

EXAMINATION ORDER

	Spell Name	R/FSM	Effect Area	Effects		Spell Name	R/FSM	Effect Area	Effects
	Compass	6/10	Caster	Caster Gains Accurate Knowledge Of Their Whereabouts		Find Faerie Folk	4	10' Sq/R	Locates Any Faerie Folk (Fairies, Pixies, Dryads, etc.) within the EA
	Detect Ailment	1	1 Crt/R	Detects Illnesses & Diseases		Find Insects	1	10' Sq/R	Locates Any Insects (Including Giant Ones) within the EA
	Detect Anything	10/1	1 Detect Spell	Caster Instantly Can Use Any Detection Spell Rs 1-90T		Foresight	9	Caster + 1 Crt	Grants the Caster & 1 Crt Beneficiary Self Vigilance & FS 1
	Detect Bloodline G	5/10	1 Crt	Caster will know the complete Genealogy of an intended Target		Identify G	9/1 H	1 Object/R	Completely Identifies all Enchantments & History of Object
	Detect Bloodline M	3/10	1 Crt	Caster will know race(s) of the Parents of an intended Target		Identify M	3/1 H	1 Object/R	Identifies Number of Enchantments on the Object
	Detect Bloodline N	4/10	1 Crt	Caster will know all information of the Target (Parent's Name, Race, etc.)		Identify N	6/1 H	1 Object/R	As the M Version but also Identifies Enchantment Types
	Detect Charm	2	20' Rad	Detects All Charmed or Controlled Crt Within the EA		Identify Type of Lycanthropy	5/10	1 Crt	Identifies the specifics of certain types of Lycanthropy assisting in a cure
	Detect Curse	1	1 Crt	Detects if an Individual is Affected by a Curse		Inspiration	7/10	Caster	Caster Gains Answer to Any 1 Problem/2 Rs
	Detect Domination	4	20' Rad	Detects Any Dominated Crts & if in the EA the Dominator as well		Instant Identifications	10/1	1 Object/R	Instantly Completely Identifies any Object
	Detect Extra Dimensional Being	3	1 Crt/R	Detects Crts Not Native to the Prime Material Plane		Know Enchantments G	5	1 Crt/R	Identifies All Enchantments on 1 Crt/R
	Detect Force	4	30' Rad	Detects Any Force Spells Being Cast or already in Effect for 10 Ts		Know Enchantments M	2	1 Crt	Identifies # of & Type of 1st-5th R Enchantments on 1 Crt
	Detect Immunity	8/3	1 Crt/R	Detects Immunities of all Targets		Know Enchantments N	4	1 Crt	Identifies # of & Type of 1st-9th R Enchantments on 1 Crt
	Detect Life M	1	1 Crt/R	Detects the Presence of Life Within the Caster's Sight		Predict Ambush	3/10	Caster	Caster will see any ambush involving them in the next week
	Detect Life N	2	1 Crt/L	As the M Version but Also Identifies Type of Life		Predict Anything	10	Caster	Caster Gains Knowledge &/or Solution for one Problem or Event
	Detect Lycanthropy	5	1 Crt	Detects if an Individual is cursed with Lycanthropy		Predict Intentions G	8/10	1 Crt/L	Caster Will Know the intended Actions of Targets (Attacks, Spells, etc.)
	Detect Magic Field	1	20' Rad	Detects Magic & Type of Field/Order the Spell is From		Predict Intentions M	4/10	1 Crt	Caster Will Know the intended Actions of Target (Attacks, Spells, etc.)
	Detect Malady	3	1 Crt	Detects if an Individual is Affected by a Malady		Predict Intentions N	6/10	1 Crt/R	Caster Will Know the intended Actions of Targets (Attacks, Spells, etc.)
	Detect Poison M	1	1 Crt	Detects That a Crt Has Been Poisoned & What Type		Predict Outcome G	7/10	1 Crt/L	Caster Will Know the intended Actions of Targets (Attacks, Spells, etc.)
	Detect Poison N	4/3	1 Crt/R	As M Version but also Reveals Treatment if Applicable		Predict Outcome M	2/5	1 T/ R Caster	Caster Can Predict Enemies Actions Granting +1 FSM/R
	Detect Residual Magic	2	30' Rad	Detects Residual Magic & Type of Field/Order the Spell was From		Predict Outcome N	5/8	1 Crt/R	Crts Always Go First In Combat (Assumed FS is 1)
	Detect Skills	9/10	1 Crt	Detects All Skill Known by Target Crt		Predict Weather	1/5	Caster	Allows caster to know what the weather will be for 1 Day/R
	Detect Spirits	3	1 Crt/R	Detects Malevolent Spirits With Sight of the Caster		Scrying Receptacle	5/1 H	1 Object	Caster Uses Object Observe to Scry (e.g. A Crystal Ball)
	Detect Traps	2	20' Rad	Detects Traps & Identifies Their Function(s)		Speak With Dead	3/10	1 Dead Crt	Dead Crts Will Answer 3 Questions Ref's Discretion
	Divination M	2/10	Caster	Answers 1 Yes or No Question		Tracking M	1	Caster	Grants Caster Tracking at Ins 19 & can also find paths
	Divination N	4/10	Caster	Caster Receives Cryptic Answers to 3 Questions		Tracking N	3	Caster	As Tracking M but can also track Flying Crts
	Divination N	8/10	Caster	Caster Receives Any Answers to 1 Question/R		True Seeing	7/1	1 Crt	Crt Sees Everything as it Truly is Ref's Discretion
	Find Animals	2	10' Sq/R	Locates Any Animals (Including Giant Ones) within the EA	Custom				
Custom									

