

SPELL TABLE

This section can be copied and used for reference, especially when creating characters. The “grimoire” form on p. 128 may also be photocopied for your own use; it is especially handy to copy it onto the back of a wizard’s Character sheet.

Notes: An asterisk (*) after a spell name indicates that it is Mental/Very Hard. All other spells are Mental/Hard.

A – indicates that the column does not apply.

Page	Spell Name	Class	College	Time to cast	Duration	Energy	Prerequisites
44	Accuracy	Enchantment	Enchantment	—	Perm.	varies#	Dexterity
61	Activate Runes*	Regular	Metaspell	1 sec.	Instant	none	M, Rune-Lore 12+
74	Age*	Reg./R-HT	Necro.	1 min.	Perm.	5 to 50	Youth or 6 other Necromantic spells
70	Air-Golem	Regular	Movement	10 sec.	1 hr.	4/2	M2, Apportation
34	Air Jet	Regular	Air	1 sec.	1 sec.	1 to 3#	Shape Air
53	Alarm	Regular	Knowledge	1 sec.	1 week	1#	Tell Time
69	Alertness*	Regular	Mind	1 sec.	10 min.	varies#	Any 2 of Keen Eyes/Ears/Nose spells
28	Alter Body	Reg./R-HT	Body	2 min.	1 hr.#	8/6#	Alter Visage
28	Alter Visage	Reg./R-HT	Body	1 min.	1 hr.#	4/3#	Shapeshifting or Perfect Illusion #
55	Analyze Magic	Inform./R-spell	Knowledge	1 hr.	Instant	8	Identify Spell
54	Ancient History	Information	Knowledge	min.=cost	Instant	varies#	History
76	Animate Plant	Regular	Plant	5 sec.	1 min.	varies#	7 Plant spells
73	Animation*	Regular	Necro.	5 sec.	1 min.	varies#	Summon Spirit
69	Apportation	Reg./R-IQ	Movement	1 sec.	1 min.	varies#	M
76	Armor	Regular	Protection	1 sec.	1 min.	varies#	Repair
53	Aura	Information	Knowledge	1 sec.	Instant	3	Detect Magic
67	Avoid	Area	Mind	1 min.	1 hr.	3/3	Hide, Fear, Forgetfulness
49	Awaken	Area	Healing	1 sec.	Instant	1	Lend Health
45	Bane	Enchantment	Enchantment	—	Perm.	100#	Enchant
75	Banish	Spec./R-ST+IQ	Necro.	5 sec.	Instant	Special	M, 1 spell ea. from 10 colleges
49	Banquet	Regular	Food	1 sec.	1 day	2 per meal	M, Cook, Foolishness
23	Beast Link	Regular	Animal	5 sec.	Special	3	Beast Summoning
24	Beast Possession	Reg./R-IQ	Animal	5 sec.	1 min.	6/2	Rider Within or Possession
23	Beast Seeker	Information	Animal	1 sec.	Instant	3#	Beast Summoning, 2 Seek spells or Seeker
23	Beast-Soother	Regular	Animal	1 sec.	Perm.#	1 to 3	Persuasion or Animal Empathy advantage
25	Beast Speech	Regular	Animal	1 sec.	1 min.	4/2	Beast Summoning
23	Beast Summoning	Regular	Animal	1 sec.	1 min.	3/2#	Beast-Soother
65	Berserker	Reg./R-IQ	Mind	4 sec.	10 min.#	3/2	Bravery
24	Bird Control	Reg./R-IQ	Animal	1 sec.	1 min.	4/2	Beast-Soother
62	Bless	Regular	Metaspell	min.=cost	special	special	M2, 2 spells ea. from 10 colleges#
75	Bless Plants	Area	Plant	5 min.	1 crop/season	1#	Heal Plant
71	Blink	Blocking	Movement	1 sec.	Instant	2	Teleport
58	Blur	Regular	Lt-Dk	2 sec.	1 min.	1 to 5/s	Darkness
34	Body of Air	Reg./R-HT	Air	5 sec.	1 min.	4/1	Shape Air
32	Body of Stone*	Reg./R-HT	Earth	5 sec.	1 min.	10/hex#	Stone to Flesh
40	Body of Water	Reg./R-HT	Water	5 sec.	1 min.	5/hex#	Shape Water
30	Borrow Language	Regular	Comm.	3 sec.	1 min.	3/1	Lend Language
30	Borrow Skill	Regular	Comm.	3 sec.	1 min.	4/3	Lend Skill
65	Bravery	Area/R-IQ-1	Mind	1 sec.	1 hr.#	2#	Fear
39	Breathe Air	Regular	Water	1 sec.	1 min.	4/2	Create Water, Destroy Air
38	Breathe Fire*	Regular	Fire	2 sec.	1 sec.	1 to 4	M, Flame Jet, Resist Fire
35	Breathe Water	Regular	Air/Water	1 sec.	1 min.	4/2	Create Air, Destroy Water
68	Charm	Reg./R-IQ	Mind	3 sec.	1 min.	6/3	M, Loyalty, 7 Mind Control spells
60	Clean	Area	Mk-Brk	1 sec.	Perm.	2	Restore
36	Climbing	Regular	Body	1 sec.	1 min.	1 to 3/s	none
35	Clouds	Area	Air	10 sec.	10 min.	1/20/s	4 Water spells, 4 Air spells
26	Clumsiness	Reg./R-IQ	Body	1 sec.	1 min.	varies#	Spasm
37	Cold	Regular	Fire	1 min.	1 min.	3/hex#	Heat
57	Colors	Regular	Lt-Dk	1 sec.	1 min.	2/1#	Light
28	Compel Truth	Inform./R-IQ	Comm.	1 sec.	5 min.	4/2	M2, Truthsayer
51	Complex Illusion	Area	Illusion	1 sec.	1 min.	2/1	Sound, Simple Illusion
61	Conceal Magic	Regular	Metaspell	3 sec.	10 hrs.	1 to 5/s#	Detect Magic
57	Continual Light	Regular	Lt-Dk	1 sec.	varies#	varies#	Light
52	Control Creation	Reg./R-spell	Illusion	2 sec.	Instant	1 per hex#	Create Animal or Create Servant
33	Control Elemental	Special	4 diff.	2 sec.	1 min.	Special	Summon Elemental#
52	Control Illusion	Reg./R-spell	Illusion	2 sec.	Perm.	1/hex#	Perfect Illusion
29	Control Person	Reg./R-IQ	Comm.	10 sec.	1 min.	6/3	Soul Rider or Telepathy
73	Control Zombie	Reg./R-spell	Necro.	1 sec.	Perm.	3	Zombie
48	Cook	Regular	Food	5 sec.	Instant	1 per meal	Test Food, Create Fire
60	Copy	Regular	Mk-Brk	5 sec.	Perm.	2 plus 1/copy	Literacy, Dye
45	Cornucopia	Enchantment	Enchantment	—	Perm.	50×\$ value#	M2, 2 Weapon Enchantment spells
61	Counterspell	Reg./R-spell	Metaspell	5 sec.	Instant	varies#	M
34	Create Air	Area	Air	1 sec.	5 sec.#	1	Purify Air
52	Create Animal	Regular	Illusion	sec.=cost	1 min.	varies#	Create Water, Create Object, IQ 13+
32	Create Earth	Regular	Earth	1 sec.	Perm.	4/ hex#	Earth to Stone
33	Create Elemental	Special	4 Diff.	Special	Perm.	Special	M2, Control Elemental
36	Create Fire	Area	Fire	1 sec.	1 min.	2/1	Ignite Fire
48	Create Food	Regular	Food	30 sec.	Perm.	3/meal#	Cook, Seek Food
52	Create Object*	Regular	Illusion	sec.=cost	Indef.#	2/5 lbs.	M2, Create Earth, Perfect Illusion
75	Create Plant	Area	Plant	sec.=cost	Perm.	varies#	M, Plant Growth
52	Create Servant	Regular	Illusion	3 sec.	1 min.	3/1#	M3, IQ 13+, Create Object
52	Create Warrior	Regular	Illusion	4 sec.	1 min.	4/4#	Create Servant

