

Common Spell Name	Campaign Spell Name	Type	MP Cost	Pow Cost	Range	Duration	Resist	Availability	Description	Restrictions
Leaf Projection	Khyra's Leaf Assault	Damage	1	0	10m	instantaneous	no	Very Common	A cloud of crinkly autumn leaves are projected from the caster's outstretched hands. All creatures within 10m in a cone in front of the caster take 1 point of damage. They are also blinded for one round, and all actions are at 1/2 the normal skill roll. Armor protects normally.	No effect on fire based, water based, air based, earth based, or insubstantial creatures.
Water Projection	Bluxor's Boorish Wave	Damage	1	0	10m	instantaneous	no	Very Common	A wave of clean water is projected from the caster's outstretched hands. It will strike one target for 1d6 point of damage. If used against a fire based creature, the damage is increased to 2d6. The water can be caught in a trough or barrel, which will provide 3d6 liters of drinkable water. In addition, it could be used to put out a small fire, such as a campfire. Armor protects normally.	No effect on water based creatures.
Feather Projection	Nargent's Downy Death	Damage	1	0	30m	instantaneous	no	Very Common	A cloud of sharp metallic feathers are projected from the caster's fingertips and strike one target for 1d6+1 damage. Armor protects normally.	No effect on flying, feathered, or insubstantial creatures.
Minor Cure	Saran's Sweet Caress	Healing	1	0	touch	instantaneous	no	Very Common	One willing target is cured of one minor but annoying physical affliction. Examples of afflictions are acne, warts, allergies, or dandruff. This spell takes one minute to cast.	No hit points are healed. Does not affect emotional problems or magical curses.
Heal	Vivaine's Gracious Healing	Healing	3	0	touch	instantaneous	no	Very Common	One willing target is instantly healed of 2d6 hit points of damage from any source. It may be used to save a character from death if hit points are brought back to positive within one round of being wounded. This spell takes one minute to cast.	Does not cure disease or poison, although it will heal hit point damage from them. Does not regenerate severed or mangled body parts.
Silly Effect	Lylack the Mad's Visual Effects	Illusion	1	0	-	one round	no	Very Common	The caster's body appears to change in a strange way. Examples of this illusion are: head spin completely around, eyes and mouth glow, caster appears to split into two, confetti falls onto caster, head becomes a skull, spit a torrent of blood, bats fly from mouth, head grows huge, or other such silly effect.	The caster gains no surprise or other bonus because of the effect; it is for entertainment purposes only. The caster cannot appear to be a different person or creature.
Change Face	Vogler's Variable Visage	Illusion	2	0	touch	Pow rounds	no	Very Common	One willing target's face changes via illusion to either a known face or a random non-descript one. This does not change or create any clothing, such as a scarf or hat, although it will change hair, makeup, and facial jewelry.	The target must be a human-sized or smaller living intelligent creature. No effect on undead, daemonic, or purely magical creatures. No effect on size, shape, or color of the rest of body. No effect on voice.
Animate Tool	Mylopia's Laborious Manifestation	Miscellaneous	1	0/1	touch	Mag minutes	no	Very Common	Summons an invisible human-like entity to perform a single simple menial task appropriate to one target small hand held tool. For example, a broom can sweep the house or a spoon can stir a pot. The quality of work will be unskilled. For 1 point of permanent Pow, the spell lasts for Pow year.	The entity cannot perform any complex task. The task must be the basic use of the tool, and it cannot be changed. The entity cannot fight. Only the original caster can command the item to function. There is a maximum range of 30m from the caster to the target for it to function.
Dye Hair	Kindarian's Chromatic Tresses	Miscellaneous	1	0	touch	instantaneous	no	Very Common	The hair of one willing target is instantly dyed to a new single specified color. The color does not have to be a natural shade for the creature. The caster may specify whether eyebrows, beards, or other hair is changed at the same time. The hair will grow out into its natural color.	The target must be a human-sized or smaller living intelligent creature. No effect on undead, daemonic, or purely magical creatures.
Eat Rotten Food	Foldor's Gastric Fortitude	Miscellaneous	1	0	touch	Pow minutes	no	Very Common	One willing target is given the ability to consume rotten or spoiled food and drink and suffer no ill effects.	This will not protect the caster from poison or magical potions.
Break Small Thing	Felonius' Breaking of That Which Is Whole	Miscellaneous	1	0	10m	instantaneous	no	Very Common	One small visible item is broken into two or more pieces. Examples are: a sword, a vase, a potion bottle, or a bow. Alternately, it can be used to cut a soft item into two pieces. Examples are: a rope, a bow string, or a horse's rein.	No effect on creatures, parts of creatures, or magical items. Cannot target the internals of an item, e.g. lock tumblers. The item cannot be heavier than a few kg. No effect on items that a strong human could not cut with a small knife or break with its bare hands.
Minor Flame Control	Fuschi's Flame Control	Miscellaneous	1	0	10m	instantaneous	no	Very Common	The caster can command a single small flame to either appear or disappear. This can be used to light a candle, tinder campfire, torch, lantern, etc. If can also be used to command a candle or lantern to extinguish. It can also be used to cause a quick flicker of light in a darkened room.	This cannot be used to extinguish larger fires, such as a torch or campfire.