CREATION ORDER

**Physical (Inanimate), Elemental, and Energy Sub Orders are listed with the Orders with the same name as it made for better organization.*

Spell Name	R/FSM	Effect Area	Effects	Spell Name	R/FSM	Effect Area	Effects
Plant				Plant			
Bark Skin	2	Caster	+1 to DR/R	Plant Weapon G	6	3 Cu ft/L	1 sm or med weapon made of wood/Casting L
Behemoth	8/10	1 Crt 1HD/L	1 Atk/R AR +20 to Caster's Base 8D8/Atk	Plant Weap M	1	3 Cu ft	Single small or medium weapon made of wood
Create Herb	1/3	1 Herb/R	Creates 1 Herb/R	Plant Weapon N	3	3 Cu ft/R	Creates 1 sm or med weapon made of wood/R
Create Potion	2/*	1 Receptacle	Simulates the effects of a spell FSM=10T/R	Spring	9/*	Up to 1 Mile	Area w/ Various Plants FSM=Varies
Garlic Beads	2/10	1 Bead/R	Repels Undead 10' Rad Undead take 1 Pt/L	Tangle	1	5' Rad/R	Plants entangle tgt/Feat of Might or Trapped/T
Overgrowth	3	5' Rad/R	Causes Ivy to overgrow at caster's control	Vine Cage	4	1 Crt/Obj/R	Vine Cage/15 Might+ must make Feat/T
Plant Construct	7	1 Crt/R	Constructs with 10 HD/AR 20/3 Att/3D10	Wall of Thorns	5	10'/R	1D8/L if Caught Inside or Attempting to Climb
Plant Fortress	10	5 Cu ft/L	Fortress out of plant of the caster's design	Wood Man	5/10	Man 1HD/L	1 Atk/R AR +10 to Caster's Base 5D6/Attack
Plant Travel	4	2 Plants/L	Walk in one pl of their size or G & out another				

ELEMENTAL ORDER

Spell Name	R/FSM	Effect Area	Effects	Spell Name	R/FSM	Effect Area	Effects
Defensive				Offensive			
Become Element	7	Caster	NA	Dust Devil	5	10'R/1T/R	O=1D6/L plus Blindness
Elemental Adaption	3/4	1 Crt/R	D=Merge with a Single Element	Earthquake	8	50' Rad	O=1D12/L + Confusion
Elemental Aura	1	Caster	O=1D4/R 5' Rad	Elemental Annihil.	10/1	1 Crt/L	1D12/L
Elemental Bubble	5	5' Sph/R	NA	Elemental Area Dom	6	15' Rad/R	O=1D8/L
Elemental Dome G	5	30' Rad	D=1D8 vs. 3 Elements	Elemental Atk Sphs	6	1 5' Sph/R	O=1D4/L per Sph
Elemental Dome M	2/1	10' Rad	D=1D8/L Vs. 1 Element	Elemental Barrage	7	20' Rad/R	O=1D8/L
Elemental Dome N	3	20' Rad	D=1D8/L Vs. 2 Elements	Elemental Blow	8	25' Rad/R	O=1D10/L
Elemental Growth	4	1' Sq/L	NA	Elemental Cone G	7	10'/R Cast	O=1D8 (+3/L)
Elemental Guard	2/1	1 Crt/R	D=1D6/L Vs. 2 Elements	Elemental Cone M	1	5' Cone	O=1D4 (+1/L)
Elemental Invuln	9	1 Crt/R	Immune to all Elements for 1 Hour/R	Elemental Cone N	4	10' Cone	O=1D6 (+2/L)
Element Mstr Comp	10	10' Sq/L	Controls all elements in area	Elemental Force	3	10' Cone	O=1D4/L
Elemental Mastery G	9	10' Sq/L	Controls all of 3 elements in area	Elemental Serpents	7	1 Sm Serp/R	10HD/Each AR 30 DR 30 O=3D10
Elemental Mastery M	7	10' Sq/L	Controls all of 1 element in area	Elemental Sphs	2/1	1 6" Sph/R	O=2D4 on Successful Attack Roll
Elemental Mastery N	8	10' Sq/L	Controls all of 2 elements in area	Elemental Spikes	4	5' Rad/ R	1D6/L
Elemental Placement	6	5' Sq/L	100' from caster/ Intellect point	Elemental Strike	5	10' Rad/R	O=1D6/L
Elemental Shield	1	1 Crt/R	D=1D6/L Vs. 1 Element	Elemental Tsunami	10	30' Rad/R	O=1D12/L
Elemental Transport	6	Line of Site	Transports Through one Element-1Hr/R	Elemental Weapon	2/3	1 Weapon	2D4 (+1/R)
Elemental Twaining	6	1' Sq/L	Splits one Element into two parts	Mass Element Strike	9	30' Rad/R	O=1D10/L
Liquefy	5	1' Sq/L	NA	Nullify	6	1' Sq/L	O=1D8/L to Elemental
Mineral Repulsion	10/1	10' Rad	Repels all Minerals such as Steel, 10 Ts	Pillar of Flame	3	10' Rad	1D8/L 10'/R
Move/Remove Elem	4	1' Sq/L	O=1D6/L to Elemental	Skewer	9	10' Rad/ R	O=1D10/L Enemies Only
Shape Element	5/3	5' Sq/R	NA	Whirl Wind	7	30' Rad	1D10/L 25 Might, 1 T/R
Solidify	4	1' Sq/L	NA	Offensive and Defensive			
Speak With Element	4/10	Any Rock	Element will answer 3 Questions	Destroy/Restore El	6/*	5' Sq/L	FSM = 6 Destroying/3 Restoring
Supreme Dome	7	50' Rad	D=1D10 vs. All Elements	Elemental Armor	4/10	1 Suit	+1 to DR/R + Elemental Aura
Traverse El Surface	3	Caster	Walk on Surface of 1 Element, 1 Hour/R	Elemental Duplicate	7/10	1 Duplicate	All Abilities of Caster & Elemental Aura
Vestment	8	Caster	D=1D8/L & Elemental Aura, +1 DR/R	Elemental Hand	2/1	5' Cube	Refs Discretion
Creation				Elemental Manipul.	2	5'/R	Refs Discretion
<i>*These spells are from the Creation Order, but they are also Elemental. *</i>				Elemental Mines	4/8	1 5' Sq/R	1D10/R
Element Augmenter	2/1	Caster	Increase Die Cat for Element Spells 10 Ts	Elemental Trap	2/4	1 5' Sq Area	1D8/R
Elemental	5	1 Elemental	**See Below	Elemental Wall G	6	10' Sq/R	O=1D8/L D=1D20/L
Elemental Animal	2	1 Animal	**See Below	Elemental Wall M	4	10' Sq/R	O=1D4/L D=1D10/L
Elemental Breath	7	Caster	Breath Element in 10' Cone 7D8/10Ts	Elemental Wall N	5	10' Sq/R	O=1D6/L D=1D12/L
Elemental Claws	1	Caster	Elemental Effects + 1D6 Damage	Custom			
Elemental Conduit	9	Caster	Generate any El Spell (1-9 R) for 10/T				
Elemental Dragon	10	1 Dragon	**See Below				
Elemental Gaze	4	Caster	Gaze Attack 4D6 Damage for 10 Ts				
Elemental Giant	8/10	1 Giant	**See Below				
Elemental Grenade	4	1 Grenade/R	Explodes in a 5' Rad for 4D10 Damage				
Elemental Insects	1	1 Insect/L	Each Insect does 1 Pt of Damage/10 Ts				
Elemental Pitch	6	1 Pitch/R	Explodes in a 10'Rad for 6D12 Damage				
Elemental Projectile	2	1 Missile/R	Missiles to be Fired for 2D10 Damage				
Generate Element G	5	5' Sq/L	Any Element (Combined Elements)				
Generate Element M	1/3	1' Sq/R	Single Element (Basic Elements)				
Generate Element N	3	1' Sq/L	Single Element (Basic Elements)				
Holy Water	3/10	1 Cup/R	Creates Sanctified Water				