Under *prerequisites*, Magery is abbreviated M, Magery 2 is M2, and so on.

Under *class*, an “R” indicates that the spell can be resisted. Then entry after the dash shows what resists the spell.

Under *energy*, if two numbers are separated by a slash, the first is the cost to cast and the second is the cost to maintain. A /h means cost to maintain is half the cost to cast. A /s means cost to maintain is the same as cost to cast.

Under *time to cast*, “Instant” means that the effect occurs as soon as the spell is finished, and is completed immediately.

“Special” just means that the description is too complex to fit on a table – see appropriate page number (also shown on the table).

A “#” sign means that there are exceptions to the amount given – see the appropriate page number.

Page	Spell Name	Class	College	Time to cast	Duration	Energy	Prerequisites
39	Create Water	Regular	Water	1 sec.	Perm.	2/gal.	Purify Water
47	Crystal Ball	Enchantment	Enchantment	—	Perm.	1,000	Divination (Crystal-gazing)
50	Cure Disease	Regular	Healing	10 min.#	Instant	4#	Sterilize, Major Healing
63	Curse	Regular	Metaspell	varies#	Special	varies#	M2, 2 spells ea. from 10 colleges#
27	Curse-Missile	Missile	Body	1 sec.+other spell#	varies#	2	M2 + other spell
45	Dancing Weapon	Enchantment	Enchantment	—	Perm.	1,000 /lb.#	Air-Golem
58	Darkness	Area	Lt-Dk	1 sec.	1 min.	2/1	Continual Light
58	Dark Vision	Regular	Lt-Dk	1 sec.	1 min.	5/2	Night Vision or Infravision
66	Daze	Reg./R-HT	Mind	2 sec.	1 min.	3/2	Foolishness
27	Deathtouch	Regular	Body	1 sec.	Instant	1 to 3	Wither Limb
72	Death Vision	Regular	Necro.	3 sec.	1 sec.	2	M
48	Decay	Regular	Food	1 sec.	Perm.	1/meal	Test Food
46	Deflect	Enchantment	Enchantment	—	Perm.	varies#	Enchant
39	Dehydrate	Reg./R-HT	Water	2 sec.	Perm.	1 to 3#	5 Water spells inc. Destroy Water
63	Delay	Regular	Metaspell	10 sec.	2 hrs.	3/3	M3, 15 spells
79	Delayed Message	Area	Sound	4 sec.	Indef.#	3#	M, Voices, Detect Life
35	Destroy Air	Area	Air	1 sec.	Instant	2	Create Air
39	Destroy Water	Area	Water	1 sec.	Perm.	3	Create Water
53	Detect Magic	Regular	Knowledge	5 sec.	Instant	2	M
26	Dexterity	Regular	Body	1 sec.	1 min.	2 per DX+/s	Clumsiness
59	Disintegrate*	Regular	Mk-Brk	1 sec.	Perm.	1 to 4#	M2, Shatter, Ruin#
53	Dispel Creation	Reg./R-spell	Illusion	1 sec.	Instant	1 per hex#	Control Creation
52	Dispel Illusion	Reg./R-spell	Illusion	1 sec.	Instant	1/hex	Control Illusion
62	Dispel Magic	Area/R-spell	Metaspell	sec.=cost	Perm.	3	Counterspell and 12 other spells
49	Distill	Regular	Food	10 sec.	Perm.	1/quart	Ferment, Destroy Water
55	Divination	Information	Knowledge	1 hr.#	Instant	10	History, element spells#
63	Drain Mana*	Area	Metaspell	1 hr.	Perm.	10	Dispel Magic, 1 spell ea. from 10 colleges
66	Drunkenness	Reg./R-IQ	Mind	2 sec.	1 min.	varies#	Foolishness, Clumsiness
60	Dye	Regular	Mk-Brk	3 sec.	2d days	varies#	Restore, Colors
33	Earthquake	Area	Earth	30 sec.	1 min.	2/2	M2, 6 Earth spells inc. Earth Vision
32	Earth to Air	Regular	Earth/Air	2 sec.	Perm.	8/hex#	Create Air, Shape Earth
32	Earth to Stone	Regular	Earth	1 sec.	Perm.	5/hex#	M, Shape Earth
32	Earth Vision	Regular	Earth/Know.	1 sec.	30 sec.	2/10 yds.#	Shape Earth
68	Emotion Control	Area/R-IQ	Mind	1 sec.	1 hr.	2#	Loyalty
42	Enchant*	Enchantment	Enchantment	varies#	Perm.	varies#	M2, 1 spell ea. from 10 colleges
68	Enslave*	Reg./R-IQ	Mind	1 sec.	Perm.	30	Charm, Telepathy
32	Entombment	Reg./R-HT	Earth	3 sec.	Perm.	10#	M2, 5 Earth spells