Purify Food and Drink	Anthraccian's Food Purification	Miscellaneous	1	0	touch	instantaneous	no	Very Common	Contaminated, poisoned, or decayed food and drink with a small area are made fresh and consumable. The maximum amount is one small storeroom, cart, or stall of food	This spell does not prevent subsequent natural decay or spoilage, and it has no effect on creatures of any type or upon magic potions.
Umbrella	Kindarian's Convenient Umbrella	Miscellaneous	1	0	10m	Pow minutes	no	Very Common	Normal rain, snow, or sleet are channeled away so that one willing target does not get wet, as if there were an umbrella over the target's head.	The target must be an intelligent humanoid creature, no larger than human-sized. Does not protect against a drink in the face, a dunk in the pool, a splash from a passing carriage, or a water based spell.

Conjure Foot	Yabu's Pesky Boot	Miscellaneous	1	0	10m	Pow rounds	no	Very Common	A shadowy foot appears that is an exact copy of the caster's own. The magical hand can hop at 10m per round. It may kick or stomp with the strength equal to the caster's Pow, but cannot initiate melee combat. If it takes 2 hit points of damage, it is destroyed. Any direct attack against the hand is at 1/2 the normal roll.	The hand is not insubstantial. It must remain within visual sight of the caster. If it takes 4 hit points of damage, it is destroyed. Any direct attack against the hand is at 1/2 the normal roll. It may not perform any complex action that the caster's own foot could not perform.
Candle	Bluxor's Bright Candlelight	Miscellaneous	2	0	touch	Pow minutes	no	Very Common	A flickering glow emanates from one of the caster's finger as if it were a normal candle flame. The finger must be bare. The spell ends if the finger is covered.	The caster has no control over the glow's color or shape.
Clean Person	Tustula's Mission of Tidiness	Miscellaneous	2	0	10m	instantaneous	no	Very Common	One willing target is made clean and tidy. Clothes are washed, body is bathed, hair is brushed, boots are cleaned, teeth are brushed, weapons and armor are polished, jewelry is polished, etc.	The target must be a human-sized or smaller living intelligent creature. This does not repair any clothing, and only works on that which is worn at the time.
Create Food and Drink	Mindar's Modest Meal	Miscellaneous	2	0	touch	instantaneous	no	Very Common	The caster creates enough food to feed a half dozen human-sized characters for a day. The food will be common fare found in the area that the caster would normally eat, for example, cheese, bread, and water. For liquids, a suitable vessel must be available to hold it.	The caster cannot specify what items will be created.
Decay Food and Drink	Sparafusilae's Spoiled Meal	Miscellaneous	2	0	touch	instantaneous	no	Very Common	All food and drink within a small area become spoiled, decayed, fecid, and unpalatable. The maximum amount is one small storeroom, cart, or stall of food.	This spell has no effect on creatures of any type or upon magic potions.
Fog	Dorial's Dense Fog	Miscellaneous	2	0	30m	Pow minutes	no	Very Common	A circle of dense fog forms in an area large enough to obscure a small house. This thick dense fog obscures all vision beyond a half meter, even infravision. All skills that require sight are at 1/2 the normal roll.	Slight air currents will dissipate the spell in half the time, while wind will cause it to dissipate in only one minute.
Minor Dispell	Rodames' Spell Removal	Miscellaneous	2	0	touch	instantaneous	no	Very Common	The caster can designate one known spell to be dispelled. If the spell is MP 1 or 2, then the spell is immediately cancelled. If not, then the caster will know that the spell was more powerful, but not the exact amount.	Dispell magic does not function against magic items or natural abilities of creatures, but it will work against spells cast by them. This cannot be used against any spell of duration instantaneous, or any spell that requires a curse removal.
Oracle	Runkin's Entreating of the Winsome Oracle	Miscellaneous	2	0	-	instantaneous	no	Very Common	This spell takes one hour to cast. The caster receives a quick flash of an image of the game master's devising that has a 50% chance of being pertinent to caster. It may be past, present, or future. For example, "you see a duck standing on a gravestone on a full moon."	The caster has no control over what information is gained, or even the subject of that information.
Repair	Brandt's Repairing of That Which Is Broken	Miscellaneous	2	0/1	touch	instantaneous	no	Very Common	In a flash of bright blue light one small broken item is put back together. Common examples are a potion bottle, a wooden pole, a sword blade, or a rope that was cut. A fine blue line remains where the parts are joined. For 1 point of permanent Pow, this will repair a larger item, such as a wagon, row boat, or strong door.	This spell does not work on magical items. All pieces of the item must be available. Does not improve the condition of the item. No effect on creatures or parts of creatures. No effect on complex mechanical items or technological items, such as a clockwork mouse or a computer.
Lesser Darkness	Yabu's Fleeting Blackout	Miscellaneous	2	0	10m	Pow rounds	no	Very Common	The caster creates a cloud of absolute darkness in an area about 5m diameter. Any creature without Dark Vision cannot see in this area.	The cloud cannot be made any specific shape, nor can it be moved or blown away.
