



**Read Magic** Range:Self Duration: 20 minutes Area of Effect: Caster  
 Description: Allows caster to decipher scrolls, spell books, or any other arcane magical writing. This spell can also be reversed to make a magical writing indecipherable to others—this effect is permanent.

**Scream** Range:Hearing distance Duration: 1 min/level Area of Effect: All within area  
 Description: A great scream is let forth from the caster's mouth, causing all within hearing distance to be unable to cast spells.

**Shield\*** Range:Self Duration: 30 minutes Area of Effect: Caster  
 Description: magical shield granting caster a extra 1/1 HP. spell is stackable with other armor spells, but does not stack with itself.

**Shocking Grasp\*** Range:Touch Duration: Until used Area of Effect:Target  
 Description: Caster's hands become charged with magical lightning, causing 1 point of damage/3 caster spell lv to first creature touched. This spell can be delivered through a weapon.

**Sleep** Range:Spell Ball Duration: 5 min per caster spell lv Area of Effect: Target  
 Description: puts target to sleep. At the end of the spell the sleep becomes natural and creatures can awaken. Target must have fewer than 9 body points for this spell to function. The Resist Sleep skill can be used to negate the effects of this spell.

**Taunt** Range:Hearing distance Duration:5 min/end of combat Area of Effect:hearing distance  
 Description: targets in hearing distance will immediately engage in melee combat with the caster. If creature is unable to attack caster, the spell is broken. The Resist Charm skill can be used to negate the effects of this spell.

**Tongues** Range:Touch Duration: 30 Minutes Area of Effect:target  
 Description: Target is able to speak and understand any spoken or written language.

**Level 2: 10-word incantations**

**Acid Arrow\*** Range:#1arrow #2sight Duration: Instant Area of Effect: Special  
 Description: This spell has two effects. #1-The caster may imbue an arrow with acid it becomes pure acid. & will cause an additional 2 points of damage, and will eat through material in 2 minutes, unless immersed in water #2-cast a magical acid bolt fired from finger. it strikes out at the target and does 1point (+1per 4 caster levels) of damage.

**Alter Self** Range:Self Duration:10 min per caster spell lv Area of Effect:Caster  
 Description: With this spell the caster can alter his/her appearance. This includes facial features, body, clothing and equipment. The caster can change his/her weight up to 1/2 and increase or decrease in height up to 1/3. as per disguise lv5

**Charm Person** Range:Hearing distance Duration: 10 min/level Area of Effect: 1 creature  
 Description: Target falls under control of the caster, but will not put itself into mortal danger due to caster's commands. Target retains full memory of events occurring while charmed. Spell ends if caster harms target. The Resist Charm skill will cancel it.

**Darkness** Range:Spell Ball Duration: 5 min/ caster spell level Area of Effect: 40' radius  
 Description: darkness surrounds the item or creature of the caster's choosing, inside which all normal vision, infravision, and magical lights are rendered useless. This spell can also be used to cancel magical light spells.

**Daylight** Range:Spell ball Duration: 5 min/ lv of caster Area of Effect:40' radius  
 Description: Target item radiates bright light in a 40' radius for 5 min per caster spell lv. This spell cancels out the Darkness spell.

**Detect Invisibility** Range:Self Duration: 1 min/level Area of Effect: 15 ft. radius  
 Description: caster is able to see anything hidden by either spell or skill within 15ft. The caster cannot see through obstacles. seen creatures are not always aware you see them.

**Endure Elements** Range:Touch Duration: 15 min/end of battle Area of Effect:target  
 Description: Upon casting this spell choose one type. Target ignores first 2 points of damage from that element type for each attack.

**Forget** Range:Spell Ball duration:1min+1 per 3 caster spell lv Area of Effect: 10 ft. radius  
 Description: All creatures within the radius will be caused to forget the last 1 minute +1 minute per 3 caster spell lv. This memory loss lasts until a restoration, wish or miracle spell is cast.

**Ice Blade\*** Range:Touch Duration:15 min/end of battle Area of Effect:1 bladed weapon  
 Description: The weapon becomes colder than the coldest winter. It adds 2 points (+1 per 4 caster spell lv) of magical ice damage.

**Invisibility** Range:Touch Duration: 10 min/ caster spell lv Area of Effect: target  
 Description: any 1 creature the caster touches is invisible. spell lasts until dispelled or the target takes any offensive action.

