

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		Foresight	9	Caster + 1 Crt	Grants the Caster & 1 Crt Beneficiary Self Vigilance & FS 1
	Detect Ailment	1	1 Crt/R	Detects Illnesses & Diseases		Identify G	9/1 H	1 Object/R	Completely Identifies all Enchantments & History of Object
	Detect Anything	10/1	1 Detect Spell	Caster Instantly Can Use Any Detection Spell Rs 1-90T		Identify M	3/1 H	1 Object/R	Identifies Number of Enchantments on the Object
	Detect Bloodline G	5/10	1 Crt	Caster will know the complete Genealogy of an intended Target		Identify N	6/1 H	1 Object/R	As the M Version but also Identifies Enchantment Types
	Detect Bloodline M	3/10	1 Crt	Caster will know race(s) of the Parents of an intended Target		Identify Type of Lycanthropy	5/10	1 Crt	Identifies the specifics of certain types of Lycanthropy assisting in a cure
	Detect Bloodline N	4/10	1 Crt	Caster will know all information of the Target (Parent's Name, Race, etc.)		Instant Identifications	10/1	1 Object/R	Instantly Completely Identifies any Object
	Detect Charm	2	20' Rad	Detects All Charmed or Controlled Crt Within the EA		Know Enchantments G	5	1 Crt/R	Identifies All Enchantments on 1 Crt/R
	Detect Curse	1	1 Crt	Detects if an Individual is Affected by a Curse		Know Enchantments M	2	1 Crt	Identifies # of & Type of 1st-5th R Enchantments on 1 Crt
	Detect Domination	4	20' Rad	Detects Any Dominated Crts & if in the EA the Dominator as well		Know Enchantments N	4	1 Crt	Identifies # of & Type of 1st-9th R Enchantments on 1 Crt
	Detect Extra Dimensional Being	3	1 Crt/R	Detects Crts Not Native to the Prime Material Plane		Predict Ambush	3/10	Caster	Caster will see any ambush involving them in the next week
	Detect Force	4	30' Rad	Detects Any Force Spells Being Cast or already in Effect for 10 Ts		Predict Anything	10	Caster	Caster Gains Knowledge &/or Solution for one Problem or Event
	Detect Immunity	8/3	1 Crt/R	Detects Immunities of all Targets		Predict Intentions G	8/10	1 Crt/L	Caster Will Know the intended Actions of Targets (Attacks, Spells, etc.)
	Detect Life M	1	1 Crt/R	Detects the Presence of Life Within the Caster's Sight		Predict Intentions M	4/10	1 Crt	Caster Will Know the intended Actions of Target (Attacks, Spells, etc.)
	Detect Life N	2	1 Crt/L	As the M Version but Also Identifies Type of Life		Predict Intentions N	6/10	1 Crt/R	Caster Will Know the intended Actions of Targets (Attacks, Spells, etc.)
	Detect Lycanthropy	5	1 Crt	Detects if an Individual is cursed with Lycanthropy		Predict Outcome G	7/10	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 Outcome M	2/5	1 T/ R Caster	Caster Can Predict Enemies Actions Granting +1 FSM/R
	Detect Malady	3	1 Crt	Detects if an Individual is Affected by a Malady		Predict Outcome N	5/8	1 Crt/R	Crts Always Go First In Combat (Assumed FS is 1)
	Detect Poison M	1	1 Crt	Detects That a Crt Has Been Poisoned & What Type		Predict Weather	1/5	Caster	Allows caster to know what the weather will be for 1 Day/R
	Detect Poison N	4/3	1 Crt/R	As M Version but also Reveals Treatment if Applicable		Scrying Receptacle	5/1 H	1 Object	Caster Uses Object Observe to Scry (e.g. A Crystal Ball)
	Detect Residual Magic	2	30' Rad	Detects Residual Magic & Type of Field/Order the Spell was From		Speak With Dead	3/10	1 Dead Crt	Dead Crts Will Answer 3 Questions Ref's Discretion
	Detect Skills	9/10	1 Crt	Detects All Skill Known by Target Crt		Tracking M	1	Caster	Grants Caster Tracking at Ins 19 & can also find paths
	Detect Spirits	3	1 Crt/R	Detects Malevolent Spirits With Sight of the Caster		Tracking N	3	Caster	As Tracking M but can also track Flying Crts
	Detect Traps	2	20' Rad	Detects Traps & Identifies Their Function(s)		True Seeing	7/1	1 Crt	Crt Sees Everything as it Truly is Ref's Discretion
	Find Insects	1	10' Sq/R	Locates Any Insects (Including Giant Ones) within the EA	Custom				
Custom									