38	Essential Flame	Area	Fire	3 sec.	1 min.	3/2#	6 Fire spells
39	Essential Water	Regular	Water	1 sec.	Perm.	3/gal.	6 Water spells
72	Ethereal Body*	Regular	Movement	30 sec.	10 sec.	8/4	6 Movement spells or M3 and Body of Air
30	Exchange Bodies*	Reg./R-IQ	Comm.	1 hr.	Perm.	120	Permanent Possession, Soul Jar
30	Exorcism	Reg./R-spell	Comm.	10 sec.	Instant	10	Soul Rider or Possession#
38	Explosive Fireball	Missile	Fire	1 to 3 sec.	Instant	2 to 6#	Fireball
37	Extinguish Fire	Regular	Fire	1 sec.	Perm.	3/hex	Ignite Fire
67	False Memory	Reg./R-IQ	Mind	5 sec.	varies#	varies#	Forgetfulness, 6 other Mind Control spells
79	Far-Hearing	Information	Sound/Know.	3 sec.	1 min.	4/2	M, not deaf, 4 other Sound spells#
27	Fatigue	Reg./R-HT	Body	1 sec.	1 min.	1 per ST-/h	none
65	Fear	Area/R-IQ	Mind	1 sec.	10 min.#	1#	Sense Emotion
48	Ferment	Regular	Food	10 sec.	1 hr.	1 per pint or loaf	Decay
53	Find Direction	Information	Knowledge	1 sec.	Instant	2	M
59	Find Weakness	Information	Mk-Brk	2 sec.	Instant	1#	1 spell of ea. four elements
37	Fireball	Missile	Fire	1 to 3 sec.	Instant	1 to 3#	M, Create Fire, Shape Fire
37	Fireproof	Area	Fire	5 min.	1 day	3#	Extinguish Fire
24	Fish Control	Reg./R-IQ	Animal	1 sec.	1 min.	3/2	Beast-Soother
38	Flame Jet	Regular	Fire	1 sec.	1 sec.	1-3/s#	Create Fire, Shape Fire
38	Flaming Missiles	Regular	Fire	3 sec.	1 min.	4/2#	Flaming Weapon
38	Flaming Weapon	Regular	Fire	2 sec.	1 min.	4/1	M2, Heat
57	Flash	Regular	Lt-Dk	2 sec.	Instant	4	Continual Light
32	Flesh to Stone	Reg./R-HT	Earth	2 sec.	Perm.	10/hex#	Earth to Stone
71	Flight	Regular	Movement	2 sec.	1 min.	5/3	M2, Levitation
40	Fog	Area	Water	1 sec.	1 min.	2/1	Shape Water
66	Foolishness	Reg./R-IQ	Mind	1 sec.	1 min.	1 per IQ-/h	IQ 12+
78	Force Dome	Area	Protection	1 sec.	10 min.	3/2	M, Weather Dome, Apportation
76	Forest Warning	Area	Plant	1 sec.	10 hrs.	1/2#/s	4 Plant spells
66	Forgetfulness	Reg./R-IQ or skill	Mind	10 sec.	1 hr.	3/3	M, Foolishness, IQ 12+
46	Fortify	Enchantment	Enchantment	—	Perm.	varies#	Enchant
41	Freeze	Regular	Water	10 sec.	varies#	6/hex#	Shape Water
41	Frost	Area	Water	1 sec.	varies#	1	Create Water or Cold
42	Frostbite	Reg./R-HT	Water	3 sec.	Perm.	1 to 3#	5 other Water spells inc. Freeze, Frost
42	Geyser*	Area	Water	5 sec.	1 sec.	5/2	6 Water spells and either 4 Earth or Fire spells
30	Gift of Letters*	Regular	Comm.	1 sec.	1 min.	4/2	Borrow Language, 3 languages at 10+
30	Gift of Tongues*	Regular	Comm.	1 sec.	1 min.	4/2	Borrow Language, 3 languages at 10+
55	Glass Wall	Regular	Knowledge	1 sec.	1 min.	4/2	5 Knowledge spells or Earth Vision
69	Glue	Area	Movement	1 sec.	10 min.	3/3	Haste
44	Golem*	Enchantment	Enchantment	varies#	Perm.	varies#	Shape Earth, Animation#
68	Great Geas*	Reg./R-IQ	Mind	1 min.	Perm.	30	M3, 15 Mind Control spells inc. Lesser Geas
69	Great Haste*	Regular	Movement	3 sec.	10 sec.	5#	M, Haste, IQ 12+
78	Great Voice	Regular	Sound	2 sec.	1 min.	3/1	Voices, Thunderclap
62	Great Ward	Block/R-spell	Metaspell	none	Instant	1 per subject#	M2, Ward
44	Great Wish*	Enchantment	Enchantment	—	—	2,000	M3, Wish, (DX + IQ):30+
42	Hail	Area	Water	1 sec.	1 min.	1/5/s#	Snow
51	Halt Aging*	Regular	Healing	1 sec.	5d days	20#	M2, 6 Healing spells
69	Haste	Regular	Movement	2 sec.	1 min.	2/1#	none
71	Hawk Flight*	Regular	Movement	3 sec.	1 min.	8/4	Flight
58	Hawk Vision	Regular	Lt-Dk	2 sec.	1 min.	4/2	Keen Eyes or 5 Light spells#
75	Heal Plant	Area	Plant	1 min.	Perm.	3#	Identify Plant

