



Accursed Crown of the Giant King by Merry Prankster Games (<http://www.prankster.com>)

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Introduction

Generations ago, the curse of the Crown of the Giant King finally splintered the ancient Kingdom of Giants. Now, a hundred years later, the curse has spread its malevolent influence south, and engulfed the Duchy of Northfell in ruin and despair. A band of heroes is needed to break the curse and return peace and prosperity to the land.

Welcome to Accursed Crown of the Giant King! In Accursed Crown of the Giant King, you control a party of adventurers in a quest to break the curse of the crown of the giant king. Accursed Crown of the Giant King is a single-player role-playing game featuring real-time, pausable gameplay. For information on how to control your party, click on the Help icon within the game. This manual describes in detail the SENG role-playing system used by Accursed Crown of the Giant King; the information contained within is not necessary to play the game, but is provided to give full details on how the game functions.

For more information and updates on Accursed Crown of the Giant King or Merry Prankster Games, visit <http://www.prankster.com>.

Hints and Tips

- When you create your actor, be sure to raise the attributes that you will be using a lot well above their starting values. For instance if you are planning to play a hack-n-slash fighter, you probably want to raise your strength and durability to at least 14.
- Be careful about which skills you select. For instance, for a fighter, you will likely want to start with at least one weapon skill, and at least the light armor skill. As you progress through the game, even if you branch out with some other skills, be sure to keep selecting the weapon and armor upgrade skills as well.
- Don't worry too much if an actor or even your whole party is killed off. Resting will heal your actors, even the dead ones, and if your party is killed off, you will be returned to a reasonable location, with your actors brought back from the dead. To rest, look for a sympathetic actor who will offer to let you rest in his care, such as an innkeeper.
- In general, defeated monsters will re-appear as well when you rest. However, if you complete the quest associated with that monster (watch for messages, or look in the Journal for full quest information), often by killing the monster's chief, the monster will be gone for good.
- Pause often in combat to issue actions for your actors so they don't stand around doing nothing.
- Use the "Fastmove" and "Return" buttons to speed your travel through already-explored areas.
- Watch for notification messages that one of your actors has gained a level, and when he has, go to the "Actor Information" screen and press the "Spend Level Points" button. This will give your actor new skill levels and even the occasional bonus attribute point.
- Accursed Crown of the Giant King is probably impossible to complete controlling only a single actor. Be sure to fill your party up with allies to help out.
- If you have a spellcaster in your party, be sure you understand how to cast spells to get the best use out of these allies; see the in-game help for information. Spellcasters are weak in combat but their magic can prove incredibly valuable.

Game System

This section describes the SENG RPG system, as used by Accursed Crown of the Giant King. You don't need to read this section to play the game, but if you are curious about what the various statistics mean, this is the section to read.

The SENG RPG is a game system designed for implementation in computer role playing games. This game system is similar to other level-based RPG systems, in that an actor's basic effectiveness is determined by its level, but the actual abilities of the actor depend on a set of attributes, skills, items, powers, and spells. SENG 2.0 is chiefly designed to simulate a world of heroism and high magic, with warriors and wizards, evil knights and demons.

Basics

D100 Check

In SENG, we often wish to determine whether a given action succeeds or not, using a mechanism called a [D100 Check](#). The action has a number associated with it, called a difficulty class, representing how difficult the action is to take. A value of 50 represents a modestly challenging action for a typical human, with lower values representing easier actions, and higher values representing more difficult actions. The actor performing the action has a number associated with him, called the bonus, representing how proficient he is at performing the given action. A value of +0 represents a typical bonus for a human; lower values (negative bonuses) mean the actor is less skilled at the action, greater values indicate that the actor is more able to perform the action.

To actually determine whether an action succeeds or not, the SENG game randomly generates a number between 1 and 100. A roll of 5 or lower is automatically a failure, 96 or higher, automatically a success. Otherwise, SENG takes the roll, adds the actor's bonus, and compares the result to the difficulty class. If the result is greater than the difficulty class, the action succeeds, otherwise the action fails.

Example: An actor attempting to physically strike another actor is done with a [D100 Check](#). Lancelot, a 5th level [Fighter](#), attempts to strike Selene, a 4th level [Adventurer](#). Selene is wearing armor, and is very quick on her feet, so the difficulty class for this attack is 65. Lancelot is a skilled attacker, so he gets a +25 bonus to his roll. Lancelot rolls 47; after adding his +25 bonus, the result is 72, beating the 65 difficulty class of the strike, so he successfully hits Selene.

For some actions, where the results of the action are predictable, instead of generating a number between 1 and 100, the SENG game simply selects the value 50. SENG generally uses this method (called a static [D100 Check](#)) for non-combat actions, such as disarming a trap.

Time and SENG

SENG displays things twice as fast as they happen in the SENG world. For instance, an actor typically takes 2 seconds to complete an attack in SENG. However, you as the player will see this action take place in only 1 second.

Movement and Actions

A typical actor in SENG moves 10 feet per second, or about 7 miles per hour.

A standard action in SENG, such as attacking or casting a spell, takes 2 seconds. Immediately following the action, the actor is delayed for .5 seconds, during which the actor cannot move. Following the delayed period, the actor is recovering for 4 seconds, during which the actor can move freely but cannot perform actions.

Certain [skills](#), [spells](#), and [items](#) can affect the movement speed and recovering period for an actor. See those sections of the rulebook for more information.

Actors

A single person or creature in a SENG game is referred to as an actor. The player (you) controls one actor as your main actor; you may also come to control other actors in your party.

Attributes

An actor's basic physical and mental abilities are defined by a set of 5 statistics called [attributes](#). These [attributes](#) are the fundamental makeup of an actor, and are virtually fixed for an actor's lifetime, changing only slowly as the actor gains levels. Each actor has a number assigned for each attribute, where 10 represents an "average human" value. [Attributes](#) grant a modifier to the associated [combat statistics](#), [saving throws](#), [special statistics](#), [spells](#), and [abilities](#).

- Strength - The physical strength and power of an actor. Affects the actor's ability to hit and deal damage with melee [weapons](#), and the amount of weight an actor can [carry](#).
- Agility - The dexterity and coordination of an actor. Affects an actor's ability to hit with missile [weapons](#), and his ability to dodge physical and magical attacks,
- Durability - The physical endurance and toughness of an actor. Affects his ability to withstand [wounds](#) and other physical pain and suffering.
- Intelligence - The raw intelligence of an actor. Affects an actor's ability to cast many [spells](#), his proficiency at using special [abilities](#), and his proficiency at [skills](#) like picking locks or disarming traps.
- Personality - The force of will of an actor. Affects his ability to cast some [spells](#), to resist mind-affecting [magic](#), and to convince, cajole, and threaten other beings.

This table outlines the modifier of an attribute, based on the actor's value:

Attribute Value	Modifier
5	-12
6	-10
7	-7
8	-5
9	-2
10	0
11	2
12	5
13	7
14	10
15	12
16	15
17	17
18	20
19	22
20	25

Race

Actors in the world of SENG are a member of a race. Player actors come from the subset of races known as the civilized races, and their [attributes](#) are affected by the race selection (the attribute modifications take place at actor creation time). The available races are:

- Human. Humans are the most common inhabitants of the Middle World, and are flexible, adaptable, and well-suited to a variety of endeavours. Humans receive no modifications to their attributes.
- Elves. Elves are creatures of freedom and creativity, as tall as humans but more slender, and more changeable in their ways. Elves receive a +2 bonus to their agility and intelligence, but a -2 penalty to their durability and personality.
- Dwarves. Dwarves are short and stocky, sturdy and slow in their ways, and men and women of pattern and order. Dwarves receive a +2 bonus to their durability and personality, but a -2 penalty to their agility and intelligence.

Class

Player actors (and other heroic figures) specialize in a [class](#). An actor's [class](#) determines what [skills](#) and [abilities](#) the actor can gain. Classes are broad definitions, with many types of actors fitting under the broad umbrella.

- **Fighter.** Fighters specialize in [combat](#), with the highest [base attack bonus](#) and the best ability to gain and use combat [skills](#). They are poor [spellcasters](#) and have poor abilities in other miscellaneous [skills](#). All types of actors who specialize in combat are defined as fighters, be they soldiers, knights, master bowmen, gladiators, etc.
- **Spellcaster.** Spellcasters specialize in casting [spells](#), having the best ability to gain spellcasting [skills](#). They are poor fighters (barring their magical abilities), with the lowest [base attack bonus](#), and have poor abilities in other miscellaneous [skills](#). The game system makes no definition over where a spellcaster's magic abilities come from, whether they are [arcane](#), [divine](#), or otherwise granted.
- **Adventurer.** Adventurers are the generalists of the SENG world. They can gain miscellaneous [skills](#) most easily, have a moderate [base attack bonus](#), and have a moderate ability to gain [combat](#) or [magic skills](#). In addition, they can gain more [skills](#) than other classes. Many different types of actors fall under the Adventurer class, from thieves and assassins to diplomats and bards.

Levels

The "power" of an actor is roughly defined by his level. A beginning character in a SENG game typically begins at level 1, whereas the most powerful, near god-like actor in SENG has the maximum level of 20.

An actor's level depends on the amount of experience he has gained, representing increased knowledge and abilities. This table outlines the relationship between experience points and an actor's level:

Level	Experience For Level
1	1584
2	2511
3	3981
4	6309
5	10000
6	15848
7	25118
8	39810
9	63095
10	100000
11	158489
12	251188
13	398107
14	630957
15	1000000
16	1584893
17	2511886
18	3981071
19	6309573
20	10000000

Experience is gained by performing quests in the game, with the amount of experience granted depending on the difficulty of the monsters and other challenges in the quest. See [Gaining Experience](#) for more information.

Gaining Experience

Achievements in SENG are designated quests, which are tasks or heroic deeds that the party can accomplish. Actors can advance in [levels](#) by successfully completing quests. When the party completes a quest, each actor is granted a reward of experience points for the quest.

Each monster, trap, or other obstacle in a quest is assigned an encounter level. Each obstacle is worth a number of experience points, assigned from the encounter level. The experience awarded for a quest is calculated by totaling this experience. This table shows how much experience an encounter is worth based on encounter level:

Encounter Level	Experience Award
0	25
1	34
2	47
3	65
4	90
5	125
6	198
7	313
8	497
9	788
10	1250
11	1981
12	3139
13	4976
14	7886
15	12500
16	19811
17	31398
18	49763
19	78869
20	125000
21	198111
22	313985
23	497633
24	788696
25	1250000

When a character advances a level, he gets the following benefits:

- His [hit points](#) increase.
- His [base attack bonus](#) and [base spellcaster bonus](#) increase.
- His [saving throws](#) increase.
- His [special statistics](#) increase.
- At 3rd level, and every additional 3 levels, he may raise one of his [attributes](#) by 1 point.
- He gains [skill points](#) to spend on [skills](#). New [skills](#) may also become available as he gains levels.

- He may acquire new [spells](#) or [powers](#) depending on what skills he has.

Saving Throws

Actors have three separate saving throws, representing their ability to dodge different types of ill effects or spells.

Save	Attribute	Class	Description
Energetic	Agility	Adventurer	The actor's ability to dodge or otherwise physically evade some sort of threat.
Material	Durability	Fighter	The actor's toughness, or ability to absorb physical punishment.
Spiritual	Personality	Spellcaster	The actor's ability to overcome mental damage or effects.

An actor's saving throw bonus is from the following table, generally looked up in the normal column. Each [class](#) has a type of saving throw they specialize in; for that saving throw, use the improved column. An actor with the [Improved Energetic](#) skill, [Improved Material](#) skill, or [Improved Spiritual](#) skill also uses the improved column. Then, the [attribute](#) modifier is added to the bonus, using the saving throw's [attribute](#) (from the table above).

Level	Normal	Improved
1	1	3
2	3	6
3	5	10
4	6	13
5	8	16
6	10	20
7	11	23
8	13	26
9	15	30
10	16	33
11	18	36
12	20	40
13	21	43
14	23	46
15	25	50
16	26	53
17	28	56
18	30	60
19	31	63
20	33	66

A saving throw is a [D100 Check](#) made where the difficulty class is 50 plus the [spell bonus](#) of the spell, and the actor's bonus is his saving throw bonus.

Actor Creation

Follow these steps when creating a new, level 1 actor:

1. Pick a [race](#) for the actor.
2. Pick a class for the actor ([Fighter](#), [Adventurer](#), or [Spellcaster](#)).
3. Assign a value of 6 to each [attribute](#).
4. Take 92 points and spend them on [attributes](#):
 1. 1 point per [attribute](#) point up to 8.
 2. 2 points per [attribute](#) point up to 10.
 3. 3 points per [attribute](#) point up to 12.
 4. 4 points per [attribute](#) point up to 14.
 5. 5 points per [attribute](#) point up to 16.
 6. 6 points per [attribute](#) point up to 18.
 7. 7 points per [attribute](#) point up to 20.
5. The actor then receives a number of [skill points](#), as per his [class](#), and can gain [skills](#) accordingly.

Skills

Skills represent gained abilities as actors grow in [experience](#) and power. Various skills give the actor the ability to use [weapons](#) and [armor](#) more effectively, to gain and cast magical [spells](#), and other miscellaneous [abilities](#). See [List of Skills](#) for all of the available skills.

Gaining Skills

An actor of [level](#) 1 starts with a small number of [skills](#), and then gains [skills](#) as he advances. [Fighters](#) and [Spellcasters](#) gain fewer [skills](#), and some of the gained [skills](#) must be assigned to their [class](#). (Others can be any available [skill](#)). [Adventurers](#) get more [skills](#), and all [skills](#) are considered class [skills](#) for Adventurers. See the [List of Skills](#) for which [skills](#) are associated with which [classes](#). This table indicates the number of [skills](#) gained at each [level](#) (* indicates a non-class [skill](#) for that [level](#)):

Level	Fighter	Adventurer	Spellcaster
1	3*	3	3*
2	1*	1	1*
3	0	1	0
4	1	1	1
5	1*	1	1*
6	0	1	0
7	1	1	1
8	1*	1	1*
9	0	1	0
10	1	1	1
11	1*	1	1*
12	0	1	0
13	1	1	1
14	1*	1	1*
15	0	1	0
16	1	1	1
17	1*	1	1*
18	0	1	0
19	1	1	1
20	1*	1	1*

An actor can also replace one [skill](#) each time he gains a [level](#), in case a [skill](#) becomes obsolete or a poor choice was made in a previous [level](#). Skills cannot be replaced if the actor has other skills that require that [skill](#) as a prerequisite.