***Elemental - 1 HD/L, DR 30, AR & CD by HD, 1 Attack/R, 1D6/HD Damage, Elemental Animal - 1 HD/L, DR 20, AR & CD by HD, 1 Attack/R, 2D4 Damage, Elemental Dragon - 2 HD/L, DR 50, AR & CD by HD, 1 Attack/R, 1D10/HD Damage, Elemental Giant - 1 HD/L, DR 40, AR & CD by HD, 1 Attack/R, 1D8/HD Damage*

ENERGY ORDER

X	Spell Name	R/FSM	Effect Area	Effects	X	Spell Name	R/FSM	Effect Area	Effects
Creation					Black				
<i>*These spells are from the Creation Order, but they are also Energy.*</i>									
	Alter Conversing	1	1 Mile/L	Speak Between 2 Alters of the Same Faith		Backlash	1/3	Caster	1D6/R Physical RR or Paralyzed 1 T
	Barrier I	3	1 Crt	Absorbs Damage (1D6/L) like Bonus HP		Detonation	8	1 Crt/R	1D10/L
	Barrier II	5/2	1 Crt	Absorbs Damage (1D8/L) like Bonus HP		Energy Conductor	1	1 Weapon	Adds 1/L to a Metal Weapon (10 Ts)
	Barrier III	8/1	1 Crt	Absorbs Damage (1D10/L) like bonus HP		Energy Cone G	7	20' Cone	1D8 (+3/L)
	Barrier IV	10/1	1 Crt	Repels All Attack Forms for 1 Hour/L		Energy Cone M	1	5' Cone	1D4 (+1/L)
	Companion Link	9/10	1 Crt/L	Linked Crts No dmg from Casters Spells		Energy Cone N	4	10' Cone	1D6 (+2/L)
	Create Darkness	1	1 5' Sq/R	Darkens Given Area		Energy Spheres	2	1 6" Sph/R	2D6 on Successful Attack Roll
	Create Light	1	1 5' Sq/R	Illuminates Given Area		Energy Trap	2/10	5' Sq/R	1D4/L
	Holy Relic I (Staff)	4/1D/R	25 Charges	Permanent Single Enchantment Item		Energy Weapon	4	1 Item 1 T/R	1D8/R on Successful Attack Roll
	Holy Relic II (Rod)	5/1W	50 Charges	Perm Rechargeable Rod 1 Enchantment/R		Halo	3/10	5' Rad	1D8/R Physical RR or Paralyzed 10 Ts
	Holy Relic III (Tal)	6/1W	100 Charges	Perm Recharge Item w/ 1 Enchantment/R		Haven	9/10	20' Rad	1D12/R Spiritual RR or Banished^
	Holy Sanctuary	7/1 H	1 Building	Sanctifies Building		Hewer	6/3	1 Crt/R	1D8/L
	Imbue Spell	3	1 Crt	1 Crt to Cast the Single Spell Imbued		Shock	2	1 Crt/R	1D6/R Physical RR or Paralyzed 1 T/R
	Magic Torch	2/1	1 Torch	Torch with Non-Flam Light for 1 Day/L		Smite	3/2	1 Crt/R	1D6/L
	Sanctify Area	4/1/Sq'	1 Spec Area	Creates Holy Ground		Vestment	5/10	10' Rad	1D10/R Mental RR or Repulsed 10 Ts
	Sanctify Object	2/10	1 Object	Makes an Object Holy		Wrath of the Gods	10/1	2 Crts/R	1D12/L (No AM %)
	Vermin Barrier	2	10' Rad	Repels all Animal Int or Less for 1 Hr/L		Zap	1	1 Crt	1D4/L
Red					White				
	Double Damage	8	1 Crt	Damage for All Physical Attacks Doubled		Anti-Vermin Zone	4/10	5' Rad/L	Crts w/1 HP or Less Cannot Enter
	Enclosure	6	5' Sq/R	Creates a Cage of Force		Attack Deflection	9	1 Crt	1 Non-Spell Attack/R
	Enemy Bane	4	En 20' Rad	1D6/L		Energy Deflection	7	1 Crt	1 Energy Attack/R
	Fiend Bane	3	1 Fiend/L	1D8/L No Anti-Magic % Allowed		Lure	1	Line of Site	1 Light Sph/L