Page	Spell Name	Class	College	Time to cast	Duration	Energy	Prerequisites
37	Heat	Regular	Fire	1 min.	1 min.	3/hex#	Create Fire, Shape Fire
43	Hex	Enchantment	Enchantment	—	Perm.	200	Enchant
58	Hide	Regular	Lt-Dk	5 sec.	1 hr.	1 to 5/s	Blur or Forgetfulness
76	Hide Path	Regular	Plant	1 sec.	1 min.	2/1	Heal Plant
29	Hide Thoughts	Regular	Comm.	1 sec.	10 min.	3/1	Truthsayer
44	Hideaway	Enchantment	Enchantment	—	Perm.	50#	Create Object, Lighten
27	Hinder	Regular	Body	1 sec.	1 min.	1 to 4/s	Haste or Clumsiness
54	History	Information	Knowledge	sec.=cost	Instant	varies#	Trace
79	Hush	Reg./R-IQ	Sound	2 sec.	10 sec.#	2/1	Silence
41	Ice Dagger	Missile	Water	1 to 3 sec.	Instant	1 to 3#	Ice Sphere or Water Jet
41	Ice Slick	Area	Water	2 sec.#	varies#	3	Frost
41	Ice Sphere	Missile	Water	1 to 3 sec.	Instant	1 to 3#	Shape Water
41	Ice Vision	Regular	Water	1 sec.	30 sec.	2/10 yds.#	Shape Water
40	Icy Weapon	Regular	Water	3 sec.	1 min.	3/1	Create Water
75	Identify Plant	Information	Plant	1 sec.	Instant	2	Seek Plant
55	Identify Spell	Information	Knowledge	1 sec.	Instant	2	Detect Magic
36	Ignite Fire	Regular	Fire	1 sec.	1 sec.	1 to 4#	none
52	Illusion Disguise	Regular	Illusion	1 sec.	varies#	3	Simple Illusion
51	Illusion Shell	Regular	Illusion	1 sec.	1 min.	2/hex#	Simple Illusion
53	Independence	Area	Illusion	varies#	varies#	2	Simple Illusion
58	Infravision	Regular	Lt-Dk	1 sec.	1 min.	3/1	Keen Eyes or 5 Light spells
24	Insect Control	Reg./R-IQ	Animal	1 sec.	1 min.	3/2	Beast-Soother
51	Instant Regeneration*	Regular	Healing	Special	Perm.	80#	M3, Regeneration
51	Instant Restoration*	Regular	Healing	Special	Perm.	50#	M2, Restoration
79	Invisible Wizard Ear	Regular	Sound	4 sec.	1 min.	5/3	Wizard Ear, Invisibility
54	Invisible Wizard Eye	Regular	Knowledge	4 sec.	1 min.	5/3	Wizard Eye, Invisibility
58	Invisibility	Regular	Lt-Dk	3 sec.	1 min.	5/3	6 Light spells inc. Blur
77	Iron Arm	Blocking	Protection	1 sec.	Instant	1	Resist Pain, DX 12+
25	Itch	Reg./R-HT	Body	1 sec.	Scratch#	2	none
69	Keen Ears	Regular	Mind/Sound	1 sec.	30 min.	1 per +/h#	none
69	Keen Eyes	Regular	Mind	1 sec.	30 min.	1 per +/h#	none
69	Keen Nose	Regular	Mind	1 sec.	30 min.	1 per +/h#	none
60	Knots	Regular	Mk-Brk	3 sec.	Indef.#	2#	Stiffen
53	Know Illusion	Information	Illusion	1 sec.	Instant	2	Simple Illusion
49	Lend Health	Regular	Healing	1 sec.	1 hr.	1 per HT loaned	Lend Strength
30	Lend Language	Regular	Comm.	3 sec.	1 min.	3/1	Mind-Sending
30	Lend Skill	Regular	Comm.	3 sec.	1 min.	3/2	Mind-Sending, IQ 12+
49	Lend Strength	Regular	Healing	1 sec.	Perm.	varies#	M or Empathy advantage
68	Lesser Geas*	Reg./R-IQ	Mind	30 sec.	Perm.	12	M2, 10 Mind Control spells
43	Lesser Wish*	Enchantment	Enchantment	—	—	180	M, 1 spell ea. from 10 colleges
70	Levitation	Reg./R-IQ	Movement	2 sec.	1 min.	1 per 80 lbs./h#	Apportation
57	Light	Regular	Lt-Dk	1 sec.	1 min.	1/1	none
57	Light Jet	Regular	Lt-Dk	1 sec.	1 min.	2/1	Continual Light
46	Lighten	Enchantment	Enchantment	—	Perm.	varies#	Enchant
69	Lighten Burden	Regular	Movement	3 sec.	10 min.	3 or 5/h#	Apportation
36	Lightning	Missile	Air	1 to 3 sec.	Instant	1 to 3#	6 Air spells
46	Limit	Enchantment	Enchantment	—	Perm.	200	Enchant
64	Link	Area	Link./Meta.	4 hrs.	Indef.#	8	Delay
70	Lockmaster	Reg./R-Magelock	Movement	10 sec.	Perm.	3#	Locksmith or Apportation and M2
70	Locksmith	Regular	Movement	1 sec.	1 min.#	2/2	Apportation
45	Loyal Sword	Enchantment	Enchantment	—	Perm.	750 per lb.#	Apportation
68	Loyalty	Reg./R-IQ	Mind	2 sec.	1 hr.	2/2#	Bravery, 4 other Mind Control spells
67	Madness	Reg./R-IQ-2	Mind	2 sec.	1 min.	4/2	Forgetfulness or Drunkenness
77	Magelock	Regular	Protection	4 sec.	6 hrs.	3/2	M
55	Mage Sense	Information	Knowledge	1 sec.	1 min.	3/2	Detect Magic
54	Mage Sight	Regular	Knowledge	1 sec.	1 min.	3/2	Detect Magic
79	Mage-Stealth	Regular	Sound	3 sec.	1 min.	3/2	Hush
61	Magic Resistance	Regular/R-IQ+M	Metaspell	3 sec.	1 min.	1 to 5/s	M, 1 spell ea. from 7 colleges
50	Major Healing*	Regular	Healing	1 sec.	Perm.	1 to 4#	M, Minor Healing
24	Mammal Control	Reg./R-IQ	Animal	1 sec.	1 min.	5/3	Beast-Soother or Charm
70	Manipulate	Regular	Movement	3 sec.	1 min.	4/3#	Locksmith
66	Mass Daze	Area/R-HT	Mind	sec.=cost	Instant	2/1#	Daze, IQ 13+
67	Mass Sleep	Area/R-HT	Mind	sec.=cost	Instant	3#	Sleep, IQ 13+
68	Mass Suggestion	Area/R-IQ	Mind	sec.=cost	10 min.	4/2#	Suggestion
23	Master	Reg./Block./R-IQ	Animal	1 sec.	Indef.	2	Beast-Soother
54	Measurement	Area/Inform.	Knowledge	1 sec.	Instant	1#	none
41	Melt Ice	Area	Water	10 sec.	Perm.#	1#	Heat or Freeze
66	Mental Stun	Reg./R-IQ	Mind	1 sec.	Instant	2	Daze or Stun
26	Might	Regular	Body	1 sec.	1 min.	2 per ST+/s	Lend Strength
67	Mindlessness*	Reg./R-IQ	Mind	5 sec.	1 min.	8/4	M2, Forgetfulness
28	Mind-Reading	Reg./R-IQ	Comm.	10 sec.	1 min.	4/2	Truthsayer
29	Mind-Search*	Reg./R-IQ	Comm.	1 min.	1 min.	6/3	Mind-Reading
29	Mind-Sending	Regular	Comm.	4 sec.	1 min.	4/4	Mind-Reading
50	Minor Healing	Regular	Healing	1 sec.	Perm.	1 to 3#	Lend Health
77	Missile Shield	Regular	Protection	1 sec.	1 min.	5/2	Apportation or Shield
24	Mollusk Control	Reg./R-IQ	Animal	1 sec.	1 min.	3/2	Beast-Soother
49	Monk's Banquet	Regular	Food	1 sec.	24 hrs.	6	Banquet, Resist Pain
77	Mystic Mist	Area	Protection	5 min.	10 hrs.	1/1	M and Watchdog or Shield
46	Name	Enchantment	Enchantment	—	Perm.	200 or 400#	Enchant
50	Neutralize Poison	Regular	Healing	30 sec.	Perm.	5#	Cure Disease or M3 and Test Food
77	Nightingale	Area	Protection	1 sec.	10 hrs.	1/2/s#	Sense Danger
58	Night Vision	Regular	Lt-Dk	1 sec.	1 min.	3/1	Keen Eyes or 5 Light spells
67	Nightmare	Reg./R-IQ	Mind	1 min.	1 hr.	6	M2, Death Vision, Fear, Sleep
79	Noise	Area	Sound	1 sec.	5 sec.	4/2	Wall of Silence
34	No-Smell	Regular	Air	1 sec.	1 hr.	2#	Purify Air