ELEMENTAL ORDER

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

***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

	Spell Name	R/FSM	Effect Area	Effects		Spell Name	R/FSM	Effect Area	Effects
	Creation					Black			
	*These spells are from the Creation Order, but they are also Energy. *					Backlash	1/3	Caster	1D6/R Physical RR or Paralyzed 1 T
	Alter Conversing	1	1 Mile/L	Speak Between 2 Alters of the Same Faith		Death Energy	9	1 Crt/R	Slays up to 10 Total HD
	Create Darkness	1	1 5' Sq/R	Darkens Given Area		Detonation	8	1 Crt/R	1D10/L
	Imbue Spell	3	1 Crt	1 Crt to Cast the Single Spell Imbued		Energy Conductor	1	1 Weapon	Adds 1/L to a Metal Weapon (10 Ts)
	Magic Torch	2/1	1 Torch	Torch with Non-Flam Light for 1 Day/L		Energy Cone G	7	20' Cone	1D8 (+3/L)
	Sanctify Object	2/10	1 Object	Makes Object Unholy (Can't make Holy)		Energy Cone M	1	5' Cone	1D4 (+1/L)
	Red					Energy Cone N	4	10' Cone	1D6 (+2/L)
	Enclosure	6	5' Sq/R	Creates a Cage of Force		Energy Spheres	2	1 6" Sph/R	2D6 on Successful Attack Roll
	Enemy Bane	4	En 20' Rad	1D6/L		Energy Trap	2/10	5' Sq/R	1D4/L
	Animal Bane	3	1 Animal/L	1D8/L No Anti-Magic % Allowed		Energy Weapon	4	1 Item 1 T/R	1D8/R on Successful Attack Roll
	Focused Prismatic	3	1 Scr/R	*See Ran Prism Below, Chosen Screen		Halo	3/10	5' Rad	1D8/R Physical RR or Paralyzed 10 Ts
	Fuse Gateway	1	1 Gate/Port	Open/Closed 1 Hour/L		Negative Energy	7	1 Crt/R	RR Death or ½ Maximum Hit Points
	Prismatic Dust	2	10' Rad	*See Ran Prism Below		Shock	2	1 Crt/R	1D6/R Physical RR or Paralyzed 1 T/R
	Prismatic Missile	4	1 Missile/R	*See Ran Prism Below		Snuff En/Mag Light	2	Att 1 Spell	Dispels 1 Energy Spell of Lower R
	Prismatic Shell	7	10' x10'/R	*See Ran Prism Below, EA = or 1Crt/R		Vestment	5/10	10' Rad	1D10/R Mental RR or Repulsed 10 Ts
	Prismatic Wheel	2	1 Crt/L	*See Ran Prism Below		Zap	1	1 Crt	1D4/L
	Prismatic Zone	9	10' Rad	*See Ran Prism Below	Custom				
	Random Prismatic	1	1 Screen/R	*See Ran Prism Below					
	Repel Good	1	1 Crt/L	NA					
	Scroll Paper	1/R	1 Page/ L	Enchants paper to create scrolls					
	Seal Entry	2	5' x 5' En/R	Magical Holds Doors Closed					
	Seal Zone	5	5' Cube/R	Forbids Entry into Area					
Custom									

DARK 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. ^See Summoning Order: Banishment Greater. **Roll 1D12 for Direction Target Moves

