

Level 1: 5 word incantation**Alarm: Range:0****Duration:2 hrs per caster spell lv****Area of Effect: 25 ft. radius**

Description: password is determined and if spoken before entry the alarm will not sound. can be deliver as a loud audible alarm that anyone within earshot can hear. or mental "ding" that only the caster can hear, it will awakin the caster if asleep, but will only function if the caster is within 1 mile of the area

Allergy Field Range: Spell Ball**Duration: 20 sec****Area of Effect: 5' radius**

Description: Causes targets in radius to sneeze, cough, and wheeze making unable to attack, cast spells, or take any other action (other than stumbling around blindly). If attacked targets may defend themselves.

Clean Range: Touch**Duration: Instantaneous****Area of Effect: target**

Description: This spell cleans one person and all of his/her belongings. This removes spells such as grease.

Create Water Range: Spell Ball**Duration: Instantaneous****Area of Effect: Special**

Description: Caster may create 1 gallon of pure water per caster spell lv.

Detect Poison Range: touch**Duration: Instantaneous****Area of Effect: target**

Detect Poison: Detects poison in one creature or object. This does not tell you which poison is present, just that it is present.

Entangle Minor Range: Spell Ball**Duration: 1 min per caster spell lv****Area of Effect: 5' radius**

Description: grasses, vines, tree limbs, undergrowth, bushes and weeds to entangle the lower legs of everyone within the area of effect. unable to move their legs they can still cast, fight, activate magical items, etc. It takes 3 PD's to break free from this entanglement and at least 3 dam, or 2 magical dam, to cut free.

Faerie Fire Range: Spell Ball**Duration: 30 min****Area of Effect: 5' radius**

Description: A faint glow outlines subjects with the radius. Outlined subject shed light as if they were a candle.

Find Plant or Water Range: Self**Duration: Instantaneous****Area of Effect: Caster**

Description: shows you nearest water or plant type of casters chosing to there location (must have knowledge of plant at casting)

Heal/Harm 2 Range: Touch/ wepon**Duration: Instantaneous****Area of Effect: target**

Description: Heal- Cures 2 pts dam./ Harm- Inflicts 2 pts of dam- may be delivered through a weapon

Ice Shard Range: Spell Ball**Duration: Instantaneous****Area of Effect: target**

Description: ball of ice that deals 1 point of damage plus 1 point per 4 caster spell lvs. Damage is done to the targets torso.

Know Direction Range: Self**Duration: Instantaneous****Area of Effect: Caster**

Description: Informs caster of where the four (4) cardinal directions (north, south, east, and west) are in relation to the caster.

Light Range: Touch**Duration: 1 hr per caster spell lv****Area of Effect: Special**

Description: Caster touches one item and that item sheds light equal to that of a torch.

Magic Fang Range: Touch**Duration: 15 min/end of combat****Area of Effect: target**

Description: +1 magical damage to all attacks. cast upon the creature not a specific weapon. does not enhance damage spells.

Purify Food & Drink Range: Touch**Duration: Instantaneous****Area of Effect: Special**

Description: Purifies 1 gallon of drink and/or 2 pounds of food per 3 caster spell lvs.

Read Magic Range: Self**Duration: 20 min****Area of Effect: Caster**

Description: caster can decipher any magic writings./ Or reversed making 1 magic writing indecipherable -this effect is permanent.

Sharp Leaf Range: Touch**Duration: Instantaneous****Area of Effect: One Leaf**

Description: One leaf becomes a non-magical dagger that lasts for 1 min per lv of caster. Dagger crumbles into dust at end of spell

Sleep Range: Spell Ball**Duration: 5 min per caster spell lv****Area of Effect: target**

Description: target is in a comatose slumber. Target must have fewer than 12 body points. Will awake if damaged

Level 2: 10 word incantation**Animal Messenger Range: Touch****Duration: 1 day per caster spell lv****Area of Effect: target**

Description: send any untrained animal to a specific location, (will not do things that cause certain death). If the animal does not arrive at the desired location before the spell expires, the spell is canceled.

Calm Animals Range: Spell Ball**Duration: 15 min/ end of battle****Area of Effect: Special**

Description: Calms 1 natural animal per level of the caster. This spell will not affect magically affected creatures. If the animal is attacked the spell is broken.