List of Skills

See the [Appendix \(Full Skill Listing\)](#) for a complete description of all [skills](#). Here is a short list of the [skills](#) and their prerequisites:

Fighter Skill	Skill Requirements	Attribute	Prerequisites
Light Blades		Strength	
Heavy Blades		Strength	
Staves		Strength	
Bludgeons		Strength	
Axes		Strength	
Bows		Agility	
Light Armor			
Heavy Armor	Light Armor		
Shield			Level 5
Duelist			Level 5
Marksman			Level 5
Two Handed			Level 5
Dual Wield			Level 5
Shield Focus	Shield		Level 10
Duelist Defense	Duelist		Level 10
Duelist Finesse	Duelist		Level 10
Deadly Marksman	Marksman		Level 10
Two Handed Power	Two Handed		Level 10
Improved Dual Wield	Dual Wield		Level 10
Light Blade Mastery	Light Blades		Level 5
Heavy Blade Mastery	Heavy Blades		Level 5
Staff Mastery	Staves		Level 5
Bludgeon Mastery	Bludgeons		Level 5
Axe Mastery	Axes		Level 5
Bow Mastery	Bows		Level 5
Light Armor Mastery	Light Armor		Level 5
Heavy Armor Mastery	Heavy Armor		Level 5
Weapon Finesse			Level 5
Light Blade Lunge	Light Blade Mastery		Level 10
Heavy Blade Precision	Heavy Blade Mastery		Level 10
Whirling Staff	Staff Mastery		Level 10
Bludgeon Repulsion	Bludgeon Mastery		Level 10
Tremendous Axe Strike	Axe Mastery		Level 10
Power Bowshot	Bow Mastery		Level 10
Shield Wall	Shield		Level 10
Duelist Maneuver	Duelist		Level 10
Marksman Bullseye	Marksman		Level 10

Two Handed Berserk	Two Handed	Level 10
Dual Wield Skirmish	Dual Wield	Level 10
Toughness		

Adventurer Skill	Skill Requirements	Attribute	Prerequisites
Traps		Intelligence	
Locks		Intelligence	
Stealth		Personality	
Observation		Intelligence	
Diplomacy		Personality	
Improved Flank	Stealth	Personality	Level 5
Sneak Attack	Stealth	Personality	Level 5
Combat Stealth	Sneak Attack	Personality	Level 10
Singing		Personality	
Improved Singing	Singing	Personality	Level 5
Masterful Singing	Improved Singing	Personality	Level 10
Battle Music	Singing	Personality	Level 5
Heroic Music	Singing	Personality	Level 5
Shadow Music	Improved Singing	Personality	Level 10
Wondrous Music	Improved Singing	Personality	Level 10
Wands		Intelligence	
Improved Material			
Fortitude	Improved Material		Level 5
Great Fortitude	Fortitude		Level 10
Improved Energetic			
Escape	Improved Energetic		Level 5
Lightning Escape	Escape		Level 10
Improved Spiritual			
Resolve	Improved Spiritual		Level 5
Iron Resolve	Resolve		Level 10
Stand Stout	Fortitude		Level 10
Acrobatic Evasion	Escape		Level 10
Resolute Belief	Resolve		Level 10

Spellcaster Skill	Skill Requirements	Attribute	Prerequisites
Matter Blood	Matter Magic		
Energy Blood	Energy Magic		
Spirit Blood	Spirit Magic		
Arcane Magic	Any Magic		
Religion	Any Magic		
Void Magic		Personality	
Matter Magic		Intelligence	
Energy Magic		Intelligence	
Spirit Magic		Personality	
Elemental Magic	Matter Magic , Energy Magic	Intelligence	
Cosmic Magic	Energy Magic , Spirit Magic	Personality	
Life Magic	Matter Magic , Spirit Magic	Personality	

High Magic	Matter Magic , Energy Magic , Spirit Magic	Intelligence
Void Magic Mastery	Void Magic	Level 10
Matter Magic Mastery	Matter Magic	Level 10
Energy Magic Mastery	Energy Magic	Level 10
Spirit Magic Mastery	Spirit Magic	Level 10
Elemental Magic Mastery	Elemental Magic	Level 10
Cosmic Magic Mastery	Cosmic Magic	Level 10
Life Magic Mastery	Life Magic	Level 10
High Magic Mastery	High Magic	Level 10
Spell Penetration	Any Magic	Level 5
Greater Spell Penetration	Spell Penetration	Level 10
Armored Casting	Any Magic	
Armored Casting Mastery	Armored Casting	Level 5
Spellcasting Alacrity	Any Magic	Level 5
Combat Casting	Any Magic	
Defensive Casting	Combat Casting	Level 5
Mental Focus		

Items

An obtains possessions, called items, during his adventures, through purchase, searching, or looting. These items are useful in a wide variety of situations.

See the [Appendix \(Full Item Listing\)](#) for a full description of common, and a sample of a few of the magic items available.

Inventory

An actor's possessions go into his backpack. In addition, there are a number of slots into which an actor can wield [items](#):

- Weapon - See [Weapons](#) below.
- Off-hand - Used to wield a two-handed [weapon](#), an additional [weapon](#) (with the [Dual Wield Skill](#)), or a ~~shield~~.
- ~~Shield~~ - See [Armor](#) below.
- Helmet - Hats and helmets can be worn in this slot. Normal hats have no effect, but magic hats and helmets can provide benefits to the wearer.
- Amulet - Magic amulets often have beneficial effects.
- Ring (Left and Right) - Magic rings are wielded in this slot.

There are an additional set of [items](#) that are not wielded.

- Potion - Provide [healing](#) or some other beneficial effect. Each dose of a potion can be used once.
- Scroll - An actor with the [Arcane Magic](#) skill can transcribe a [spell](#) from a scroll into his known spells. See [Acquiring Spells](#) for more information.

- Wand - Wands allow an actor with the [Wands](#) skill to cast the [spell](#) associated with the wand. Wands can be used multiple times; however, they will occasionally burn out, rendering the wand useless. See [Wands](#) in the [Magic](#) section of the rules.
- Miscellaneous - Other useful items with no common purpose exist, such as keys or other assorted items.

Weapons

Weapons give an actor the ability to deal additional [damage](#) in combat.

If an actor does not have the proper [skill](#) for using a weapon, he is considered non-proficient. For a simple weapon, he takes a -5 penalty to [attack bonus](#), whereas for a standard weapon he takes a -20 penalty to his [attack bonus](#). Simple weapons, such as daggers or shortbows, require less training to use properly and thus have a lower penalty; see the item description for an indication that a weapon is considered simple. The -20 penalty also applies if the actor does not wield any weapon.

Masterwork weapons (high quality weapons constructed by an exceptional craftsman) yield a +5 bonus to [attack bonus](#), while increasing the price of the weapon by 300 gold. Magic weapons yield a bonus to both [attack bonus](#) and [attack damage](#), while also increasing the price of the item.

Two-handed weapons require both hands to wield, and make it impossible to wield a shield at the same time. An actor with the [Dual Wield](#) skill can use the [dual wield style](#), wielding two weapons at once (one in each hand).

Generally, melee weapons use the actor's [strength](#) to give a bonus (or penalty) to [attack bonus](#) and [attack damage](#), and bows use the actor's [agility](#) to give a bonus to [attack bonus](#). There are a couple of exceptions. Many bows impose a minimum [strength](#) on the actor to wield the bow, but deal an additional amount of [damage](#) based on the minimum required [strength](#). If the wielder does not meet the minimum strength, he takes a -20 penalty to [attack bonus](#) and does not get the strength bonus to [damage](#). Light weapons may use either actor's [strength](#) or [agility](#) as the bonus to [attack bonus](#) (though [attack damage](#) still depends on [strength](#)).

Most weapons have a 5% chance on any hit to deal a critical hit, inflicting double damage. Axes have a 10% chance to deal a critical hit on a successful attack.

An actor with the appropriate mastery [skill](#) for his weapon receives an attack speed bonus. See [speed bonus](#) for details.

Here is a list of common weapons:

Weapon	Type	Damage	Weight	Cost	
Dagger	Light Blade	(1 to 20)	1	2	simple
Shortsword	Light Blade	(1 to 30)	2	10	
Longsword	Heavy Blade	(1 to 40)	4	15	
Greatsword	Heavy Blade	(1 to 50) + 5	8	50	two-handed
Quarterstaff	Staff	(1 to 40)	4	1	two-handed
Staff	Staff	(1 to 20)	2	1	simple
Club	Bludgeon	(1 to 30)	3	1	simple
Greatclub	Bludgeon	(1 to 50)	8	1	two-handed
Warhammer	Bludgeon	(1 to 40)	5	12	
Greathammer	Bludgeon	(1 to 45) + 5	10	40	two-handed
Axe	Axe	(1 to 25)	3	5	simple
Battleaxe	Axe	(1 to 35)	6	10	
Greataxe	Axe	(1 to 55)	12	20	two-handed

Shortbow	Bow	(1 to 30)	2	30	simple two-handed
Longbow	Bow	(1 to 40)	3	75	two-handed
Composite Bow	Bow	(1 to 40) + 7	3	100	two-handed Strength 13
Strongbow	Bow	(1 to 40) + 15	3	150	two-handed Strength 16

Armor

Armor is worn on an actor's body, and provides protection from physical attacks. Armor generally provides a bonus to an actor's [defense class](#).

Armor has a maximum [agility](#) bonus associated with it; this is the maximum [agility](#) modifier that can be applied by the actor to his [defense class](#). This represents the bulkiness of the armor making it more difficult for the actor to dodge; light armor generally has a very high maximum [agility](#) bonus, whereas heavier armor has a much lower maximum. This maximum only applies to [defense class](#); other uses of [agility](#) (such as the [attack bonus](#) when using a bow) is not limited in this way.

An actor must possess the [skill](#) associated with his armor, or else he suffers a penalty to his [attack bonus](#) and [attack damage](#). Armor and shield penalties are cumulative. See the description of the armor for the amount of the penalty.

An actor wearing armor while casting a [spell](#) subtracts the armor's spellcasting penalty from his [spell bonus](#). Armor and shield penalties are cumulative. The [Armored Spellcasting](#) skill can reduce this penalty.

An actor wearing armor while hiding receives a penalty to his [stealth](#) special statistic. Armor and shield penalties are cumulative.

Masterwork armor (high quality armor made by an expert craftsman) has a +5 bonus to a normal armor's [defense class](#), maximum [agility](#) bonus, and [stealth](#) penalty. Masterwork armor costs 150 gold more than armor of the standard type. Magic armor has the same benefit as masterwork armor, but also typically provides a higher [defense class](#) than standard armor.

Shields are similar to armor, but are wielded in the actor's off hand, and can be used at the same time as armor or one-handed [weapons](#). As with armor, shields have a [defense class](#), maximum [agility](#) bonus, and a spellcasting penalty. Note that the [Shield](#) skill is more advanced than the armor [skills](#), and the actor must achieve [level](#) 5 before he can gain that [skill](#).

Here is a list of common armors:

Armor	Type	Defense Class	Max Agility	Attack Penalty	Spellcasting Penalty	Stealth Penalty	Weight	Cost
Robes	Light Armor	5	30	5	0	5	1	5
Leather	Light Armor	15	20	5	10	15	20	25
Chainmail	Heavy Armor	25	15	20	15	20	40	150
Platemail	Heavy Armor	40	0	35	20	35	50	600
Buckler	Shield	5		5	5		5	5
Shield	Shield	10		10	10		10	10
Tower Shield	Shield	15	10	15	15	25	15	20

Carrying Capacity

Items have a weight in pounds. Actors can carry a certain amount of weight, based on their [strength](#). An actor who has exceeded his carrying capacity cannot move, attack, or cast spells. This table lists an actor's carrying capacity based on his [strength](#):

Strength	Carrying Capacity
6	57
7	65
8	75
9	87
10	100
11	114
12	131
13	151
14	174
15	200
16	229
17	263
18	303
19	348
20	400

Combat

A combat attack is resolved as follows:

- A [D100 Check](#) is performed, the attacker's [attack bonus](#) against the defender's [defense class](#). A success indicates a hit, a failure means the attack missed.
- A successful attack deals the attacker's [attack damage](#) to the defender's [hit points](#).
- If the defender has zero or fewer [hit points](#), he is dead and must be resurrected somehow (see [Healing](#)).

Attack Bonus

An actor's attack bonus represents his ability to strike an opponent and penetrate that enemies' [armor](#). The base attack bonus for the actor is calculated using his [level](#) and [class](#), per this table:

Level	Fighter Bonus	Adventurer Bonus	Spellcaster Bonus
1	5	3	2
2	10	7	5
3	15	11	7
4	20	15	10
5	25	18	12
6	30	22	15
7	35	26	17
8	40	30	20
9	45	33	22

10	50	37	25
11	55	41	27
12	60	45	30
13	65	48	32
14	70	52	35
15	75	56	37
16	80	60	40
17	85	63	42
18	90	67	45
19	95	71	47
20	100	75	50

The following modifiers are applied:

- An [attribute modifier](#) is applied, generally either [strength](#) for melee attacks or [agility](#) for ranged attacks.
- Non-proficiency penalties are applied for the [weapon](#), [armor](#), and [shield](#).
- Magic and masterwork [weapons](#) add a bonus.
- Some [skills](#) and [styles](#) add a bonus (see the descriptions for details).
- [Powers](#) and [spells](#) may add a bonus or subtract a penalty (see the descriptions for details).
- Flanking may add a bonus (see [Flanking](#)).

Defense Class

An actor's defense class represents his ability to avoid and repulse attacks. The defense class is calculated as follows:

- Start with a value of 50.
- Add a bonus for the actor's [armor](#) and [shield](#).
- Add an [agility](#) modifier, limited by the [armor](#) worn by the actor (see [Armor](#)).
- Some [skills](#) add a bonus to defense class (see the descriptions).
- [Spells](#) and [powers](#) may add a bonus or subtract a penalty (see the descriptions for details).

Attack Damage

The damage dealt by an actor's successful attack is calculated as follows:

- Start with the damage dealt by the actor's [weapon](#) (see [Weapons](#)), or 1-15 points if the actor is unarmed.
- For melee attacks, add the [strength](#) modifier of the attacker.
- Subtract [armor](#) and [shield](#) penalties if the attacker is using non-proficient gear (see [Armor](#)).
- Some [styles](#) and [skills](#) may add a bonus (see the descriptions for details).
- Some [spells](#) and [powers](#) may add a bonus or subtract a penalty (see the descriptions for details).
- Flanking may add a bonus (see [Flanking](#)).
- 5% of the time, the attack is a critical hit and deals double damage.

Hit Points

[Attack damage](#) is subtracted from the defender's hit points. If the actor is reduced to 0 or fewer hit points, he is dead, and must be resurrected (see [Healing](#)).

An actor gets a certain number of hit points per [level](#). The amount depends on his [class](#) and his [durability](#):

Class	Hit Points Per Level
Fighter	26-50 + Durability Modifier
Adventurer	21-40 + Durability Modifier
Spellcaster	16-30 + Durability Modifier

Ranged

Ranged attacks are calculated in the same manner as melee attacks, with the exception that no [strength](#) modifier is added to the [attack damage](#). Note that some bows do provide a damage bonus for actors strong enough to use them; see [Weapons](#). Ranged attacks have a maximum range of 100 feet.

Flanking

When an actor is attacking an enemy, he grants a flanking bonus to any other enemies. In addition, an actor who casts a [spell](#) or launches a [ranged attack](#) grants a flanking bonus to any enemies. An actor who attacks, and is granted a flanking bonus, is said to be doing a flank attack. A flank attack gives a bonus of +10 to [attack bonus](#) and [attack damage](#).

An actor who has the [Improved Flank](#) skill gets a bonus of +20 to [attack bonus](#) instead of the normal +10, and deals additional random [attack damage](#) equal to his [stealth](#) value.

Healing

When the party rests, all actors are resurrected and have their [hit points](#) restored to their maximum value. Typically this is only done in "safe" locations like inns or castles.

In addition, if the party is ever wiped out, the party is restored to a recent safe locations, such as a temple, where a benevolent force raises the dead actors back to life to continue their adventure.

[Spells](#) and [items](#) (often potions) can also heal a portion of an actor's [hit points](#), the amount described in the [spell](#) or [item](#) description. An actor can only use a limited number of healing [spells](#) or [items](#) between resting. This number is referred to as recoveries, and is equal to an actor's [durability](#) divided by two.

Styles

When an actor achieves [level](#) 5, a number of additional [skills](#) become available, enabling advanced fighting styles. These are:

- [Shield](#) - Allows the actor to use the shield style, providing proficiency when wielding a [shield](#). Wielding a proficient [shield](#) prevents the shield-specific non-proficient penalty from being applied to [attack bonus](#) and [attack damage](#).
- [Duelist](#) - Allows the actor to use the duelist style, granting a +5 bonus to [attack bonus](#) and [attack damage](#) when wielding a one-handed [weapon](#) and no shield.
- [Marksman](#) - Allows the actor to use the marksman style. When wielding a bow, the actor adds his [agility](#) bonus to [attack damage](#).
- [Two Handed](#) - Allows the actor to use the two handed weapon style. When using a two-handed weapon, the actor gains 1 1/2 times the normal [strength](#) bonus to [attack damage](#).
- [Dual Wield](#) - Allows the actor to use the dual wield style, allowing the actor to wield and attack with two [weapons](#) at once. A -20 penalty is applied to [attack bonus](#) for both [weapons](#), and only 1/2 the normal

[strength](#) bonus to [attack damage](#) is applied to the offhand [weapon](#). If the offhand [weapon](#) is a light weapon, the [attack bonus](#) penalty is only -10 (for both [weapons](#)).