**Knock** Range:Touch Duration: permanit/10min Area of Effect: One lock  
 Description: open locks, including "wizard lock" this does not protect the caster from any traps, magical locks are nulled for 10 minutes.

**Mend** Range:Touch Duration: Instantaneous Area of Effect: Target  
 Description: Repairs one non-metallic Non-magical items object of all damage

**Misdirection** Range:Touch Duration: 8 hours Area of Effect: Target  
 Description: Any detection spells cast upon the affected creature will provide the opposite reading, if such is possible.

**Night Eyes** Range:Touch Duration: 15 min per caster spell lv Area of Effect: Target  
 Description: Target can see in natural darkness. up to 60 ft. The creature effectively can see everything in black and white.

**Past Life** Range:Touch Duration: Special Area of Effect: Target  
 Description: caster views a piece of the character's past life. If there is no past lives, it is wasted. One piece of info per casting.

**Ray of Fear Range:Spell Ball**

**Duration: 15 min+1/level**

**Area of Effect: Target**

Description: The target sees the caster as the embodiment of his worst nightmare, and will do all he can to get away from him.

**Shatter Range:Spell Ball**

**Duration: Instant**

**Area of Effect: 3 ft. radius**

Description: destroys all glass, crystal, ceramics, etc., up to one pound per caster spell lv. The spell has no affect on other materials.

**Stinking Cloud\* Range:Spell Ball**

**Duration: 1 minute**

**Area of Effect: 5 sq ft+1 ft per 2 levels**

Description: makes a cloud of vile stinking vapors. Targets in the cloud are overcome, retching and vomiting uncontrollably. Leaving targets unable to attack or casts spell. Targets may stumble from the cloud. This effect continues 1 minutes after the cloud dissipates.

**Strength\* Range:Touch**

**Duration: 15 min/level**

**Area of Effect:Target**

Description: temporarily adds 1 PD to the target. This counts only for strength doesn't add additional body points. Not stackable

**Web Range:Spell ball**

**Duration: 10 min/level**

**area of effect:5ft/caster spell lv**

Description:heavy, sticky web appears, holding anyone caught in it. Must have at least 3 PD's to break through 1 ft of webbing per minute, +1 ft. for every additional PD. also extremely flammable, and if burned, cause 2 points of damage to any trapped inside.

**Wizard Lock Range:Touch**

**Duration: Permanent**

**Area of Effect:Target**

Description: magical lock anything that can be opened. The caster set up a command word which allows the item to be opened. This spell can be countered by Dispel Magic, which is permanent, or by a Knock spell, which nullifies the Wizard Lock for 10 minutes.

**Level 3: 15-word incantations**

**Bone Club\* Range:Touch**

**Duration:5min per lv/end of combat**

**Area of Effect: One bone**

Description: turns the bone of any large creature (larger than man size) into a potent weapon. turns the bone into a + 2 weapon. This weapon is a club. The character may add damage due to strength or weapon focus, but may not enhance the Bone Club magically.

**Choke Range:Spell Ball**

**Duration: 1 min per lv**

**Area of Effect: target**

Description: target starts choking, can not speak, cast, or concentration. In addition, target takes 1 pt dam a min.

**Continual Light Range:Touch**

**Duration: Permanent**

**Area of Effect:Target**

Description:looks as if an ordinary torch flame, but gives off no heat. This flame may only be extinguished by dispel magic.

**Dispel Range:Spell Ball**

**Duration: Special**

**Area of Effect: Special**

Description:negates or nullifies 1 magical effect Any spell or spell effect can be completely nullified. Permanently enchanted are rendered temporarily inactive for 1 minute per level of the caster. only functions if the caster is of an equal or greater level caster of the spell. In the case of magical items, the level of caster was designated at the time of item creation.

**Explosive Runes Range:Touch**

**Duration: Special**

**Area of Effect: 5ft**

Description: inscribe any object with runes that When read, explode in a 5 ft. radius, causing 1 point /2 levels of caster. releases up to one 3<sup>rd</sup> level spell. Magical detection will show the runes. The runes last until triggered or dispelled.

**Feign Death Range:Touch**

**Duration:1 hr +1hr per caster spell lv**

**Area of Effect:Willing target**

Description:target to fall into a state that is indistinguishable from death. No status ailments affect the target, damage done to target is ½ damage (rounded down). the caster can dismiss this spell at any time. This spell may only be cast upon a willing subject.