Charm Person Range:Hearing Distance**Duration: 15 min per caster spell lv****Area of Effect :target**

Description: Makes one person or animal your friend. They regard you as a trusted ally. If the target is attacked the spell is ended.

Creeping Growth Minor Range: Spell Ball**Duration: 1 min per caster spell lv****Area of Effect: target**

Description: Plants entangle entire body of one target. Target can still cast, 3 dam or 2 magic dam, to cut, or 5 pds to break free.

Heat/Chill Metal Range: Spell Ball**Duration: 1 min per caster spell lv****Area of Effect: target**

Description: either heats metal until it is red hot or chills it until it is bone cold. 1 pt of dam per 30 sec in contact with the metal

Delav Poison Range: Touch**Duration: 1 hr per caster spell lv****Area of Effect: target**

Description: Stops the effects of poison for 1 hour/level.

Endure Elements Range: Touch**Duration: 15 min/ end of battle****Area of Effect: target**

Description: choose one elemental type. Target ignores first 2 points of damage from that element type for each attack.

Fire Trap Range: Touch**Duration: Special****Area of Effect: target**

Description: gos off when target is opened by someone other than the caster, deals 2 damage +1 per 3 caster spell lvs..

Flame Blade Range: Touch**Duration: 15 min/ end of combat****Area of Effect: target**

Description: deals +1 pt per 3 caster spell lvs. of fire dam. Less then master craft must be re-forged. wooden weapons are destroyed.

Goodberry Range: Special**Duration: One Full Event****Area of Effect: Special**

Description: makes 1 magical berry per caster spell lv. each berry heals 1 pt of dam when eaten. (like any food it gos bad)

Gust of Wind Range: Spell Ball**Duration: Instantaneous****Area of Effect: 5' radius**

Description: creatures caught in the area are knocked back 2 ft per caster spell lv. After 20 ft, they take 1 point of damage for every 3 feet. If the target is braced against an unmoving object, the spell has no effect to that target. Damage is done to the targets torso.

Heal/Harm 4 Range: Touch/ wepon**Duration: Instantaneous****Area of Effect: target**

Description: Heal- Cures 4 point of dam. / Harm- Inflicts 4 pts of dam- may be delivered through a wepon

Hidden Minor Range: Touch**Duration: Instantaneous****Area of Effect: target**

Description: target cannot be seen as long as the target does not move. must be out of sight when the spell is cast. acts as if it is the "blend with terrain" skill. The spell effectively hides the target using natural surroundings, broken if target is seen moving

Hold Animal Range: Spell Ball/Touch**Duration: 10 sec per caster spell lv****Area of Effect: One Animal**

Description: Target is paralyzed for the duration or until attacked. Target may still cry out while under the effects of this spell.

Invisibility to Animals Range: Touch**Duration: 10 min****Area of Effect: target**

Description: Natural animals can not perceive target. Target may attack and remain invisible.

Mending Range: Touch**Duration: Instantaneous****Area of Effect: Item Touched**

Description: Repairs one non-metallic object of damage points equal to 1/2 of caster's level. This spell can not repair magical items.

Nature's Fist Range: Self**Duration: Instantaneous****Area of Effect: 5ft radius**

Description: Knocks down targets as if a mass trip/ knockdown skill. The use of Knockdown/Trip skill can counter the effects

Pass without Trace Range: Touch**Duration: 15 min****Area of Effect: target**

Description: One subject leaves no tracks or scent.

Produce Flame Range: Spell Ball**Duration: Instantaneous****Area of Effect: target**

Description: deals 2 pts of dam + 1 pt/ per 3 caster spell lvs. may be delivered through touch. Damage is done to the targets torso.

Soften Earth and Stone Range: Spell Ball**Duration: Instantaneous****Area of Effect: Special**

Description: With this spell, the caster may turn 1 cubic ft. of stone/level into clay. This spell can also turn dirt into sand or mud in the same manner.

Speak with Animals Range: Self**Duration: 5 min per caster spell lv****Area of Effect: Caster**

Description: caster may speak any & all with natural animals. for the duration of the spell.

Tree Shape Range: Touch**Duration: 1 hour/level of caster****Area of Effect: target**

Description: Target takes on the appearance of a tree for. This spell may be negated at any time by the target or the caster.