Speed Bonus

Certain skills, abilities, and items grant a speed bonus. For every 5 points of a speed bonus, the [recovering time](#) for an action is reduced by one second, allowing the actor to perform actions more quickly. The minimum [recovering time](#) is 1/2 second (achieved at speed bonus +18), allowing actions to be performed every 3 seconds. [Skills](#) generally raise the speed bonus for either attacking or spellcasting separately, whereas [items](#) and [spells](#) usually grant a speed bonus for either. See the skill and item descriptions for details.

If an actor achieves a speed bonus of higher than +20 for attacks, he gets a chance for an extra attack. The chance is equal 10% per speed bonus above 20. An actor using [dual wield](#) gets an extra attack with both weapons.

When an actor is using any [style](#), or uses a weapon mastery [skill](#), he receives an attack speed bonus. The bonus is his [base attack bonus](#) divided by 5, and is not applied doubly if the actor both uses a [style](#) and a [weapon](#) he has the mastery [skill](#) for.

Abilities

Actors can gain optional abilities that give them special actions that they can take, typically giving some sort of [combat](#) bonus or effect. Abilities come in two main flavors, [magic spells](#) that can be cast that have some magic effect, or [powers](#) that can be activated, granting some type of bonus that remains in effect until the [power](#) is deactivated.

Energy

Most [abilities](#) cost energy to use. [Magic spells](#) cost energy to cast, while [powers](#) cost energy for 10 seconds that they are active. The cost of a [spell](#) is based on its [spell tier](#), and is listed in [Magic Spells](#), and the cost of a [power](#) is based on its level, and is listed in the [Powers List](#).

An actor starts with his maximum energy, and expends it the using [abilities](#). His energy is fully restored when he rests; otherwise, only magic [items](#) such as potions will restore energy. Potions that restore energy typically require a recovery to be used; see [Healing](#) for information on recoveries.

An actor's energy points are determined by his [level](#). Do note that an actor gets a minimum of 1 energy point per level, even if his low [intelligence](#) would normally give less energy.

Level	Energy Points
1	6 + Int Modifier x 1
2	8 + Int Modifier x 1
3	10 + Int Modifier x 1
4	12 + Int Modifier x 1
5	16 + Int Modifier x 2
6	20 + Int Modifier x 2
7	24 + Int Modifier x 2
8	32 + Int Modifier x 2
9	40 + Int Modifier x 2
10	48 + Int Modifier x 3

11	64 + Int Modifier x 3
12	80 + Int Modifier x 3
13	96 + Int Modifier x 3
14	128 + Int Modifier x 3
15	160 + Int Modifier x 4
16	192 + Int Modifier x 4
17	256 + Int Modifier x 4
18	320 + Int Modifier x 4
19	384 + Int Modifier x 4
20	512 + Int Modifier x 5

Magic

An actor uses magic by casting spells, special type of [ability](#). There are 4 requirements to cast a spell:

1. The actor must have acquired the spell (see [Spell Acquisition](#)).
2. Each spell has a [magic domain](#) associated with the spell; the actor must have the matching [skill](#) to be able to cast the spell.
3. Each spell has a [spell tier](#); the actor must be able to cast spells of at least that tier in order to cast the spell.
4. The actor must pay the [energy](#) cost each time he casts the spell.

The effect of the spell depends on the specific spell; see [Full Spell Listing](#) in the [Appendix](#) for details.

Magic Domains

There are 8 domains of [magic](#). The more complex domains ([Elemental](#), [Cosmic](#), [Life](#), and [High](#)) depend on the basic domains ([Matter](#), [Energy](#), and [Spirit](#)). To cast [spells](#) from one of the complex domains, the actor must first learn the [skills](#) of the basic domains that the complex domain depends on, and then learn the complex domain [skill](#). See the descriptions below for the dependencies of the complex domains.

- [Void Magic](#) (Black Magic) is magic based on life-draining and undeath. [Void Magic](#) is easy to become proficient in, but is weaker than other forms of magic, and is viewed as evil and criminal in most cultures.
- [Matter Magic](#) (Blue Magic) is the magic of controlling and repairing matter. [Matter Magic](#) is sometimes known as healing magic, as many of its spells are used for [healing](#) purposes. Other spells are used to alter the properties of an object (such as a [weapon](#)) or being.
- [Energy Magic](#) (Red Magic) is the magic of harnessing and directing raw energy. There is little subtlety to [Energy Magic](#), and its spells are generally used for direct attacks.
- [Spirit Magic](#) (Yellow Magic) is the magic of controlling the minds and emotions of people and creatures. Spells of [Spirit Magic](#) are often used for changing the perceptions or emotions of the spell's target.
- [Elemental Magic](#) (Purple Magic), combining the domains of [Matter](#) and [Energy](#), is the magic of controlling the raw elements that make up all reality, drawing power from the fire and ice realms to suit the spellcaster's purposes. Spells of [Elemental Magic](#) often involve summoning elemental beings into this world, or using the elemental energies to attack enemies. [Elemental Magic](#) depends on [Matter Magic](#) and [Energy Magic](#).
- [Cosmic Magic](#) (Orange Magic), the combination of [Energy](#) and [Spirit](#), is the magic of the cosmos. Spells of [Cosmic Magic](#) deal with scrying, teleportation, and summoning cosmic beings to aid the spellcaster. [Cosmic Magic](#) depends on [Energy Magic](#) and [Spirit Magic](#).
- [Life Magic](#) (Green Magic), combining [Matter Magic](#) and [Spirit Magic](#), is the magic of life and living creatures. Powers of [Life Magic](#) include controlling other creatures, aiding their abilities, and restoring their powers. [Life Magic](#) depends on [Matter Magic](#) and [Spirit Magic](#).

- [High Magic](#) (White Magic) is the highest form of magic, called the one true magic by the Archmagi. [High Magic](#) allows the spellcaster to control the magic of other spellcasters, dispelling or diminishing the effects of their spells. [High Magic](#) depends on [Matter Magic](#), [Energy Magic](#), and [Spirit Magic](#).

Spell Tier

[Spells](#) are arranged by tiers, numbered 0 through 9, where the tier of a [spell](#) determines its magical potency, and the difficulty in casting the [spell](#). The tier of a spell determines the [base spell bonus](#) for that spell, and the [energy](#) cost for that [spell](#). A spellcaster can only acquire and cast a [spell](#) if his [class](#) and [level](#) allows him to cast [spells](#) of that tier. This table lists the maximum spell tier that an actor can cast, arranged by [class](#) and [level](#):

Level	Fighter Tier	Adventurer Tier	Spellcaster Tier
1	0	0	1
2	1	1	1
3	1	1	2
4	1	2	2
5	1	2	3
6	2	2	3
7	2	3	4
8	2	3	4
9	2	3	5
10	3	4	5
11	3	4	6
12	3	5	6
13	3	5	7
14	4	5	7
15	4	6	8
16	4	6	8
17	4	6	9
18	5	7	9
19	5	7	9
20	5	8	9

Spell Bonus

When an actor casts a [spell](#), a spell bonus is generated, measuring his effectiveness at casting that [spell](#). The spell bonus is used:

- To determine whether the [spell](#) is cast successfully. (Generally a [spell](#) is cast successfully automatically, but if the actor is wearing heavy [armor](#), or is under adverse conditions, there may be a chance of failure).
- To determine whether the [spell](#) defeats the target's [spell nullification](#).
- To determine the difficulty of any [saving throws](#) the target must make.
- To pass [concentration checks](#) when the caster takes damage while casting the [spell](#).

The spell bonus is calculated as follows:

- Start with the average of the base spell bonus for the spell, equal to the [spell tier](#) of the spell times 5 minus 3.
- Average that with the base spellcaster bonus of the caster (see table below).

- Add the [domain](#) bonus for the [magic domain](#) that the [spell](#) belongs to.
- Add the caster's [attribute](#) modifier for the [magic domain](#).
- Subtract the caster's [armor](#)'s spellcasting penalty.
- Some [skills](#), [spells](#), and [powers](#) may affect the spell bonus; see the individual descriptions for details.

This table lists the bonuses and [attributes](#) for the 8 [magic domains](#):

Domain	Spell Bonus	Attribute
Void Magic	-5	Personality
Matter Magic	0	Intelligence
Energy Magic	0	Intelligence
Spirit Magic	0	Personality
Elemental Magic	+5	Intelligence
Cosmic Magic	+5	Personality
Life Magic	+5	Personality
High Magic	+10	Intelligence

This table lists the base spellcaster bonus for an actor, depending on his [class](#) and [level](#):

Level	Fighter Bonus	Adventurer Bonus	Spellcaster Bonus
1	1	1	2
2	2	3	5
3	3	5	7
4	5	7	10
5	6	9	12
6	7	11	15
7	8	13	17
8	10	15	20
9	11	16	22
10	12	18	25
11	13	20	27
12	15	22	30
13	16	24	32
14	17	26	35
15	18	28	37
16	20	30	40
17	21	31	42
18	22	33	45
19	23	35	47
20	25	37	50

Spell Casting

To cast a [spell](#), the actor must pay the [energy](#) cost of the spell. The [energy](#) cost depends on the [spell tier](#) of the [spell](#):

Spell Tier	Energy Cost
0	2

1	3
2	5
3	8
4	12
5	20
6	32
7	48
8	80
9	128

[Spells](#) have a maximum range; see the [spell descriptions](#) for the range of a given [spell](#).

Some [spells](#) require a successful touch attack to strike the target. A touch attack is similar to a standard [ranged attack](#), but it ignores the [weapon](#) of the caster, and the [armor](#) of the defender. A touch attack uses the [agility](#) modifier to modify the [attack bonus](#).

If a spellcaster is under adverse conditions, such as wearing [armor](#) that reduces his [spell bonus](#), or under the effect of a [spell](#) that reduces his [spell bonus](#), his [spell bonus](#) when casting a [spell](#) may actually be lower than the [base spellcaster bonus](#) of the [spell](#). In this case, he must pass a casting check to cast the [spell](#), or else he fails to cast the [spell](#). A failed [spell](#) has no effect, but still costs [energy](#) from the caster, and requires a recovery time afterwards. A casting check is a [D100 Check](#) where the bonus is the spell's [spell bonus](#), and the difficulty is the [base spellcaster bonus](#) of the [spell](#).

If a spellcaster takes damage while casting a [spell](#), or during his recovery period before casting a [spell](#), he must pass a concentration check or the [spell](#) is disrupted. A disrupted [spell](#) has no effect, but still costs [energy](#) from the caster, and requires a recovery time afterwards. A concentration check is a [D100 Check](#) where the bonus is the spell's [spell bonus](#), and the difficulty is 50, plus the [base spellcaster bonus](#) of the [spell](#), plus the most recent damage that the spellcaster received. The [Combat Casting](#) and [Defensive Casting](#) skills can aid a spellcaster in making or bypassing the concentration check; see the skill descriptions for details.

Spell Acquisition

In addition to having the proper [skill](#) to cast [magic spells](#), the actor must also gain the [spell](#). There are a variety of ways to acquire a [spell](#).

First, some [spells](#) with a [spell tier](#) below 3 are automatically gained if the actor has the [magic domain skill](#) ([Void Magic](#), [Matter Magic](#), etc), and can cast [spells](#) of that [tier](#). This means that [Spellcasters](#) below [level](#) 5, [Adventurers](#) below [level](#) 7, and [Fighters](#) below [level](#) 10, only need to gain the [magic domain skill](#) and they will have access to some [spells](#).

Next, [Void Magic spells](#) are automatically gained when the actor gets access to the [spell tier](#) needed to cast that [spell](#). Keep in mind that [Void Magic spells](#) are somewhat weaker than [spells](#) from other [domains](#).

Certain actors have an inherent magical quality to them, and gain some [spells](#) automatically for a [magic domain](#). Select the [Matter Blood](#), [Energy Blood](#), or [Spirit Blood skills](#) to grant an actor these abilities.

The [Religion skill](#) grants access to [spells](#) below [spell tier](#) 3, provided the actor has the appropriate [magic domain skill](#). To gain higher [spell tier spells](#), he should also join a worship-based [faction](#). This [faction](#) will grant [spells](#) as the actor advances; see the [Factions](#) section for more information, and the [List of Factions](#) for details on which Gods are available.

The [Arcane Magic skill](#) allows the actor to transcribe magic [scrolls](#) into his spellbook, acquiring the [spell](#) from the [scroll](#). The actor must be able to cast spells of the [spell tier](#) of the [spell](#) to be inscribed.

Spell Types

Most [spells](#) have a save type associated with them. For hostile [spells](#), this determines the [saving throw](#) that the target actor uses to avoid or lessen the effect of the [spell](#). For [spells](#) with a lasting effect, the save type determines how [spells](#) stack together. There are 3 major save types (Energetic, Material, and Spiritual), with a number of subtypes for each major type. The save types are:

- Energetic - Energetic [spells](#) launch some form of energy at the target, or infuse the target with enhanced speed or quickness. A successful [saving throw](#) means the actor dodges or avoids the effect to lessen the harm.
- Radiant (Energetic) - Radiant spells affect the target with holy energy. Undead are generally very susceptible to Radiant spells.
- Fire (Energetic) - Fire spells burn the target.
- Cold (Energetic) - Cold spells freeze the target or launch some sort of ice or frost against him.
- Lightning (Energetic) - Lightning spells blast the target with electricity.
- Force (Energetic) - Force spells target the enemy with pure force or sound.
- Material - Material spells affect the body of the target directly. A successful [saving throw](#) means the target's constitution is strong enough to lessen or negate the effect.
- Necrotic (Material) - Necrotic spells target the life force of the enemy.
- Stasis (Material) - Stasis spells slow or paralyse the target.
- Poison (Material) - Poison spells poison the target.
- Acid (Material) - Acid spells often have a lingering effect as the acid slowly burns the target.
- Debility (Material) - Debility spells wound the body of the target directly, internally or externally.
- Spiritual - Spiritual spells affect the mind of the target. A successful [saving throw](#) indicates that the target's willpower overcomes the effect.
- Curse (Spiritual) - Curse spells directly damage the mind and sanity of the target.
- Charm (Spiritual) - Charm spells exert some form of control over the mind of the target.
- Illusion (Spiritual) - Illusion spells cause the target to experience things or emotions as directed by the caster of the spell.

Damage [spells](#) deal [damage](#) to the target. See the [Spell Descriptions](#) for details for a given [spell](#).

Summon [spells](#) summon a creature to aid the party. This creature stays around until the spell duration expires (see the [Spell Description](#) for any given summon [spell](#)), at which time the summoned creature disappears. The creature's disposition is detailed in the [Spell Description](#):

- Party means that the summoned creature is under the complete control of the player. These creatures can be summoned as long as there is room in the party.
- Friendly means that the summoned creature will attack any enemies of the party that are present, but is not directly controlled. The party may only have one of a given type of summoned creature at a time.
- Berserk means that the summoned creature will attack the closest creature, regardless of who the caster might want it to attack. The party may summon as many of these as [energy](#) allows.

Bonus [spells](#) give a bonus to some of an actor's statistics, such as [attribute](#) bonuses, [attack](#) and [defense](#), [saving throws](#), and [special stats](#). See the [Spell Description](#) for the details of a given [spell](#).

Penalty [spells](#) are similar to bonus [spells](#), but apply a penalty to the actor's statistics instead.

Dispel [spells](#) remove bonuses or penalties on the target. Whether or not a dispel succeeds is determined by doing a [D100 Check](#). The difficulty of the check is 50 plus the effect's [spellcaster bonus](#), and the bonus to the [D100 Check](#) is the caster's [spellcaster bonus](#). Some dispel [spells](#) remove only one effect, whereas others target all of the bonuses (or penalties) on the target. Also, some dispel [spells](#) remove only effects of a given [saving throw](#) type, whereas others target all regardless of [saving throw](#). See the individual [spell](#) descriptions for details.

Status [spells](#) inflict a status on an actor; see the [Spell Description](#) for a given [spell](#). The statuses are:

- Fear: The actor cannot physically attack anyone. [Ranged attacks](#) are still allowed.
- Held: The actor cannot move, attack, or cast spells.
- Confused: The actor moves around randomly.
- Immobile: The actor cannot move, but can attack or cast spells.
- Charmed: The actor does not move, attack, or cast spells. However, if the actor is attacked, the charm is broken.
- Dominated: The actor attacks the closest ally.