Page	Spell Name	Class	College	Time to cast	Duration	Energy	Prerequisites
35	Odor	Area	Air	1 sec.	1 hr.#	1	No-smell
26	Pain	Reg./R-HT	Body	2 sec.	1 sec.	2	Spasm
65	Panic	Area/R-IQ	Mind	1 sec.	1 min.	4/2	Fear
27	Paralyze Limb	Reg./R-HT	Body	1 sec.	1 min.	3#	M, 5 Body Control spell inc. Pain
46	Password	Enchantment	Enchantment	—	Perm.	400#	Enchant
54	Pathfinder	Information	Knowledge	10 sec.	Instant	4#	M, IQ 12+, 2 Seek spells
67	Peaceful Sleep	Reg./R-Spec.	Mind	30 sec.	8 hrs.	4	Sleep, Silence
62	Pentagram	Special	Metaspell	5 sec./hex#	Perm.	10/hex#	Spell Shield
51	Perfect Illusion	Area	Illusion	1 sec.	1 min.	3/h#	M, Complex Illusion
66	Perm. Forgetfulness*	Reg./R-IQ or skill	Mind	1 hr.	Perm.	15	M2, Forgetfulness, IQ 13+
67	Perm. Madness*	Reg./R-IQ-2	Mind	10 min.	Perm.	20	M2, Madness, IQ 13+
30	Perm. Possession*	Reg./R-IQ	Comm.	5 min.	Indef.	30	M3, Possession
29	Persuasion	Reg./R-IQ	Comm.	1 sec.	1 min.	2× bonus#	Sense Emotion
74	Pestilence	Regular	Necro.	30 sec.	Perm.	6	M, Steal Health, Decay
38	Phantom Flame	Area	Fire	1 sec.	1 min.	1/1	Shape Fire or Simple Illusion
74	Planar Summons	Special	Necro.	5 min.	varies#	20#	M1 spell ea. from 10 colleges
76	Plant Form	Special	Plant	1 sec.	1 hr.	5/2	M, 6 Plant spells
75	Plant Growth	Area	Plant	10 sec.	1 min.	3/2	Heal Plant
76	Plant Sense	Reg./R-Hide Path	Plant	1 sec.	1 min.	3/2	Forest Warning, Hide Path
48	Poison Food	Regular	Food	1 sec.	Perm.	3 per meal	Purify Food, Decay
70	Poltergeist	Missile/R-HT	Movement	1 sec.	Instant	1 or 2#	Apportation
30	Possession*	Reg./R-IQ	Comm.	1 min.	1 min.	10/4	M and Control Person or Beast Possession
43	Power	Enchantment	Enchantment	—	Perm.	varies#	Recover Strength
47	Powerstone	Enchantment	Enchantment	—	Perm.	20 per casting	Enchant
35	Predict Weather	Information	Air	5 sec.	Instant	varies#	4 Air spells
48	Preserve Food	Regular	Food	1 sec.	1 week	Special	Sterilize, Test Food
44	Puissance	Enchantment	Enchantment	—	Perm.	varies#	5 Earth spells
34	Purify Air	Area	Air	1 sec.	Instant	1	none
48	Purify Food	Regular	Food	1 sec.	Perm.	1 per lb.	Preserve Food or Decay
39	Purify Water	Special	Water	5-10 sec./gal.#	Perm.	1/gal.	Seek Water
44	Quick Draw	Enchantment	Enchantment	—	Perm.	300/lb.#	Apportation
69	Quick March	Regular	Movement	1 min.	1 day's march	4#	M, Haste
35	Rain	Area	Air/Water	1 min.	1 hr.	1/10/s	Clouds
69	Rear Vision	Regular	Mind	1 sec.	1 min.	3/1	Alertness
49	Recover Strength	Special	Healing	Special	Special	none	M, Lend Strength
62	Reflect	Block/R-spell	Metaspell	none	Instant	4 or 6#	Ward
64	Reflex	Special	Metaspell	10 sec.	1 hr.	varies#	Delay, Ward
51	Regeneration*	Regular	Healing	Special#	Perm.	20#	Magery 2, Restoration
60	Rejoin	Regular	Mk-Brk	4 sec./10 lbs.	10 min.	1 per 10 lbs./h	Weaken, Restore
63	Remove Curse	Reg./R-spell	Metaspell	1 hr.	Instant	20	M2, 1 spell ea. from 15 colleges
45	Remove Enchantment	Enchantment	Enchantment	varies	Perm.	100#	Enchant
60	Repair	Regular	Mk-Brk	1 sec./lb.	Perm.	3/10 lbs.	M2, Rejoin