	Focused Prismatic	3	1 Scr/R	*See Ran Prism Below, Chosen Screen		Magic Shield I	2	1 Crt	Defends vs. 1-2 R 1D6/L
	Fortify	10/1	1 Crt/R	All Phy Dmg Reduced to 1 Point/Attack		Magic Shield II	4	1 Crt	Defends vs. 1-4 R 1D6/L
	Fuse Gateway	1	1 Gate/Port	Open/Closed 1 Hour/L		Magic Shield III	6	1 Crt	Defends vs. 1-6 R 1D8/L
	Prismatic Dust	2	10' Rad	*See Ran Prism Below		Magic Shield IV	8	1 Crt	Defends vs. 1-8 R 1D10/L
	Prismatic Missile	4	1 Missile/R	*See Ran Prism Below		Magic Shield V	10	1 Crt	Defends vs. All Spell Rs 1D12/L
	Prismatic Shell	7	10' x 10'/R	*See Ran Prism Below, EA = or 1Crt/R		Projectile Deflection	3	1 Crt/R	Deflects 1 Missile/R
	Prismatic Wheel	2	1 Crt/L	*See Ran Prism Below		Protection vs. Acid	2/4	1 Crt/R	Immunity vs. Acid 10 Ts
	Prismatic Zone	9	10' Rad	*See Ran Prism Below		Protection vs. Poison	2/4	1 Crt/R	Immunity vs. Poison 10 Ts
	Random Prismatic	1	1 Screen/R	*See Ran Prism Below		Protect vs. Prism	1	1 Crt/R	Prismatic Immunity for 1 T/R
	Repel Evil/Good	1	1 Crt/L	NA		Protect vs. Undead	2/4	1 Crt/R	Immunity vs. Undead Attacks 10 Ts
	Scroll Paper	1/R	1 Page/ L	Enchants paper to create scrolls		Shield DR	1	1 Crt	+1 Bonus to DR/R
	Seal Entry	2	5' x 5' En/R	Magical Holds Doors Closed		Shield Sph	3	10' Rad	Crts in Sph +1 Bonus to DR
	Seal Zone	5	5' Cube/R	Forbids Entry into Area		Undead Bane	1	1 Undead/L	1D8/L No Anti-Magic % Allowed
Custom					Custom				

DIVINE RANDOM PRISMATICS/CONFUSION EFFECTS

1D12	Color	Prismatic Effect	Defends Vs.	Negated By	1D10	Effect on Target's Mind	Effect Duration*
1	Black	Domination	Normal Weapons/Missiles	Unhinge	1	The Confusion Ceases to Affect Target	Permanent
2	Blue	Lose 40 HP, Physical RR for 1/2	Detections/Mental Attacks	Create Darkness	2	Run Away at Double Move Base	1D4 Rounds**
3	Brown	Knock Down	Acid/Corrosives	Predict Ambush	3	Wander Off Aimlessly	1D4 Rounds**
4	Gold	Lose 60 HP, Physical RR for 1/2	Goblinoids	Shock	4	Blinded and Filled with Despair	2 Rounds**
5	Green	Tangle	Breath Weapons	Overgrowth	5	Acts Normally	1 Round
6	Indigo	Lose 30 HP, Physical RR for 1/2	Magic	Filter	6	Mentally Paralyzed	2D4 Rounds
7	Orange	Sleep	Energy Attacks	Gust of Wind	7	Hallucinates	1D6 Rounds**
8	Red	Lose 70 HP, Physical RR for 1/2	Fiends (No RR)	Vertigo	8	Attacks Nearest Creature (Friend or Foe)	1D4 Rounds
9	Silver	Fear	Good, Neutral, Evil	Seal Wound	9	Attacks Nearest Ally Seeing Them as a Foe	1D4 Rounds
10	Violet	Lose 50 HP, Physical RR for 1/2	Everything	Cure Mind	10	Attacks Themselves Attempting Suicide	1 Round
11	White	RR Vs. Spiritual or Sent to an Outer Plane	Undead (No RR for them)	Solidify			
12	Yellow	Lose 20 HP, Physical RR for 1/2	Poisons/Gases/Petrification	Pillar of Flame			