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)
Confusion	4/2	10' Rad	Causes Confusion (See Chart)	Cloak	8/1	1 Crt	Completely Immune to all Detections
Curse	5/10	1 Crt	Blindness, Mute, Missile Attraction, ect	Control Mindless Crt	7/4	1 Crt/L	Dominates Mindless Crt
Death	10/1	1 Crt/R	Death Instantly no RR	Hypnotism	1	1 Crt	RR vs. Mental or in Trance
Delusion	1	1 Crt/R	Believes they have a M injury	Manipulate Terrain	9/10	1 Sq Mile/R	Complete Illusion Ctrl of Effective Area
Destroy Intellect	5/1	1 Crt/R	Reduces Intellect to 1	Mass Cloak	10/1	1 Crt/R	Completely Immune to all Detections
Dim Spell Cap M	1/2	1 Caster	Lessens the Dam Caused by Target to ½	Personality Decept	3	1 Crt	Alters detected personality
Dim Spell Cap N	3	1 Caster/R	Lessens the Dam Caused by Target to ½	Presence Cloaking	3	1 Crt/R	Prevents Magical Detection
Distraction	1	1 Crt	Breaks Concentration	Project Image	6/1	1 Mile/R	1 Image/R
Domination	5	1 Crt	Controls Victim Completely	Reading G	4	10' Rad	Can Read Any Thoughts
Eliminate Memories	10	1 Crt	Destroys any or all memories	Reading M	2	10' Rad	Read Surface Thoughts
Emotion G	8	Line of Site	Mass Em Break (Hysteria, Paranoia, etc.)	Reading N	3	1 Crt	Can Read any Thoughts
Emotion M	1	1 Crt	Scares, Angers, Etc.	Telepathic Rapport	5/10	1 Crt	2 Way Telepathic Communication
Emotion N	4	1 Crt/R	Cripples Target With 1 Emotion	Telepathy G	7/1	10' Rad/R	Can Speak Telepathically 1 Hour/R
Forget G	6	1 Crt/R	Forgets 1 Hour/R	Telepathy M	1	1 Crt	Can Speak Telepathically 1 Minute/R
Forget M	1	1 Crt	Forgets 1 Minute/R	Telepathy N	4/1	1 Crt/R	Can Speak Telepathically 1 Minute/L
Forget N	3	1 Crt/R	Forgets 1 Minute/L	Vertigo	1	1 Crt/R	Dizziness -1/-5% Penalty to all Rolls
Insanity	4/3	1 Crt	Victim is Insane	Visions	5/10	1 Crt	Invoking Helpful Visions to One Problem
Lower Resistance I	5	1 Caster	RR vs. Spiritual or Lose 5%/R of AM	Destructive or Manipulative			
Lower Resistance II	9	1 Caster/R	Target Loses 5%/R of their AM no RR	Charm G	8/1	Line of Site	Can affect a total of 5 HD/R
Mass Insanity	9	1 Crt/R	Victims are Insane	Charm M	1	1 Crt	1 HD/L
Muddle	4	1 Crt	Feat of Int For FS Action (10 Ts)	Charm N	4/1	1 Crt	2 HD/L
Seal Mind	9	1 Crt/R	Shuts Down the Mind	Custom			
Sensory Impediment	2	1 Crt	1 Sense (touch, sight, etc.)				
Spiritual Assault	3/1	1 Crt	1D4/R Spiritual Damage				
Stun	7/1	1 Crt/R	Complete Paralyzes Victim no RR				
Weapon Channeling	2	1 Weapon	Weapon in Hand Cause Spiritual Damage				
Telekinesis				Telekinesis			
Crushing Force	5	5' Sqd/R	1D4/L	Magnetic Force	3/1	1 Obj/Crt/R	Attracts of Repels Object
Deflection	4/1	Caster	Specific Physical Attack Form	Mental Warding	5/3	Caster	Stops 1 Harmful Mental Spell/R
Force Attack G	9/6	1 Target/ L	1D6/L	Obliterate	10/1	20' Rad	1D12/L no RR/RR vs. Men/stun 10 CR
Force Attack M	2/1	1 Target	1D4/R	Pounding Force	7	1 Crt/R	Causes 1D8/L
Force Attack N	5/3	1 Target/R	1D4/L	Servant Monster	9	1 Monster	Servant: 1 At/R Damage 3D12 each
Force Entry	2	5'x5' En/R	Opens Non-Magical Doors & Gates	Steal	6/1	1 Obj/R	Sum Specified Items within Sight
Gradual Descent	1	1 Crt/R	Target Slowly Falls without Damage	Telekinesis	7/10	Line of Site	Men use any 1-6 R Telekinesis 1 Hr/R
Knock Down	3	20' Rad	Knocks Down all Crt in EA	Telekinetic Force	10/1	Line of Site	Telekinesis for 10 Ts + 1D8 Dmg/L 10 Ts
Lift Object G	8	1 Object/R	100 lbs./L	Trip	1	1 Crt/R	Causes Crt to Fall
Lift Object M	1	1 Object	10 lbs. /L	Unseen Bridge	3	10' Sq/R	Creates an Invisible Bridge of Force
Lift Object N	4	1 Object/R	100 lbs./R	Unseen Ladder	2	10'/R	Creates an Invisible Ladder of Force
Lock/Unlock	2/1	1 Lock	Unlocks/Locks a lock	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			
Age Obj M	2/3	1 Obj	Ages Obj 1 Hour/R	Ability Focus Phys	1/3	1 Crt	Abil Checks (Agi, Mig, Vit) Unnecessary