Call Friend	Vartol's Friendly Summons	Miscellaneous	2	0	1km	Pow minutes	no	Very Common	The caster sends out a telepathic request for help to one friendly animal or character. A fixed intelligence creature such as a trained pet or mount will come immediately. A friendly character may ignore the summons if situation warrants. The target will know generally where the caster is, but will gain to additional information such as the emergency situation or condition of the caster.	The target must be more than an acquaintance, and if the relationship is lacking, the game master should disallow the use of this spell.
Speed	Lougax's Fleetness of Foot	Movement	2	0	touch	Pow rounds	no	Very Common	One willing target's base running speed is doubled. The target suffers no fatigue from running.	There is no effect on defense, skills, or number of actions.
Animal Command	Sealy's Charm of Obedience	Resistance	1	0	10m	Pow rounds	yes	Very Common	Telepathically command one small animal within line-of-sight to perform any complex tasks of which it is physically capable. Examples are to grab and bring a key, gnaw through a rope, knock over a candle, etc.	Will work only on natural animals with fixed Int and Siz of 4 or less. The spell dissipates if the animal moves out of range. No effect on undead, demons, etc.
Startle Animal	Onager's Startling of the Beast	Resistance	1	0	10m	instantaneous	yes	Very Common	One animal must succeed in a resistance roll against the caster's Pow or else be startled. For most animals, this will cause the creature to panic and flee for 1d6 rounds.	Will work only on natural animals with fixed Int and Siz of 4 or less that can naturally be startled. No effect on undead or demons.
Minor Curse	Mindar's Mundane Malediction	Resistance	1	0	10m	instantaneous	yes	Very Common	One human sized target is afflicted with one minor but annoying ailment. The caster may inflict acne, warts, a common allergy, dandruff, or anything similar. The affliction can be removed with either a curse removal or an appropriate healing cure.	The target must be an intelligent humanoid creature, no larger than human-sized. The affliction will not effect the character's statistics, skills, or abilities.

Command Drop	Logar's Command of Drop It Now	Resistance	1	0	10m	instantaneous	yes	Very Common	One target drops whatever is in its hands, claws, mouth, or tentacles when the caster proclaims "drop it now.". The target is allowed a normal resistance roll against the caster's Pow.	The target must be a human-sized or smaller living intelligent creature. It need not understand the language, but it must be able to hear the spoken word. No effect on undead, daemonic, or purely magical creatures.
Calm	Aitzi's Peace of Mind	Resistance	2	0/1	10m	Pow minutes	yes	Very Common	One target becomes peaceful and happy. This spell is only effective if the surrounding is peaceful and calm. If there is any tension, anger, or combat, then the spell dissipates immediately. The target is allowed a normal resistance roll against the Pow of the casters. For one point of permanent Pow, the spell affects up to the caster's Pow/2 targets.	The target must be an intelligent human-like creature not larger than human-sized. This cannot be used to gain any combat surprise.
Animal Friendship	Elroth's Animal Charm	Resistance	2	0	10m	Pow hours	yes	Very Common	One target animal of Int 6 or less becomes friendly toward the caster. Although generally peaceful, the animal may act on its own to protect the caster.	The caster has no ability to command or otherwise order the actions of the target. The target must be a natural animal that is able to feel friendship. No effect on intelligent creatures, artificial creatures, composite creatures, undead, demons, or other monsters.
Silly Voice	Vartol's Blythe Voice	Resistance	2	0	30m	Pow rounds	yes	Very Common	The target's voice is replaced with a single noise of the caster's choosing. Examples are a chicken cluck, a horn, a dog bark, or a bagpipe.	This spell does not increase or decrease the volume of the target's voice. The target cannot be forced to speak words. The target may cast spells normally.
Detect Magic	Mischa's Magic Appraisal	Sensory	1	0	touch	instantaneous	no	Very Common	The caster will know if a single touched item or creature is magical.	No additional information such as the intensity or source of the magic will be known.
Nightvision	Elroth's Eyes of the Night	Sensory	2	0	touch	Pow hours	no	Very Common	One willing target gains the ability to see as well as a cat in the dark.	Darkvision does not grant one the ability to see in complete darkness or magical darkness.
Blast	Gothric's Mailed Fist	Damage	2	0	10m	instantaneous	no	Common	The caster projects a beam of force at the target for 3D6 damage. This spell can be used to punch or directly damage inanimate objects, such as a door. Armor protects normally.	No effect on insubstantial creatures.
Magical Missile	Mindar's Magic Missile	Damage	2	0	100m	instantaneous	no	Common	A glowing arrow streaks from the caster's hand and hits one visible target unerringly for 2d6 damage. Armor protects normally.	
Cause Wound	Zewl's Festering Rot	Damage	2	0	touch	instantaneous	no	Common	This spell causes 3D6 points of magic damage directly to the target. Armor does not protect against this damage. A brawl roll may be required in combat.	The target must have living flesh. No effect on undead, demons, elementals, insubstantial creatures, or inanimate objects.
