Moving Parts as with the Talent	Identify Personality M	1/2	1 Crt	Caster Must Specify Good, Neutral, or Evil
Comprehend Planar Distances	5/10	Caster	Caster Knows Planar Distance; basically Planar Direction Sense	Identify Personality N	2/3	1 Crt/R	Automatically Identifies Target's Personality & Traits
Comprehend Runes	3/1	Caster	Caster Can & Understand Any Runes that they can see	Inner Planar Communication	4/10	Caster for 1 T/R	Caster May Observe & Speak Crts on the Inner Planes
Comprehension	8	Caster	Caster will Understand any Languages, Puzzles, or Riddles (except Divine)	Instant Identifications	10/1	1 Obj/R	Instantly Completely Identifies any Obj
Detect Anything	10/1	1 Detect Spell	Caster Instantly Can Use Any Detection Spell Rs 1-90T	Language Translation Zone	3	10' Rad	Allows Communication with Different Languages within the Zone
Detect Blobs	3	30' Rad	Detects the Presence of Blobs in the Effective Area	Locate Creature I	1/2	1 Crt/R	Locates up to Small sized Natural Animals & Insects
Detect Constructs	2	20' Rad	Detects the Presence of Constructs in the Effective Area	Locate Creature II	4/5	1 Crt/R	Locates any Crt Within 1 Mile/R
Detect Danger	2	Caster	Caster Cannot be Surprised for 1 Hour/R	Locate Dimensional Portal	5/10	Caster	Caster can Locate any portal within 1 Mile of their current location
Detect Deep Magic	5	20' Rad	Detects Deep Magic & Deep Magic Spell Casters or Users	Locate Obj M	2/5	20' Rad 1 Obj/R	Locates a Familiar Obj 10%/R to Locate if Unfamiliar
Detect Lie	4/1	20' Rad 1 T/R	Detects Any Lies Told to Caster Within the EA	Locate Obj N	3/6	1 Obj/R	Will Locate Any Obj Within 1 Mile/L
Detect Life M	1	1 Crt/R	Detects the Presence of Life Within the Caster's Sight	Locate Outer Planar Creature	7/10	Caster	Locates any Outer Planar Crt within 1 Mile/R of the Caster
Detect Life N	2	1 Crt/L	As the M Version but Also Identifies Type of Life	Locate Path	1	Caster	Locates Caster's Chosen Path When they are Lost
Detect Magic Field	1	20' Rad	Detects Magic & Type of Field/Order the Spell is From	Locate Specified Creature	8/10	Caster	Locates Any Specified Crt Known or Unknown to the Caster
Detect Magical Energy	3	30' Rad	Detects Any Spellcasters in the EA	Outer Planar Communication	5/10	Caster for 1 T/R	Caster May Observe & Speak Crts on the Outer Planes
Detect Outer Planar Creature	5/7	1 Mile	Detect Any Outer Planar Crts (Devils, Demons, Angels, etc.) in the EA	Scrying G	9/10	30' Rad	Caster Can Mentally Scry Anything or Anyone
Detect Residual Magic	2	30' Rad	Detects Residual Magic & Type of Field/Order the Spell was From	Scrying M	4/10	1 Cre. +20' Rad	May Observe 1 Crt Anywhere on the Prime Material
Detect Scrying	4/10	1 Crt/R	Detects if Crt is Being Observed By Magical Means	Scrying N	5/1	1 Cre. +20' Rad	As M only Caster May Switch Targets Being Viewed
Detect Traps	2	20' Rad	Detects Traps & Identifies Their Function(s)	Sentry	9/1	Caster 1 Hour/R	Caster instantly gains Clairaudience, Clairvoyance, Compass, & True Seeing
Detect Undead G	7	50' Rad	Detects the Presence of Any HD of Undead in the Effective Area	Teleport Tracker	6/10	Caster	Grants Caster knowledge of a Teleportation's Origin &/or Destination
Detect Undead M	1	5' Rad/R	Detects the Presence of Undead of 1-3 HD in the Effective Area	True Seeing	7/1	1 Crt	Crt Sees Everything as it Truly is & can see Magic Ref's Discretion
Detect Undead N	4	30' Rad	Detect the Presence of Undead of 1-10 HD in the Effective Area	Custom			
Custom							

