

APPENDIX E.

STARTING SPELLS LIST

Note: Damage causing spells increase damage by caster's level at 1 extra point per three levels (level 4-6 +1, level 7-9 +2, level 10-12 +3).

BATTLE			
LEVEL	SPELL NAME	SPELL EFFECT	INCANT
1	Fire Bolt	Fire damage, 3 points - Incremental	I call forth a bolt of fire.
1	Lightning Bolt	Lightning damage, 3 points - Incremental	I call forth a bolt of lightning.
1	Ice Bolt	Ice damage, 3 points - Incremental	I call forth a bolt of ice.
1	Imbue Fire	Next hit target swings for fire damage	I imbue your weapon with fire.
1	Imbue Ice	Next hit target swings for ice damage	I imbue your weapon with ice.
1	Imbue Lightning	Next hit target swings for lightning damage	I imbue your weapon with lightning.
2	Pin	Target's foot is Pinned, 2 strength to break out (3 count)	I pin you to the ground.
2	Stone Throw	Earth damage, 4 points.	I call forth a stone of earth.
2	Strength	Target gains 1 Strength for 1 hit or Feat of Strength	I strengthen you for battle.
2	Slow	Target is Slowed	I curse you with slowness.
3	Imbue Greater Fire	Next hit target swings for base 3 fire damage	I imbue your weapon with greater fire.
3	Imbue Greater Ice	Next hit target swings for base 3 ice damage	I imbue your weapon with greater ice.
3	Imbue Greater Lightning	Next hit target swings for base 3 lightning damage	I imbue your weapon with greater lightning.
3	Root	Roots both feet to the ground, 2 strength to break out (3 count per foot)	I root both your legs to the ground.
3	Maim	Target's limb is Maimed.	I render your arm/leg useless.
3	Imbue Rust	Next hit target swings for Disease (level 1) (if body, recipient is diseased)	I imbue your blade with rust.

PROTECTIVE			
LEVEL	SPELL NAME	SPELL EFFECT	INCANT
1	Protective Shield	Target gains plus 1 to armor, cannot be reset	I protect myself with magic.
1	Shun	Target is Shunned from caster, 10 feet	I shun you from me.
1	Light	Creates a light	I create a light to protect me from darkness.
2	Fire Shield	Protection from first fire attack	I create an icy shield to protect me from fire.
2	Ice Shield	Protection from first ice attack	I create a fiery shield to protect me from ice.
2	Lightning Shield	Protection from first lightning attack	I create an earthen shield to protect me from lightning.
3	Weapon Shield	Protection from next physical attack	I create a force to shield me from harm.
3	Toxin Shield	Protection against first Level 1 toxin/gas/poison attack	I create a toxin shield to protect myself/you.
3	Disarm	Target's one hand is Disarmed	I create a force to disarm you.
3	Increase Disease Resistance	Increases target's Resist Disease by 1 Level for next disease attack.	I increase your resistance to disease.
3	Increase Toxin Resistance	Increases target's Resist Toxin by 1 Level for next toxin/gas/poison attack.	I increase your resistance to toxins.
3	Disease Shield	Protection against first Level 1 disease attack.	I protect you/me from disease.

HEALING

LEVEL	SPELL NAME	SPELL EFFECT	INCANT
1	Cure Maim	Removes Maim effect from one limb	I revive your limb.
1	Awaken	Removes Sleep effect	I awaken you from your slumber.
1	Physical Release	Unbinds physical bonds (not magical)	I release you/myself from physical bindings.
1	Release From Pin	Releases target from Pin.	I release you/myself from this pinning force.
1	Heal Plant/Animal	Heals any non-humanoid life to full.	Let nature renew this simple life.
2	Cure Wound	Target receives 1 point of healing.	I mend your wound.
2	Slow Blood	Doubles target's bleed out time (can only be used on someone bleeding out)	I slow your blood to save your spirit.
2	Release From Root	Releases target from Root.	I pry the roots from your feet.
2	Cleanse Food and Drink	Removes Level 1 toxins or diseases from food and drink.	I cleanse this food/drink before me.
2	Cure Simple Charm	Removes Level 1 Charm effect	I clear your mind of this simple charm.
2	Cure Disease	Removes Level 1 Disease effect	I rid your body of disease.
3	Cure Slow	Removes Slow effect	I restore you to your normal speed.
3	Release from Bind	Releases target from magical Bind.	I release you/me from these magical bonds.
3	Neutralize Poison	Cures target of one Level 1 poison.	I rid your/my body of this simple poison.
3	Cure Domination	Removes Level 1 Dominate effect.	I cleanse your mind of outside influence.
3	Mend Shield	Restores a Destroyed shield.	I mend your shield.