* Many Red Energy spells have random effects rolled on this chart. ^See Summoning Order: Banishment Greater. **Roll 1D12 for Direction Target Moves

HEALING ORDER

Spell Name	R/FSM	Effect Area	Effects	Spell Name	R/FSM	Effect Area	Effects
All Sub Orders				Self			
Alleviate I	1	1 Crt	Cures 1 M Ailment (Headache, Etc.)	Cure Self I	1/5	1 Crt	Cures 1D6 Hit POD/R +2 HP/L
Bless	1	1 Cre/Object	1 Faith Point Must be Used Immediate	Cure Self II	2/5	1 Crt	Cures 2D6 Hit POD +2HP/L
Cure Malady	8	1 Crt	Cures Magic Ailments or Malady Instant	Cure Self III	3/5	1 Crt	Cures 3D6 Hit POD +2HP/L
Remove Curse	7/10	1 Crt	Removes all Mortal Curses	Cure Self IV	4/5	1 Crt	Cures 4D6 Hit POD +2HP/L
Remove Lycanthropy	9/10	1 Crt	With Proper Comp Removes Lycanthropy	Cure Self V	5	1 Crt	Cures 5D6 Hit POD +2HP/L
Remove Paralysis	3/1	1 Crt	Cures All Paralysis in Target Instantly	Cure Self VI	6	1 Crt	Cures 6D6 Hit POD +2HP/L
Restore Ability	2	1 Crt	Restore 1 Temp Lost Ability Point/R	Imbue and Self			
Imbue				Cure Disease	3	1 Crt	Cures Any Disease or Ailment Instantly
Cure Other I	1/5	1 Crt	Cures 1D4 Hit POD +1 HP/L	Cure Illness	2	1 Crt	Cures 1 M Illness (Cold, Flu, Etc.)
Cure Other II	2/5	1 Crt	Cures 2D4 Hit POD +1HP/L	Endurance	4	1 Crt/R	Recipient to Continue For 1 H/R w/o Rest
Cure Other III	3/5	1 Crt	Cures 3D4 Hit POD +1HP/L	Heal	7/1	1 Crt	Instantly Cures Subject to Max Hit Points
Cure Other IV	4/5	1 Crt	Cures 4D4 Hit POD +1HP/L	Healing Rain	8/5	20' Rad	Cures 8D6 Hit Points to Allies for 1 T/R
Cure Other V	5	1 Crt	Cures 5D4 Hit POD +1HP/L	Light of The Gods	5	20' Rad	Causes 5D8 of Anti-Healing Dmg to Foes
Cure Other VI	6	1 Crt	Cures 6D4 Hit POD +1HP/L	Mend Bone	3/1	1 Crt	Sets Break & Cures 3D6 POD
Purify Food & Drink	1/3	5' Rad	Purifies All Food & Drink in the EA	Neutralize Acid	6	1 Crt/R	Neutralizes any Acid or Corrosive
Mental				Neutralize Poison	4	1 Crt/R	Removes All Traces of Poison
Alleviate II	3	1 Crt	Cures All M Ailments (Headache, Etc.)	Regeneration Field	9/5	20' Rad	Allies Regen their HR every 10 CR
Cure Mind	3	1 Crt	Cures mental status like insane, conf., etc	Regrowth	8/10	1 Crt	Restores Lost Body Part Eye, Arm, etc..
Heal Mind	5	1 Crt	Instant Restores Mind to True State	Remove Thorns	2/6	1 Crt	Remove Foreign Bodies from Body
Psychic Surgery	8/Var	1 Crt	Remove/Restore Painful Memories	Restoration	7/5	1 Crt	Inst Restore 10 Pts that were lost Perm
Pure of Heart	5	1 Cre 1 T/R	Vitalize I, Negative EP, & Endurance	Restore Life G	9/5	1 Crt/R	Inst Raised from Dead w/ Max HP
Remove Fatigue	1	1 Crt/R	Removes Weariness & Allows Crt to Rest	Restore Life M	5	1 Crt	Roll Survival % & is Raised with 1 HP
Remove Fear	1	1 Crt	Removes Fear from Subject's Mind	Restore Life N	7/5	1 Crt	Roll Survival % & is Raised with max HP
Remove M Charm	2	1 Crt	Removes Charm of 3rd R or Less	Restore Lost Sense	3	1 Crt	Cures Blindness, Deafness, Etc.
Remove N Charm	4	1 Crt	Removes Charm of 6th R or Less	Seal Wound	1/3	1 Crt	Seals Up M Open Wounds, Grants No HP
Respiration Control	3/10	1 Crt	Gives Total Control of Their Heart rate	Slow Poison	2	1 Crt	Slows Progressive Poison's by ½
Restore Memory G	6/10	1 Crt/R	Restores All Memory Loss	Supreme Healing	10/1	1 Crt/R	Cures Recipients for 10D6+10 Hit Points
Restore Memory M	2/4	1 Crt	Restores Temporary Memory Loss	Vitalize I (Aid)	1	1 Crt	Grants 5 Bonus HP/R
Restore Memory N	4/8	1 Crt/R	Restores Most Memory Loss	Vitalize II	3/1	1 Crt	Grants 10 Bonus Hit Points/R
Spell Restoration	10/1	1 Caster	Returns Spells Taken from Tgt Mind	Zone of Life	10/1	20' Rad	All Allies are Granted Restore Life (N)