CREATION FIELD

Spell Name	R/FSM	Effect Area	O=Damage/D=Defense or Effect	Spell Name	R/FSM	Effect Area	O=Damage/D=Defense or Effect
Alchemy				Alchemy or Imbue			
Acid Arrow	2	AR vs. 1 Crt	1D4 (+1/L) 1 T/R	Acid Spikes	5	30' Rad	Acidic Spikes 1D8/L/T, MB@Half
Acid Barrage	3	1 Crt/R	1D4/L + 1D4/R for 1 T/R	Create Potion	2/*	1 Receptacle	Simulates effect of another spell, *FSM 10T/R
Acid Splash	1	1 Crt/R	1D4 1 T/R	Grease Spikes	3	20' Rad	Creates Grease & Spikes 1D6/L Agility Halves
Acid Storm	7	5' Rad/R	1D12/L No Resistance Roll Allowed	Magical Devices			
Death Cloud	5	20' Rad	RR Successful: 1D10/L, Fail: Death	Create Scroll	10	1 Spell/R	Usable scroll of spell known to caster
Death Sphere	9	1 10' Sph	Mobile Sphere of Death No RR, 1 T/R	Dimen Gateway	9	10'x10'	Creates a Fixed Gateway Between 2 Planes
Disease Field	4	5' Rad/R	Physical RR or Diseased	Intel Device	10/*	1 Item	Intelligent Magical Device, *FSM Varies
Disintegrate	6	1 Crt/R	RR or Disintegrates	Item Creation	5/10	1 Obj	Create Item as a Receptacle for Magic Enchant
Dragon Fire Oil	10	1 Recept/R	*See below	Magic Chest	5/10	1 Chest/R	Each Chest Can Hold 100 lbs./L for 10 Days/R
Grease	1	10' Rad	Generates A Slippery Substance Coating GT	Magic Circle	8/*	Varies	*FSM Varies *
Inst Chem React	10/1	Caster	Casts Any Alchemy Spell Instantly for 10 Ts	Magic Pocket	2	1 Pocket/R	Each Pocket Can Hold 10 lbs./L for 1 Day/R
Lethal Injection	8/4	1 Crt/ L	Death or Half Hit Points	Magic Rope	2/4	1 Rope	Rope leads up to 10'x10' Room for 1 Hour/L
Poison Cloud	4	20' Rad	10 Damage/L RR for Half	Revealing Dust	2/1	10' Rad	Coats Invisible Objs/Crt With Glittering Dust
Poison Strike	3	1 Crt/R	1D6/L	Rune Ward	6/1 W	5' Rad	1 Spell/R Activated Anywhere Within Dwell
Stink Bomb	2/1	10' Rad	Physical RR or Nauseated for 1D4+1 Ts, 1 T/L	Scribe/Erase	10	1 Page/L	Generates or Erases Dictated Writing
Web	2	1 10' Cb/R	Web Between Two Points (Might of 16)	Screaming Probe	4/10	1 Mile/R	Caster Can See Through Magical Probe
Imbue				Shelter Keep	7/10	10' Rad/R	Create an Interdimensional Keep for 1 Day/L
Animate Constr.	9/10	1 Statue	Animates the Statue Refer to Ref or Crt Guide	Shelter M	3/10	10' Rad	Extra Dimensional Shelter for Resting 1/Night
Animate Dead I	3/10	1 Crt/R	Humanoid Servants w/ 1 HD/R & Caster AR	Shelter N	4/10	20' Rad	Extra Dimensional Shelter for Resting 1/Night
Animate Dead 2	5	1 Crt/L	Any Servants with 2 HD/R & Caster AR+10	Wand	3/1 W	1 Wand	Creates Wand with 1 Spell (10 Charges/R)
Barrier I	3	1 Crt	Absorbs Damage (1D6/L) like bonus HP	Warning Sensor	1/3	1 Obj/R	Enchanted Device Warns Caster of Intruders
Barrier II	5/2	1 Crt	Absorbs Damage (1D8/L) like bonus HP	Plant			
Barrier III	8/1	1 Crt	Absorbs Damage (1D10/L) like bonus HP	Barbed Vine	1/5	2' +1'/L	Creates a Barbed Vine 1D4 (+1/L)
Barrier IV	10/1	1 Crt	Repels All Attack Forms for 1 Hour/L	Create Paper	1/5	1 Page/L	Creates Non Magical Paper
Create Bond	1 H	1 Crt	Bonds Caster to a Familiar	Crushing Vines	4	1 Vine/R	Vines Crush for 4D8/ T & Lasts 1 T/R
Dance Weapon	7/5	1 T/L	Weapon Attacks Independently 3D12 (AR -10)	Grasping Vines	3	1 Vine/R	Grabs Hold of Nearby Enemies
Enchant Item M	1/3	1 Obj/R	Grants +1 Enchantment 1T/L	Needle Strike	4	1 Crt/R	4D10 Damage (designed to take out el skins)
Ench Weapon	4/10	1 Weapon	+1 Enchantment/2 Rs 1Hour/R	Plant Spores	2	10' Rad	Caster Determines Status Effects
Imbue Item	6/10	1 Ench Item	Imbues 1 Spell With 1/Day Use into Item	Plant Strike I	2	10' Rad	Thorns encompass the EA take 1D6/L, 10 Ts
Know Trans	2/1	1 Crt	Imparts some Knowledge such as Directions	Plant Strike II	5	20' Rad	Thorns encompass the EA take 1D8/L, 10 Ts
Program Speech	2/10	1 Obj	Obj Speaks 1 Sentence/R When Triggered	Plant Strike III	8	30' Rad	Thorns encompass the EA take 1D10/L, 10 Ts
Reflective Gaze	1	1 Crt	Imbues the Ability to Reflect Gaze Attacks	Plant Strike IV	10/1	50' Rad	Thorns encompass the EA take 1D12/L, 10 Ts
Rod	4/*	25 Charges	Perm Recharge Rod w/ 1 Ench, FSM=1 D/R	Poison Needle	1	1 Crt	Needle Causes 10 Damage/R RR for Half
Spell Trans	2/3	1 Caster	Transfers up to 10 Spell Slots/R	Spike Body I	6	Caster	Spikes on Caster 6D4 + Paralysis 1D10 Ts
Staff	5/1 W	50 Charges	Permanent Recharge Staff 1 Enchantment/R	Spike Body II	7	Caster	Spikes on Caster 7D6 + Death/0
				1000 Needles	9/3	30' Rad	Showers area, 10D20 each needle single hit