MENTAL

LEVEL	SPELL NAME	SPELL EFFECT	INCANT
1	Shun	Target is Shunned from caster, 10 feet	I cause you to abhor me.
1	Detect Poison	Caster recognizes all poisons in immediate area	I enhance my mind to detect poisons.
1	Detect Traps	Caster recognizes all traps in immediate area	I enhance my mind to detect traps.
1	Detect Magic	Caster recognizes all magic in immediate area	I enhance my mind to detect magic.
1	Suggestion	Target is affected by Level 1 Charm for 10 Seconds	I project this suggestion upon you.
2	Break Contact	Removes all Contact effects from target	I break your hold on my mind.
2	Detect Undead	Caster recognizes all Undead in immediate area	I enhance my mind to detect undead.
2	Detect Life	Caster recognizes all Life in immediate area	I enhance my mind to detect life.
2	Minor Silence	Target is Silenced for 10 seconds	I cause you to be silent.
3	Basic Identify	Caster can identify basic attributes of an item (magical, natural, man-made, ancient, etc.)	I enhance my mind to identify this item.
3	Remove Pain	Bleeding out target Berzerks for 30 seconds, then drops with a bleed out time of 10 seconds	I block all pain from your mind.
3	Contact Alert	Caster recognizes all Contact effects on themselves for one reset	I feel the touch of other's minds.
3	Identify Poison	Caster can recognize and identify level of poison present, in immediate area	I enhance my mind to identify this toxin.
3	Inflict Pain	1 point of damage straight to body - Incremental	I prey upon your mind.

NECROMANCY

LEVEL	SPELL NAME	SPELL EFFECT	INCANT
1	Harm Undead	2 damage, undead targets only	I bring pain to the living dead.
1	Protect Undead	Undead target gains 1 temporary body point, cannot be healed	I protect the living dead.
1	Turn Undead	Undead target is Shunned from caster, 10 feet	I turn the living dead from me.
1	Call Undead	Undead target's foot is Pinned, 2 strength to break out (3 count)	May the earth hold this living dead.
2	Commune With Dead	Caster can speak to, and hear spirits for 1 minute	May the voice of the dead live again.
2	Congea! Blood	Stops bleed out of undead target, indefinitely	I congeal the blood in your veins.
2	Heal Undead Wound	Undead target receives 1 point of healing.	I mend the wound of the living dead.
3	Control Lesser Undead	Zombie, skeleton, or other lesser undead target is affected by Level 1 Domination, LOS, cannot hurt self.	I control this lesser undead to do my bidding.
3	Strength Drain	Target is affected by Weakness effect (-1 strength)	I drain the living energy from you.
3	Basic Raise Dead	Dead target rises as caster Dominated zombie for 1 minute, with 3 body points and can fight with normal skills, no AP.	I raise this corpse to live again.
3	Charm Undead	Undead target is affected by Level 1 Charm - LOS	I gain favor with this living dead.

DISCORD

LEVEL	SPELL NAME	SPELL EFFECT	INCANT
1	Smile	Target must smile for 2 minutes.	You don't look happy, but I know you can be. Smile now and make me happy.
1	Go Away!	Target is Shunned from caster, 10 feet	With you I have too little fun, so with these words me do you shun!
1	Whiff	Next successful weapon hit by target misses	Mighty warrior, looking fit, when you swing you never hit!
1	Sticky Leg	Target's foot is Pinned, 2 strength to break out (3 count)	Don't try to walk, don't try to spin, your leg is stuck in a sticky pin.
2	Drop it!	Target's one hand is Disarmed	You come to attack, oh buddy bold, but your weapon you cannot hold.
2	Boogie!	Target must to dance for one minute.	When I sing you have no chance, shake your tush and start to dance.
2	Achoo!	Target must stop current action and sneeze for a five count	You must stop now I won't say please, with this spell I make you sneeze
2	Freeze	Target is Stunned	Stop right there and cease your fun, think it over in this stun.
3	Mumble	Target mumbles incoherently for 1 minute, cannot cast spells	The time has come for us to rumble, you try to speak, but only mumble.
3	Wimpy	Target is affected by Weakness effect (-1 strength)	You were once strong, mighty and big. Now you are weak like the little sprig.
3	Buddies	Target is affected by Level 1 Charm, 10 minutes	Maybe you liked me, and that was it, but now we'll be best friends, for a bit.
3	Shiny	Creates a light	In the dark, I feel all grimy. Here's a light all bright and shiny!