Blast of Frost	Clentus's Blast of Frost	Damage	2	0	30m	instantaneous	no	Common	A stream of frost is projected from the caster's outstretched hands and strikes one target for 2d6 damage. Metal armor protects minimally. If used against a fire based or water based creature, the damage is increased to 4d6.	No effect against cold or ice based creatures.
Sense Magic	Dolman's Magic Detection	Sensory	2	0	10m	Pow rounds	no	Common	The caster can sense whether there is anything magical within his field of vision. If so, he can designate one creature or item per round, to ascertain if that particular item is magical. The caster has no sense of whether the item has a spell cast upon it, or if it is permanently magical. However, they may have a sense of great magic if the item is particularly powerful.	The spell will not penetrate more than a thin barrier, for example, a piece of cloth.
Cure	Talmar's Rapid Cure	Healing	3	0	touch	instantaneous	no	Common	One willing target is cured of all contagious diseases, and any carrier of the disease such as lice or bacteria. In addition, this spell will remove any natural non-magical poison in the target's system. This spell takes one minute to cast.	No hit points or damage from the disease or poison are healed. No effect on permanent diseases such as leprosy, cancer, or dementia.
Minor Illusion	Mischa's Mischievous Make-Believe	Illusion	2	0	10m	Pow rounds	no	Common	The caster creates the image of one normal looking immobile object or creature. The item must be one that can be normally found in the world, or else in the immediate area. Examples are a door, a chest, a scarecrow, a log, a statue, a boulder, a dead donkey, a sleeping person, or an immobile guard. The spell dissipates immediately if the image is touched by any creature or moving object, such as an arrow.	Smell, taste, and touch are not produced. The object cannot move or change in any way, make any sound, or project any light. The object cannot be larger than a refrigerator, that is, 1m x 2m x2m. Specifics like writing on the side cannot be specified.
Ball of Light	Lougax's Billowing Glow	Miscellaneous	2	0	touch	Pow Minutes	no	Common	The caster creates a floating ball of light with the intensity of a large lantern, enough to light a large room. The caster may cause the ball to move in the air at about 10m per round.	No special colors or effects.

Blast of Stone	Ozrec's Hail of Flint	Damage	3	0	10m	instantaneous		Uncommon	A stream of sharp stones are project from the caster's outstretched hands and strike one target for 5d6 damage. Armor protects normally.	No effect on insubstantial creatures.
Black Bolt	Umbrial's Ebon Bolt	Damage	3	0	100m	instantaneous		Uncommon	A bolt of pure blackness is projected from the caster's outstretched hands and strike one target for 2d6 damage. Armor provides no protection.	The target must a living creature. No effect on undead, demons, elementals, or inanimate objects.
Fire	Potent Fury of Menskathulus	Damage	3	0	30m	instantaneous		Uncommon	A stream of fire is projected from the caster's outstretched handsand strike one target for 4d6 damage. Armor protects normally.	No effect on fire based or water based creatures.
Shock	Setna's Shocking Vengeance	Damage	3	0	touch	instantaneous		Uncommon	This spell causes 6D6 points of electrical damage directly to the target. Metal armor offers minimum protection. A brawl roll may be required in combat.	
Reattach	Saran's Bodily Reattachment	Healing	3	0	touch	instantaneous	no	Uncommon	One recently severed body member is reattached to one willing target. It may also repair organs damaged beyond the ability of a physiker. This spell takes one minute to cast.	No hit points are healed. The member must be relatively whole and touching the correct area of the body.
Regenerate	Nuxil's Great Surgery	Healing	4	1	touch	7 days	no	Uncommon	One willing and living target regenerated all damage from major wounds over a one week period. This will rebuild damaged organs and even limbs. The target must sacrifice one permanent point of Pow when the spell is cast. All hit points are recovered. This spell takes one minute to cast.	The spell ceases immediately if they take even a single hit point of damage during the healing process. Since most of the regeneration happens in the last few hours this means that nothing will be regained.
Disappearing Door	Mindar's Doorway Dilemma	Illusion	2	0/1	10m	Pow minutes	no	Uncommon	One normal human-sized or smaller door, window, or other portal visually disappers and is replaced by an image of the surrounding wall, rendering the portal undetectable. A spell caster will not detect the spell unless actively searching for magic in the area. For 1 permanent point of Pow, this spell will effect an entire city gate, or all portals in a large house or small keep.	Once detected, the portal can be opened normally. The physical attributes of the portal do not change, and it can be found by touch.
Lesser Invisibility	Runkin's Contrary Presence	Invisibility	3	0	touch	Pow minutes	no	Uncommon	One willing target is rendered invisible to all forms of sight, and makes no sound. The spell dissipates immediately if the target speaks, attacks, throws an item, or casts a spell. The target may walk normally, open doors, or pick up and put down items. They can also see and hear normally.	The target must be human-sized or smaller. No effect on innanimate objects.