** Dragon Fire Oil - 3D4 When Ignited Water Adds 1D4 & Water Spells Cause Double Damage, Magic Circle - Allows Spells to be Cast without Damaging Anyone within the Circle

ELEMENTAL FIELD

Spell Name	R/FSM	Effect Area	O=Damage/D=Defense or Effect	Spell Name	R/FSM	Effect Area	O=Damage/D=Defense or Effect
Defensive				Offensive			
Become Element	7	Caster Only	NA	Elemental Area Domination	6	50' Rad	O=1D10/L for 10 Ts
Delayed Element	4/1	1' Sq Ar/L	D=1D8/L	Elemental Arrow	2	AR Require	O=2D4/R +1 T/ R
Elemental Barrier	9	2 Crts/L	D=1D12/L	Elemental Barrage	7	20' Rad/R	O=1D10/L
Elemental Bubble	5	5' Sphere/R	NA	Elemental Blast	1	5' R or 1/R	O=1D6/L
Elemental Circle	9	Varies	Elements Cannot Enter Circle	Elemental Blight	4	5' Rad/R	O=1D6/L
Elemental Invulnerability G	7	2 Crts/R	D=Immunity to 3 Elements	Elemental Blow	8	25' Rad/R	O=1D12/L
Elemental Invulnerability M	4	1 Crt	D=Immunity to 1 Element	Elemental Bombardment	8	50' Rad	O=2D8/L for 10 Ts
Elemental Invulnerability N	6	1 Crt	D=Immunity to 2 Elements	Elemental Burst	2	10' R or 1/R	O=1D8/L
Elemental Passage	5	10' Cube	Passage through a single element	Elemental Charm	4/10	1 Crt/R	NA
Elemental Resistance G	3	1 Crt/R	Resistance to 3 Elements	Elemental Clout	7	50' Rad	O=1D12/L for 10 Ts
Elemental Resistance M	1	1 Crt/R	Resistance to 1 Element	Elemental Decimation	7	10' Sq/L	Destroys one element in area
Elemental Resistance N	2	1 Crt/R	Resistance to 2 Elements	Elemental Explosion	3	20' Rad	O=1D6/L
Elemental Screen	8	1 Crt/L	D=1D10/L	Elemental Gail	5	30' Rad	O=1D10 for 10 Ts
Elemental Skins I	4	1 Cr= 1/ L	O=1 Attack or 10 HPs/ Skin	Elemental Gaze	3	Caster	1D6/R No RR
Elemental Skins II	7	1 Cre/R 1/ L	O=1 Attack or 10 HPs/ Skin	Elemental Grasp	2/1	AR Require	O=1D6/L
Elemental Transmutation I	5/6	5' Sq/L	Ts one element into another	Elemental Jolt	9	60' Rad	O=2D8/L for 10 Ts
Elemental Transmutation II	6/7	5' Sq/ L	Ts Anything into one Element	Elemental Missiles	3	1/R	O=3D4/R +2 Ts/R, 1 Mis/Crt
Iron Body	8	Caster	Resistant to S & P, +1DR/R	Elemental Shower	2/3	20' Rad	O=1D6/R for 1 T/R
Move or Remove Element	4	1' Sq/L	O=1D8/L to Elemental	Elemental Storm	4	30' Rad	O=1D8/L for 10 Ts
Shape Element	5/3	5' Sq/R	NA	Elemental Strike	5	10' Rad/R	O=1D8/L
Sinkhole	6	30' Rad	Drags Crts into Ground	Elemental Touch	1	AR Require	O=1D4/L
Snuff Element	2/1	1 Spell	Dispels 1 Element of Lower R	Elemental Wallop	6	10' Sq/R	O=1D10/L
Steel Cage	6	5' Sq/R	Creates a Cage Made of Steel	Massive Elemental Strike	9	30' Rad/R	1D20/L
Supreme Invulnerability	10	2 Crts/R	D=Immunity to all Elements	Tempest	10/1	75' Rad	O=2D10/L for 10 Ts
				Wave Storm	10	50' Rad/R	O=2D12/L

Spell Name	R/FSM	Effect Area	O=Damage/D=Defense or Effect	Spell Name	R/FSM	Effect Area	O=Damage/D=Defense or Effect
Offensive or Defensive				Custom			
Animate Element	7	5' Sq/R	Controls Element Like a Puppet				
Caltrop Assault	7	5' Area/R	Covers Area in Caltrops				
Destroy/Restore Element	6/ 6/3	5' Sq/L	NA				
Elemental Construct	6/10	1 W 1HD/L	+10 to Caster's AR/DR O=2D12				
Elemental Familiar	3/10	1 Crt	Temporary Familiar 1Hour/L				
Elemental Monster	10	1 Crt 2HD/L	+20 to Caster's AR/DR O=6D10				
Elemental Mount	4/10	1 Crt	Temporary Mount 1 Hour/L				
Elemental Wall G	5	10' Sq/R	O=1D8/L D=1D10/L				
Elemental Wall M	2	1' Sqd/R	O=1D4/L D=1D6/L				
Elemental Wall N	4	10' Sq/R	O=1D6/L D=1D8/L				