Most bonus, penalty, and status [spells](#) have a duration, at the end of which they expire, removing the effect. Some of these [spells](#), however, have an indefinite duration, in which case they last until dispelled, or the party rests.

Resistance

There are 3 special types of resistance that an actor can have to damage and spell effects, beyond the standard [defense class](#) and [saving throw](#):

- Damage resistance provides resistance against standard [melee](#) and [ranged](#) damage.
- Magic resistance provides resistance against [spells](#) based on the spell's [saving throw](#) type.
- Spell nullification gives the actor the ability to completely negate hostile [spells](#).

Some creatures have innate resistance to damage, from standard [melee](#) and [ranged](#) attacks. For each +5 damage resistance that an actor has against a given attack, the [damage](#) from that is reduced by 25%. Damage resistance can be overcome by the enhancement value of a magic weapon, by subtracting the enhancement value of the weapon from the damage resistance of the target. The damage resistance of a given monster may also be specific to sharp or blunt weapons.

Example: Lancelot strikes a skeleton warrior with his Longsword +5, with an attack that would normally deal 40 points of damage. The skeleton warrior has damage resistance +10 versus sharp weapons. Subtracting the enhancement value +5 of the longsword from the damage resistance of +10 gives a damage resistance of +5 versus this specific attack, for a damage reduction of 25%. The final damage from the attack is 30 points of damage.

Magic resistance is granted by certain [spells](#) and [items](#), and also inherently to some types of monsters, and applies to magic of a certain [saving throw](#) type. Magic resistance can apply to a general type of [saving throw](#) (such as Energetic), or a specific type of [saving throw](#) (such as Illusion). When magic resistance of the same type is granted from different sources, only the maximum resistance of that type applies; however, when both general and specific magic resistance applies to a given hostile [spell](#), those values are added. For each +5 of magic resistance against a given [spell](#), the damage and penalties of the [spell](#) are reduced by 25%, and for each +5 of magic resistance against a given [spell](#), the duration of the spell is cut in half. This reduction occurs independent of any [saving throw](#) of the [spell](#), possibly completely negating the effects of the [spell](#).

Example: Selene is struck by an Inflict Critical Wounds spell, of type Spiritual/Curse, which would deal 80 points of damage to her. She has Spiritual resistance +5, and Curse resistance +5, for a total of +10 magic resistance from this attack, reducing the damage by 50%. She succeeds at her Spiritual saving throw against this spell, which halves the effect of the spell. In conjunction with her magic resistance, this means she takes no damage at all from the spell.

Some monsters have innate spell nullification that defends them against hostile [spells](#). Temporary spell nullification may also be granted to actors by certain [spells](#). To defeat spell nullification, the spellcaster must perform a [D100 Check](#) where the bonus is the [spell bonus](#) of the [spell](#), and the difficulty is the spell nullification of the target. If the [D100 Check](#) fails, the [spell](#) has no effect.

Wands

An actor with the [Wands](#) skill can use wands to cast [spells](#), even with no other spellcasting [skills](#) or abilities. Each magic wand has a particular [spell](#) associated with it. Wands may be used multiple times; however, they have a small chance of burning out with each use.

An actor with the [Wands](#) skill can use a wand to cast a [spell](#), if the actor's [spell tier](#) is at least equal to the [spell's spell tier](#). [Adventurers](#) with the [Wands](#) skill get a +2 bonus to their [spell tier](#) when determining which wands he may use. There are a few differences to casting a [spell](#) with a wand:

- The [spell bonus](#) for the [spell](#) is based on the [spell's base spellcaster bonus](#), plus the [spell's domain](#) bonus, plus the actor's intelligence bonus.
- The actor's [base spellcaster bonus](#) has no effect.
- Any effects that modify the actor's spellcasting abilities do not apply.
- The [armor](#) spellcasting penalty does not apply.

Note that concentration checks do not apply to spells cast with a wand.

See [Full Wand Listing](#) in the [Appendix](#) for a list of available wands.

Spell List

See the [Appendix \(Full Spell Listing\)](#) for a complete descriptions of all spells. Here is a short list of spells by domain and Base Spellcaster Bonus:

Spell	Skill	Spell Tier	Save	Learn
Disrupt Undead	Void Magic	0	Energetic/Radiant	Void Magic
Chill Touch	Void Magic	1	Material/Necrotic	Void Magic
Doom	Void Magic	1	Spiritual/Curse	Void Magic
Inflict Light	Void Magic	1	Spiritual/Curse	Void Magic
Weakness	Void Magic	1	Material/Debility	Void Magic
Command Undead	Void Magic	2	Spiritual/Charm	Void Magic
Ghoul Touch	Void Magic	2	Material/Stasis	Void Magic
Inflict Moderate	Void Magic	2	Spiritual/Curse	Void Magic
Halt Undead	Void Magic	3	Spiritual/Charm	Void Magic
Exhaustion	Void Magic	3	Material/Debility	Siffa Silverleaf
Inflict Serious	Void Magic	3	Spiritual/Curse	Void Magic
Poison	Void Magic	4	Material/Poison	Void Magic
Inflict Critical	Void Magic	4	Spiritual/Curse	Void Magic
Animate Dead	Void Magic	4		Void Magic
Bestow Curse	Void Magic	4	Spiritual/Curse	
Death Ward	Void Magic	4	Material	
Mass Inflict Light	Void Magic	5	Spiritual/Curse	Void Magic
Waves of Fatigue	Void Magic	5	Material/Debility	
Symbol of Pain	Void Magic	5	Material/Debility	Void Magic

Slay Living	Void Magic	5	Material/Necrotic	Siffa Silverleaf
Lay to Rest	Void Magic	6	Energetic/Radiant	
Create Undead	Void Magic	6		Void Magic
Circle of Death	Void Magic	6	Material/Necrotic	
Harm	Void Magic	6	Spiritual/Curse	Siffa Silverleaf
Mass Inflict Moderate	Void Magic	6	Spiritual/Curse	Void Magic
Biting Curse	Void Magic	6	Material/Debility	
Mass Inflict Serious	Void Magic	7	Spiritual/Curse	Void Magic
Control Undead	Void Magic	7	Spiritual/Charm	
Finger of Death	Void Magic	7	Material/Necrotic	
Symbol of Weakness	Void Magic	7	Material/Debility	Void Magic
Waves of Exhaustion	Void Magic	7	Material/Debility	
Destruction	Void Magic	7	Material/Debility	Siffa Silverleaf
Mass Inflict Critical	Void Magic	8	Spiritual/Curse	Void Magic
Greater Undead	Void Magic	8		Void Magic
Symbol of Death	Void Magic	8	Material/Necrotic	Void Magic
Virtue	Matter Magic	0	Material	Matter Magic
Cure Light	Matter Magic	1		Matter Magic
Magic Warhammer	Matter Magic	1		Matter Blood Religion
Magic Quarterstaff	Matter Magic	1		Matter Blood Religion
Magic Dagger	Matter Magic	1		Matter Blood Religion
Magic Shortbow	Matter Magic	1		Matter Blood Religion
Speed Burst	Matter Magic	1	Material	Matter Blood Religion
Barkskin	Matter Magic	2	Material	Matter Blood Religion
Knock	Matter Magic	2	Material	Matter Blood Religion
Cure Moderate	Matter Magic	2		Matter Magic
Flame Blade	Matter Magic	2		Matter Blood Religion
Haste	Matter Magic	3	Material	Matter Blood Tyr
Greater Dagger	Matter Magic	3		
Greater Quarterstaff	Matter Magic	3		

Greater Warhammer	Matter Magic	3		Thunor
Greater Shortbow	Matter Magic	3		
Slow	Matter Magic	3	Material/Stasis	Matter Blood Tyr
Magic Leather	Matter Magic	3		Tyr
Magic Platemail	Matter Magic	3		Tyr
Cure Serious	Matter Magic	3		Matter Blood The Mother Tyr
Stoneskin	Matter Magic	4	Material	Matter Blood Tyr
Cure Critical	Matter Magic	4		Matter Blood The Mother Tyr
Mass Cure Light	Matter Magic	5		Matter Blood Tyr
Increase Density	Matter Magic	5	Material	Matter Blood
Hammer of Disruption	Matter Magic	5		Thunor Tyr
Disintegrate	Matter Magic	6	Material/Debility	Matter Blood The Mother
Warrior Transform	Matter Magic	6	Material	Thunor Tyr
Mass Cure Moderate	Matter Magic	6		Matter Blood Tyr
Heal	Matter Magic	6		Tyr
Incorporeal Body	Matter Magic	7	Material	
Mass Cure Serious	Matter Magic	7		Matter Blood Tyr
Mass Cure Critical	Matter Magic	8		Matter Blood The Mother Tyr
Iron Body	Matter Magic	8	Material	Thunor Tyr
Mass Heal	Matter Magic	9		Tyr
Flare	Energy Magic	0	Energetic/Radiant	Energy Magic
Magic Missile	Energy Magic	1	Energetic/Force	Energy Magic
Burst of Flame	Energy Magic	1	Energetic/Fire	Energy Blood Religion
Faerie Fire	Energy Magic	1	Energetic/Radiant	Energy Blood Religion
Scorching Ray	Energy Magic	2	Energetic/Fire	Energy Magic

Sound Burst	Energy Magic	2	Energetic/Force	Energy Blood Religion
Fire Bolt	Energy Magic	3	Energetic/Fire	Energy Blood Thunor
Fire Burst	Energy Magic	3	Energetic/Fire	Energy Blood
Searing Light	Energy Magic	3	Energetic/Radiant	The All Father
Deafening Shout	Energy Magic	4	Energetic/Force	Energy Blood The Maiden
Explosion	Energy Magic	4	Energetic/Fire	Energy Blood Thunor
Energize Self	Energy Magic	4	Energetic	
Eruption	Energy Magic	5	Energetic/Fire	Energy Blood Thunor
Flame Strike	Energy Magic	5	Energetic/Fire	Energy Blood The All Father
Reverse Energy	Energy Magic	6	Energetic/Force	Energy Blood The Maiden
Fireball	Energy Magic	6	Energetic/Fire	Energy Blood Thunor
Sunbeam	Energy Magic	7	Energetic/Radiant	Energy Blood Thunor
Divine Outburst	Energy Magic	7	Energetic/Radiant	The All Father
Cage of Force	Energy Magic	7	Energetic/Force	The Maiden
Sunburst	Energy Magic	8	Energetic/Radiant	The All Father
Overwhelming Shout	Energy Magic	8	Energetic/Force	The Maiden Thunor
Fire Storm	Energy Magic	8	Energetic/Fire	Energy Blood
Meteor Swarm	Energy Magic	9	Energetic/Force	Thunor
Fatigue	Spirit Magic	0	Spiritual/Curse	Spirit Magic
Color Spray	Spirit Magic	1	Spiritual/Illusion	Spirit Blood Religion
Fear	Spirit Magic	1	Spiritual/Illusion	Spirit Magic
Hypnotic Pattern	Spirit Magic	2	Spiritual/Illusion	Spirit Blood Religion
Blur	Spirit Magic	2	Spiritual	Spirit Magic
Scare	Spirit Magic	2	Spiritual/Illusion	Spirit Blood Religion
Invisibility	Spirit Magic	2	Spiritual	Spirit Blood Religion
Displacement	Spirit Magic	3	Spiritual	Spirit Blood The Maiden Siffa Silverleaf
Invisibility Sphere	Spirit Magic	3	Spiritual	Spirit Blood The Mother Siffa Silverleaf
Greater Invisibility	Spirit Magic	4	Spiritual	Spirit Blood Siffa Silverleaf

Rainbow Pattern	Spirit Magic	4	Spiritual/Illusion	The Maiden Siffa Silverleaf
Panic	Spirit Magic	4	Spiritual/Illusion	Spirit Blood The Mother Siffa Silverleaf
Phantasm I	Spirit Magic	4		
Shadow Strike	Spirit Magic	5	Spiritual/Illusion	Spirit Blood The Maiden Siffa Silverleaf
Phantasm II	Spirit Magic	5		The Mother Siffa Silverleaf
Nightmare	Spirit Magic	5	Spiritual/Illusion	Spirit Blood
Shadow Walk	Spirit Magic	6		Spirit Blood Siffa Silverleaf
Symbol of Fear	Spirit Magic	6	Spiritual/Illusion	Spirit Blood The Maiden The Mother
Phantasm III	Spirit Magic	6		Siffa Silverleaf
Mass Invisibility	Spirit Magic	7	Spiritual	Spirit Blood Siffa Silverleaf
Phantasm IV	Spirit Magic	7		The Maiden The Mother Siffa Silverleaf
Shadow Fireball	Spirit Magic	8	Spiritual/Illusion	Spirit Blood Siffa Silverleaf
Phantasm V	Spirit Magic	8		
Scintillating Pattern	Spirit Magic	8	Spiritual/Illusion	The Maiden The Mother Siffa Silverleaf
Phantasm VI	Spirit Magic	9		The Maiden The Mother Siffa Silverleaf
Ray of Frost	Elemental Magic	0	Energetic/Cold	Elemental Magic
Air Elemental I	Elemental Magic	1		Elemental Magic
Air Armor	Elemental Magic	1		Religion
Endure Elements	Elemental Magic	1	Material	Religion
Lightning Touch	Elemental Magic	1	Energetic/Lightning	Religion
Cold Protection	Elemental Magic	2	Material	Religion
Lightning Protection	Elemental Magic	2	Material	Religion
Acid Arrow	Elemental Magic	2	Material/Acid	Religion
Flame Arrow	Elemental Magic	2	Energetic/Fire	Elemental Magic
Fire Elemental I	Elemental Magic	2		Religion
Earth Elemental I	Elemental Magic	2		Religion
Fire Protection	Elemental Magic	2	Material	Religion

Icy Cloud	Elemental Magic	3	Energetic/Cold	Thunor
Poison Ball	Elemental Magic	3	Material/Poison	
Lightning Bolt	Elemental Magic	3	Energetic/Lightning	Thunor
Air Elemental II	Elemental Magic	3		Thunor
Earth Shield	Elemental Magic	4		Thunor Tyr
Ice Storm	Elemental Magic	4	Energetic/Cold	Thunor
Air Elemental III	Elemental Magic	4		
Frost Shield	Elemental Magic	4		Thunor
Fire Elemental II	Elemental Magic	4		Thunor
Fire Shield	Elemental Magic	4		
Earth Elemental II	Elemental Magic	5		Thunor Tyr
Fire Elemental III	Elemental Magic	5		
Burst of Cold	Elemental Magic	5	Energetic/Cold	Thunor
Poison Cloud	Elemental Magic	5	Material/Poison	
Air Elemental IV	Elemental Magic	5		Thunor
Earth Elemental III	Elemental Magic	6		Thunor Tyr
Lightning	Elemental Magic	6	Energetic/Lightning	Thunor
Poison Fog	Elemental Magic	6	Material/Poison	
Fire Elemental IV	Elemental Magic	6		Thunor
Acid Fog	Elemental Magic	7	Material/Acid	Thunor
Air Elemental V	Elemental Magic	7		Thunor
Earth Elemental IV	Elemental Magic	7		Tyr
Fire Elemental V	Elemental Magic	8		Thunor
Fiery Cloud	Elemental Magic	8	Energetic/Fire	Thunor
Earth Elemental V	Elemental Magic	9		Thunor Tyr