Barrier	Ultan's Unbreakable Barrier	Miscellaneous	2	0/1	touch	Pow minutes	no	Uncommon	One target human-sized or smaller door glows faintly and becomes an unbreakable. Neither physical nor magical damage will affect it, nor can it be removed from its hinges or otherwise circumvented. If the entire wall were destroyed, the doorway would remain standing. Similarly, this spell could be used to reinforce a large shield or other solid structure of appropriate size. For one point of permanent power, this spell could effect a giant sized door, castle gate, or similar size section of wall.	The item reinforced must be in good shape and working order. The item must already be stationary, and it cannot be subsequently moved. The barrier may dispelled normally.
Blinding Flash	Shekski's Blinding Flash	Miscellaneous	2	0	10m	instantaneous	no	Uncommon	The caster raises one hand which glows briefly and intensely. All creatures within 10m who are facing the caster will have their vision sense blinded for 1d6 rounds unless they success with a Pow x 2% roll. Creatures with dark vision are not allowed a save, and are blinded for 2d6 rounds. If there is a general melee, assume that each creature has a 50% chance of facing the correct way. Alerted characters may keep their eyes covered and suffer no effect.	No effect if already in bright sunlight.
Conjure Hand	The Hand of Setna	Miscellaneous	2	0	10m	Pow rounds	no	Uncommon	A shadowy hand appears from the caster's own outstretched hand. The magical hand can fly at 10m per round, and it follows the delicate motions of the caster's own hand. The hand can lift, carry, and manipulate anything that the caster could normally with their real hand, with a Str equal to the caster's Pow. It may initiate melee combat if a weapon is available, although a single hand would not be able to effectively fight unarmed. Any skill or combat rolls by the hand are at 1/2 the normal chance.	The hand is not insubstantial. It must remain within visual sight of the caster. If it takes 2 hit points of damage, it is destroyed. Any direct attack against the hand is at 1/2 the normal roll.
Darkness	Xelphane's Darkest Veil	Miscellaneous	3	0	30m	Pow minutes	no	Uncommon	The caster creates a cloud of absolute darkness in an area about 10m diamater. Any creature without Dark Vision cannot see in this area.	The cloud cannot be made any specific shape, not can it be moved or blown away.
Lantern	The Wondrous Lantern of Lalsilan	Miscellaneous	3	0	touch	Pow hours	no	Uncommon	The target object glows with the brightness of a normal lantern.	Inanimate objects only. No special colors or effects.
Passwall	Ort's Temporary Passage	Miscellaneous	3	0	touch	Pow rounds	no	Uncommon	A hole or passage appears in one wall that is large enough for human-sized creatures to pass. This passage is temporary, and at the end of the spell, the wall will be back to normal. The maximum thickness of wall is about 3m.	No effect on magical walls or walls protected by magic.
Push Away	Elgar's Admonishing Fist	Miscellaneous	3	0	5m	instantaneous	no	Uncommon	All creatures that are within 5m in a complete sphere around the caster are pushed away in a direct line to the periphery of the spell. The creature will fall off their feet unless they succeed with a Dex x 5% roll. Any target which is holding on to a fixed structure may attempt to roll of Str verses the Pow of the caster to resist. Creatures greater in Siz than the Pow of the caster are not affected.	Flying or swimming creatures are pushed, but they will not fall down. No effect on insubstantial creatures or inanimate objects. The target's sustain no physical damage from this spell. The spell does not penetrate physical objects such as creatures underground, behind a wall, or more than 50% obscured from the caster.

Silence	Felonius's Field of Silence	Miscellaneous	3	0	touch	Pow minutes	no	Uncommon	A sphere of complete silence is formed around one willing target creature or specific area. If cast on a creature, the sphere will move with the creature. It is 3m in radius. This nullified any sound within the area, as well as any sound entering the area. This effectively nullifies any sonic based attacks, such as a siren's call, as well as spells which require spoken communication.	
Raven Spy	Sealy's Eye of the Raven	Miscellaneous	3	0	10m	Pow minutes	no	Uncommon	A large raven woves appears near the caster. It can be telepathically commanded to perform a single task. Examples are: find and spy on a particular character, search for enemies, bring back a particular small item, etc. If it returns safely to the caster, they will be able to read its mind to get a sense of what was seen or encountered. Since it is a magical construct and not a natural creature, its eyes glow slightly, and it is incapable of fear. It dissolves when killed or at the end of the spell.	It is only capable of a task that a raven would normally be able to perform, albeit with a bit more intelligence.
Dispel Magic	The Bishop's Spell Banishing	Miscellaneous	4	0	10m	instantaneous	no	Uncommon	Dispel Magic removes the effects of one temporary duration spell of MP less than or equal to the caster's Pow/4.	Dispel magic does not function against magic items or natural abilities of creatures, but it will work against spells cast by them. This cannot be used against any spell of duration instantaneous, or any spell that requires a curse removal.
Lesser Teleport	Timeril's Timely Teleport	Movement	3	0/1	touch	instantaneous	no	Uncommon	One willing target is teleported up to 10m distance. The caster may choose direction and distance instead of line-of-sight, for example, to teleport through a door or wall. If there is no room for the target to appear, then they disappear briefly and immediately reappear at the same spot. For 1 point of permanent Pow, this spell will teleport up to 1/2 the caster's Pow in willing targets to the same location.	The target must be human-sized or smaller. No effect on inanimate objects.