ENERGY FIELD

X	Spell Name	R/FSM	Effect Area	O=Damage/D=Defense or Effect	X	Spell Name	R/FSM	Effect Area	O=Damage/D=Defense or Effect
	Black					White			
	Backlash	1/3	Cast/Attack	1D6/R Phys RR or Paralyzed 1 T		Anti-Vermin Zone	2/10	5' Rad/L	Crts w/1 HP or Less Cannot Enter
	Blast	1	1 Crt/R	1D6/L		Energy Defense	5	Cast+1/2 Rs	Magical Weapons of Gr8r + Are Harmful
	Bolt	1	1 Bolt/L	1D6/Bolt		Energy Immunity	4	1 Crt/R	Immunity vs. Energy for 1 T/R
	Chain Lightning	6	1 10' Bolt/L	1D6/L per bolt reflective		Energy Resistance	1	1 Crt/R	Resistance to Energy
	Death Energy	9	1 Crt/R	Slays up to 10 Total HD		Focused Illumination	2	1 Obj	1 HP/Year to Obj
	Destroy Magic Gate	4/1	1 Entry	Opens Magical Doors & Gates		Instant Illumination	1	10' Area	1 Object or 10 ft Area
	Energy Assault	4/2	10' Rad/R	1D8/Ls		Life Energy	9	1 Crt/R	Defends vs. Death Energy
	Energy Barrage	8	50' Rad	1D10/L		Magic Door	3/10	1 Room	Prevents Entry from Enemies, 10'/R
	Energy Conductor	1	1 Weapon	Adds 1/L to a Metal Weapon (10 Ts)		Magic Shield I	2	1 Crt	Defends vs. 1-2 R 1D6/L
	Energy Shower	3	20' Rad	1D6/L 10 Ts		Magic Shield II	4	1 Crt	Defends vs. 1-4 R 1D6/L
	Energy Storm	5	10' Rad/R	1D8/L 10 Ts		Magic Shield III	6	1 Crt	Defends vs. 1-6 R 1D8/L
	Energy Strike	2	1 Crt	1D8/L		Magic Shield IV	8	1 Crt	Defends vs. 1-8 R 1D10/L
	Energy Wave	10	Line of Site	1D12/L		Magic Shield V	10	1 Crt	Defends vs. All Spell Rs 1D12/L
	Energy Wheel	2	1 C/L 20'R	1D6/L		Preserve Obj	10	1 Obj/R	Protects 1 Obj vs. Non-Magical Damage
	Intangible Flesh	3	1 Crt/R	Only +1 or better Weapons harmful		Prismatic Reflection	7	Caster	Reflects Prismatics to Target of Choice
	Lightning Bolt	3	10'/R St Li	1D6/L Reflective		Shield DR	1	1 Crt	+1 Bonus to DR/R
	Negative Energy	7	1 Crt/R	RR Death or ½ Maximum Hit Points	Custom				
	Snuff En/Mag Light	2	Att 1 Spell	Dispels 1 Energy Spell of Lower R					
	Touch	1	Require AR	1D8 (+2/L)					
	Red								
	Defy Gravity	2	Caster	Levitation for 1 T/L					
	Displacement	2	1 Crt/R	Distorts Image +2 Bonus to DR, 1 T/R					
	Energize Item I	6/7	1 Item	+1 Enchantment/Spell 10 Ts					
	Energize Item II	8	1 Item	+2 Enchantment/Spell 10 Ts					
	Energize Item III	10	1 Item/R	+3 Enchantment per Item 10 Ts					
	Energize Missile	4/10	1 Missile/L	+1 to Damage for 1 Hour/R					
	Energy Absorption	3	Caster	Ts Energy Spells into Usable Spell Slots					
	Energy Wall	5/6	10' Sq/R	Defends 1D6/L + Solid Wall					
	Focused Prismatic	3	1 Scr/R	*See Random Prismatics, Chosen Screen					
	Fuse Gateway	1	1 Gate/Port	Open/Closes 1 T/L					
	Prismatic Missile	4	1 Missile/R	*See Random Prismatics					
	Prismatic Shell	7	1 Crt	*See Random Prismatics, EA = 10x10/R					
	Prismatic Wheel	2	1 Crt/L	*See Random Prismatics, in 20' Rad					
	Prismatic Zone	9	10' Rad	*See Random Prismatics					
	Random Prismatic	1	1 Screen/R	*See Random Prismatics					
	Scroll Paper	1/R	1 Page/ L	Enchants paper to create scrolls					
	Seal Entry	2	5'x5' Ent/R	Magically Holds Doors Closed					
	Solid Energy Cart	1	10' lbs./L	Energy Carries Weight					