Guidance	Cosmic Magic	0	Spiritual	Cosmic Magic
True Strike	Cosmic Magic	1	Spiritual	Cosmic Magic
Alertness	Cosmic Magic	1	Spiritual	Religion
See Invisible	Cosmic Magic	2	Spiritual	Religion
Find Traps	Cosmic Magic	2	Spiritual	Cosmic Magic
Dimension Door	Cosmic Magic	3		
Disbelief	Cosmic Magic	3	Spiritual/Curse	The Maiden
Purge Illusions	Cosmic Magic	3		The All Father The Maiden
Purge Blessing	Cosmic Magic	4		The Maiden
Bind Warrior	Cosmic Magic	4		The Maiden
Magic Eye	Cosmic Magic	4		The All Father
Repulse	Cosmic Magic	4	Spiritual/Curse	The Maiden
Bind Sorceress	Cosmic Magic	5		The Maiden
Prying Eyes	Cosmic Magic	5		
Teleport	Cosmic Magic	5		The All Father The Maiden
Mass Repulse	Cosmic Magic	6	Spiritual/Curse	The Maiden
Bind Berserker	Cosmic Magic	6		The Maiden
Mass Disbelief	Cosmic Magic	6	Spiritual/Curse	The Maiden
Truesight	Cosmic Magic	6	Spiritual	The All Father The Maiden
Arcane Eye	Cosmic Magic	7		
Bind Magus	Cosmic Magic	7		The Maiden
Word of Recall	Cosmic Magic	7		The All Father The Maiden
Bind Avenger	Cosmic Magic	8		The Maiden
Greater Arcane Eye	Cosmic Magic	8		The All Father
Gate	Cosmic Magic	9		The All Father The Maiden

Daze	Life Magic	0	Spiritual/Charm	Life Magic
Bane	Life Magic	1	Spiritual/Charm	Religion
Sleep	Life Magic	1	Material/Stasis	Religion
Charm Person	Life Magic	1	Spiritual/Charm	Life Magic
Bless	Life Magic	1	Spiritual	Religion
Cure Poison	Life Magic	2		Religion
Durability	Life Magic	2	Material	Religion
Agility	Life Magic	2	Material	Religion
Strength	Life Magic	2	Material	Religion
Idiocy	Life Magic	2	Spiritual/Curse	Religion
Daze Monster	Life Magic	2	Spiritual/Charm	Life Magic
Personality	Life Magic	2	Material	Religion
Remove Paralysis	Life Magic	2		Religion
Intelligence	Life Magic	2	Material	Religion
Hold Person	Life Magic	3	Material/Stasis	The Mother Tyr
Heroism	Life Magic	3	Spiritual	
Deep Sleep	Life Magic	3	Material/Stasis	The Mother
Life Force	Life Magic	3	Material	The Mother
Neutralize Poison	Life Magic	4	Material	The Mother Tyr
Remove Augmentation	Life Magic	4		The Mother
Despair	Life Magic	4	Spiritual/Curse	
Confusion	Life Magic	4	Spiritual/Curse	
Charm Monster	Life Magic	4	Spiritual/Charm	The Mother
Raise Dead	Life Magic	5		The Mother
Feeblemind	Life Magic	5	Spiritual/Curse	The Mother
Dominate Person	Life Magic	5	Spiritual/Charm	The Mother
Hold Monster	Life Magic	5	Material/Stasis	The Mother Tyr
Mind Fog	Life Magic	5	Spiritual/Curse	
Symbol of Sleep	Life Magic	5	Material/Stasis	The Mother
Breath of Life	Life Magic	5		
Great Heroism	Life Magic	6	Spiritual	
Symbol of Persuasion	Life Magic	6	Spiritual/Charm	The Mother
Mass Strength	Life Magic	6	Material	The Mother
Mass Agility	Life Magic	6	Material	The Mother
Mass Durability	Life Magic	6	Material	The Mother
Mass Intelligence	Life Magic	6	Material	The Mother
Block Enchantment	Life Magic	6	Spiritual	Tyr
Mass Personality	Life Magic	6	Material	The Mother
Mass Hold Person	Life Magic	7	Material/Stasis	The Mother Tyr
Insanity	Life Magic	7	Spiritual/Curse	The Mother
Power Word Halt	Life Magic	7	Material/Stasis	
Resurrection	Life Magic	7		The Mother
Mass Charm	Life Magic	8	Spiritual/Charm	The Mother

<u>Monster</u>				
<u>Symbol of Insanity</u>	<u>Life Magic</u>	8	Spiritual/Curse	<u>The Mother</u>
<u>Power Word Stun</u>	<u>Life Magic</u>	8	Material/Stasis	<u>Tyr</u>
<u>Power Word Kill</u>	<u>Life Magic</u>	9	Material/Debility	<u>The Mother</u>
<u>Mass Hold Monster</u>	<u>Life Magic</u>	9	Material/Stasis	<u>Tyr</u>
<u>Dominate Monster</u>	<u>Life Magic</u>	9	Spiritual/Charm	<u>The Mother</u>
<u>Minor Protection</u>	<u>High Magic</u>	0	Spiritual	<u>High Magic</u>
<u>Courage</u>	<u>High Magic</u>	1	Spiritual	<u>Religion</u>
<u>Protection</u>	<u>High Magic</u>	1	Spiritual	<u>Religion</u>
<u>Shield</u>	<u>High Magic</u>	1	Spiritual	<u>High Magic</u>
<u>Lesser Restoration</u>	<u>High Magic</u>	2		<u>High Magic</u>
<u>Calm Emotions</u>	<u>High Magic</u>	2		<u>Religion</u>
<u>Silence</u>	<u>High Magic</u>	2	Spiritual/Curse	<u>Religion</u>
<u>Resist Lightning</u>	<u>High Magic</u>	3	Material	
<u>Resist Cold</u>	<u>High Magic</u>	3	Material	
<u>Dispel Augmentation</u>	<u>High Magic</u>	3		<u>The All Father</u>
<u>Resist Fire</u>	<u>High Magic</u>	3	Material	
<u>Magic Circle</u>	<u>High Magic</u>	3	Spiritual	<u>The All Father</u>
<u>Dispel Curse</u>	<u>High Magic</u>	3		<u>The All Father Siffa Silverleaf</u>
<u>Dispel Blessing</u>	<u>High Magic</u>	3		<u>The All Father</u>
<u>Mageskin</u>	<u>High Magic</u>	4	Material	<u>The All Father</u>
<u>Restoration</u>	<u>High Magic</u>	4	Spiritual	<u>The All Father</u>
<u>Freedom</u>	<u>High Magic</u>	4	Material	<u>The All Father Siffa Silverleaf</u>
<u>Lesser Magic Globe</u>	<u>High Magic</u>	4	Spiritual	
<u>Break Enchantment</u>	<u>High Magic</u>	5	Spiritual	<u>The All Father Siffa Silverleaf</u>
<u>Dismissal</u>	<u>High Magic</u>	5	Spiritual/Curse	<u>The All Father</u>
<u>Spell Nullification</u>	<u>High Magic</u>	5	Spiritual	<u>The All Father</u>
<u>Dispel Augmentation II</u>	<u>High Magic</u>	6		<u>The All Father</u>
<u>Magic Globe</u>	<u>High Magic</u>	6	Spiritual	
<u>Dispel Curse II</u>	<u>High Magic</u>	6		<u>The All Father Siffa Silverleaf</u>
<u>Dispel Blessing II</u>	<u>High Magic</u>	6		<u>The All Father</u>
<u>Banishment</u>	<u>High Magic</u>	7	Spiritual/Curse	<u>The All Father</u>
<u>Greater Restoration</u>	<u>High Magic</u>	7	Spiritual	<u>Siffa Silverleaf</u>
<u>Limited Wish: Ally</u>	<u>High Magic</u>	7		<u>The All Father</u>

Limited Wish: Power	High Magic	7	Material	The All Father
Limited Wish: Health	High Magic	7		
Mind Blank	High Magic	8	Spiritual	Siffa Silverleaf
Aura of Magic	High Magic	8	Spiritual	The All Father
Spell Protection	High Magic	8	Spiritual	The All Father
Wish: Health	High Magic	9		
Wish: Power	High Magic	9	Material	The All Father
Wish: Ally	High Magic	9		The All Father Siffa Silverleaf

Powers

Powers are [abilities](#) that higher [level](#) actors gain, boosting their potency for a brief time. A power is activated by the actor, which incurs the [energy](#) cost of the power, and gives the actor a bonus for 10 seconds. After the 10 seconds, the [energy](#) cost is incurred again and the bonus is renewed, unless the power is deactivated or the actor doesn't have enough [energy](#) to pay for the power.

Powers typically boost the combat statistics, such as [attack bonus](#), [attack damage](#), or [defense class](#), or the [saving throws](#) of an actor. Most powers are [Fighter](#) powers, with a lesser number of [Adventurer](#) powers, and become available to actors when they reach [level](#) 10. See the individual power descriptions for details.

Powers can be acquired in two ways. First, some [skills](#) grant powers directly, if the actor has attained the required [level](#); see the [skill descriptions](#) for details. Secondly, many [factions](#) grant powers to the actor, again, if the actor has the required [level](#); see the [Factions](#) section for more information.

Singing powers are slightly different. The [Singing Skill](#) gives the actor the singing ability, at a value of 5 times his [level](#), plus his [personality](#) modifier, with a +20 bonus for [Adventurers](#). Singing grants singing powers (called songs), depending on the [level](#) of the actor. Songs generally affect the entire party, not just the casting actor. When an actor sings a song, he must perform a [D100](#) check against the song, where the difficulty is 50 plus the song's level times 5, and the actor's bonus is his singing ability. Upon failure, the song has no effect for the next 10 seconds.

See the [Appendix \(Full Powers Listing\)](#) for a complete description of all powers. Here is a short list of powers:

Power	Skill	Level	Learn
Shield Wall 1	Shield	10	Shield Wall Skalds
Shield Wall 2	Shield	15	Shield Wall Skalds
Shield Wall 3	Shield	20	Shield Wall
Duelist Maneuver 1	Duelist	10	Duelist Maneuver Shadow Guild
Duelist Maneuver 2	Duelist	15	Duelist Maneuver Shadow Guild
Duelist Maneuver 3	Duelist	20	Duelist Maneuver
Marksman Bullseye 1	Marksman	10	Marksman Bullseye Rangers Shadow Guild
Marksman Bullseye 2	Marksman	15	Marksman Bullseye Rangers Shadow Guild
Marksman	Marksman	20	Marksman Bullseye

<u>Bullseye 3</u>			
<u>Two Handed Berserk 1</u>	<u>Two Handed</u>	10	<u>Two Handed Berserk Philosophers</u>
<u>Two Handed Berserk 2</u>	<u>Two Handed</u>	15	<u>Two Handed Berserk Philosophers</u>
<u>Two Handed Berserk 3</u>	<u>Two Handed</u>	20	<u>Two Handed Berserk</u>
<u>Dual Wield Skirmish 1</u>	<u>Dual Wield</u>	10	<u>Dual Wield Skirmish Philosophers</u>
<u>Dual Wield Skirmish 2</u>	<u>Dual Wield</u>	15	<u>Dual Wield Skirmish Philosophers</u>
<u>Dual Wield Skirmish 3</u>	<u>Dual Wield</u>	20	<u>Dual Wield Skirmish</u>
<u>Light Blade Lunge 1</u>	<u>Light Blade Mastery</u>	10	<u>Light Blade Lunge The Maiden Shadow Guild</u>
<u>Light Blade Lunge 2</u>	<u>Light Blade Mastery</u>	15	<u>Light Blade Lunge The Maiden Shadow Guild</u>
<u>Light Blade Lunge 3</u>	<u>Light Blade Mastery</u>	20	<u>Light Blade Lunge</u>
<u>Heavy Blade Precision 1</u>	<u>Heavy Blade Mastery</u>	10	<u>Heavy Blade Precision The All Father Rangers Shadow Guild</u>
<u>Heavy Blade Precision 2</u>	<u>Heavy Blade Mastery</u>	15	<u>Heavy Blade Precision The All Father Rangers Shadow Guild</u>
<u>Heavy Blade Precision 3</u>	<u>Heavy Blade Mastery</u>	20	<u>Heavy Blade Precision</u>
<u>Whirling Staff 1</u>	<u>Staff Mastery</u>	10	<u>Whirling Staff The Mother Philosophers</u>
<u>Whirling Staff 2</u>	<u>Staff Mastery</u>	15	<u>Whirling Staff The Mother Philosophers</u>
<u>Whirling Staff 3</u>	<u>Staff Mastery</u>	20	<u>Whirling Staff</u>
<u>Bludgeon Repulsion 1</u>	<u>Bludgeon Mastery</u>	10	<u>Bludgeon Repulsion Philosophers Thunor</u>
<u>Bludgeon Repulsion 2</u>	<u>Bludgeon Mastery</u>	15	<u>Bludgeon Repulsion Philosophers Thunor</u>
<u>Bludgeon Repulsion 3</u>	<u>Bludgeon Mastery</u>	20	<u>Bludgeon Repulsion</u>
<u>Tremendous Axe Strike 1</u>	<u>Axe Mastery</u>	10	<u>Tremendous Axe Strike Skalds Tyr</u>
<u>Tremendous Axe Strike 2</u>	<u>Axe Mastery</u>	15	<u>Tremendous Axe Strike Skalds Tyr</u>
<u>Tremendous Axe Strike 3</u>	<u>Axe Mastery</u>	20	<u>Tremendous Axe Strike</u>
<u>Power Bowshot 1</u>	<u>Bow Mastery</u>	10	<u>Power Bowshot Philosophers Rangers Shadow Guild Siffa Silverleaf</u>
<u>Power Bowshot 2</u>	<u>Bow Mastery</u>	15	<u>Power Bowshot Philosophers Rangers Shadow Guild Siffa Silverleaf</u>
<u>Power Bowshot 3</u>	<u>Bow Mastery</u>	20	<u>Power Bowshot</u>
<u>Song of Inspiration 1</u>	<u>Singing</u>	0	<u>Singing</u>
<u>Song of Inspiration 2</u>	<u>Improved Singing</u>	5	<u>Improved Singing</u>

Song of Inspiration 3	Masterful Singing	10	Masterful Singing
Song of Inspiration 4	Masterful Singing	15	
Song of Inspiration 5	Masterful Singing	20	
Song of Endurance 1	Battle Music	5	Battle Music
Song of Rage 1	Battle Music	5	Battle Music
Song of Rage 2	Battle Music	10	Improved Singing Skalds
Song of Endurance 2	Battle Music	10	Improved Singing Philosophers Skalds
Song of Endurance 3	Battle Music	15	Masterful Singing Philosophers Skalds
Song of Rage 3	Battle Music	15	Masterful Singing Skalds
Song of Endurance 4	Battle Music	20	Masterful Singing
Song of Rage 4	Battle Music	20	Masterful Singing
Song of Courage 1	Heroic Music	5	Heroic Music
Song of Persuasion 1	Heroic Music	5	Heroic Music
Song of Courage 2	Heroic Music	10	Improved Singing Rangers Skalds
Song of Persuasion 2	Heroic Music	10	Improved Singing Skalds
Song of Courage 3	Heroic Music	15	Masterful Singing Rangers Skalds
Song of Persuasion 3	Heroic Music	15	Masterful Singing Skalds
Song of Courage 4	Heroic Music	20	Masterful Singing
Song of Persuasion 4	Heroic Music	20	Masterful Singing
Song of Silence 1	Shadow Music	10	Shadow Music
Song of Cunning 1	Shadow Music	10	Shadow Music
Song of Quickness 1	Shadow Music	10	Shadow Music
Song of Cunning 2	Shadow Music	15	Masterful Singing Skalds
Song of Silence 2	Shadow Music	15	Masterful Singing Shadow Guild Skalds
Song of Quickness 2	Shadow Music	15	Masterful Singing Shadow Guild Skalds
Song of Cunning 3	Shadow Music	20	Masterful Singing
Song of Silence 3	Shadow Music	20	Masterful Singing
Song of Quickness 3	Shadow Music	20	Masterful Singing

Song of Mysticism 1	Wondrous Music	10	Wondrous Music
Song of Willpower 1	Wondrous Music	10	Wondrous Music
Song of Concentration 1	Wondrous Music	10	Wondrous Music
Song of Mysticism 2	Wondrous Music	15	Masterful Singing Skalds
Song of Willpower 2	Wondrous Music	15	Masterful Singing Skalds
Song of Concentration 2	Wondrous Music	15	Masterful Singing Skalds
Song of Mysticism 3	Wondrous Music	20	Masterful Singing
Song of Willpower 3	Wondrous Music	20	Masterful Singing
Song of Concentration 3	Wondrous Music	20	Masterful Singing
Stout Fortitude 1	Improved Material	10	Stand Stout Philosophers
Stout Fortitude 2	Improved Material	15	Stand Stout Philosophers
Stout Fortitude 3	Improved Material	20	Stand Stout
Acrobatic Escape 1	Improved Energetic	10	Acrobatic Evasion Rangers Shadow Guild
Acrobatic Escape 2	Improved Energetic	15	Acrobatic Evasion Rangers Shadow Guild
Acrobatic Escape 3	Improved Energetic	20	Acrobatic Evasion
Resolute Belief 1	Improved Spiritual	10	Resolute Belief Skalds
Resolute Belief 2	Improved Spiritual	15	Resolute Belief Skalds
Resolute Belief 3	Improved Spiritual	20	Resolute Belief

Special Statistics

An actor has a set of special statistics that indicate his facility in certain situations:

- [Diplomacy](#)
- [Traps](#)
- [Locks](#)
- [Stealth](#)
- [Observation](#)

If the actor has the relevant [skill](#), his special statistic is equal to his [level](#) times 5, plus his [attribute](#) modifier for the relevant [attribute](#). [Adventurers](#) also get a +20 bonus to special statistics if they have the correct [skill](#).