Levitation	Fizlick's Floating Fool	Movement	3	0	30m	Pow rounds	no	Uncommon	The caster directs the target to float at up to 3m per round in any direction. The target may be a creature or inanimate object. The speed is not sufficient to cause any damage. If the target resists by holding on to something, then the Str of the spell is equal to the caster's Pow.	The target must be human-sized or smaller, or no more than 200 pounds.
Speed Mount	Vogler's Quicksilver Hooves	Movement	3	0/1	touch	Pow minutes	no	Uncommon	One normal horse, zebra, donkey, mule, camel, llama, or pony doubles its base running speed. It suffers no fatigue from running. For 1 point of permanent Pow, the spell lasts for Mag hours.	There is no effect on defense, skills, or number of actions.
Spider Climb	Gorgo's Spider Walking	Movement	3	0	touch	Pow rounds	no	Uncommon	One willing target is given the ability to walk on vertical surfaces as well as a small spider. Similarly, the target could walk on ceiling, or along a net or web without hinderance.	The target must have both hands free to climb in this manner. The target must have human-like hands. It may not fight or cast spells, although it may dodge normally. The target must not be heavily encumbered.
Fly	Graxian's Sprightly Wings	Movement	4	0/1	touch	Pow minutes	no	Uncommon	One willing target can fly like a hawk, with the same limitations on speed, acceleration, maneuvers, and hovering. Acrobatic maneuvers and aerial combat would require the use of the Fly skill. For 1 point of permanent Pow, the spell will last for Pow hours.	
Talk to the Dead	Clentus' Necrotic Communion	Necromancy	3	0	touch	Pow rounds	no	Uncommon	The caster can telepathically speak with the ghost of a deceased corpse or skull of an intelligent creature. The spirit will answer questions to the best of its ability. Examples are the corpse's name, how it died, what it was doing there, where it came from, etc. The caster does not need to know the ghost's language.	The spirit will not have any information of events after its death. No effect on animated dead, other undead, magical constructs, demons, or fixed Int creatures.
Befuddle	Winkleman's General Confusion	Resistance	3	0	30m	Pow rounds	yes	Uncommon	The target's mind becomes confused and befuddled, so that it cannot act normally. It may only defend and move randomly. Once per round the target may attempt a roll on Int*5% to break free.	The target must be an intelligent creature or monster. No effect on artificial creatures.
Blindness	Umbrial's Blinding Curse	Resistance	3	0/1	30m	Pow rounds/permanent	yes	Uncommon	One target is made blind, that is, the target cannot use its vision senses. For 1 point of permanent Pow, the effect can be made permanent. In that case, it can be cured only with a remove curse spell.	No effect on automotons, not does this effect any sense other than sight.
Hold	Haxia's Paralysis in Place	Resistance	3	0	touch	Pow rounds	yes	Uncommon	One target is paralyzed and frozen in place when touched by the caster. The target is allowed a reistance roll once per round against the caster's Pow to break free. A brawl roll may be required in combat.	The target must be an intelligent humanoid creature, no larger than human sized. No effect on animals, artificial creatures, or other monsters.
Eyes of Seduction	Kallia's Eyes of Seduction	Resistance	3	0	3m	instantaneous	yes	Uncommon	The caster looks into the eyes of the target, who is then filled with lust for the caster. There must be no distractions, and a quiet bedroom is the best venue. The target must be attracted to the physical gender of the caster, although racial differences can be ignored. After sex, the target will usually sleep, and by the time they awaken, the effects of the spell will be completely gone. Similarly, if attacked or otherwise interrupted, the spell will dissipate. If sex is withheld for more than a few rounds, the spell will dissipate. The target is allowed a resistance roll against the Pow of the caster.	The target must be an intelligent human-like creature not larger than human-sized. The coupling must be physically compatible. At no time does this make the target incapable of defending themselves.
Sense Lies	Primia's Knowing of Falsehoods	Resistance	3	0	10m	Pow rounds	yes	Uncommon	If the target fails a resistance roll against the Pow of the caster, then the caster will know if any spoken word is true or false. The caster will know if the spell is successful or not. The target will not know that a spell has been cast upon them. The target is not forced to speak, and can remain silent during any interrogation. If the resistance roll succeeds, then it may not be tried again for at least one day.	
Scare	Snarlutzok's Frightful Face	Resistance	3	0/1	10m	Pow rounds	yes	Uncommon	When the target creature sees the face of the casting magician, they are filled with fear and dread, and will run away if at all possible. The target is allowed a resistance roll against the caster's Pow. Once out of sight of the caster, the target may act normally, but until then, they may take no action even to defend themselves. For 1 point of permanent Pow, this spell affects all within range. Roll resistance for each target separately.	Does not work on non-living creatures. The target must be capable of the emotion of fear.