**Fireball\* Range: Spell Ball**

**Duration: Instant**

**Area of Effect: 10 ft. radius**

Description: fireball from the hand, ending in a explosion. 1 points of dam per 2 caster levels effects both limbs and torso.

**Flaming Arrow\*Range:#1arrow #2sight**

**Duration: Instant**

**Area of Effect: Special**

Description: This spell has two effects. #1- imbue an arrow with magical fire & will cause and additional 3 points of dam #2- magical fire bolt from finger witch strikes out at the target and does 2point (+1per 4 caster spell lv) of damage

**Greater Endure Elements Range:Touch**

**Duration: 20 minutes**

**Area of Effect:target**

Description: Target ignores first 3 points of damage from the element type chosen for each attack.

**Hold Person Range:Spell Ball**

**Duration: 10 sec/ caster spell lv**

**Area of Effect:target**

Description: target is paralyzed until attacked, then the spell is broken. Target may still speak or call out.

**Hold Undead Range:Spell Ball**

**Duration: 10 sec/per caster spell lv**

**Area of Effect: 20 ft. radius**

Description: causes up to 3 undead + 1 per 3 caster spell lv, target is paralyzed until attacked, then the spell is broken. Target may still speak or call out.

**Invisible Mail\*Range:Touch**

**Duration: End of combat**

**Area of Effect:target**

Description: target is wearing a full suit of invisible, intangible weightless chain mail, See armor list for details.

**Invisibility to Undead Range:Touch**

**Duration: 1 min per lv**

**Area of Effect:target**

Description: any 1 creature the caster touches is invisible to undead. Spell lasts until dispelled.

**Lightning Bolt\* Range:Spell Ball**

**Duration: Instant**

**Area of Effect:target**

Description: causes 2 points of damage + 1 per 2 caster spell lvs to target. Blast through weak structures. stronger ones, such as stone, cause the bolt to rebound randomly. This rebound can bounce up to 10 ft., potentially even striking the caster if he is within range.

**Preserve Range:Touch**

**Duration:1 day per caster spell lv**

**Area of Effect: One Corpse**

Description: preserves the remains of one corpse so that it does not decay. extends the time in which a body can brought back Days under this spell to not count against the time limits of spells.

**Protection from Normal Missiles\*Range:Touch**

**Duration: 10 min/level**

**Area of Effect:target**

Description: This spell protects the recipient from any non-enchanted projectile weapon.



**Dismiss Range:Spell Ball**

**Duration: Instantaneous**

**Area of Effect:target**

Description forces a creature back to its home plane. Target may resist if it is stronger than the caster. A number of creatures having, in total, no more than the caster's total body points can be affected by this spell. this wont affect creatures in their home plane.

**Fabricate Range:Self**

**Duration: Special**

**Area of Effect:1 item**

Description: creates 1 item they have the skill/ability. The item is of same quality as lv of skil in the Time of the spell cast.  
Material Component: The raw materials to create the item.

**Feeble Mind Range:Spell Ball**

**Duration: Instant**

**Area of Effect:target**

Description: causes great stupidity to the target, maks casting impossible. only has effects spell casters. restored by Remove Curse,  
Material Component: drop of water

**Power of One\* Range:Self**

**Duration: 20 min.**

**Area of Effect: Caster**

Description: This gives the caster 5/4 body points, +3 PD's, and +1 damage with any weapon the caster is using.  
Material Component: pice of steel

**Shape Stone Range:Touch**

**Duration: Instantaneous**

**Area of Effect:10x10x1**

Description: move and re-shape existing stone into any shape affect 100 cubic feet caster spell lv. does not affect magical stone.

**Summon Elemental Range:0**

**Duration: 1 hr per caster lv**

**Area of Effect: Special**

Description: calls forth 1 elemental can only be healed by its corresponding element—i.e. a Firestorm can heal a fire elemental.  
Air 20/15 hits for 4  
Water 20/15 hits for 5  
Earth 30/25 hits for 4  
Fire 30/25 hits for 5  
Material Component: Air-nothing/ water-water / Earth-dust, mud or dirt/ Fire-flame

**Teleport Range:Self**

**Duration: Instant**

**Area of Effect: Caster**

Description: teleport to a location they have been before. they may also take other willing creatures or objects.up to 50 pounds per lv

**Level 6: 30-word incantations**

**Anti-Magic Shell Range:Self**

**Duration:10 min./caster spell level**

**Area of Effect:10'radius**

Description: Suppresses all magic and effects less than artifact class. All spells, spell like abilities, and enchantments resume upon leaving the field. cannot be dispelled by a Dispel Magic spell, nor will two anti-magic fields will not cancel each other out.  
Material Component: a gem- reusable