When an actor attempts to use a special statistic, a [Static D100 Check](#) is performed, where the bonus is equal to his special statistic value, and the difficulty class is determined by how difficult the action he is trying to perform is.

Diplomacy

Diplomacy measures an actor's ability to persuade, intimidate, convince, or otherwise manipulate someone through conversation and communication. In the game, this typically means that non-player actors may react to the actor in more favorable ways, perhaps opening areas of conversation that would not be available otherwise.

An actor's diplomacy [special statistic](#) is modified by his [personality](#) attribute.

Traps

In a SENG adventure, your party may encounter a trap. Each trap has a detection difficulty class; if the actor is able to succeed at the [D100 Check](#) against the trap, he can detect and disarm the trap when he moves through the trap's area. Otherwise the trap will activate and act on the actor in some manner, typically through an attack of some sort. In addition, if an actor can succeed at a [D100 Check](#) against the trap, with a penalty of 20 plus the distance (in feet) to the trap, he can detect the trap at a distance. (Note that he must move over the trap to actually disarm it).

An actor's traps [special statistic](#) is modified by his [intelligence](#) attribute.

Locks

An actor may also encounter a locked door, chest, or other object in SENG. A lock has a lock difficulty class; if the actor can succeed at a [D100 Check](#) against the lock, he can pick the lock, unlocking it. Keep in mind that a key or some other personage in the world may also be able to unlock the door in the case where no actor is able to pick the lock.

An actor's locks [special statistic](#) is modified by his [intelligence](#) attribute.

Stealth and Observation

An actor has both a stealth [special statistic](#), and an observation [special statistic](#). If an actor's stealth [special statistic](#) is greater than a viewer's observation [special statistic](#), the actor can hide from the viewer, if the actor so wishes. If the hider is closer than 50 feet, the observer gets a bonus of +5 for every 10 feet closer than 50, to a maximum of +25.

An actor can start hiding if there is no unfriendly actor within 100 feet whose observation is greater than his stealth, and he is not in combat. The actor is revealed if he performs an action such as attacking or talking. He is also revealed if he comes within range of an actor that can view him. Once the hider has been spotted, he cannot hide again until he is out of combat and out of sight. Spells that render an actor invisible may allow the actor to hide even in combat, provided the actor is not directly attacking or being attacked.

An observer can always discern the name, race, and [hit points](#) of any visible actor. If his observation is greater than or equal to the stealth of an actor, he can also determine the [class](#) and [level](#) of the target. If his observation exceeds the stealth of the target by 25 points, he can also determine the [combat statistics](#) and [saving throws](#) of the target.

Sneak Attacks

Hidden actors can issue a sneak attack. A sneak attack gains a +10 bonus to [attack bonus](#) and [attack damage](#), for both melee and ranged attacks. In addition, an actor who has the [Stealth](#) skill, and reaches [level 5](#), can gain the [Sneak Attack](#) skill. An actor with the [Sneak Attack](#) skill deals an additional [attack damage](#) equal to the attacker's [stealth](#) value. Note that sneak attack damage is not doubled on a critical hit.

The action of issuing a sneak attack will cause the attacker to become visible, and the attacker will not be able to issue another sneak attack until the current combat has ended.

Factions

As actors progress and advance in the world, they may have the opportunity to join a faction. Factions are groups or organizations, such as:

- Worship organizations for a God.
- Guilds, like a Thieves' Guild.
- Orders of spellcasters.
- Political entities like clans, houses, Kingdoms.

Actors are limited to joining one faction at a time. Factions have multiple ranks, representing greater status and power within the organization. Factions offer [abilities](#) and magical items for sale to their members as they progress through the faction's ranks.

Many factions are available once an actor has reached level 5, though an actor should carefully check that the faction matches the actor's skill and abilities. Other factions are available through the game world; for these factions, the actor needs to locate the faction in the game world, and talk to the leader of the faction. The faction may impose some conditions on the actor, such as some task or quest that the actor must undertake in order to join or advance in the faction.

An actor can leave a faction at any time. However, he may not re-join a faction once he has left it. In addition, when an actor leaves a faction, he may not join any faction until he has gained at least one level.

Religion

Certain factions are based on worship of some type. These factions will generally grant [spells](#) or [powers](#) to member actors, provided those actors have the proper [skills](#) to use the [abilities](#), and also the [Religion](#) skill. See the listing of [factions](#) for which [factions](#) grant which abilities, and require the [Religion](#) skill.

List of Factions

See the [Appendix \(Full Faction Listing\)](#) for a full description of the available [factions](#). Here is a brief list of the [factions](#):

- [Church of the All Father](#)
- [School of Divination](#)
- [School of Elementalists](#)
- [School of High Wizardry](#)
- [Church of the Maiden](#)
- [Church of the Mother](#)
- [Imperial Order of Natural Philosophers](#)

- [Verdant Rangers of Northfell](#)
- [Shadow Guild](#)
- [Church of Siffa Silverleaf](#)
- [Skalds of the Granite Isles](#)
- [Church of Thunor](#)
- [School of Transmutation](#)
- [Church of Tyr](#)

Appendix

Full Skill Listing

<u>Fighter Skill</u>	<u>Skill Requirements</u>	<u>Attribute</u>	<u>Prerequisites</u>
Light Blades		Strength	
Heavy Blades		Strength	
Staves		Strength	
Bludgeons		Strength	
Axes		Strength	
Bows		Agility	
Light Armor			
Heavy Armor	Light Armor		
Shield			Level 5
Duelist			Level 5
Marksman			Level 5
Two Handed			Level 5
Dual Wield			Level 5
Shield Focus	Shield		Level 10
Duelist Defense	Duelist		Level 10
Duelist Finesse	Duelist		Level 10
Deadly Marksman	Marksman		Level 10
Two Handed Power	Two Handed		Level 10
Improved Dual Wield	Dual Wield		Level 10
Light Blade Mastery	Light Blades		Level 5
Heavy Blade Mastery	Heavy Blades		Level 5
Staff Mastery	Staves		Level 5
Bludgeon Mastery	Bludgeons		Level 5
Axe Mastery	Axes		Level 5
Bow Mastery	Bows		Level 5
Light Armor Mastery	Light Armor		Level 5
Heavy Armor Mastery	Heavy Armor		Level 5
Weapon Finesse			Level 5
Light Blade Lunge	Light Blade Mastery		Level 10
Heavy Blade Precision	Heavy Blade Mastery		Level 10
Whirling Staff	Staff Mastery		Level 10
Bludgeon Repulsion	Bludgeon Mastery		Level 10

Tremendous Axe Strike	Axe Mastery	Level 10
Power Bowshot	Bow Mastery	Level 10
Shield Wall	Shield	Level 10
Duelist Maneuver	Duelist	Level 10
Marksman Bullseye	Marksman	Level 10
Two Handed Berserk	Two Handed	Level 10
Dual Wield Skirmish	Dual Wield	Level 10
Toughness		

Adventurer Skill	Skill Requirements	Attribute	Prerequisites
Traps		Intelligence	
Locks		Intelligence	
Stealth		Personality	
Observation		Intelligence	
Diplomacy		Personality	
Improved Flank	Stealth	Personality	Level 5
Sneak Attack	Stealth	Personality	Level 5
Combat Stealth	Sneak Attack	Personality	Level 10
Singing		Personality	
Improved Singing	Singing	Personality	Level 5
Masterful Singing	Improved Singing	Personality	Level 10
Battle Music	Singing	Personality	Level 5
Heroic Music	Singing	Personality	Level 5
Shadow Music	Improved Singing	Personality	Level 10
Wondrous Music	Improved Singing	Personality	Level 10
Wands		Intelligence	
Improved Material			
Fortitude	Improved Material		Level 5
Great Fortitude	Fortitude		Level 10
Improved Energetic			
Escape	Improved Energetic		Level 5
Lightning Escape	Escape		Level 10
Improved Spiritual			
Resolve	Improved Spiritual		Level 5
Iron Resolve	Resolve		Level 10
Stand Stout	Fortitude		Level 10
Acrobatic Evasion	Escape		Level 10
Resolute Belief	Resolve		Level 10

Spellcaster Skill	Skill Requirements	Attribute	Prerequisites
Matter Blood	Matter Magic		
Energy Blood	Energy Magic		
Spirit Blood	Spirit Magic		
Arcane Magic	Any Magic		
Religion	Any Magic		
Void Magic		Personality	
Matter Magic		Intelligence	

Energy Magic		Intelligence
Spirit Magic		Personality
Elemental Magic	Matter Magic , Energy Magic	Intelligence
Cosmic Magic	Energy Magic , Spirit Magic	Personality
Life Magic	Matter Magic , Spirit Magic	Personality
High Magic	Matter Magic , Energy Magic , Spirit Magic	Intelligence
Void Magic Mastery	Void Magic	Level 10
Matter Magic Mastery	Matter Magic	Level 10
Energy Magic Mastery	Energy Magic	Level 10
Spirit Magic Mastery	Spirit Magic	Level 10
Elemental Magic Mastery	Elemental Magic	Level 10
Cosmic Magic Mastery	Cosmic Magic	Level 10
Life Magic Mastery	Life Magic	Level 10
High Magic Mastery	High Magic	Level 10
Spell Penetration	Any Magic	Level 5
Greater Spell Penetration	Spell Penetration	Level 10
Armored Casting	Any Magic	
Armored Casting Mastery	Armored Casting	Level 5
Spellcasting Alacrity	Any Magic	Level 5
Combat Casting	Any Magic	
Defensive Casting	Combat Casting	Level 5
Mental Focus		

Light Blades

Class: [Fighter](#)

Attribute: Strength

Light blades provides proficiency in light bladed weapons such as daggers, short swords, and rapiers. Wielding a proficient weapon avoids the -20 non-proficient penalty to Attack Bonus.

Heavy Blades

Class: [Fighter](#)

Attribute: Strength

Heavy blades provides proficiency in heavy bladed weapons such as longswords and greatswords. Heavy blades are sometimes two-handed weapons. Wielding a proficient weapon avoids the -20 non-proficient penalty to Attack Bonus.

Staves

Class: [Fighter](#)

Attribute: Strength

Staves provides proficiency in one-handed staves and two-handed quarterstaves. Spellcasters often favor this type of weapon. Wielding a proficient weapon avoids the -20 non-proficient penalty to Attack Bonus.

Bludgeons

Class: [Fighter](#)

Attribute: Strength

Bludgeons provides proficiency in blunt weapons such as clubs and maces. Sometimes these weapons are found in a two-handed variety. Wielding a proficient weapon avoids the -20 non-proficient penalty to Attack Bonus.

Axes

Class: [Fighter](#)

Attribute: Strength

Axes provides proficiency in hafted, bladed weapons like axes. These weapons are often found in a two-handed version. Wielding a proficient weapon avoids the -20 non-proficient penalty to Attack Bonus.

Bows

Class: [Fighter](#)

Attribute: Agility

Bows provides proficiency in bows of all types. Bows are always two-handed weapons. Wielding a proficient weapon avoids the -20 non-proficient penalty to Attack Bonus.

Light Armor

Class: [Fighter](#)

Light armor provides proficiency in wearing light armor, such as wizard's robes, or leather armor. Wearing proficient armor prevents the armor-specific non-proficient penalty from being applied to Attack Bonus and Attack Damage.

Heavy Armor

Class: [Fighter](#)

Prerequisite: [Light Armor](#)

Heavy armor provides proficiency in wearing heavy armor, such as chain mail or plate mail. Wearing proficient armor prevents the armor-specific non-proficient penalty from being applied to Attack Bonus and Attack Damage.

Shield

Class: [Fighter](#)

Prerequisite: Level 5

Shield allows the actor to use the Shield Style, providing proficiency when wielding a shield. Wielding a proficient shield prevents the shield-specific non-proficient penalty from being applied to Attack Bonus and Attack Damage. In addition, he gets an Attack Speed bonus in seconds equal to his Base Attack Bonus divided by 25.

Usable Abilities:

- Level 10:
 - [Shield Wall 1](#)
- Level 15:
 - [Shield Wall 2](#)
- Level 20:

- [Shield Wall 3](#)

Duelist

Class: [Fighter](#)

Prerequisite: Level 5

Duelist allows the actor to use the Duelist Style, granting a +5 bonus to Attack Bonus and Attack Damage when wielding a one-handed weapon and no shield. In addition, he gets an Attack Speed bonus in seconds equal to his Base Attack Bonus divided by 25.

Usable Abilities:

- Level 10:
 - [Duelist Maneuver 1](#)
- Level 15:
 - [Duelist Maneuver 2](#)
- Level 20:
 - [Duelist Maneuver 3](#)

Marksman

Class: [Fighter](#)

Prerequisite: Level 5

Marksman allows the actor to use the Marksman Style. When using a bow, the actor gains adds 1/2 of his Agility Bonus to Attack Damage. In addition, he gets an Attack Speed bonus in seconds equal to his Base Attack Bonus divided by 25.

Usable Abilities:

- Level 10:
 - [Marksman Bullseye 1](#)
- Level 15:
 - [Marksman Bullseye 2](#)
- Level 20:
 - [Marksman Bullseye 3](#)

Two Handed

Class: [Fighter](#)

Prerequisite: Level 5

Two Handed allows the actor to use the Two Handed Weapon Style. When using a two-handed weapon, the actor gains 1 1/2 times the normal Strength Bonus to Attack Damage. In addition, he gets an Attack Speed bonus in seconds equal to his Base Attack Bonus divided by 25.

Usable Abilities:

- Level 10:
 - [Two Handed Berserk 1](#)
- Level 15:
 - [Two Handed Berserk 2](#)
- Level 20:

- [Two Handed Berserk 3](#)

Dual Wield

Class: [Fighter](#)

Prerequisite: Level 5

Dual Wield allows the actor to use the Dual Wield Style, allowing the actor to wield and attack with two weapons at once. A -20 penalty is applied to Attack Bonus for both weapons, and only 1/2 the normal Strength Bonus to Attack Damage is applied to the offhand weapon. If the offhand weapon is a light weapon, the attack penalty is only -10 (for both weapons). In addition, he gets an Attack Speed bonus in seconds equal to his Base Attack Bonus divided by 25.

Usable Abilities:

- Level 10:
 - [Dual Wield Skirmish 1](#)
- Level 15:
 - [Dual Wield Skirmish 2](#)
- Level 20:
 - [Dual Wield Skirmish 3](#)

Shield Focus

Class: [Fighter](#)

Prerequisite: [Shield](#)

Prerequisite: Level 10

An actor with the Shield Focus skill gets an additional +10 bonus to Defense Class when using a shield.

Duelist Defense

Class: [Fighter](#)

Prerequisite: [Duelist](#)

Prerequisite: Level 10

An actor with the Duelist Defense skill gets a +10 bonus to Defense Class when using the Duelist style.

Duelist Finesse

Class: [Fighter](#)

Prerequisite: [Duelist](#)

Prerequisite: Level 10

An actor with the Duelist Finesse style may optionally add his Agility bonus, in place of Strength, to Attack Damage, when using the Duelist style and a light weapon.

Deadly Marksman

Class: [Fighter](#)

Prerequisite: [Marksman](#)

Prerequisite: Level 10

An actor with the Deadly Marksman skill adds a bonus equal to 1/2 of his Agility Bonus to Attack Damage when wielding a bow (in addition to any bonus from the Marksman skill).