Shape Wood Range: Touch**Duration: Instantaneous****Area of Effect: 10 cu. Ft. / level of caster**

Description: Caster may move and re-shape existing wood into any shape or form they desires dose not affect magical wood.

Level 3: 15 word incantation**Analyze Poison Range: self****Duration: Instantaneous****Area of Effect: target**

Description: Determine level, type, and composition of poison in one subject or object.

Animal Trance Range: Self**Duration: Special****Area of Effect: 5' radius**

Description: Fascinates target animals in a 5 foot radius as long as caster continually chants, but no longer than 30 min.

Barkskin Range: Touch**Duration: 15 min/ end of battle****Area of Effect: target**

Description: body is covered in a tree bark that dosen't impeded them granting a natural armor bonus of 1 point per 3 caster spell lvs.

Breathe Water Range: Touch**Duration: 5 min per caster spell lvl****Area of Effect: target**

Description: The creature touched is able to breathe water as if he/she was a fish.

Cure Disease Range: Touch**Duration: Instantaneous****Area of Effect: target**

Description: All diseases infecting subject are cured.

Detect Traps Range: Self**Duration: 15 min****Area of Effect: Special**

Description: Caster detects placement of traps of a lower level than the caster's spell level. within a 5' radius +1' per caster spell lv

Earth Lightning Range: Spell Ball*Duration: Instantaneous**Area of Effect: One target*

Description: Lightning from the ground to inflict 2 dam +1 pt per 2 caster spell lvs.. Damage is done to the torso.

Heal/Harm 6 Range: Touch*Duration: Instantaneous**Area of Effect: target*

Description: Heal- Cures 6 point of dam. Harm- Inflicts 6 point of dam - may be delivered through a weapon.

Healing Gift Range: Touch*Duration: 5 min**Area of Effect: target*

Description: adds +1 point of healing per 4 caster spell lvs, to all healing spell. doesn't effect enchanted items, potions, scrolls etc.

Meld with Stone Range: Self*Duration: 1 hr per caster spell lv**Area of Effect: Caster*

Description: caster and belongings become one with stone. must be large enough to hold the caster and all gear. If broken while caster is inside they are expelled and takes ½ dam to the torso last 1 hr per lv of caster. only remotely aware of what's going on outside.

Neutralize Poison Range: Touch*Duration: Instantaneous**Area of Effect: target*

Description: Neutralizes poison for one recipient doesn't remove any permanent effects caused by the poison,

Rebound Range: Self*Duration: 15 min/end of battle**Area of Effect: Caster*

Description: All physical dam done to the caster is inflicted upon the attacker too. does not rebound spells.

Rune of Warding Range: Touch*Duration: Special**Area of Effect: 5' radius*

Description: 1 pt of dam per 2 caster spell lvs, or a 3rd lv spell. A pass phrase can disarm the rune. Dam is done to torso and limbs.

Shape Stone Range: Touch*Duration: Instantaneous**Area of Effect: 10 cu. Ft. per spell lv*

Description: can move and re-shape existing stone into any shape or form desired. does not affect magical stone.

Soften Scales Range: Spell Ball*Duration: 10 min/end of battle**Area of Effect: target*

Description: reptilian creature's scales soften and cease protecting it. All physical attacks dealt to creature deal double damage.

Speak with Plants Range: Self*Duration: 5 min per caster spell lvl**Area of Effect: Caster*

Description: speak with any plants or plant like creatures. may speak with as many as they wish for the duration of the spell.

Windburn Range: Spell Ball*Duration: Instantaneous**Area of Effect: One Creature*

Description: Blows 1 target back 15 feet, dealing 1 pt of dam per 2 caster spell lvs, ignores Armor.

Water Walk Range: Touch*Duration: 5 min per caster spell lv**Area of Effect: target*

Description: the ability to walk on water as if it were land for 5 min per level of caster.