ARCANE RANDOM PRISMATICS/CONFUSION EFFECTS

1D12	Color	Prismatic Effect	Defends Vs.	Negated By	1D10	Effect on Target's Mind	Effect Duration*
1	Black	Lose 60 HP, Physical RR for 1/2	Acid/Corrosives	Avoidance	1	The Confusion Ceases to Affect Target	Permanent
2	Blue	Petrification	Detections/Mental Attacks	Energy Bolt	2	Run Away at Double Move Base	1D4 Rounds**
3	Brown	Lose 50 HP, Physical RR for 1/2	Special Attacks	Force Entry	3	Wander Off Aimlessly	1D4 Rounds**
4	Gold	Lose 10 HP, Physical RR for 1/2	Goblinoids	Sum Herb	4	Blinded and Filled with Despair	2 Rounds**
5	Green	Poison Death or Lose 20 HPs	Breath Weapons	Move Element	5	Acts Normally	1 Round
6	Indigo	RR Vs. Mental or Insane	Spells	Instant Illumination	6	Mentally Paralyzed	2D4 Rounds
7	Orange	Lose 40 HP, Physical RR for 1/2	Energy Attacks	Locate Path	7	Hallucinates	1D6 Rounds**
8	Red	Lose 20 HP, Physical RR for 1/2	Normal Missiles	Ice Arrow	8	Attacks Nearest Creature (Friend or Foe)	1D4 Rounds
9	Silver	Disintegrate	Constructs (No RR)	Fire Blast	9	Attacks Nearest Ally Seeing Them as a Foe	1D4 Rounds
10	Violet	RR Vs. Spiritual or Sent to Dark Dim	Everything	Dispel Magic	10	Attacks Themselves Attempting Suicide	1 Round
11	White	Lose 30 HP, Physical RR for 1/2	Normal Weapons	Disjoin			
12	Yellow	Lose 70 HP, Physical RR for 1/2	Poisons/Gases/Petrification	Disintegrate			

* Many Red Energy spells have random effects rolled on this chart. After initial duration of the effects ends return to the effects column and roll again. **Roll 1D12 for Direction Target Moves

MANIPULATION FIELD

Spell Name	R/FSM	Effect Area	O=Damage/D=Defense or Effect	Spell Name	R/FSM	Effect Area	O=Damage/D=Defense or Effect
Alteration				Destruction			
Change Target	4/1	1 Spell	RR or Loses Control of Spell to You	Anti-Magic	2	1 Crt	Grants Crt Anti-Magic 5%/R
Dim Spell Cap M	1/2	1 Caster	Lessens the Dam Caused by Target to ½	Anti-Magic Barrier	7/10	1 Crt/R	Grants 100% AM for 1 Hour/R
Dim Spell Cap N	3	1 Caster/R	Lessens the Dam Caused by Target to ½	Anti-Magic II	4	1 Crt	Grants Crt Anti-Magic 10%/R
Dormancy I	2	1 Obj/Spell	Stops Spell Effect Temporarily for 1 T/R	Anti-Magic Screen	3/6	10'x 5' Scr	Creates a Screen of 100% AM
Dormancy II	6	1 Obj/Spell	Stops Spell Effect(s) until Specified	Anti-Magic Shell	6	1 Cre/Obj/R	Grants 100% Anti-Magic for 1 T/L
Instant Permanency	10/1	1 Spell/Obj	Makes Perm the Enchant of Most Spells	Anti-Magic Shield	1/5	5'x 2' Sh	Body Shield Size Zone 100% AM
Lower Resistance I	5	1 Caster	RR vs. Spiritual or Lose 5%/R of AM	Anti-Magic Zone	5/10	5' Rad	Grants all In EA 100% AM for 1 T/R
Lower Resistance II	9	1 Caster/R	Target Loses 5%/R of their AM no RR	Aura of Disenchant	8/4	1 Crt	Auto Dispel all Enchants on Target
Mute	1	1 Caster	Prevents Magic Words from Being Spoke	Dispel Effect M	1/2	1 Caster	Dispels One Spell (1st R Spells) Instantly
Non-Detection	3	1 Crt/R	Blocks Most Scrying Attempts	Dispel Effect N	2/1	1 Caster/R	11+ on a D20 Dispels a Combat Spell
Permanency M	5/1 H	1 Spell/Obj	Makes Duration Permanent for 1 Day/L	Dispel Magic G	6/3	1 Obj/R	Roll of 7 or Better on a D20 to Succeed
Permanency N	8/1 D	1 Spell/Obj	Makes Perm the Enchants of Most Spells	Dispel Magic M	1/3	1 Obj	Roll of 15 or Better on a D20 to Succeed
Reflect Detection	1/0	Caster	Reflect Exam Spell	Dispel Magic N	3	1 Obj/R	Roll of 11 or Better on a D20 to Succeed
Scrying Immunity	8/4	1 Crt/R	Gains Imm to all Scrying thru 9 th R	Dispelling Screen	4/3	5'x7' Scr	As Dispel Magic N Active thru Scr 1T/R
Shape Spell	7/1	Caster	Shapes Spells for effect (Doub Dam etc.)	Spell Disruption	5/1	1 Caster/R	Stop Target From Casting Spell for 1 T/R
Spell Impeder	3/1	1 Caster	Reflects the Effects of Spell Back	Spell Purge	10/1	1 Caster	Removes Spells Mem from Targets Mind
Spell Turning M	4/1	1 Caster	1D100 Result is the % of Spell Reflected	Target Dispel M	2	1 Caster	11+ on a D20 Dis a Spell in Mid-Casting
Spell Turning N	7/1	1 Caster/R	1D100 Result is the % of Spell Reflected	Target Dispel N	3	1 Caster/R	11+ on a D20 Dis a Spell in Mid-Casting
Vocalize	2/1	1 Crt	Enables a Caster to Conjure When Mute	Ultimate Dispel	9/3	1 Obj/R	Roll of 3 or Better on a D20 to Succeed
Zone of Silence	2	15' Rad	Removes all Sound from the EA for 1T/R				
Enhancement				Enhancement			
Bestow Improvement	7	1 Caster	Maximizes Damage of a 1st-6th R Spell	Enhancement I	1	1 Spell	Increases the EA of Next Spell by 5%/R
Damage Enhancer I	2	1 Spell/Obj	Incr the Dam Multiplier of a Spell/Obj x2	Enhancement II	2	1 Spell	Increases the EA of Next Spell by 10%/R
Damage Enhancer II	8	1 Spell/Obj	Incr the Dam Multiplier of a Spell/Obj x5	Improvement I	3/1	Caster	Maximizes Damage of 1st or 2nd R Spell
Ditto	1	1 Caster	Mimics the Effects of the Last Spell	Improvement II	6/1	Caster	Maximizes Damage of a 1st-5th R Spell
Duration Manip M	4/1	1 Spell	Increases Spell Duration by 1 Increment	Improvement III	9/1	Caster	Maximizes EA/Dam of a 1st-8th R Spell
Duration Manip N	5/1	1 Spell	Double Duration of Next Spell	Improvement IV	10/1	1 Crt	Makes all Spells Cast at Max Damage
EA Manipulation G	5/1	1 Crt/R	Double Effective Area For 1 T/L	Increase Spell Cap I	1	1 Spell	Increases the Damage of Spell +1/L
EA Manipulation M	3/1	Caster	Increases EA by 5%/R	Increase Spell Cap II	2/5	1 Spell	Increases the Damage of Spell +2/L
EA Manipulation N	4/1	Caster	Double Effective Area For 1 T/R	Zone of Improve	3/10	5' Rad	Improve I + II Except it Affects Others