MENTAL ORDER

Spell Name	R/FSM	Effect Area	Effects	Spell Name	R/FSM	Effect Area	Effects
Destructive				Manipulative			
Blight	7	1 Crt	Vertigo, Sensory Imped, & Spirit Assault	Ability Focus Mental	2/5	1 Crt	Abil Checks (Cha, Ins, Int,) Unnecessary
Command	3/1	1 Crt	Simple Commands Obeyed	Beguile	2	20' Rad	Changes percept surround (False Tracks)
Curse	5/10	1 Crt	Blindness, Mute, Missile Attraction, ect	Cloak	8/1	1 Crt	Completely Immune to all Detections
Death	10/1	1 Crt/R	Death Instantly no RR	Hypnotism	1	1 Crt	RR vs. Mental or in Trance
Disruption G	6	20' Rad	Dispels Undead Link	Manipulate Terrain	9/10	1 Sq Mile/R	Complete Illusion Ctrl of Effective Area
Disruption M	1	1 HD/R	Dispels Undead Link	Mass Cloak	10/1	1 Crt/R	Completely Immune to all Detections
Disruption N	3	1 HD/L	Dispels Undead Link	Personality Decept	3	1 Crt	Alters detected personality
Distraction	1	1 Crt	Breaks Concentration	Presence Cloaking	3	1 Crt/R	Prevents Magical Detection
Domination	5	1 Crt	Controls Victim Completely	Project Image	6/1	1 Mile/R	1 Image/R
Emotion G	8	Line of Site	Mass Em Break (Hysteria, Paranoia, etc.)	Reading G	4	10' Rad	Can Read Any Thoughts
Emotion M	1	1 Crt	Scares, Angers, Etc.	Reading M	2	10' Rad	Read Surface Thoughts
Emotion N	4	1 Crt/R	Cripples Target With 1 Emotion	Reading N	3	1 Crt	Can Read any Thoughts
Muddle	4	1 Crt	Feat of Int For FS Action (10 Ts)	Telepathic Rapport	5/10	1 Crt	2 Way Telepathic Communication
Nullify Pain	2	1Crt/R	Target cannot Feel Pain	Telepathy G	7/1	10' Rad/R	Can Speak Telepathically 1 Hour/R
Seal Mind	9	1 Crt/R	Shuts Down the Mind	Telepathy M	1	1 Crt	Can Speak Telepathically 1 Minute/R
Sensory Impediment	2	1 Crt	1 Sense (touch, sight, etc.)	Telepathy N	4/1	1 Crt/R	Can Speak Telepathically 1 Minute/L
Spiritual Assault	3/1	1 Crt	1D4/R Spiritual Damage	Vertigo	1	1 Crt/R	Dizziness -1/-5% Penalty to all Rolls
Weapon Channeling	2	1 Weapon	Weapon in Hand Cause Spiritual Damage	Visions	5/10	1 Crt	Invoking Helpful Visions to One Problem
Telekinesis				Telekinesis			
Deflection	4/1	Caster	Specific Physical Attack Form	Lock/Unlock	2/1	1 Lock	Unlocks/Locks a lock
Force Attack G	9/6	1 Target/ L	1D6/L	Magnetic Force	3/1	1 Obj/Crt/R	Attracts of Repels Object
Force Attack M	2/1	1 Target	1D4/R	Mental Warding	5/3	Caster	Stops 1 Harmful Mental Spell/R
Force Attack N	5/3	1 Target/R	1D4/L	Telekinesis	7/10	Line of Site	Men use any 1-6 R Telekinesis 1 Hr/R
Gradual Descent	1	1 Crt/R	Target Slowly Falls without Damage	Telekinetic Force	10/1	Line of Site	Telekinesis for 10 Ts + 1D8 Dmg/L 10 Ts
Knock Down	3	20' Rad	Knocks Down all Crts in EA	Trip	1	1 Crt/R	Causes Crt to Fall
Lift Object G	8	1 Object/R	100 lbs./L	Unseen Bridge	3	10' Sq/R	Creates an Invisible Bridge of Force
Lift Object M	1	1 Object	10 lbs. /L	Unseen Ladder	2	10' R	Creates an Invisible Ladder of Force
Lift Object N	4	1 Object/R	100 lbs./R	Unseen Maze	6/1 H	100' Sq	Creates an Invisible Maze of Force

