

AID*Range: Touch / 10 spaces**Usage: 1/turn**Duration: Until encounter ends**Resistance: None*

Target receives +10 per spellcaster level to one ability chosen by caster at time spell cast (STR, DEX, LOG or WIL), and affects all things derived from those abilities. At level 3, can be used at a range of 10 spaces. At level 6, up to 4 targets within 10 spaces or all 4 abilities on a single target. Does not stack on same ability on a target, but, multiple abilities on a single target can receive aid.

CHARM*Range: 5 spaces per spellcaster level**Usage: 1/turn**Duration: 1D turns per spellcaster level**Resistance: WIL + 10 per rank*

Cause target to become friendly, flee, confused, fall into a deep slumber, etc. (exact effect decided by caster). If cast outside combat effect lasts 2D hours, rolled by GM. Can be used on multiple targets; for each target after first, add +5 bonus to resist. Cannot charm a target whose rank exceeds double caster's level. Charming an already charmed target is resolved as a skill contest with caster who cast initial charm spell.

CLEANSE*Range: 5 spaces per spellcaster level**Usage: 1/day per spellcaster level**Duration: Permanent**Resistance: None*

Removes effects of blindness, deafness, poison, disease, etc. from a single target (person, meal, body of water, etc.). At level 3, caster may cleanse death from a recently fallen target (no more than 10 minutes dead). Target makes a STR check to become unconscious instead of dead, one time, regardless of number of times cast. At level 6, caster can permanently cleanse persistent evil magic, undead, etc., from one building or area (cursed graveyard, etc.) if caster loses 10 points of STR permanently.

CONTROL WEATHER*Range: Sight (burst 1 mile per spellcaster level)**Usage: 1/day per spellcaster level**Duration: Concentration**Resistance: None*

Weather effects brew over time determine by GM. If conditions allow, caster can invoke lightning storms (1Dx10 damage) or tornadoes (6D damage, knocked prone) almost immediately. Damage random within area. At level 6 spell can be permanent if caster loses 10 points of STR permanently.

DISPEL*Range: Sight**Usage: Unlimited**Duration: Instant**Resistance: Special*

Cancels one spell effect created by another caster. Receive penalty equal to 10 times skill level of enemy. Can also be used to interrupt and cancel a spell being cast if you have initiative (INIT) and hold your action until an enemy attempts a spell. Note that any spell made permanent by losing 10 points of STR cannot be dispelled unless you also lose 10 points of STR permanently!

DIVINATION*Range: Special**Usage: 1/hour**Duration: Concentration**Resistance: None*

Spellcaster sends his senses (one at level 1, two at level 3, three at level 6) elsewhere at speed of 10 spaces each turn. Senses can pass through all materials except lead.

ENTANGLE*Range: 10 spaces per spellcaster level**Usage: Unlimited**Duration: 1D turns per spellcaster level**Resistance: DEX*

Target area (burst 2 x spellcaster level) becomes overgrown with something that impedes movement or entangles foes. Anyone within or entering target area may attempt DEX check – success allows one-half movement, otherwise targets immobilized until spell expires. Effect lasts up to 2D hours if cast outside of combat. At level 6 can be permanent if caster loses 10 points of STR permanently.

HEAL*Range: Touch**Usage: Varies**Duration: Instant**Resistance: None*

Heal 2D per spellcaster level to single target or group (healing decided by caster) each day. Healing can be broken up into multiple smaller heals. At level 6 caster can cast on himself or a willing target to grant ability to regenerate lost body points at a rate of 1 BP per minute. Lasts 24 hours, but can be permanent if caster loses 10 points of STR permanently.

HINDER*Range: 5 spaces per spellcaster level**Usage: 1/turn**Duration: Until encounter ends**Resistance: WIL*

Target receives -10 penalty per spellcaster level to one ability chosen by caster when spell cast (STR, DEX, LOG or WIL) and affects all things derived from hindered ability. At level 3 caster may affect 2 targets. At level 6 up to 10 targets, or cast to place a single target into a paralyzed state permanently (until dispelled). Does not stack when used on same ability on a target, but multiple abilities on a single target can be hindered.

ILLUSION*Range: Sight**Usage: 1/turn**Duration: 1D turns per spellcaster level**Resistance: LOG*

Create illusions that fool senses of all who perceive (one sense at spellcaster level 1, two at level 3 and three at level 6). Viewers believe illusion is real and are affected by it as if it were. LOG check allows someone to see through illusion. Lasts up to 2D hours if cast outside of combat. At level 6 can be permanent if caster loses 10 points of STR permanently.