Level 4: 20 word incantation**Anti-plant Shell Range: Touch***Duration: 5 min. per caster spell lv**Area of Effect: 10' radius*

Description: Any plant is pushed out side of the radius. animated plants may not approach within 10' of the target

Beast Spite Range: Touch*Duration: 30 min per caster spell lv**Area of Effect: 30' radius*

Description: Causes natural creatures in radius to be immediately hostile to the target. provokes either attack or flight from target

Creeping Growth Major Range: Spell Ball*Duration: 1 min per level of caster**Area of Effect: 10' radius*

Description: entangles entire bodies within radius. targets may cast, but not fight. 3 dam or 2 magic dam, to cut, or 5 pds to break free.

Dispel Magic Range: Spell Ball*Duration: Special**Area of Effect: Special*

Description: non permanent spell effects are completely nullified. Perm enchant items are rendered inactive for 1 min per level of the caster. Must be of equal or greater lv the item.

Elemental Mantle Range: Touch*Duration: 15 min/ end of battle**Area of Effect: target*

Description: Choose one element when casting this spell. Target takes 1/2 damage from chosen element.

Eternal Flame Range: Touch*Duration: Permanent**Area of Effect: target*

Description: a flame that is can only be put by magic. Size & light of a torch. caster may choose color of flame. Does not give off heat

Flame Fist Range: Touch*Duration: Instantaneous**Area of Effect: target*

Description: magic-fire doing 2 dam +1 pt per 2 caster spell lvs, done to torso & knocking them down even if unaffected by fire.

Greater Magic Fang Range: Touch*Duration: 30 min**Area of Effect: target*

Description: +1 dam per 3 caster spell lvs. Cast on creature not weapon. doesn't enhance spells.

Heal/Harm 8 Range: Touch*Duration: Instantaneous**Area of Effect: target*

Description: Heal- Cures 8 point of dam. Harm- Inflicts 8 point of dam- may be delivered through a weapon.

Hidden Major Range: Touch*Duration: 15 min per caster spell lv**Area of Effect: target*

Description: moving makes target visible, but is unable to be seen as soon as they stop moving. Target must be out of sight when the spell is cast. See "blend with terrain" skill. effectively hides the target using natural surroundings, not a magical impediment.

Ironwood Armor Range: Touch*Duration: Permanent**Area of Effect: Special*

Description: target clothing behaves as +5/+5 armor only grants one garment to each part of the body (ie 1 spell for pants & a 2nd for shirt) effect is permanent until damage destroys garment. Can stack with other armor spells but its self!

Mending Major Range: Touch*Duration: Instantaneous**Area of Effect: target*

Description: Repairs one object of dam pts equal to the caster's level. can not repair magical or master crafted item.

Needle Storm Range: Spell Ball**Duration: Instantaneous****Area of Effect: target**

Description: Needles shoot forth from the caster's hands, dealing 1 points of damage per caster lv. Damage is done to torso.

Protection from elements Range: Touch Duration: 15 min/ end of battle**Area of Effect: : Target**

Description: This protects the creature from the effects of natural elements. i.e a rock will bounce but fireballs are still effective

Quench Range: Spell Ball**Duration: Instantaneous****Area of Effect: 5 cubic ft. /level of caster**

Description: Extinguishes 5 cubic feet of fire per level of caster.

Repel Vermin Range: Self**Duration: 10 min per caster spell lv****Area of Effect: 10' radius**

Description: Pushes vermin away from caster. Any vermin within the area of effect when the spell is cast are hedged out.

Restoration Range: Touch**Duration: Instantaneous****Area of Effect: target**

Description: Restores 1 level lost by negative energy attacks, and restores abilities lost to poisons if cast within 1 hour/caster level.

Rusting Grasp Range: Self**Duration: Instantaneous****Area of Effect: target**

Description: causes iron and iron alloys to corrode up to 5 square feet of metal. Magical metal is unaffected by this spell.

Level 5: 25 word incantation**Animal Growth Range: Spell Ball****Duration: 15 min/ end of battle****Area of Effect: target(s)**

Description: One natural animal per 4 levels of caster doubles in size and body points, and gains +2 damage to all attacks.

Material Component: A piece of hair. One use

Commune with Nature Range: Self**Duration: Instantaneous****Area of Effect: two mile radius**

Description: The caster becomes one with nature and instantly learns about the terrain in a two mile radius.

Cure Lycanthropy Range: Touch**Duration: Instantaneous****Area of Effect: target**

Description: caster is able to cure one target of lycanthropy.