Age Obj N	4/5	1 Obj/R	Ages Objs 1 Hour/L	Allergic Reaction	1	1 Crt/R	Causes Skin to Itch, Sneezing, ect.
Bend Objects	4	5' Sq/R	Bends Objects to Caster's Desired Shape	Alter Sex	3	1 Crt	Changes Target from Male to Female ect
Breakdown	9	10' Rad/R	Restores Objects to Their Original State	Animate Dead 1	3/10	1 Crt/R	Humanoid Serv w/ 1 HD/R & Caster AR
Defoliate	7	10' Sq/R	Causes Earth to Reject all Plant Life	Animate Dead 2	5	1 Crt/L	Any Serv with 2 HD/R & Caster AR+10
Engrave Sigil	1	1 Object	Etches Any Herald onto an Object	Brittle Bones	5	1 Crt/R	Target's Bones Break Easily
Hold Object	1	1 Object/R	Immobilizes Any Single Inanimate Object	Diamond Skin	8/4	Caster	+2 to DR/R & Weapon Immunity
Mangle	4	1 Obj/R	Changes Shape of Obj Making Unusable	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
Prot Obj from Time	5	1 Object	Makes Object Immune to Ageing 1 Day/L	Hold N	3	1 Crt/R	Immobilizes Tgt of Small to Med. Size
Pseudo-Animal	3	1 Object	Morphs Obj to a Known Natural Animal	Hunger	1	1 Crt/R	Causes Insatiable Hunger
Pseudo-Beast	6	1 Object	Morphs an Obj to a Known Lge or Sm Crt	Local Stasis	2	1 Crt	Suspends Small Area
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
Repair M	1/2	1 Object	Restores 1 Object	Morph Element	5/10	Caster	Changes Caster Into Element Same Size*
Repair N	3/4	1 Object/R	Restores Objects	Paralyzation M	1	1 Crt	Paralyzation
Return Obj to Dust	8	1 Object/R	No RR for Non-Magical Objects	Paralyzation N	3	1 Crt/R	Paralyzes Targets
Rust	6/3	1 Object/R	Ts Metal Objects into Rust	Return Crt to Dust	10	1 Crt/R	Crt Ts to Dust no RR
Sculpt Object	3	1 Object/R	Reshapes Object	Sleep M	1/2	1 Crt	2D4 HD no RR
Shape Opening	4	1 5' Area/R	Creates an Opening to Pass Through	Sleep N	3/4	1 Crt/R	Total of 1 HD/R
Spears	7/1	1 Obj/L	Changes Objs into Steel Spears 1D8	Slow	3	1 Crt/R	Halves Actions of Target Crts
Spikes	6/1	1 Obj/L	Changes Objs into Steel Spikes 1D6	Stasis	6/10	1 Crt	Target in Suspended Animation no RR
				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%
				Time Alteration N	3	1 20' Area	In/Decreases Rest Time by 50%
Inanimate or Physical				Timestop	9/1	20' Rad 1 T	Time Only Moves for Caster
Adrenaline M	2	1 Crt	FSM Bonus of 1/R for 1Hour/R	Transpose Time	9/10	1 Crt	Adds or Subtracts 1 Year/L to Age
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>			
Acid Arrow	2	AR vs. 1 Crt	1D4 (+1/L) 1 T/R	Item Creation	5/10	1 Object/R	Create any Non-Magical Item
Acid Barrage	3	1 Crt/R	1D4/L + 1D4/R for 1 T/R	Lethal Injection	8/4	1 Crt/ L	Death or Half Hit Points
Acid Splash	1	1 Crt/R	1D4 1 T/R	Magic Runes	3/10	1 Rune/R	Each Rune Simulates the Effect of Spell
Acid Spikes	5	30' Rad	Acidic Spikes 1D8/L/T, MB@Half	Poison Cloud	4	20' Rad	10 Damage/L RR for Half
Acid Storm	7	5' Rad/R	1D12/L No Resistance Roll Allowed	Poison Needle	1	1 Crt	Needle Causes 10 Damage/R RR for Half
Create Bond	1 H	1 Crt	Bonds Caster to a Familiar	Poison Strike	3	1 Crt/R	1D6/L
Create Scroll	10	1 Pg	Usable scroll spell kwn to caster/ 1 Spl/R	Prophecy Sticks	7/10	1 Set	Divining Tool-Predict Future
Death Cloud	5	20' Rad	RR Successful: 1D10/L, Fail: Death	Stink Bomb	2/1	10' Rad	Phys RR or Nauseated for 1D4+1 T, 1T/L
Death Sphere	9	1 10' Sph	Mobile Sphere of Death No RR, 1 T/R	Trap M	2/10	1 5' Area/R	Trap Effects are Declared by Caster
Disease Field	4	5' Rad/R	Physical RR or Diseased	Trap N	4/10	10' A 1 H/L	Trap Effects are Declared by Caster
Disintegrate	6	1 Crt/R	RR or Disintegrates	Vestments	10	Clothes/R	Creates Common Tailored Clothing
Giant Rune	9/10	20' Rad	Rune Has 1 Spell Effect of Any Spell	Web	2	1 10' Cb/R	Web Between Two Points (Might of 16)
Holy Symbol	2/6	1 Sanct. Obj	Divine Sigil Used in Most Spells				