**Armor of Spirits\* Range:Touch**

**Duration: 15 min/ end of combat**

**Area of Effect:target**

Description: powerful magical plate armor. This spell is not stackable with other armor spells. See the armor section Material Component:  
copper - reusable

**Chain Lightning\* Range:Spell Ball**

**Duration: Instant**

**Area of Effect:Special**

Description: This bolt travels through multiple creatures within 5 ft. of one another, causing 1 pt dam caster spell lv. With every target the spell loses 1 pt of dam until it reaches 0.  
Material Component: silver - reusable

**Death Fog\* Range:0**

**Duration: 2 min +1 min/level**

**Area of Effect: 30 ft radius**

Description: fog emanates from caster, kills all plant life & small animals are instantly and permanently destroyed, targets receives 5dam for every min in fog. nullified by any fire spell inside the fog, or Gust of Wind. Death fog is a stationary and will not move.  
Material Component: mithril - reusable

**Etherealness Range:Self**

**Duration: 5 min. / caster spell level**

**Area of Effect:self**

Description: caster can enters the ethereal plane & can effect and be affected by creatures native to the plane. able to hear and see the material plane, but unable to affect or be affected by it. not detected by any means that do not specifically detect ethereal creatures.

**Flesh2 Stone/Stone2 Flesh Range:Spell Ball**

**Duration: Permanent**

**Area of Effect:target**

Description: target is turned instantly to stone. can also be used to turn statues, stone walls, etc. into flesh gain no intelligence (unless they at one time had it). Example: a wall of stone would merely result in a very large wall of meat.

**Freezing Sphere\* Range:Spell Ball**

**Duration: Instant**

**Area of Effect:target**

Description: If struck by the orb of cold energy, target takes 2 points of damage per caster spell lv and is frozen (unable to move) for 1 minute +1 minute per level of the caster. Any magical fire spell will negate the stunning effect of the spell.  
Material Component: piece of glass or crystal/ master crafted - reusable

**Geas Range:Touch**

**Duration: Special**

**Area of Effect:target**

Description: places a magical command on target, i.e. completing a task or refraining from a action. The target must work at this task to the best of there ability until completed. If target fails to work towards the completion of the task in any way Any they lose 1 Phys Dev. per day, until they resume the work or die. Geas that will result in CERTAIN death are not allowed.  
Material Component: string- reusable

**Globe of Protection Range:Self**

**Duration: 15 minutes or end of battle**

**Area of Effect: 5 ft sphere**

Description: an immobile globe which blocks out 1<sup>st</sup>-5th lv spells. you may still cast out & leave or return at any time  
Material Component: One wooden or clay bead- reusable

**Greater Dispelling Range:Spell Ball**

**Duration: Special**

**Area of Effect: Special**

Description: any one magic effect or item that is not permanent is completely nullified. Permanently enchanted items cannot be permanently dispelled, but will be rendered temporarily inactive for 1 minute per caster spell lv. Must be equal or greater level then the caster who cast the spell or made the magical item. & gives a chance to nullify a caster of greater level. If the target is of a higher lv then caster must win 2 out of 3 rock/paper/scissors. magical items level is designated at the time of item creation.

**Legend Lore Range:Self**

**Duration: Instantaneous**

**Area of Effect: self**

Description: allows the caster to learn all the information in regards to any single item, person or place that the spell is cast upon. the caster must touch the item or creature. ( A staff member must be present during the casting of this spell)

**Steelglass Range:Touch**

**Duration: Instant**

**Area of Effect:1metal object**

Description: change one metal object into a compound known as steelglass continues to have all the properties of metal, but is as clear. Material Component: A small master crafted glass model to match the metal one. 1use.

**True Seeing Range:Self**

**Duration:5min/2 caster spell lv**

**Area of Effect:self**

Description: see all things as they truly are. pierces sanctuary, invisibility, and improved invisibility. Material Component: a platinum coin - reusable

**Level 7: 35-word incantations**

**Banishment Range:20 yards**

**Duration: Instant**

**Area of Effect: Special**

Description: allows the caster to expel more powerful targets from the casters plane. targets in total, no more than twice the caster's body points can be affected by this spell. i.e.if you have 7 body & 6 limb you can banish 14 targets.