Material Component: A silver piece. One use

Death Ward Range: Touch**Duration: 1 hr per caster spell lv****Area of Effect: : Target**

Description: Target becomes immune to spells and magical effects that cause instant death. Target may still be killed by other means.

Material Component: A drop of blood. One use

Entangle Maximum Range: Spell Ball**Duration: 1 min caster spell lv****Area of Effect: 20' radius**

Description: entangle the lower legs of everyone within the area of effect. unable to move their legs they can still cast, fight, activate magical items, etc. It takes 6 PD's to break free from this entanglement and at least 5 dam, or 4 magical dam, to cut free..

Material Component: A piece of a plant. One use

Hail Storm Range: Spell Ball**Duration: Instantaneous****Area of Effect: 5' radius**

Description: 1 point of damage per level of caster to all within a 5' radius. Damage is done to torso and limbs.

Material Component: A drop of water. One use

Hallow/Unhallow Range: Spell Ball**Duration: 1 yr****Area of Effect: 30' x 30' area**

Description: Designates a 900 sq ft area as holy. If caster is trying to change an unholy item or area to a Holy area, they must be the same or greater level than the target's creator./ unhallow. Do you really need an explanation?

Healing Circle Range: Self**Duration: Instantaneous****Area of Effect: 10' radius**

Description: Heals 1 point of damage per 3 caster spell lv

Reincarnate Range: Self**Duration: Instantaneous****Area of Effect: target**

Description: Brings dead subject back in a random body, must have been dead less than 1 week. GM required.

Stone Tell Range: Touch**Duration: 10 min****Area of Effect: target**

Description: This spell allows the caster to speak with non magic stone

Material Component: A piece of master worked stone. Not consumed

Mud to Rock/ Rock to Mud Range: Touch**Duration: Instantaneous****Area of Effect: 1x2x5ft.per spell tv**

Description: Transforms 10ft. per spell lv of caster. Mud to rock or rock to mud

Material Component: A hand full of dirt. One use

Level 6: 35 word incantation**Cyclone Range: Spell Ball****Duration: Instantaneous****Area of Effect: 5' radius**

Description: Blows all targets back 20 feet, dealing 6 pts of dam plus 2 per 3 caster spell lvs. Damage is done to torso and limbs.

Find the Path Range: Self**Duration: 10 min. / caster spell lv****Area of Effect: Caster**

Description: Allows the caster to know and follow the most direct path to his goal. This does not reveal traps or secret doors, nor does it provide passwords. Note: This spell will lead the caster to locations, not objects or creatures.

Material Component: A compass. Reusable

Fire Seeds Range: Touch**Duration: 15 min/ end of battle****Area of Effect: Special**

Description: Transforms 2 normal berries, nuts or acorns into missile weapons. When thrown the seed explode on contact, each dealing 1 point/2 levels of caster to everything in a 5 foot radius. Unlike most other damage spell that take effect immediately the Fire

Seeds hold their charge for 15 minutes or until the end of battle. If they are not used in that time they lose their charge. Damage is done to torso and limbs.

Material Component: 2 berries, nuts, or acorns. One use

Greater Dispelling Range: Spell Ball **Duration: Special** **Area of Effect: Special**
Description: non- permanent items & spells are completely nullified. Perm enchanted items are rendered inactive for 1 min per lv of the item & a chance to nullify greater levels must win 2 out of 3 rock/paper/scissors

Greater Rune of Warding Range: Touch **Duration: Special** **Area of Effect: 5' radius**
Description: 1 pt of dam per 1 caster spell lvs, or a 6th lv spell. A pass phrase can disarm the rune. Dam is done to torso and limbs.
Material Component: A piece of chalk. One use

Healer's Touch Range: Touch **Duration: 10 min** **Area of Effect: target**
Description: Doubles the effect of any healing spell cast by the subject. Doesn't effect items.

Repel Wood Range: Self **Duration: 10 min per caster spell lv** **Area of Effect: 10' radius**
Description: Pushes non living wood out of radius. People with wooden items can either move with them or let them go.
Material Component: A vial of Skunk oil. Reusable

Transport via Plants Range: caster only! **Duration: Instantaneous** **Area of Effect: target**
Description: makes a door in any plant large enough to fit the caster. Exiting out of the closest plant to the designation.