MENTAL FIELD

Spell Name	R/FSM	Effect Area	O=Damage/D=Defense or Effect	Spell Name	R/FSM	Effect Area	O=Damage/D=Defense or Effect
Destructive or Manipulation				Manipulation			
Charm G	8/1	Line of Site	Can affect a total of 5 HD/R	Advanced Illusion	5/4	1 5' Area/L	See Referee
Charm M	1	1 Crt	1 HD/L	Cloak	8/1	1 Crt	Completely Immune to all Detections
Charm N	4/1	1 Crt	2 HD/L	Control Mindless Crt	7/4	1 Crt/L	Dominates Mindless Crts
Destructive				Distance Distortion	5	10' Sq/L	Distance of Location Distorted
Cause Laughter	2/1	1 Crt/R	Uncontrollable Laughter	Double Take	3	20' Rad	Creates Illusionary Doubles
Confusion	4/2	10' Rad	Causes Confusion (See Chart)	Hypnotism	1	1 Crt	RR vs. Mental or in Trance
Delusion	1	1 Crt/R	Believes they have a M injury	Illusion	3	1 10' Ar/R	Creates Illusions with Sound
Destroy Intellect	5/1	1 Crt/R	Reduces Intellect to 1	Invisibility G	4	1 Crt/L	Invisibility last 1 T/R
Domination	5	1 Crt	Controls Victim Completely	Invisibility M	2	1 Crt	Invisible until you attack
Eliminate Memories	10	1 Crt	Destroys any or all memories	Invisibility N	3	10' Rad	Invisible until you attack
Expel	2	1 Caster	Destroys 1 Spell Slot/L	Mass Cloak	10/1	1 Crt/R	Completely Immune to all Detections
Forget G	6	1 Crt/R	Forgets 1 Hour/R	Mirror Images	2	Caster	Creates 1 Illusionary duplicate/R
Forget M	1	1 Crt	Forgets 1 Minute/R	Permanent Illusion	9	1 10' Rad/L	See Referee
Forget N	3	1 Crt/R	Forgets 1 Minute/L	Project Image	6/1	1 Mile/R	1 Image/R
Hold M	3	1 Crt/R	Victim frozen in place	Sound Effect	1	30' Rad	Mimics Sounds the Caster can think of
Illusionary Spell	3	1 Spell	Simulates Spell from other Field	Vanishing Allies	2	1 Crt/R	Targets Believe they are Alone
Insanity	4/3	1 Crt	Victim is Insane	Visual Effect	1	1 5' Area/R	Simple Illusion
Mass Insanity	9	1 Crt/R	Victims are Insane	Custom			
Phantom Itch	2	1 Crt/R	Uncontrollable Itching				
Stun	7/1	1 Crt/R	Complete Paralyzes Victim no RR				
Telekinesis				Telekinesis			
Avoidance/Attraction	5	1 Crt/R	Repulsed by 10' or Drawn to Caster	Lock/Unlock	2/1	1 Lock	Opens or Lock a lock
Compression	1	1' Sq/R	Adds 100 lbs./R	Magnetic Force	3/1	1 Obj/Crt/R	Attracts of Repels Obj
Crushing Force	5	5' Sqd/R	1D4/L	Obliterate	10/1	20' Rad	1D12/L no RR/RR vs. Men/stun 10 CR
Fly	3	1 Crt/R	The Ability to fly for 1 Hour/R	Pounding Force	7	1 Crt/R	Causes 1D8/L
Force Entry	2	5'x5' En/R	Opens Non-Magical Doors & Gates	Servant Humanoid	1	Caster	1 Servant 1 Hour/L
Levitation	2/1	1 Crt/Obj	100 lbs./R	Servant Steed	3	Caster	1 Steed 1 Hour/L
Lift Obj G	8	1 Obj/R	100 lbs./L	Servant Warrior	6	1 Servant	Servant: 1 At/R Damage by Weapon
Lift Obj M	1	1 Obj	10 lbs. /L	Servant Monster	9	1 Monster	Servant: 1 At/R Damage 3D12 each
Lift Obj N	4	1 Obj/R	100 lbs./R	Wall of Force	4	5' Sq/R	Creates a Permanent Invisible Wall