**Control Undead Range:Special**

**Duration: 12 min +1/lev**

**Area of Effect: Special**

Description: assume control over a number of undead whose levels are equal or less than the spell caster's total levels. If you are 7<sup>th</sup> lv you control 1-5<sup>th</sup> lv ghoul & 2-1<sup>st</sup> lv zombies :gain control at the following lvs

1st-Skeletons/zombies

3rd-Ghouls

5<sup>th</sup>-Shadows

7<sup>th</sup>-Wights

9<sup>th</sup>-Mummy

11<sup>th</sup>-Spectre:

13<sup>th</sup>-Ghost

15<sup>th</sup>-Agile Undead

17<sup>th</sup>-Vampire

Once the spell duration has expired, the undead return to the control of the original master.

Material Component: One piece of bone to bind them to- reusable/ a piece of meat -1 use

**Firebomb\* Range:0**

**Duration: 1 min +1/lev**

**Area of Effect: 10 ft. radius**

Description: detonation can be delayed for a short period. Once cast, the spell can be detonated by the caster at any point until the duration expires. This causes 1 points of damage caster spell level to all within 10 ft. of the detonation point.

Material Component: A tiny ball of bat guano and sulfur. - reusable

**Great Repair Range:Touch**

**Duration:Special**

**Area of Effect:target**

Description: will repair one object of any material and all damages. Works on magical items,

Material Component: master crafted set of miniature smithing tools - reusable

**Greatest Mage Bolt\* Range:Sight**

**Duration: Instant**

**Area of Effect:target**

Description: causes 3 points of magical damage to the chest. This spell only requires a 5 word incantation.

Material Component: gold carving of a lightning bolt - reusable

**Mage Blade\* Range:Self**

**Duration: Special**

**Area of Effect:self**

Description: allows the caster to summon a blade of positive energy doing 5 pts of magical dam, plus any damage bonuses caster has. When not activated, it appears as a red weapon tattooed on the wrist radiating magic to one actively detecting

Material Component: 1 model sword made of crystal, etched and worked to a value of 1000 gold pieces. Consumed

**Mass Invisibility Range:Self**

**Duration: Special**

**Area of Effect: 60 ft radius**

Description: anyone within a 60 ft radius of the caster to become invisible, targets remain invisible until they take aggressive action; or move more than 5 ft from another member of the group, or 15 minutes per level of caster.

Material Component: fur of a blink dog- 1 use/ piece of onyx worth at least 500 gold- reusable

**Power Word Stun \* Range:0**

**Duration: 15 min**

**Area of Effect: 10 ft radius**

Description: any targets within a 10 ft radius of the caster are stunned. less than 1/2 the level of the caster are stunned for 10 minutes. Creatures of more than 1/2 to equal levels are stunned for 5 minutes. greater in level are unaffected by this spell. may not move or take any action for the duration of the spell. During this time, anyone not affected is free to take any action on the stunned creatures.

Material Component: tongue of a mummified chimera lion head - reusable

**Spell Turning Range:Self**

**Duration: 3 min/level**

**Area of Effect:self**

Description: This allows the caster to turn up to 2 lvs of spells +1 per every caster spell level, to a total of 11 spell levels turned. , reflect any spells back onto the one who casts them. i.e turn back 2-5<sup>th</sup> lv & 1-1<sup>st</sup> lv spell on the original caster

Material Component: mirror - reusable

**Level 8: 40-word incantations**

**Binding Range:touch**

**Duration: Special**

**Area of Effect:target**

Description: Five options.(A GM must be present at the time of casting.) Caster can release them at any time.

1-Chains:Broken only by the worlds strongest hero.

2-Imprisoned:In a gem, Gem must be destroyed to be released.

3-Sleep:Kiss by the most important in their life to be awakend.

4-Hedge Maze:Break through the hedge to be released.

5-Metamorph:Caster chooses something to turn into, and is released when terms of the caster are meet.

Material Component: Circular diamond dust diagram valued at least 500gp/Set of chains valued at 500gp-reusable unless spell is broken/Piece of art valued at at least 100gp-one use

**Incendiary Cloud\* Range:Spell Ball Duration: 3 min +1 per 3 caster spell lv Area of Effect:40ft.**

Description: Cloud of smoke with white-hot embers inside. 6 points of damage for each 10 sec inside the cloud. Vision is obscured inside the cloud. When you use water inside the cloud it creates steam inside the cloud and causes one additional point of damage. Will move with the wind.(Gust of Wind ect.....)