Two Handed Power

Class: [Fighter](#)

Prerequisite: [Two Handed](#)

Prerequisite: Level 10

An actor with the Two Handed Power skill deals 2 times the normal Strength Bonus to attacks with a two-handed melee weapon.

Improved Dual Wield

Class: [Fighter](#)

Prerequisite: [Dual Wield](#)

Prerequisite: Level 10

An actor with the Improved Dual Wield skill reduces the dual wield attack penalty to -10, or to 0 if the offhand weapon is a light weapon.

Light Blade Mastery

Class: [Fighter](#)

Prerequisite: [Light Blades](#)

Prerequisite: Level 5

Light Blade Mastery grants the actor extra bonuses when wielding a light blade. The actor gets a +5 bonus to his Attack Bonus and Attack Damage. In addition, he gets an Attack Speed bonus in seconds equal to his Base Attack Bonus divided by 25.

Usable Abilities:

- Level 10:
 - [Light Blade Lunge 1](#)
- Level 15:
 - [Light Blade Lunge 2](#)
- Level 20:
 - [Light Blade Lunge 3](#)

Heavy Blade Mastery

Class: [Fighter](#)

Prerequisite: [Heavy Blades](#)

Prerequisite: Level 5

Heavy Blade Mastery grants the actor extra bonuses when wielding a heavy blade. The actor gets a +5 bonus to his Attack Bonus and Attack Damage. In addition, he gets an Attack Speed bonus in seconds equal to his Base Attack Bonus divided by 25.

Usable Abilities:

- Level 10:
 - [Heavy Blade Precision 1](#)
- Level 15:
 - [Heavy Blade Precision 2](#)
- Level 20:
 - [Heavy Blade Precision 3](#)

Staff Mastery

Class: [Fighter](#)

Prerequisite: [Staves](#)

Prerequisite: Level 5

Staff Mastery grants the actor extra bonuses when wielding a staff. The actor gets a +5 bonus to his Attack Bonus and Defense Class. In addition, he gets an Attack Speed bonus in seconds equal to his Base Attack Bonus divided by 25.

Usable Abilities:

- Level 10:
 - [Whirling Staff 1](#)
- Level 15:
 - [Whirling Staff 2](#)
- Level 20:
 - [Whirling Staff 3](#)

Bludgeon Mastery

Class: [Fighter](#)

Prerequisite: [Bludgeons](#)

Prerequisite: Level 5

Bludgeon Mastery grants the actor extra bonuses when wielding a bludgeon. The actor gets a +5 bonus to his Attack Bonus and Attack Damage. In addition, he gets an Attack Speed bonus in seconds equal to his Base Attack Bonus divided by 25.

Usable Abilities:

- Level 10:
 - [Bludgeon Repulsion 1](#)
- Level 15:
 - [Bludgeon Repulsion 2](#)
- Level 20:
 - [Bludgeon Repulsion 3](#)

Axe Mastery

Class: [Fighter](#)

Prerequisite: [Axes](#)

Prerequisite: Level 5

Axe Mastery grants the actor extra bonuses when wielding an axe. The actor gets a +5 bonus to his Attack Bonus and Attack Damage. In addition, he gets an Attack Speed bonus in seconds equal to his Base Attack Bonus divided by 25.

Usable Abilities:

- Level 10:
 - [Tremendous Axe Strike 1](#)
- Level 15:

- [Tremendous Axe Strike 2](#)
- Level 20:
 - [Tremendous Axe Strike 3](#)

Bow Mastery

Class: [Fighter](#)

Prerequisite: [Bows](#)

Prerequisite: Level 5

Bow Mastery grants the actor extra bonuses when wielding a bow. The actor gets a +5 bonus to his Attack Bonus and Attack Damage. In addition, he gets an Attack Speed bonus in seconds equal to his Base Attack Bonus divided by 25.

Usable Abilities:

- Level 10:
 - [Power Bowshot 1](#)
- Level 15:
 - [Power Bowshot 2](#)
- Level 20:
 - [Power Bowshot 3](#)

Light Armor Mastery

Class: [Fighter](#)

Prerequisite: [Light Armor](#)

Prerequisite: Level 5

Light Armor Mastery grants the actor extra bonuses when wearing light armor. The actor gets a bonus to his Defense Class equal to his Base Attack Bonus divided by five. In addition, the Maximum Agility Bonus of the armor is increased by Base Attack Bonus divided by five.

Heavy Armor Mastery

Class: [Fighter](#)

Prerequisite: [Heavy Armor](#)

Prerequisite: Level 5

Heavy Armor Mastery grants the actor extra bonuses when wearing heavy armor. The actor gets a bonus to his Defense Class equal to his Base Attack Bonus divided by five. In addition, the Maximum Agility Bonus of the armor is increased by Base Attack Bonus divided by five.

Weapon Finesse

Class: [Fighter](#)

Prerequisite: Level 5

Weapon Finesse allows the actor to optionally use one half of his Agility Bonus, in place of his Strength Bonus, when determining his Attack Damage. This ability only applies when using a light weapon.

Light Blade Lunge

Class: [Fighter](#)

Prerequisite: [Light Blade Mastery](#)

Prerequisite: Level 10

Light Blade Lunge grants the actor Light Blade Lunge powers, granting a bonus, when activated, to the actor's Attack Bonus when wielding a light blade.

Grants Abilities:

- Level 10:
 - [Light Blade Lunge 1](#)
- Level 15:
 - [Light Blade Lunge 2](#)
- Level 20:
 - [Light Blade Lunge 3](#)

Heavy Blade Precision

Class: [Fighter](#)

Prerequisite: [Heavy Blade Mastery](#)

Prerequisite: Level 10

Heavy Blade Precision grants the actor Heavy Blade Precision powers, granting a bonus, when activated, to the actor's Attack Bonus when wielding a heavy blade.

Grants Abilities:

- Level 10:
 - [Heavy Blade Precision 1](#)
- Level 15:
 - [Heavy Blade Precision 2](#)
- Level 20:
 - [Heavy Blade Precision 3](#)

Whirling Staff

Class: [Fighter](#)

Prerequisite: [Staff Mastery](#)

Prerequisite: Level 10

Whirling Staff grants the actor Whirling Staff powers, granting a bonus, when activated, to the actor's Defense Class when wielding a staff.

Grants Abilities:

- Level 10:
 - [Whirling Staff 1](#)
- Level 15:
 - [Whirling Staff 2](#)
- Level 20:
 - [Whirling Staff 3](#)

Bludgeon Repulsion

Class: [Fighter](#)

Prerequisite: [Bludgeon Mastery](#)

Prerequisite: Level 10

Bludgeon Repulsion grants the actor Bludgeon Repulsion powers, granting a bonus, when activated, to the actor's Defense Class when wielding a bludgeon.

Grants Abilities:

- Level 10:
 - [Bludgeon Repulsion 1](#)
- Level 15:
 - [Bludgeon Repulsion 2](#)
- Level 20:
 - [Bludgeon Repulsion 3](#)

Tremendous Axe Strike

Class: [Fighter](#)

Prerequisite: [Axe Mastery](#)

Prerequisite: Level 10

Tremendous Axe Strike grants the actor Tremendous Axe Strike powers, granting a bonus, when activated, to the actor's Attack Damage when wielding an axe.

Grants Abilities:

- Level 10:
 - [Tremendous Axe Strike 1](#)
- Level 15:
 - [Tremendous Axe Strike 2](#)
- Level 20:
 - [Tremendous Axe Strike 3](#)

Power Bowshot

Class: [Fighter](#)

Prerequisite: [Bow Mastery](#)

Prerequisite: Level 10

Power Bowshot grants the actor Power Bowshot powers, granting a bonus, when activated, to the actor's Attack Damage when wielding an bow.

Grants Abilities:

- Level 10:
 - [Power Bowshot 1](#)
- Level 15:
 - [Power Bowshot 2](#)
- Level 20:
 - [Power Bowshot 3](#)

Shield Wall

Class: [Fighter](#)

Prerequisite: [Shield](#)

Prerequisite: Level 10

Shield Wall grants the actor Shield Wall powers, granting a bonus, when activated, to the actor's Defense Class when using the Shield Style.

Grants Abilities:

- Level 10:
 - [Shield Wall 1](#)
- Level 15:
 - [Shield Wall 2](#)
- Level 20:
 - [Shield Wall 3](#)

Duelist Maneuver

Class: [Fighter](#)

Prerequisite: [Duelist](#)

Prerequisite: Level 10

Duelist Maneuver grants the actor Duelist Maneuver powers, granting a bonus, when activated, to the actor's Defense Class when using the Duelist Style.

Grants Abilities:

- Level 10:
 - [Duelist Maneuver 1](#)
- Level 15:
 - [Duelist Maneuver 2](#)
- Level 20:
 - [Duelist Maneuver 3](#)

Marksman Bullseye

Class: [Fighter](#)

Prerequisite: [Marksman](#)

Prerequisite: Level 10

Marksman Bullseye grants the actor Marksman Bullseye powers, granting a bonus, when activated, to the actor's Attack Bonus when using the Marksman Style.

Grants Abilities:

- Level 10:
 - [Marksman Bullseye 1](#)
- Level 15:
 - [Marksman Bullseye 2](#)
- Level 20:
 - [Marksman Bullseye 3](#)

Two Handed Berserk

Class: [Fighter](#)

Prerequisite: [Two Handed](#)

Prerequisite: Level 10

Two Handed Berserk grants the actor Two Handed Berserk powers, granting a bonus, when activated, to the actor's Attack Damage when using the Two Handed Style.

Grants Abilities:

- Level 10:
 - [Two Handed Berserk 1](#)
- Level 15:
 - [Two Handed Berserk 2](#)
- Level 20:
 - [Two Handed Berserk 3](#)

Dual Wield Skirmish

Class: [Fighter](#)

Prerequisite: [Dual Wield](#)

Prerequisite: Level 10

Dual Wield Skirmish grants the actor Dual Wield Skirmish powers, granting a bonus, when activated, to the actor's Attack Bonus when using the Dual Wield Style.

Grants Abilities:

- Level 10:
 - [Dual Wield Skirmish 1](#)
- Level 15:
 - [Dual Wield Skirmish 2](#)
- Level 20:
 - [Dual Wield Skirmish 3](#)

Toughness

Class: [Fighter](#)

The actor has enhanced physical stamina, granting 5 extra hit points per level.

Matter Blood

Class: [Spellcaster](#)

Prerequisite: [Matter Magic](#)

The blood of some magical ancestor runs through the actor's veins, granting intrinsic powers of Matter Magic to the actor.

Grants Abilities:

- Spell Tier 1:
 - [Speed Burst](#)
 - [Magic Dagger](#)
 - [Magic Quarterstaff](#)
 - [Magic Warhammer](#)
 - [Magic Shortbow](#)
- Spell Tier 2:
 - [Knock](#)

- [Barkskin](#)
 - [Flame Blade](#)
- Spell Tier 3:
 - [Haste](#)
 - [Slow](#)
 - [Cure Serious](#)
- Spell Tier 4:
 - [Cure Critical](#)
 - [Stoneskin](#)
- Spell Tier 5:
 - [Mass Cure Light](#)
 - [Increase Density](#)
- Spell Tier 6:
 - [Disintegrate](#)
 - [Mass Cure Moderate](#)
- Spell Tier 7:
 - [Mass Cure Serious](#)
- Spell Tier 8:
 - [Mass Cure Critical](#)

Energy Blood

Class: [Spellcaster](#)

Prerequisite: [Energy Magic](#)

The blood of some magical ancestor runs through the actor's veins, granting intrinsic powers of Energy Magic to the actor.

Grants Abilities:

- Spell Tier 1:
 - [Burst of Flame](#)
 - [Faerie Fire](#)
- Spell Tier 2:
 - [Sound Burst](#)
- Spell Tier 3:
 - [Fire Bolt](#)
 - [Fire Burst](#)
- Spell Tier 4:
 - [Deafening Shout](#)
 - [Explosion](#)
- Spell Tier 5:
 - [Eruption](#)
 - [Flame Strike](#)
- Spell Tier 6:
 - [Reverse Energy](#)
 - [Fireball](#)
- Spell Tier 7:
 - [Sunbeam](#)
- Spell Tier 8:
 - [Fire Storm](#)

Spirit Blood

Class: [Spellcaster](#)
Prerequisite: [Spirit Magic](#)

The blood of some magical ancestor runs through the actor's veins, granting intrinsic powers of Spirit Magic to the actor.

Grants Abilities:

- Spell Tier 1:
 - [Color Spray](#)
- Spell Tier 2:
 - [Hypnotic Pattern](#)
 - [Invisibility](#)
 - [Scare](#)
- Spell Tier 3:
 - [Displacement](#)
 - [Invisibility Sphere](#)
- Spell Tier 4:
 - [Greater Invisibility](#)
 - [Panic](#)
- Spell Tier 5:
 - [Nightmare](#)
 - [Shadow Strike](#)
- Spell Tier 6:
 - [Shadow Walk](#)
 - [Symbol of Fear](#)
- Spell Tier 7:
 - [Mass Invisibility](#)
- Spell Tier 8:
 - [Shadow Fireball](#)

Arcane Magic

Class: [Spellcaster](#)
Prerequisite: Any Magic

Arcane Magic allows the Spellcaster to learn spells from spell scrolls.

Religion

Class: [Spellcaster](#)
Prerequisite: Any Magic

Religion allows the Spellcaster to learn spells from divine sources. Religion grants all spells of tiers 1 and 2 to the actor, provided he also has the prerequisite skill for the spell. Religion requires that the actor join a religious faction in order to gain higher tier spells.

Grants Abilities:

- Spell Tier 1:
 - [Alertness](#)
 - [Air Armor](#)
 - [Lightning Touch](#)
 - [Endure Elements](#)
 - [Burst of Flame](#)

- [Faerie Fire](#)
- [Protection](#)
- [Courage](#)
- [Sleep](#)
- [Bane](#)
- [Bless](#)
- [Speed Burst](#)
- [Magic Dagger](#)
- [Magic Quarterstaff](#)
- [Magic Warhammer](#)
- [Magic Shortbow](#)
- [Color Spray](#)
- Spell Tier 2:
 - [See Invisible](#)
 - [Fire Elemental I](#)
 - [Acid Arrow](#)
 - [Earth Elemental I](#)
 - [Fire Protection](#)
 - [Cold Protection](#)
 - [Lightning Protection](#)
 - [Sound Burst](#)
 - [Calm Emotions](#)
 - [Silence](#)
 - [Idiocy](#)
 - [Strength](#)
 - [Agility](#)
 - [Durability](#)
 - [Intelligence](#)
 - [Personality](#)
 - [Remove Paralysis](#)
 - [Cure Poison](#)
 - [Knock](#)
 - [Barkskin](#)
 - [Flame Blade](#)
 - [Hypnotic Pattern](#)
 - [Invisibility](#)
 - [Scare](#)

Void Magic

Class: [Spellcaster](#)

Attribute: Personality

Spell Bonus: -5

Void Magic (Black Magic) is magic based on life-draining and undeath. Void Magic is easy to become proficient in, but is weaker than other forms of magic, and is viewed as evil and criminal in most cultures.