60	Repair Arrow	Regular	Mk-Brk	4 sec./arrow	Perm.	2 per arrow	Rejoin
24	Reptile Control	Reg./R-IQ	Animal	1 sec.	1 min.	4/2	Beast-Soother
54	Reshape	Regular	Mk-Brk	10 sec.	1 min.	6/3	M, Weaken, Shape Earth or Shape Plant
37	Resist Cold	Regular	Fire	1 sec.	1 min.	2/hex#	Create Fire, Heat
37	Resist Fire	Regular	Fire	1 sec.	1 min.	2/hex#	Extinguish Fire, Cold
28	Resist Pain	Regular	Body	1 sec.	1 min.	4/2	M2, Pain
51	Restoration*	Regular	Healing	1 min#	Perm.	15#	Major Healing
59	Restore	Regular	Mk-Brk	3 sec.	10 min.	2 per hex/h	Weaken or Simple Illusion
63	Restore Mana*	Area	Metaspell	1 hr.	Perm.	10	Dispel Magic, 1 spell ea. from 10 colleges
51	Resurrection*	Regular	Heal./Necro.	2 hrs.	Perm.	300#	Instant Regeneration, Summon Spirit
77	Reverse Missiles	Regular	Protection	1 sec.	1 min.	7/3	Missile Shield or Force Dome
24	Rider	Regular	Animal	1 sec.	5 min.	2/1	1 Control spell#
24	Rider Within	Regular	Animal	3 sec.	1 min.	4/1	2 Animal Control spells#
27	Rooted Feet	Reg./R-ST	Body	1 sec.	1 min.#	3	Hinder
27	Roundabout	Reg./R-HT	Body	1 sec.	Instant	3	Tanglefoot
59	Ruin	Regular	Mk-Brk	5 sec./lb.	1 min.#	2 per lb./s	M, Weaken, Decay
31	Sand Jet	Regular	Earth	1 sec.	1 sec.	1 to 3/s	Create Earth, Shape Earth
79	Scribe	Regular	Sound	1 sec.	1 min.	3/1	Voices, Literacy, Air-Golem
42	Scroll	Enchantment	Enchantment	days=cost	varies#	Special	M, Literacy advantage
61	Scryguard	Regular	Metaspell	5 sec.	10 hrs.	3/1#	M
61	Scrywall	Area	Metaspell	sec.=cost	10 hrs.	3/2	Scryguard
58	See Invisible	Regular	Lt-Dk	1 sec.	1 min.	4/2	Invisibility or Dark Vision and Infravision
54	See Secrets	Regular	Knowledge	5 sec.	1 min.	5/2	Seeker, Aura
31	Seek Earth	Information	Earth	10 sec.	Instant	3	none
48	Seek Food	Information	Food	1 sec.	Instant	2	none
75	Seek Plant	Information	Plant	1 sec.	Instant	2	none
39	Seek Water	Information	Water	1 sec.	Instant	2	none
54	Seeker	Information	Knowledge	1 sec.	Instant	3#	M, IQ 12+, 2 Seek spells
76	Sense Danger	Information	Protection	1 sec.	Instant	3	Sense Foes or Danger Sense advantage
28	Sense Emotion	Regular	Comm.	1 sec.	Instant	2	Sense Foes
28	Sense Foes	Inform./Area	Comm.	1 sec.	Instant	1 (min. 2)#	none
28	Sense Life	Inform./Area	Comm.	1 sec.	Instant	1/2 (min. 1)#	none
72	Sense Spirit	Inform./Area	Necro.	1 sec.	Instant	1/2	Death Vision or Sense Life and M
34	Shape Air	Regular	Air	1 sec.	1 min.	1 to 10#	Create Air
58	Shape Darkness	Area	Lt-Dk	1 sec.	1 min.	2/2#	Darkness
31	Shape Earth	Regular	Earth	1 sec.	1 min.	2/hex/1/hex	Seek Earth
37	Shape Fire	Area	Fire	1 sec.	1 min.	2/1	Ignite Fire
75	Shape Plant	Regular	Plant	10 sec.	1 min.	3/1#	Identify Plant
31	Shape Stone	Regular	Earth	1 sec.	1 min.	4/hex/ 2/hex#	Shape Earth, 3 other Earth spells
39	Shape Water	Regular	Water	2 sec.	1 min.	1/1#	Create Water
25	Shapeshifting*	Special	Animal	3 sec.	1 hour	6/2	M, 6 other spells
25	Shapeshift Others*	Special/R-IQ	Animal	30 sec.	1 hour	6/2	M2, Shapeshifting for that form
50	Share Strength	Regular	Healing	1 sec.	Special	varies#	Lend ST