PHYSICAL ORDER

Spell Name	R/FSM	Effect Area	Effects	Spell Name	R/FSM	Effect Area	Effects
Inanimate				Physical			
Bend Objects	4	5' Sq/R	Bends Objects to Caster's Desired Shape	Ability Focus Phys	1/3	1 Crt	Abil Checks (Agi, Mig, Vit) Unnecessary
Breakdown	9	10' Rad/R	Restores Objects to Their Original State	Allergic Reaction	1	1 Crt/R	Causes Skin to Itch, Sneezing, ect.
Defoliate	7	10' Sq/R	Causes Earth to Reject all Plant Life	Alter Sex	3	1 Crt	Changes Target from Male to Female ect
Engrave Sigil	1	1 Object	Etches Any Herald onto an Object	Brittle Bones	5	1 Crt/R	Target's Bones Break Easily
Filter	2	10' Rad	Clears the air of all unwanted Substances	Diamond-Skin	8/4	Caster	+2 to DR/R & Weapon Immunity
Hold Object	1	1 Object/R	Immobilizes Any Single Inanimate Object	Hold G	5	1 Crt/R	Immobilizes Targets of Any Size
Merge Objects	5	1 Object/R	Merges One or More Solid Object(s)	Hold M	2	1 Crt	Immobilizes Target of Small or Med. Size
Morph Terrain	10	1 Mile/R	Changes the Terrain as Caster Desires	Hold N	3	1 Crt/R	Immobilizes Tgt of Small to Med. Size
Prot Obj from Time	5	1 Object	Makes Object Immune to Ageing 1 Day/L	Hunger	1	1 Crt/R	Causes Insatiable Hunger
Pseudo-Animal	3	1 Object	Morphs Obj to a Known Natural Animal	Local Stasis	2	1 Crt	Suspends Small Area
Pseudo-Beast	6	1 Object	Morphs an Obj to a Known Lge or Sm Crt	Max Boost	8/1	1 Crt/10/T	Raises Agility, Might, & Vitality to 30
Pseudo-Dragon	9	1 Object	Morphs an Object into a Dragon	Metal-Skin	4/2	Caster	+1 to DR/R/Slash & Piercing Immunity
Refine Metal	8	1' Sq/R	Separates/Remove Impurities From Metal	Metamorphosis	10/Var	1 Crt	May Become Any Living Crt
Renew Object M	2/3	1 Object	Restores Object Back 1 Hour/R	Might Boost	2/1	1 Crt	+1 To Might Score/R
Renew Object N	4/5	1 Object/R	Restores Objects Back 1 Hour/L	Morph Element	5/10	Caster	Changes Caster Into Element Same Size*
Repair Collat. Dmg	7	1 Sq Mile	Restores Dmg done to all Inanimate Obj	Morph Plant	4	Caster	Changes Caster Into a Plant *
Repair M	1/2	1 Object	Restores 1 Object	Regenerate	7/5	1 Crt	Recipient Regenerates 1 HP/T for 1 T/L
Repair N	3/4	1 Object/R	Restores Objects	Return Crt to Dust	10	1 Crt/R	Crt Ts to Dust no RR
Return Obj to Dust	8	1 Object/R	No RR for Non-Magical Objects	Sleep M	1/2	1 Crt	2D4 HD no RR
Rust	6/3	1 Object/R	Ts Metal Objects into Rust	Sleep N	3/4	1 Crt/R	Total of 1 HD/R
Sculpt Object	3	1 Object/R	Reshapes Object	Stasis	6/10	1 Crt	Target in Suspended Animation no RR
Shape Opening	4	1 5' Area/R	Creates an Opening to Pass Through	Stasis Field	9/10	1 Crt/R	Targets in Suspended Animation no RR
Traceless Aura	2	1 Crt/R	Restores Terrain to Natural State/ 1 Hr/R	Suspended Animate	4/10	1 Crt	Places Subject in a Suspended State
Unhinge	2	5' Sq/R	Screws Meld to Hinge Freeing it	Time Alteration G	7	1 30' Area	In/Decreases Rest Time by 75%
Zone of Blades	10/1	30' Rad	All Enemies in Zone take 30D10	Time Alteration M	1/2	1 10' Area	In/Decreases Rest Time by 25%
Inanimate or Physical				Time Alteration N	3	1 20' Area	In/Decreases Rest Time by 50%
Adrenaline M	2	1 Crt	FSM Bonus of 1/R for 1Hour/R	Timestop	9/1	20' Rad 1 T	Time Only Moves for Caster
Adrenaline N	5	1 Crt/R	FSM Bonus of 1/R	Undo Phys Morph	6/10	1 Crt/R	Restores Target to Natural State
Scent Alteration	1	1 Cre/Obj/R	Changes the Physical Scent of Target				
Transparency	3	1 Cre/Obj/R	Makes Target Naturally Invisible				
Inanimate Creation				Inanimate Creation			
<i>*These Spell are from the Creation Order, but also Inanimate Objects*</i>				<i>*These Spell are from the Creation Order, but also Inanimate Objects*</i>			
Create Provisions	3/10	1 Meal/L	Creates Food & Water for 1 Crt/Meal	Incense	5	1 Stick/L	Status effect such as Sleep, Paralysis, etc.
Create Scroll	10	1 Pg	Usable scroll spell kwn to caster/ 1 Spl/R	Item Creation	5/10	1 Object/R	Create any Non-Magical Item
Divine Circle	8	Up 10' R/R	Spells to be Cast w/o Dmg Anyone w/ Cir	Magic Runes	3/10	1 Rune/R	Each Rune Simulates the Effect of Spell
Gargoyle Ward	6/9 H	1 Gargoyle	1 Spell/R Protects a Dwelling or Warns	Prophecy Sticks	7/10	1 Set	Divining Tool-Predict Future
Giant Rune	9/10	20' Rad	Rune Has 1 Spell Effect of Any Spell	Trap M	2/10	1 5' Area/R	Trap Effects are Declared by Caster
Hearth Blaze	4	1 Fiery Rec	Fire Obj Emits Heat/Lite but doesn't burn	Trap N	4/10	10' A 1 H/L	Trap Effects are Declared by Caster
Holy Symbol	2/6	1 Sanct. Obj	Divine Sigil Used in Most Spells	Vestments	10	1 Clothes/R	Creates Common Tailored Clothing
Holy Wafers	1/3	1 Wafer/R	Seals Oath (Last Rights, Marriage, etc..)	Wings	2/10	1 Crt	Creates a Pair of Wings that Fly
Holy Weapon	10/1 W	1 Weapon	Creates a +6 Weapon w/1 Div Enchant/R				