PHYSICAL FIELD

Spell Name	R/FSM	Effect Area	O=Damage/D=Defense or Effect	Spell Name	R/FSM	Effect Area	O=Damage/D=Defense or Effect
Inanimate				Physical Alteration			
Age Obj M	2/3	1 Obj	Ages Obj 1 Hour/R	Body Manip G	7	Caster	Morphs Limbs into Steel Shapes (Blades)
Age Obj N	4/5	1 Obj/R	Ages Objs 1 Hour/L	Body Manip M	2	Caster	Manipulate 1 Body Part/R
Alter Obj M	1/2	1 Obj	1 lbs./L	Body Manip N	5	Caster	Manipulate Any Limbs
Alter Obj N	3/4	1 Obj/R	5 lbs./L	Enhance Senses	2	Caster	+1 to All Senses
Animate Obj	6	1 Obj	Obj can Move on its Own	Haste	3	1 Crt/R	Doubles Actions
Cling	2	1 Obj/R	Makes 1 Obj Stick to Another Obj	Imbue Morph	4/1	1 Crt	Grants Target Morph N Effects
Copy G	5/10	1 Work/R	Copies anything written or drawn	Morph Flesh to Stone	6	1 Crt/R	Changes Target into Stone
Copy M	10	1 Work	Copies 1 written or drawn Obj	Morph G	9/10	Caster	Changes Caster into any Crt Desired
Copy N	3/10	1 Work	Copies 1 magical written Obj	Morph M	2/5	Caster	Shape Change 5% of Body/R
Density Modulation	7	10' Sq/ R	Alters the Density of Objs in EA	Morph N	4/10	Caster	Changes Caster into Animal
Disjoin	2	1 Obj	Breaks Obj into 2 parts. 100lbs./R	Morph Objs	8/10	Caster	Changes Caster into any Obj
Galvanize	8	20' Rad	Animates All Objs Within EA	Morph Other I	5	1 Crt	Morphs Target into Animal
Make Brittle	9/1	1 Obj/R	Changes Targets into Breakable Crystal	Morph Other II	8	1 Crt/R	Changes into any Med Size Crt or Smaller
Mangle	4	1 Obj/R	Changes Shape of Obj Making Unusable	Morph Stone to Flesh	6	1 Crt/R	Changes Target into Animated Flesh
Merge Elements	5/10	1 Elem/2 Rs	Incorporates Elements into 1 Obj	Paralyzation M	1	1 Crt	Paralyzation
Morph Terrain	10	1 Mile/R	Changes the Terrain as Caster Desires	Paralyzation N	3	1 Crt/R	Paralyzes Targets
Obj Alterations	8	1 Obj/R	Changes Objs into Another Obj	Quickness	5	1 Crt	Target Goes First
Prot Obj from Time	5	1 Obj	Makes Obj Immune to Ages 1 Day/L	Regenerate	7/5	1 Crt	Recipient Regenerates 1 HP/T for 1 T/L
Renew Obj M	2/3	1 Obj	Restores Obj Back 1 Hour/R	Sleep M	1/2	1 Crt	2D4 HD no RR
Renew Obj N	4/5	1 Obj/R	Restores Objs Back 1 Hour/L	Sleep N	3/4	1 Crt/R	Total of 1 HD/R
Repair M	1/2	1 Obj	Restores 1 Obj	Slow	3	1 Crt/R	Halves Actions of Target Crts
Repair N	3/4	1 Obj/R	Restores Objs	Sonic Projection	4	10' Cone	1D6/L + RR vs. Phys or stunned 1D4/T
Spears	7/1	1 Obj/L	Changes Objs into Steel Spears 1D8	Springing Step	1	1 Crt	Double Jumping
Spikes	6/1	1 Obj/L	Changes Objs into Steel Spikes 1D6	Transpose Time	9/10	1 Crt	Adds or Subtracts 1 Year/L to Age
Inanimate or Physical Alteration				Ultimate Morph	10/1	Caster/10 Ts	Caster Changes Shape at Will
Change Weight M	1/2	1 Cre/Obj/R	10 lbs./R	Wall Climbing	1	1 Crt	Climb Walls 100%
Change Weight N	3/4	1 Cre/Obj/R	100 lbs./R	Water Breathing	2	1 Crt/R	Imbues Recipients with Water Breathing
Mass Morph	10	1 Cre/Obj/L	Changes Form of Objs or Crts				
Size Alteration	1	1 Cre/Obj/R	10%/R				
Time Stop	9/1	20' R 1 T	Time Only Moves for Caster				
Transmogrification	10	1 Crt or Obj	Can Change Target into Anything				