Page	Spell Name	Class	College	Time to cast	Duration	Energy	Prerequisites
60	Sharpen	Regular	Mk-Brk	4 sec.	1 min.	Special	Repair
59	Shatter*	Regular	Mk-Brk	1 sec.	Instant	1 to 3#	M, Weaken
60	Shatterproof	Regular	Mk-Brk	1 sec.	1 hr.	3/3	Repair, Shatter
76	Shield	Regular	Protection	1 sec.	1 min.	varies#	M2
66	Sickness	Reg./R-HT	Mind/Body	4 sec.	1 min.	3/3	Drunkennness or Pestilence
78	Silence	Area	Sound	1 sec.	1 min.	2/1	Sound
51	Simple Illusion	Area	Illusion	1 sec.	1 min.	1/h	not blind, IQ 11+
73	Skull-Spirit	Regular	Necro.	1 sec.	24 hrs.	20	4 other Necromantic spells
66	Sleep	Reg./R-HT	Mind	3 sec.	Instant	4	Daze
69	Slow Fall	Regular	Movement	1 sec.	1 min.	1 per 50 lbs./h	Apportation
42	Snow	Area	Water	1 sec.	1 hr.	1/15#	Clouds, Frost
41	Snow Shoes	Regular	Water	2 sec.	1 min.	2/1	Shape Water
73	Soul Jar*	Regular	Necro.	1 min.	Perm.	8	M, 6 Necro. spells inc. Steal HT
29	Soul Rider	Reg./R-IQ	Comm.	3 sec.	1 min.	5/2	Mind-Reading
78	Sound	Regular	Sound	1 sec.	varies#	varies#	none
78	Sound Jet	Regular	Sound	1 sec.	1 sec.	1 to 4#/s	Great Voice
79	Sound Vision	Regular	Sound	1 sec.	1 min.	5/2	Acute Hearing
25	Spasm	Reg./R-HT	Body	1 sec.	A moment	2	Itch
43	Speed	Enchantment	Enchantment	—	Perm.	500#	Haste
61	Spell Shield	Area	Metaspell	1 sec.	1 min.	3/2	M2, Scryguard, Magic Resistance
47	Staff	Enchantment	Enchantment	—	Perm.	30	Enchant
74	Steal Health	Regular	Necro.	1 min./3 HT-#	Perm.	none#	Steal Strength
73	Steal Strength	Regular	Necro.	1 min/3 ST-#	Perm.	none#	Minor Healing
74	Steal Youth*	Reg./R-HT	Necro.	1 hr.	Perm.	10 to 30	Youth, Age, Steal Health
35	Stench	Area	Air	1 sec.	5 min.	1#	Purify Air
50	Sterilize	Area	Healing	varies#	Instant	3/hex#	Decay or Insect Control
60	Stiffen	Reg./R-Spec.	Mk-Brk	2 sec./lb.	10 min.	1 per lb./h#	Rejoin
32	Stone Missile	Missile	Earth	1/energy pt.	Instant	1 to 3#	Create Earth
32	Stone to Earth	Regular	Earth	1 sec.	Perm.	10/hex#	Earth to Stone or any 4 Earth spells
32	Stone to Flesh	Regular	Earth	5 sec.	Perm.	10/hex#	M2, Stone to Earth, Flesh to Stone
26	Strike Blind	Reg./R-HT	Body	1 sec.	10 sec.	4/2	2 Light spells, Spasm
26	Strike Deaf	Reg./R-HT	Body	1 sec.	10 sec.	3/1	2 Sound spells, Spasm
26	Strike Dumb	Reg./R-HT	Body	1 sec.	10 sec.	3/1	Spasm
26	Stun	Reg./R-HT	Body	1 sec.	Instant	2	Pain
68	Suggestion	Reg./R-IQ	Mind	10 sec.	10 min.	4/3	Emotion Control, Forgetfulness
74	Summon Demon	Special	Necro.	5 min.	1 hr.#	20	M, 1 spell ea. from 10 colleges
33	Summon Elemental	Special	4 Diff.	30 sec.	1 hr.#	4	M, #
72	Summon Shade*	Inform./R-IQ	Necro.	10 min.#	1 min.	50/20	Summon Spirit
72	Summon Spirit	Inform./R-IQ	Necro.	5 min.	1 min.	20/10#	Death Vision, M2
43	Suspend Enchantment	Enchantment	Enchantment	1 sec.	1 hr.	25#	Enchant
50	Suspended Animation	Reg./R-HT	Healing	30 sec.	Indef.#	6	Sleep, 4 Healing spells
70	Swim	Regular	Water/Move	3 sec.	1 min.	6/3	Shape Water, Levitation