Material Component: Flame-one use/Rock from a Fire Salamander's nest-reusable/Ash from a volcano:1 pinch =1 use.

**Necro Blade\* Range:Self Duration: Special Area of Effect:self**

Description: allows the caster to summon a blade of negative energy doing 3 pts of magical dam, plus any damage bonuses caster has. Damage done by blade is healed to the caster. When not activated, it appears as a black weapon tattooed on the wrist radiating magic to one actively detecting

Material Component: 1 model sword made of black crystal, etched and worked to a value of 1100 gold pieces. One use

**Power Word Blind\* Range:Sight Duration: Instant Area of Effect:10 ft. of caster**

Description: Target must be at least one level lower than caster. 5th and under are permantly blind. 6-10<sup>th</sup> one hour, 11<sup>th</sup> and up 30 min. Reversed by cure blindness, miracle, and wish,

Material Component: Vial of spit from a spitter demon-One use.

**Screen Range:Touch Duration: 1 hr.+ 1 per level Area of Effect:50 ft.**

Description: Creates an illusion that covers whats goin on. Must be simple and on a loop I.E. Caster raking leaves. If in the area there is a chance to disbelieve the illusion.

Material Component: Brain of a groundhog-one use.

**Sink\* Range:Spell Ball Duration: Instant Area of Effect:10 ft.**

Description: Makes target sink 10 ft into the ground. Target is in a state of suspended animation. Can be sensed magically and target can be dug out.

Material Component: Part of an Earth Elemental-one use.

### **Level 9: 45-word incantations**

**Crystal Brittle: Range:Spell Ball Duration: Instant Area of Effect:2cu ft per lv**

Description: Any non-living breakable object are shattered. Magical objects must win 2-3 test. Tie goes to the item.

Material Component: 2 shards of broken magical item-One use

**Energy Drain\* Range:touch Duration: Instant Area of Effect:target.**

Description: Permanently drains 2 exp levels Does not effect skills, does effect spell levels and hit points. Can be removed with Greater Restoration, Miracle, and Wish.

Material Component: Fang of a Vampire-reusable/ Heart of a Mummy-one use.

**Gate:Range:0 Duration: Instant Area of Effect:Special**

Description: Summon one target even gods. Must know the targets true name, ages caster five years. GM must be present.

Material Component: Circle of powdered Unicorn horn.

**Imprison/Freedom Range:Touch Duration: Special Area of Effect:target.**

Description: Target is in stasis in the Astral Plane. Cannot be found by any means. released only by caster, Freedom, Wish, or Miracle

Material Component: Crystal Ball-one use/Mithril Manicals-reusable/ Eye of a Gythyanki-one use.

**Meteor Storm\* Range:Spell Ball Duration: Instant Area of Effect:Special**

Description: Either 4 large fireballs at 3 points of dam +1 per 2 caster spell levels, or 8 small fireballs at 1 ½ points +1/2 point of dam per 2 caster spell levels Rain down in an area.

Material Component: Powdered leg bone of a Wyvern- one use

**Power of Warlord\* Range:Self Duration: 20 min Area of Effect:self**

Description: Grants a +15/15, 4 pd's to the caster. +3 dam to any weapon.

Material Component: 1 pint of blood from a 15<sup>th</sup> level Warrior-one use

**Power Word Kill\* Range:40 ft. Duration: Instant Area of Effect:40 ft. radius**

Description: Targets with half or less of the caster die instantly. Targets with half up to 1 level lower than the caster to effect. Lose half of their HP. Equal level or higher are unaffected.

Material Component: Powdered Scythe of a Death- 5 uses.

**Time Stop Range:Spell Ball Duration:1 min per lv Area of Effect:50 ft.**

Description: Time stops and only the caster can move.

Material Component: Sand from the hourglass of a temporal being- one use.

**Teleportation Circle Range:0 Duration: 10 min Area of Effect:5 ft..**

Description: 5 ft circle. Sends all those who enter the circle to the a location the caster has been to before. Must have find/remove traps-9 to locate it.

Material Component: Hair of a Swamp Hag-One Use

**Wish Range:0 Duration: Special Area of Effect:0**

Description: Yay!! You get a wish!! But the GM is totally gonna try and corn hole you on it!! Lose 1 PD for 2 days

Material Component: 1 Phoenix Feather-one use/ 1 Broken Magical Weapon-one use/ Vial of a Willow Wisp- one use. Other components to be determined by GMs depending on the wish.