OFFENSIVE STRIKE

Range: 10 spaces per spellcaster level

Usage: Unlimited

Duration: Instant

Resistance: DEX

Causes damage to one target equal to 1D +1D per spellcaster level, or half that to all within 3 spaces of a target space. Normal armor will not absorb damage unless caster wishes it to (though enchanted armor will). Caster may charge any weapon to cause additional magical damage which on next successful attack (in addition to weapon's normal damage). Caster determines how spell looks and interacts with environment.

PROTECTION

Range: 10 spaces per spellcaster level

Usage: 1/turn

Duration: Until encounter ends

Resistance: None

Caster (or designated target within range) receives +10 per spellcaster level to resistance checks against spells or against physical attacks (caster's choice). At level 3 can be cast to provide DR5 to any existing armor until encounter ends. At level 5 it can be cast to add DR10. Each of these would be a separate casting. At level 6 spell can be permanent if caster loses 10 points of STR permanently.

REPEL

Range: 5 spaces per spellcaster level

Usage: 1/encounter

Duration: Until encounter ends

Resistance: None

Drives back 1D+spellcaster level enemies of ranks equal to or less than spellcaster level. If rank of a repelled enemy *less than* half spellcaster level, they may be destroyed (caster's choice). No effect if rank of an enemy exceeds spellcaster level. Caster cannot repel character races. At time of casting, caster must specify what is repelled: specific creatures (kobolds, goblins, etc.), specific natures (all evil creatures), all summoned creatures (by use of Summon spell), etc. Creatures not specified are unaffected.

SUMMON

Range: Designated space within sight

Usage: 1/day

Duration: Varies

Resistance: None

Summon spirits, conjure elementals, construct golems, animate undead, or call natural animals as shown on table. Creatures remain for 1D turns per level in combat, or 2D hours outside of combat. Caster can communicate and control summoned creatures, but they may not like what they are compelled to do. At level 6 permanent if caster permanently loses 10 points of STR. If a permanently summoned creature killed/dispelled, STR doesn't return. GM decides if creatures can come immediately or must travel some distance to come when called. Creature may not like having been summoned and controlled.

Level	Creature Rank					
	1	2	3	4	5	6
1	1D/2	-	-	-	-	-
2	1D	1D/2	-	-	-	-
3	2D	1D	1D/2	-	-	-
4	4D	2D	1D	1D/2	-	-
5	8D	4D	2D	1D	1D/2	-
6	16D	8D	4D	2D	1D	1

TELEKINESIS

Range: 2 spaces per spellcaster level

Usage: Unlimited

Duration: Concentration

Resistance: STR

Extend an invisible arm and hand out from caster's body. Character can make telekinesis spellcasting checks to deflect arrows, hurled spears, etc. He can also do anything that he could normally do with a normal hand and arm. The arm has STR score as shown on table. When caster damaged or significantly interrupted, he must make a WIL check or spell effect drops. If invisible arm used to strike at a foe, it causes damage appropriate to STR score of spell. The caster can create static shapes such as domes or walls in order to deflect damage, but if any damage gets through DR, spell effect drops. Note that character cannot lift or hold himself aloft with telekinesis (see Transport spell).

Level	STR	Max Lift (lbs)	Punch Dmg	Wall/Dome
1	30	130	1D/2	-
2	50	220	1D/2	DR3
3	70	380	1D/2 +3	DR6
4	90	670	1D/2 +7	DR10
5	110	1,160	1D/2 +11	DR15
6	130	2,030	1D/2 +15	DR20

TRANSFORM

Range: 5 spaces per spellcaster level

Usage: 2/day per spellcaster level

Duration: Varies

Resistance: STR

Target transformed into another living creature whose rank is equal to or less than target's own rank (of reasonable size). Lasts 1D turns per spellcaster level if cast in combat or 2D hours outside of combat. At level 3 effect lasts 1 day and at level 6 permanent if caster sacrifices 10 STR permanently. Can be used to reshape up to 50 pounds of non-living matter can be transformed per level. The new shape will retain its mass even if its volume reshaped, and cannot be changed from one type of matter to another. New shape lasts 2D hours. At level 3 lasts 2D days. At level 5 spell can transform one type of matter into another (wood to leather, lead to gold). At level 6 can be permanent if caster loses 10 points of STR permanently. Matter affected can be detected as magical by Wizard Eye skill if caster examining it specifically. Not possible to transform a living being into a nonliving object, or vice-versa.

TRANSPORT

Range: 5 spaces per spellcaster level

Usage: 1/turn

Duration: Varies

Resistance: DEX

Target can levitate 1 space each turn. At spellcaster level 3 he may levitate at normal movement rate for 1D hours. At level 4 he may fly twice movement rate for 2D hours. At level 5 he may be blinked to any space within sight. At level 6 he may be teleported anywhere in world. At level 6 a transport gateway can be made that links two locations. This gateway is permanent and can be used by anyone who knows of it. Creating a transport gateway costs caster 10 points of STR permanently.