76	Tangle Growth	Area	Plant	2 sec.	1 min.	1 or 2#/h	Plant Growth
27	Tanglefoot	Reg./R-DX	Body	1 sec.	Instant	2	Clumsiness
29	Telepathy*	Regular	Comm.	4 sec.	1 min.	4/4#	Mind-Sending
71	Teleport*	Special	Movement	1 sec.	Instant	varies#	Hawk Flight or IQ 15+ #
71	Teleport Other*	Reg./R-IQ+1	Movement	1 sec.	Instant	varies#	M3, Teleport
78	Teleport Shield	Area	Protection	10 sec.	1 hr.	1/3#/s	Watchdog, either Spell Shield or Teleport
53	Tell Time	Information	Knowledge	1 sec.	Instant	1	none
65	Terror	Area/R-IQ	Mind	1 sec.	Instant	4	Fear
48	Test Food	Information	Food	1 sec.	Instant	1 to 3#	none
78	Thunderclap	Regular	Sound	1 sec.	Instant	2	Sound
27	Total Paralysis	Reg./R-HT	Body	1 sec.	1 min.	5#	Paralyze Limb
54	Trace	Regular	Knowledge	1 min.	1 hr.#	3/1	Seeker
28	Truthsayer	Inform./R-IQ	Comm.	1 sec.	Instant	2	Sense Emotion
73	Turn Zombie	Area	Necro.	4 sec.	1 day	2#	Zombie#
40	Umbrella	Regular	Water	2 sec.	10 min.	1/1	Shape Water or Shield
70	Undo	Reg./R-Spec.	Movement	1 sec.	Instant	3 or 6#	Locksmith
78	Utter Dome	Area	Protection	1 sec.	1 min.	6/4	M2, Force Dome, Spell Shield
26	Vigor	Regular	Body	1 sec.	1 min.	2 per HT+/s#	Lend Health
78	Voices	Regular	Sound	1 sec.	1 min.	3/2	Sound
33	Volcano	Regular	Earth	1 hr.#	1 day	15/10	Earthquake, 6 Fire spells
35	Walk on Air	Regular	Air	1 sec.	1 min.	3/2	Shape Air
40	Walk on Water	Regular	Water	4 sec.	1 min.	3/2	Shape Water
31	Walk Through Earth	Regular	Earth	1 sec.	1 sec.	4/3#	Shape Stone
79	Wall of Silence	Area	Sound	1 sec.	1 min.	2/1	Silence
70	Wallwalker	Regular	Movement	1 sec.	1 min.	1 per 50 lbs./h#	Apportation
77	Watchdog	Area	Protection	10 sec.	10 hrs.	1/1	Sense Danger
62	Ward	Block/R-spell	Metaspell	none	Instant	2 or 3#	M
77	Watchdog	Area	Protection	10 sec.	10 hrs.	1/1	Sense Danger
40	Water Jet	Regular	Water	1 sec.	1 sec.	1 to 3#	Shape Water
49	Water to Wine	Regular	Food	10 sec.	Perm.	4 per gal.#	Purify Water, Ferment
40	Water Vision	Information	Water	1 sec.	30 sec.	1/1#	Shape Water
59	Weaken	Regular	Mk-Brk	5 sec.	Perm.	2	Find Weakness
78	Weather Dome	Area	Protection	1 sec.	6 hrs.	3/2	2 spells ea. from 4 elements
35	Whirlwind	Area	Air	Instant#	1 min.#	4/2	Windstorm
35	Windstorm	Area	Air	Instant#	1 min.#	2/1	Shape Air
72	Winged Knife	Missile	Movement	1 sec.	Instant	1 per lb.#	Poltergeist
68	Wisdom	Regular	Mind	1 sec.	1 min.	varies#	6 other Mind Control spells
43	Wish*	Enchantment	Enchantment	—	—	250	M2, Lesser Wish, 1 spell ea. from 15 colleges
27	Wither Limb	Reg./R-HT	Body	1 sec.	Perm.	5	M2, Paralyze Limb
76	Wither Plant	Area/R-HT	Plant	10 sec.	Perm.	2	Plant Growth
79	Wizard Ear	Regular	Sound	2 sec.	1 min.	4/3	Apportation, Far-Hearing, Sound Vision
54	Wizard Eye	Regular	Knowledge	2 sec.	1 min.	4/2	M Apportation, Keen Eyes
51	Youth*	Regular	Healing	1 sec.	Special	100#	M3, Halt Aging
73	Zombie	Regular	Necro.	1 min.	Perm.	8#	Summon Spirit, Lend Health