SUMMONING FIELD

Spell Name	R/FSM	Effect Area	O=Damage/D=Defense or Effect	Spell Name	R/FSM	Effect Area	O=Damage/D=Defense or Effect
Creature				Item			
Any Creature	10/1	Specified	Sum up to 10 Crts Kwn to Caster no RR	Anti-Sum Ward	9/10	1 Item/R	Protects Objs from Being Sumed
Armor	3/5	1 Suit	Sum 1 Random Suit of Armor	Any Item	10/1	Specified	Sum Any Item Known to Caster
Blink	3/1	1 Crt	Randomly Trans Target 5'/T for 1 T/R	Arcane Components	3	1 Comp/R	Sum Specified Spell Components
Dominated Creature I	4	1 Crt/R	Sum Ran Dom Crts With 4 or less HD	Element M	10	1 Element	Sum 1'Sq of 1 Element/R
Dominated Creat II	8	1 Crt/R	Sum Spec Dom Crts With 8 or less HD	Element N	2/10	1 Element	Sum 5'Sq of 1 Element/R
Elemental	5/10	1 Elemental	*See Below	Enchanted Armor	6/10	1 Suit	Sum 1 Enchant Suit (Roll 1D4 for +)
Familiar	1 H	1 Crt	Sum 1 Crt (Ref's Choice) Bonds to Caster	Enchanted Weapon	4/10	1 Weapon	Sum 1 Enchant Weapon (Roll 1D4 for +)
Mindless Creature	10	1 Crt/R	Sum up to 3 HD/Crt (Blob, Zombie, etc)	Herb	1/3	1 Herb/R	Sum 1 Useful Herb/R
Monster I	3	Varies	Sum 3 Crts 1 HD/L or 1 Crt/L With 3 HD	Item G	5/10	1 Item/L	Sum Specified Items Known to the Caster
Monster II	4	Varies	Sum 4 Crts 1 HD/L or 1 Crt/L With 4 HD	Item M	1/3	1 Item	Sum 1 Random Item
Monster III	5	Varies	Sum 5 Crts 1 HD/L or 1 Crt/L With 5 HD	Item N	3/5	1 Item/R	Sum Specified Non-Magical Items
Monster IV	6/5	Varies	Sum 6 Crts 1 HD/L or 1 Crt/L With 6 HD	Large Item	7	1 Item/R	Sum Spec Large Items such as Catapult
Monster V	7	Varies	Sum 7 Crts 1 HD/L or 1 Crt/L With 7 HD	Magical Device	8/10	1 Device	Sum 1 Random Magical Device
Monster VI	8/5	Varies	Sum 8 Crts 1 HD/L or 1 Crt/L With 8 HD	Missile G	4	2 Missile/L	As M Only Multiple Missiles are Sumed
Monster VII	9/5	Varies	Sum 9 Crts 1 HD/L or 1 Crt/L With 9 HD	Missile M	2/1	1 Missile/R	Sum 1 Missile (Flight Arrow, etc.)
Planar Creature	9/10	Varies	Sum up to 100 HD of Extra-Planar Crts	Missile N	3	1 Missile/L	As M Only Multiple Missiles are Sumed
Plant Dangerous	6/10	1 Plant/R	Sum Living Plants That Attack Norm	Natural Material	8	5' Sq/R	Sum Natural Non-Living Materials
Small Creature	2/4	1 Crt/R	Sum 2 Crts 1 HD/L or 1 Crt/L With 2 HD	Personal Possession	2	1 Item/R	Sum any of the Caster's Personal Items
Transport G	3/4	Caster	Trans Caster to Last City, Town Visited	Potion	3	1 Potion/R	Sum Random Potions
Transport M	1/3	Caster	Transports Caster to Nearest Shelter	Sending M	1	1 Message	Trans Written Message 1 Mile/R
Transport N	2/3	Caster	Trans Caster to Near Village/Town/City	Sending N	2/1	1 Mess/R	Trans Written Message 1 Mile/R
Vermin	1/2	1 Crt/R	Sum 1 Small (1-4 HP) Crt	Steal	6/1	1 Obj/R	Sum Specified Items within Sight
Vermin Horde	2	1 Crt/L	Sum Small Crts up to 2 HD	Custom			
Weapon	2/4	1 Weapon	Sum 1 Random Weapon				
Winged Beast	7	1 Crt	Sum 1 Dominated Winged Crt 1 HD/L				
Creature or Item							
Mass Teleport	10/*	Magic Circ	Place of the Caster's Choice FSM = Vary				
Suming Buffer	10/5	Magic Circ	Stops Trans Spells at the Edge of EA				
Teleport G	9/1	Special	Trans Caster & 1000 lbs./R Anywhere				
Teleport M	5/1	Special	Trans Caster & 100 lbs./R Any Kwn Loc				
Teleport N	7/1	Special	Trans Caster & 100 lbs./L Any Loc				