Command	Igli's Insufferable Orders	Resistance	4	0	10m	Pow rounds	yes	Uncommon	One target is verbally ordered to perform a one word action that is both obvious and easy to perform. Examples are "stop" (freeze in position), "come" (walk slowly toward the caster), "go" (run quickly from the caster), "crawl" (crawl toward the caster), "hop" (hop up and down in place), or "fight" (physically attack nearest creature). The command can be changed once per round. The target is allowed a resistance roll against the caster's Pow each round.	The target must be able to understand and be able to hear the caster's spoken language. The target cannot be commanded to "die" or "sleep," as these actions cannot be performed at a moment's notice.
Disruption	Zebulon's Boiling Flesh	Damage	4	0	10m	Pow rounds	no	Rare	This spell causes one target's flesh to boil and burst for 1d6 hit points of damage per round. Armor and magical protection have no effect. The caster must concentrate on the spell for the duration, and may perform no other action. The spell ends is the caster is killed or interrupted.	The target must have living flesh. No effect on undead, demons, elementals, insubstantial creatures, or inanimate objects.
Poison Touch	Anodyn's Poison Touch	Damage	4	0	touch	instantaneous		Rare	One target is inflicted with a deadly poison. The target takes 2d6 damage directly to hit point. In addition, they must attempt a Con x 5% roll. If they fail, then they fall unconscious, and they will die in 2d6 rounds if not magically cured of the poison. A brawl roll may be required in combat.	The target must be a living creature that is susceptible to poison. No effect on undead, demons, elementals, insubstantial creatures, or inanimate objects.
Lightning	Lalsilan's Livid Lightning	Damage	4	0/1	30m	instantaneous	no	Rare	A bolt of lightning streaks from the caster's hands and hits a single target for 4d6 damage. Metal armor offers minimum protection. For 1 permanent point of Pow, this spell will fork out to 1d4+1 different targets. Roll damage separately for each.	Cannot be cast underwater.
Magic Arrows	Ahura's Hail of Arrows	Damage	4	0/1	100m	instantaneous	no	Rare	The caster manifests a number of arrows equal to the caster's Pow/2, aimed at one or more targets. Each arrow does damage of 1d8+1. An arrow has only a 50% chance of hitting a target that is behind cover. Armor protects normally and separately against each arrow. For 1 permanent point of Pow, the number of arrows is increased to Powx2.	
Mass Healing	Primia's Remedial Hymn	Healing	4	0	10m	instantaneous	no	Rare	The caster sings a hymn which takes 3 minutes to complete. At the end of that time, all willing creatures who listened to the whole song are healed of 2d6 hit points of damage. The maximum number healed is equal to the caster's Pow/2.	Does not cure disease or poison, although it will heal hit point damage from them. Does not regenerate severed or mangled body parts.
Forest Invisibility	Ahura's Arboreal Footsteps	Invisibility	3	0/1	touch	Pow minutes	no	Rare	One willing target becomes undetectable to all senses, including sight, hearing, and smell, while walking within relatively dense vegetation. They can see and hear normally. The target becomes visible to a character or creature if less than half of their body is obscured by vegetation. The spell does not dissipate in this case, and the target may regain invisibility to that creature or character by retreating into the vegetation. For one point of permanent Pow, this spell will affect up to the caster's Pow/2 targets.	The target must be human-sized or smaller. No effect on inanimate objects. In general, the target may attack with missile weapons and remain unseen, however they would become visible before they would be able to close and attack with a melee weapon.
Wolf Pack	Mogon's Pack of Wolves	Miscellaneous	3	0	10m	Pow minutes	no	Rare	A pack of large wolves appears near the caster. The number of wolves is up to the caster's Pow/2. The wolves can be telepathically commanded to perform a single task. Examples are: find and kill one or more characters known to be in the area, terrorize the local farmers, kill all horses, etc. Since they are magical constructs and not natural creatures, their eyes glow slightly, and they are incapable of fear. Each wolf dissolves when killed or at the end of the spell.	They are only capable of fighting and simple tasks that a wolf would normally be able to perform, albeit with a bit more intelligence.
Remove Curse	Talmar's Curse Removal	Miscellaneous	4	0/1	touch	instantaneous	no	Rare	One curse is removed from one willing target. A curse may be an affliction caused by a magical spell. It may also be the result of a magic item. If the curse is severe, that is, if it affects the character's skills, attributes, or abilities, then the caster must sacrifice one point of Pow. This spell takes one hour to cast.	No effect on any spell that could normally be dispelled or any natural ability of a creature.
Random Teleport	Ort's Last Resort	Movement	3	0/1	touch	instantaneous	no	Rare	The caster and all carried equipment are transported to a new random location on the same world. One other willing creature may be carried this way in the caster's arms. For one point of permanent Pow, the spell will affect up to the caster's Pow/2 in additional willing creatures with hands linked.	The new location is completely at the whim of the game master, although it should not be as dangerous as the one that is being left behind. No effect on creatures larger than human-sized.