SUMMONING ORDER

Spell Name	R/FSM	Effect Area	Effects	Spell Name	R/FSM	Effect Area	Effects
Animal				Faith			
Animal I	3	Varies	3 Crts 1 HD/L or 1 Crt/L With 3 HD	Ability	2/5	1 Score/R	1 Point/R That Can Be Distrib. (25 Max)
Animal II	4	Varies	4 Crts 1 HD/L or 1 Crt/L With 4 HD	Banishment G	8	1 Crt/L	Banishes Ext Dim Crts to Plane of Origin
Animal III	5	Varies	5 Crts 1 HD/L or 1 Crt/L With 5 HD	Banishment M	2	1 Crt	Banishes Ext Dim Crt to Plane of Origin
Animal IV	6/5	Varies	6 Crts 1 HD/L or 1 Crt/L With 6 HD	Banishment N	4	1 Crt/R	Banishes Ext Dim Crts to Plane of Origin
Animal Small	2/4	1 Animal	1 Small (1-2 HD) Animal	Bravery	1/3	1 Crt	Makes Recipient Immune to Fear Attacks
Animal V	7	Varies	7 Crts 1 HD/L or 1 Crt/L With 7 HD	Dimensional Buffer	10/5	Church	Prevents Dim Travel in Area of Effect
Animal VI	8/5	Varies	8 Crts 1 HD/L or 1 Crt/L With 8 HD	Dimensional Travel 1	1/3	1 Port 1 T/R	Sm Wormhole Allow Fast Trav 1 Mile/R
Animal VII	9/5	Varies	9 Crts 1 HD/L or 1 Crt/L With 9 HD	Dimensional Travel 2	4/6	1 Port 1 T/R	Sm Wormhole Allow Fast Trav 1 Mile/L
Any Animal	10	Varies	Any Animals up to 300 Total HD	Dimensional Travel 3	7/9	1 Port 1 T/L	Wormhole Allow Trav Any Inner Plane
Beast of Burden	3/10	1 Beast/R	1 Beast of Burden, Carry Loads to 1 Dest	Dimensional Travel 4	9/10	1 Port 1 T/L	Wormhole Allow Trav Any Known Plane
Follower	3/10	1 Follower	1 of Casters Divine Follow/ Bonded Crts	Divine Mantle	7/10	Caster+10'R	**See Below
Giant Insect	7	1 Insect/R	Giant Insects with 2HD/L	Faith G	5/10	1 Crt/R	1 Faith Point/L that Can Be Distributed
Guardian	10/1	1 Crt	Specified Crt to Guard Area or Object	Faith M	1/3	1 Crt	Grants Recipient 1 Faith Point
Insect G	3	1 Insect/R	Large Insects with 1HD/L	Faith N	3/5	1 Crt/R	1 Faith Point/R that Can Be Distributed
Insect M	1	1 Insect/R	Tiny to Small Insects with 1 HD	Fog Cloud	2	20' Sph	Mist at the Caster's Comm&
Insect N	2	1 Insect/R	Medium Insects with 1HD/R	Gust of Wind	3/1	15' Gust	A Forceful Wind Might 25
Insect Swarm I	1/3	1 Insect/L	Insects with 1 HP Each	Light Source	1	1 Light	Light for 1 T/L
Insect Swarm II	2	10 Insects/L	1D100x 10 Insects (1 HD/R Tot Swarm)	Lightning	3/10	1 Bolt/R	Lightning 1D8 Damage/L 1 Bolt/T
Messenger	10	1 Messenger	1 Animal to Carry a Message	Ostracize	10/1	1 Crt/R	Sends Any Crts to Plane of Choice
Mount	1/3	1 Mount	1 Useful Mount Must be Caught & Tame	Shades	5	1 Shade/R	1 Shade/R 2HD/R for 1 T/R
Spirit Animal	9/10	Caster	Casters Animal Spirit	Spirits	9/5	1 Spirit/R	1 Spirit/R 1HD/L for 1 T/R
War Beast	8/10	1 Beast/R	**See Below	Spiritual Armor I	3/5	Caster	+1 Bonus to DR/R & Grants EDR
Winged Mount	6	1 Mount	1 Wing Mount Must be Caught & Tame	Spiritual Armor II	5/10	Caster	+1 Bonus to DR/L & Grants EDR
Custom				Spiritual Weapon I	2/4	Caster	1 Weapon Faith Restriction Apply
				Spiritual Weapon II	4/10	Caster	1 Enchant Weapon 1 T/R (1D4 for +)
				Skill	6/5	1 Crt/R	Knowledge of Single Skill/Tal 1 Day/R
				Talent	2/5	1 Crt	Knowledge of Single Talent for 1 Day/R
				Trap the Soul	8/10	1 Crt	Targets Soul from Body & Trans to Rec
				Weather	6/10	1 Mile/R	Weather to Cover Effective Area

**Divine Mantle - Aura of Confidence, Fear & Surprise Immunity, & Synchronized Skills, War Beast - Beasts for a single battle (20 HD, DR 30, 1D12 CD, 4 Att, 2D12 Dmg)