Vengeance Range: Touch **Duration: Instantaneous** **Area of Effect: target**
Description: All damage done to the caster is inflicted upon the attacker too.
Material Component: A mirror. One use

Level 7: 35 word incantation

Creeping Growth Maximum Range: Spell Ball **Duration: 1 min per caster spell lv** **Area of Effect: Special**
Description: Plants entangle entire bodies of all within radius. Entangle entire body of one target. Target can still cast, 5 dam or 4 magic dam, to cut, or 6 Pd's to break free.
Material Component: The vine from a shambling mound. One use

Contagion Range: Spell Ball **Duration: Special** **Area of Effect: target**
Description: targets of this disease are impossible to heal & infect all touched. If not cured within 24 hours, you will lose ½ all hp till healed. & permanent loss of 1 P.D.
Material Component: Droppings of a Dire Rat, and ooze from an amorph. One use

Greater Harm/Heal Range: Spell Ball **Duration: Instantaneous** **Area of Effect: target**
Description: Subject is reduced to 1/0 body points. Or: Heals all damage to one target

Stone Rain Range: Spell Ball **Duration: Instantaneous** **Area of Effect: 20' radius**
Description: All creatures caught within the spell take 1 point of dam per spell lv of caster. Dam is done to torso and limbs.
Material Component: A piece of a stone elemental. One use

Sunbeam Range: Spell Ball **Duration: Instantaneous** **Area of Effect: Target**
Description: beams of sunlight from casters hands for 12 pts dam & blinds target. X2 dam on undead, oozes and fungi. But not blinded
Material Component: A master worked crystal in the shape of a sun. Reusable

Transmute Metal to Wood Range: Spell Ball **Duration: Instantaneous** **Area of Effect: 10' radius**
Description: Metal within the radius becomes wood. Magic & master crafted have a chance of not turning. Artifacts are immune.
Material Component: A mithril carving of a tree, valued at 1,000gp. Reusable

True Seeing Range: Self **Duration: 5 min. per 2 casters spell lv** **Area of Effect: target**
Description: The recipient of this spell is able to see all things as they truly are. Pierces sanctuary, & up to improved invisibility.
Material Component: a crystal ball valued at 500gp. Reusable

Level 8: 40 word incantation

Repel Metal or Stone Range: Self **Duration: 10 min per caster spell lv** **Area of Effect: 10' radius**
Description: Pushes stone or metal out of radius. Unless large & rooted in the ground (like a mountain) People with stone or metal items can either move with them or let be ripped off of them selves.
Material Component: The antenna of a rust monster. One use

Sunburst Range: Spell Ball **Duration: Instantaneous** **Area of Effect: 10' radius**
Description: Blinds all within radius for 24 hours and deals 12 points of dam. undead, oozes and fungi take X2 dam But aren't blinded
Material Component: A golden carving of a star, valued at 1500gp

Word of Recall Range: self only **Duration: Special** **Area of Effect: target**
Description: must be cast in the designated area and a command word is chosen. When command word is spoken, the caster is transported back to the location. caster can bring up to 50 pounds (per spell level of caster) of creatures or inanimate objects with them.

Level 9: 45 word incantation

Antipathy/ Sympathy Range: Touch **Duration: One Full Event** **Area of Effect: Special**

Description: target "repel or attracts" one type of creature named during the casting. if the chosen creature enters the area, it will have an overwhelming urge to "leave the object/location" and never return or "keep the object/stay within the location"

Material Component: A lock of hair from a banshee (one use) & the feather of a Griffon. Reusable

Earthquake Range: Spell Ball

Duration: Instantaneous

Area of Effect: 5' radius per level of caster

Description: 2 points of damage per caster spell lv to anyone in radius. Damage is done to torso and limbs.

Material Component: A firestone freely given from the Fire Dwarves and an Icestone given from the Ice Dwarves. Reusable

Kiss of Death Range: Spell Ball

Duration: Instantaneous

Area of Effect: target

Description: Victim is killed instantly.

Material Component: Powdered scythe of a death. One use

Mass Greater Heal Range: 5 ft

Duration: Instantaneous

Area of Effect: 5' radius

Description: All creatures within 5' of the caster are fully healed.

Material Component: A circle of powdered Onyx & Ivory. One use