Tell the Truth	Dorial's Tongue of Truth	Resistance	3	0	10m	Pow rounds	yes	Rare	Target must audibly answer any question posed by the caster in the same language, and the answer must be truthful to the best of their ability. They may not twist the answer to try to trick the caster. They actually want to tell the truth. If the target is willing or unrestrained, they may still run away, or act in any other way, including attacking and defending themselves. This does not affect any skill rolls.	The target must be an intelligent humanoid creature, no larger than human sized. They must be able to understand and be able to hear the caster's spoken language. No effect on the deaf or mute. No effect on undead, demons, magical constructs, or fixed Int creatures.
Make Ugly	Urtza's Curse of the Hideous	Resistance	3	0	10m	permanent	yes	Rare	One target's facial features change and warp, leaving them a scarred horror with open sores and patchy hair. Voice will become gravely and hard to understand. The target's App is reduced to racial minimum, that is, 3 for a human. Communication skill are reduced appropriately. The spell is considered a curse, and can only be removed as such. The target is allowed a resistance roll against the Pow of the caster. If successful, the target will know that a spell was cast against them.	The target must be an intelligent humanoid creature, no larger than human-sized.
Charm	Onager's False Friendship	Resistance	4	0	10m	instantaneous	yes	Rare	The caster gains the trust and friendship of the target, irrespective of other relationships if the target misses a resistance roll against the Pow of the caster. This relationship can change or be lost just at it could normally. In no way does this give the caster control over the actions or emotions of the target. If the spell is successful, the target will overlook the fact that a spell was cast, and not believe that this caused any change to their feelings. If the spell is resisted, then the target will know that they a spell were cast at them.	The caster and target must share a common spoken language. The target must be able to naturally feel friendship. No effect on undead, demons, or other monsters.
Forget	Patch's Memory Muddle	Resistance	3	0/1	10m	instantaneous	yes	Rare	The target forgets any events that transpired over the past Pow minutes, with the exact time chosen by the caster. The target will have an uneasy feeling that something is not quite right. If the target has just been wounded by the caster, or other such obvious change in situation, they are allowed a normal Int roll to draw that connection and act appropriately. If the target succeeds their resistance roll against the caster's Pow, then they will know that a spell has been cast upon them. For 1 point of permanent Pow, the target will forget the past 24 hours.	The caster may not remove selective memories and leave others.

True Sight	Mylopia's True Sight	Sensory	3	0	touch	Pow rounds	no	Rare	One willing intelligent creature is given the ability to see through illusions and invisibility. An illusion will appear as a vague transparent shape instead of opaque. An invisible creature or item will appear as a black shape without any details.	The target must be human-sized or smaller, and possess eyesight as a primary sense.
Fireball	The Bishop's Fiery Wrath	Damage	5	0/1	30m	instantaneous	no	Very Rare	A ball of fire erupts with an area with diameter in meters equal to the caster's Pow/2. All creatures within the area take 3d6 damage. Armor protects normally. The area will be left smoky and singed, but in general the blast is too quick to light anything on fire, the exception being dry kindling or grass. For 1 point of permanent Pow, the damage is doubled to 6d6 against each creature.	No effect against fire based creatures.
Lava	Xuban's Malicious Magma	Damage	5	0	100m	instantaneous		Very Rare	A stream of burning magma is projected from the caster's outstretched hands and burns all in its path until it reaches one designated target or the end of the 100m range. This will burn a 1m diameter hole through most material. Any creature in the path takes 5d6 damage. There will be residual magma along the path of the stream, which will cool in a few rounds. Armor protects normally.	
Eaten Alive	Bluxor's Bane of a Million Mouths	Damage	6	0	10m	instantaneous		Very Rare	One target is literally eaten alive by ravenous magical mouths. The target is allowed a save to stave off the mouths through sheer willpower. If the target fails a Pow x 2% roll, then they are dead, with no body remaining. Equipment is unaffected. If they make the roll, then the mouths will turn on the caster. The caster must succeed with a Pow x 5% roll to dissipate the spell. Otherwise, the caster himself is eaten alive.	No effect against insubstantial, mechanical creatures, or inanimate objects.
Destroy Wall	The Destruction of Gorlock	Miscellaneous	3	1	100m	2d6 rounds	no	Very Rare	One wall of a building or castle is shaken for 1d3+1 rounds, at the end of which it collapses. The maximum amount of material brought down is 5m deep by 10m high by 20m long. A section of a structure may be holed at the game master's discretion.	Does not affect magical structures or living structures. No affect underground. Killing the caster before the end of the duration will not stop the spell from completing.
Destroy Castle	Lumbar's Final Sacrifice	Miscellaneous	4	1	touch	2d6 rounds	no	Very Rare	The structure within which the caster stands will be destroyed. Fires slowly break, and then the building begins to shake. This builds in intensity until, at the end of the duration, the structure comes tumbling down. Since the caster must remain in the structure until the final moment, they will either sacrifice themselves, or they must have some means of escape, such as a teleport spell. This spell can be used in a cave or tunnel, in which case, the destruction will be in a 30m radius area around the caster.	The caster must be near the center of the building, and higher is better than lower. Does not affect magical structures or living structures. The structure can be no larger than a full sized keep or small castle. Killing the caster before the end of the duration will not stop the spell from completing.