SUMMONING ORDER

Spell Name	R/FSM	Effect Area	Effects	X	Spell Name	R/FSM	Effect Area	Effects
Animal					Faith			
Beast of Burden	3/10	1 Beast/R	1 Beast of Burden, Carry Loads to 1 Dest		Banishment G	8	1 Crt/L	Banishes Ext Dim Crts to Plane of Origin
Dominated Creature I	4	1 Crt/R	Sum Ran Dom Crts With 4 or less HD		Banishment M	2	1 Crt	Banishes Ext Dim Crt to Plane of Origin
Dominated Creat II	8	1 Crt/R	Sum Spec Dom Crts With 8 or less HD		Banishment N	4	1 Crt/R	Banishes Ext Dim Crts to Plane of Origin
Familiar	1 H	1 Crt	Sum 1 Crt (Ref's Choice) Bonds to Caster		Dimensional Buffer	10/5	Church	Prevents Dim Travel in Area of Effect
Giant Insect	7	1 Insect/R	Giant Insects with 2HD/L		Dimensional Travel 1	1/3	1 Port 1 T/R	Sm Wormhole Allow Fast Trav 1 Mile/R
Insect G	3	1 Insect/R	Large Insects with 1HD/L		Dimensional Travel 2	4/6	1 Port 1 T/R	Sm Wormhole Allow Fast Trav 1 Mile/L
Insect M	1	1 Insect/R	Tiny to Small Insects with 1 HD		Dimensional Travel 3	7/9	1 Port 1 T/L	Wormhole Allow Trav Any Inner Plane
Insect N	2	1 Insect/R	Medium Insects with 1HD/R		Dimensional Travel 4	9/10	1 Port 1 T/L	Wormhole Allow Trav Any Known Plane
Insect Swarm I	1/3	1 Insect/L	Insects with 1 HP Each		Fog Cloud	2	20' Sph	Mist at the Caster's Comm&
Insect Swarm II	2	10 Insects/L	1D100x 10 Insects (1 HD/R Tot Swarm)		Gust of Wind	3/1	15' Gust	A Forceful Wind Might 25
Messenger	10	1 Messenger	1 Animal to Carry a Message		Lightning	3/10	1 Bolt/R	Lightning 1D8 Damage/L 1 Bolt/T
Monster I	3	Varies	Sum 3 Crts 1 HD/L or 1 Crt/L With 3 HD		Ostracize	10/1	1 Crt/R	Sends Any Crts to Plane of Choice
Monster II	4	Varies	Sum 4 Crts 1 HD/L or 1 Crt/L With 4 HD		Shades	5	1 Shade/R	1 Shade/R 2HD/R for 1 T/R
Monster III	5	Varies	Sum 5 Crts 1 HD/L or 1 Crt/L With 5 HD		Spirits	9/5	1 Spirit/R	1 Spirit/R 1HD/L for 1 T/R
Monster IV	6/5	Varies	Sum 6 Crts 1 HD/L or 1 Crt/L With 6 HD		Spiritual Weapon I	2/4	Caster	1 Weapon Faith Restriction Apply
Monster V	7	Varies	Sum 7 Crts 1 HD/L or 1 Crt/L With 7 HD		Spiritual Weapon II	4/10	Caster	1 Enchant Weapon 1 T/R (1D4 for +)
Monster VI	8/5	Varies	Sum 8 Crts 1 HD/L or 1 Crt/L With 8 HD		Trap the Soul	8/10	1 Crt	Targets Soul from Body & Trans to Rec
Monster VII	9/5	Varies	Sum 9 Crts 1 HD/L or 1 Crt/L With 9 HD		Weather	6/10	1 Mile/R	Weather to Cover Effective Area
Mount	1/3	1 Mount	1 Useful Mount Must be Caught & Tame		Custom			
Vermin	1/2	1 Crt/R	Sum 1 Small (1-4 HP) Crt					
Vermin Horde	2	1 Crt/L	Sum Small Crts up to 2 HD					
War Beast	8/10	1 Beast/R	**See Below					
Winged Beast	7	1 Crt	Sum 1 Dominated Winged Crt 1 HD/L					
Winged Mount	6	1 Mount	1 Wing Mount Must be Caught & Tame					