Grants Abilities:

- Spell Tier 0:
 - [Disrupt Undead](#)
- Spell Tier 1:
 - [Chill Touch](#)
 - [Weakness](#)

- [Doom](#)
 - [Inflict Light](#)
- Spell Tier 2:
 - [Command Undead](#)
 - [Ghoul Touch](#)
 - [Inflict Moderate](#)
- Spell Tier 3:
 - [Halt Undead](#)
 - [Inflict Serious](#)
- Spell Tier 4:
 - [Animate Dead](#)
 - [Inflict Critical](#)
 - [Poison](#)
- Spell Tier 5:
 - [Symbol of Pain](#)
 - [Mass Inflict Light](#)
- Spell Tier 6:
 - [Create Undead](#)
 - [Mass Inflict Moderate](#)
- Spell Tier 7:
 - [Symbol of Weakness](#)
 - [Mass Inflict Serious](#)
- Spell Tier 8:
 - [Greater Undead](#)
 - [Symbol of Death](#)
 - [Mass Inflict Critical](#)

Usable Abilities:

- Spell Tier 0:
 - [Disrupt Undead](#)
- Spell Tier 1:
 - [Chill Touch](#)
 - [Weakness](#)
 - [Doom](#)
 - [Inflict Light](#)
- Spell Tier 2:
 - [Command Undead](#)
 - [Ghoul Touch](#)
 - [Inflict Moderate](#)
- Spell Tier 3:
 - [Halt Undead](#)
 - [Exhaustion](#)
 - [Inflict Serious](#)
- Spell Tier 4:
 - [Animate Dead](#)
 - [Bestow Curse](#)
 - [Death Ward](#)
 - [Inflict Critical](#)
 - [Poison](#)
- Spell Tier 5:
 - [Symbol of Pain](#)
 - [Waves of Fatigue](#)

- [Mass Inflict Light](#)
- [Slay Living](#)
- Spell Tier 6:
 - [Circle of Death](#)
 - [Create Undead](#)
 - [Biting Curse](#)
 - [Lay to Rest](#)
 - [Harm](#)
 - [Mass Inflict Moderate](#)
- Spell Tier 7:
 - [Control Undead](#)
 - [Finger of Death](#)
 - [Symbol of Weakness](#)
 - [Waves of Exhaustion](#)
 - [Destruction](#)
 - [Mass Inflict Serious](#)
- Spell Tier 8:
 - [Greater Undead](#)
 - [Symbol of Death](#)
 - [Mass Inflict Critical](#)

Matter Magic

Class: [Spellcaster](#)

Attribute: Intelligence

Matter Magic (Blue Magic) is the magic of controlling and repairing matter. Matter Magic is sometimes known as Healing Magic, as many of its spells are used for healing purposes. Other spells are used to alter the properties of an object (such as a weapon) or being.

Grants Abilities:

- Spell Tier 0:
 - [Virtue](#)
- Spell Tier 1:
 - [Cure Light](#)
- Spell Tier 2:
 - [Cure Moderate](#)

Usable Abilities:

- Spell Tier 0:
 - [Virtue](#)
- Spell Tier 1:
 - [Speed Burst](#)
 - [Magic Dagger](#)
 - [Magic Quarterstaff](#)
 - [Magic Warhammer](#)
 - [Magic Shortbow](#)
 - [Cure Light](#)
- Spell Tier 2:
 - [Knock](#)
 - [Barkskin](#)

- [Flame Blade](#)
 - [Cure Moderate](#)
- Spell Tier 3:
 - [Haste](#)
 - [Greater Dagger](#)
 - [Greater Quarterstaff](#)
 - [Greater Warhammer](#)
 - [Greater Shortbow](#)
 - [Slow](#)
 - [Magic Leather](#)
 - [Magic Platemail](#)
 - [Cure Serious](#)
- Spell Tier 4:
 - [Cure Critical](#)
 - [Stoneskin](#)
- Spell Tier 5:
 - [Mass Cure Light](#)
 - [Hammer of Disruption](#)
 - [Increase Density](#)
- Spell Tier 6:
 - [Disintegrate](#)
 - [Warrior Transform](#)
 - [Mass Cure Moderate](#)
 - [Heal](#)
- Spell Tier 7:
 - [Incorporeal Body](#)
 - [Mass Cure Serious](#)
- Spell Tier 8:
 - [Iron Body](#)
 - [Mass Cure Critical](#)
- Spell Tier 9:
 - [Mass Heal](#)

Energy Magic

Class: [Spellcaster](#)

Attribute: Intelligence

Energy Magic (Red Magic) is the magic of harnessing and directing raw energy. There is little subtlety to Energy Magic, and its spells are generally used for direct attacks.

Grants Abilities:

- Spell Tier 0:
 - [Flare](#)
- Spell Tier 1:
 - [Magic Missile](#)
- Spell Tier 2:
 - [Scorching Ray](#)

Usable Abilities:

- Spell Tier 0:

- [Flare](#)
- Spell Tier 1:
 - [Burst of Flame](#)
 - [Magic Missile](#)
 - [Faerie Fire](#)
- Spell Tier 2:
 - [Scorching Ray](#)
 - [Sound Burst](#)
- Spell Tier 3:
 - [Fire Bolt](#)
 - [Fire Burst](#)
 - [Searing Light](#)
- Spell Tier 4:
 - [Deafening Shout](#)
 - [Explosion](#)
 - [Energize Self](#)
- Spell Tier 5:
 - [Eruption](#)
 - [Flame Strike](#)
- Spell Tier 6:
 - [Reverse Energy](#)
 - [Fireball](#)
- Spell Tier 7:
 - [Sunbeam](#)
 - [Divine Outburst](#)
 - [Cage of Force](#)
- Spell Tier 8:
 - [Sunburst](#)
 - [Overwhelming Shout](#)
 - [Fire Storm](#)
- Spell Tier 9:
 - [Meteor Swarm](#)

Spirit Magic

Class: [Spellcaster](#)

Attribute: Personality

Spirit Magic (Yellow Magic) is the magic of controlling the minds and emotions of people and creatures. Spells of Spirit Magic are often used for changing the perceptions or emotions of the spell's target.

Grants Abilities:

- Spell Tier 0:
 - [Fatigue](#)
- Spell Tier 1:
 - [Fear](#)
- Spell Tier 2:
 - [Blur](#)

Usable Abilities:

- Spell Tier 0:

- [Fatigue](#)
- Spell Tier 1:
 - [Fear](#)
 - [Color Spray](#)
- Spell Tier 2:
 - [Blur](#)
 - [Hypnotic Pattern](#)
 - [Invisibility](#)
 - [Scare](#)
- Spell Tier 3:
 - [Displacement](#)
 - [Invisibility Sphere](#)
- Spell Tier 4:
 - [Greater Invisibility](#)
 - [Rainbow Pattern](#)
 - [Panic](#)
 - [Phantasm I](#)
- Spell Tier 5:
 - [Nightmare](#)
 - [Shadow Strike](#)
 - [Phantasm II](#)
- Spell Tier 6:
 - [Shadow Walk](#)
 - [Symbol of Fear](#)
 - [Phantasm III](#)
- Spell Tier 7:
 - [Mass Invisibility](#)
 - [Phantasm IV](#)
- Spell Tier 8:
 - [Scintillating Pattern](#)
 - [Shadow Fireball](#)
 - [Phantasm V](#)
- Spell Tier 9:
 - [Phantasm VI](#)

Elemental Magic

Class: [Spellcaster](#)

Attribute: Intelligence

Spell Bonus: +5

Prerequisite: [Matter Magic](#)

Prerequisite: [Energy Magic](#)

Elemental Magic (Purple Magic), combining the domains of Matter and Energy, is the magic of controlling the raw elements that make up all reality, drawing power from the fire and ice realms to suit the spellcaster's purposes. Spells of Elemental Magic often involve summoning elemental beings into this world, or using the Elemental energies to attack enemies.

Grants Abilities:

- Spell Tier 0:
 - [Ray of Frost](#)
- Spell Tier 1:
 - [Air Elemental I](#)

- Spell Tier 2:
 - [Flame Arrow](#)

Usable Abilities:

- Spell Tier 0:
 - [Ray of Frost](#)
- Spell Tier 1:
 - [Air Armor](#)
 - [Air Elemental I](#)
 - [Lightning Touch](#)
 - [Endure Elements](#)
- Spell Tier 2:
 - [Flame Arrow](#)
 - [Fire Elemental I](#)
 - [Acid Arrow](#)
 - [Earth Elemental I](#)
 - [Fire Protection](#)
 - [Cold Protection](#)
 - [Lightning Protection](#)
- Spell Tier 3:
 - [Air Elemental II](#)
 - [Icy Cloud](#)
 - [Poison Ball](#)
 - [Lightning Bolt](#)
- Spell Tier 4:
 - [Earth Shield](#)
 - [Ice Storm](#)
 - [Air Elemental III](#)
 - [Fire Elemental II](#)
 - [Fire Shield](#)
 - [Frost Shield](#)
- Spell Tier 5:
 - [Air Elemental IV](#)
 - [Poison Cloud](#)
 - [Burst of Cold](#)
 - [Fire Elemental III](#)
 - [Earth Elemental II](#)
- Spell Tier 6:
 - [Fire Elemental IV](#)
 - [Poison Fog](#)
 - [Lightning](#)
 - [Earth Elemental III](#)
- Spell Tier 7:
 - [Air Elemental V](#)
 - [Acid Fog](#)
 - [Earth Elemental IV](#)
- Spell Tier 8:
 - [Fiery Cloud](#)
 - [Fire Elemental V](#)
- Spell Tier 9:
 - [Earth Elemental V](#)

Cosmic Magic

Class: [Spellcaster](#)

Attribute: Personality

Spell Bonus: +5

Prerequisite: [Energy Magic](#)

Prerequisite: [Spirit Magic](#)

Cosmic Magic (Orange Magic), the combination of Energy and Spirit, is the magic of the cosmos. Spells of Cosmic Magic deal with scrying, teleportation, and summoning cosmic beings to aid the spellcaster.

Grants Abilities:

- Spell Tier 0:
 - [Guidance](#)
- Spell Tier 1:
 - [True Strike](#)
- Spell Tier 2:
 - [Find Traps](#)

Usable Abilities:

- Spell Tier 0:
 - [Guidance](#)
- Spell Tier 1:
 - [Alertness](#)
 - [True Strike](#)
- Spell Tier 2:
 - [See Invisible](#)
 - [Find Traps](#)
- Spell Tier 3:
 - [Dimension Door](#)
 - [Purge Illusions](#)
 - [Disbelief](#)
- Spell Tier 4:
 - [Repulse](#)
 - [Magic Eye](#)
 - [Bind Warrior](#)
 - [Purge Blessing](#)
- Spell Tier 5:
 - [Teleport](#)
 - [Prying Eyes](#)
 - [Bind Sorceress](#)
- Spell Tier 6:
 - [Mass Repulse](#)
 - [Bind Berserker](#)
 - [Truesight](#)
 - [Mass Disbelief](#)
- Spell Tier 7:
 - [Word of Recall](#)
 - [Arcane Eye](#)
 - [Bind Magus](#)
- Spell Tier 8:

- [Greater Arcane Eye](#)
- [Bind Avenger](#)
- Spell Tier 9:
 - [Gate](#)

Life Magic

Class: [Spellcaster](#)

Attribute: Personality

Spell Bonus: +5

Prerequisite: [Matter Magic](#)

Prerequisite: [Spirit Magic](#)

Life Magic (Green Magic), combining Matter Magic and Spirit Magic, is the magic of life and living creatures. Powers of Life Magic include controlling other creatures, aiding their abilities, and restoring their powers.

Grants Abilities:

- Spell Tier 0:
 - [Daze](#)
- Spell Tier 1:
 - [Charm Person](#)
- Spell Tier 2:
 - [Daze Monster](#)

Usable Abilities:

- Spell Tier 0:
 - [Daze](#)
- Spell Tier 1:
 - [Charm Person](#)
 - [Sleep](#)
 - [Bane](#)
 - [Bless](#)
- Spell Tier 2:
 - [Daze Monster](#)
 - [Idiocy](#)
 - [Strength](#)
 - [Agility](#)
 - [Durability](#)
 - [Intelligence](#)
 - [Personality](#)
 - [Remove Paralysis](#)
 - [Cure Poison](#)
- Spell Tier 3:
 - [Deep Sleep](#)
 - [Heroism](#)
 - [Hold Person](#)
 - [Life Force](#)
- Spell Tier 4:
 - [Charm Monster](#)
 - [Confusion](#)
 - [Despair](#)

- [Remove Augmentation](#)
 - [Neutralize Poison](#)
- Spell Tier 5:
 - [Dominate Person](#)
 - [Feeblemind](#)
 - [Hold Monster](#)
 - [Mind Fog](#)
 - [Symbol of Sleep](#)
 - [Breath of Life](#)
 - [Raise Dead](#)
- Spell Tier 6:
 - [Great Heroism](#)
 - [Symbol of Persuasion](#)
 - [Mass Strength](#)
 - [Mass Agility](#)
 - [Mass Durability](#)
 - [Mass Intelligence](#)
 - [Mass Personality](#)
 - [Block Enchantment](#)
- Spell Tier 7:
 - [Mass Hold Person](#)
 - [Insanity](#)
 - [Power Word Halt](#)
 - [Resurrection](#)
- Spell Tier 8:
 - [Mass Charm Monster](#)
 - [Power Word Stun](#)
 - [Symbol of Insanity](#)
- Spell Tier 9:
 - [Dominate Monster](#)
 - [Mass Hold Monster](#)
 - [Power Word Kill](#)

High Magic

Class: [Spellcaster](#)

Attribute: Intelligence

Spell Bonus: +10

Prerequisite: [Matter Magic](#)

Prerequisite: [Energy Magic](#)

Prerequisite: [Spirit Magic](#)

High Magic (White Magic) is the highest form of magic, called the one true magic by the Archmagi. High Magic allows the spellcaster to control the magic of other spellcasters, dispelling or diminishing the effects of their spells.

Grants Abilities:

- Spell Tier 0:
 - [Minor Protection](#)
- Spell Tier 1:
 - [Shield](#)
- Spell Tier 2:
 - [Lesser Restoration](#)

Usable Abilities:

- Spell Tier 0:
 - [Minor Protection](#)
- Spell Tier 1:
 - [Protection](#)
 - [Shield](#)
 - [Courage](#)
- Spell Tier 2:
 - [Calm Emotions](#)
 - [Lesser Restoration](#)
 - [Silence](#)
- Spell Tier 3:
 - [Dispel Blessing](#)
 - [Dispel Curse](#)
 - [Magic Circle](#)
 - [Resist Fire](#)
 - [Resist Cold](#)
 - [Resist Lightning](#)
 - [Dispel Augmentation](#)
- Spell Tier 4:
 - [Restoration](#)
 - [Mageskin](#)
 - [Freedom](#)
 - [Lesser Magic Globe](#)
- Spell Tier 5:
 - [Break Enchantment](#)
 - [Dismissal](#)
 - [Spell Nullification](#)
- Spell Tier 6:
 - [Dispel Blessing II](#)
 - [Dispel Curse II](#)
 - [Magic Globe](#)
 - [Dispel Augmentation II](#)
- Spell Tier 7:
 - [Greater Restoration](#)
 - [Banishment](#)
 - [Limited Wish: Health](#)
 - [Limited Wish: Power](#)
 - [Limited Wish: Ally](#)
- Spell Tier 8:
 - [Spell Protection](#)
 - [Aura of Magic](#)
 - [Mind Blank](#)
- Spell Tier 9:
 - [Wish: Health](#)
 - [Wish: Power](#)
 - [Wish: Ally](#)

Void Magic Mastery

Class: [Spellcaster](#)

Prerequisite: [Void Magic](#)

Prerequisite: Level 10

Void Magic Mastery grants a +10 bonus to the Spell Bonus, and +2 extra levels, when the spellcaster casts Void Magic spells.

Matter Magic Mastery

Class: [Spellcaster](#)

Prerequisite: [Matter Magic](#)

Prerequisite: Level 10

Matter Magic Mastery grants a +10 bonus to the Spell Bonus, and +2 extra levels, when the spellcaster casts Matter Magic spells.

Energy Magic Mastery

Class: [Spellcaster](#)

Prerequisite: [Energy Magic](#)

Prerequisite: Level 10

Energy Magic Mastery grants a +10 bonus to the Spell Bonus, and +2 extra levels, when the spellcaster casts Energy Magic spells.

Spirit Magic Mastery

Class: [Spellcaster](#)

Prerequisite: [Spirit Magic](#)

Prerequisite: Level 10

Spirit Magic Mastery grants a +10 bonus to the Spell Bonus, and +2 extra levels, when the spellcaster casts Spirit Magic spells.

Elemental Magic Mastery

Class: [Spellcaster](#)

Prerequisite: [Elemental Magic](#)

Prerequisite: Level 10

Elemental Magic Mastery grants a +10 bonus to the Spell Bonus, and +2 extra levels, when the spellcaster casts Elemental Magic spells.

Cosmic Magic Mastery

Class: [Spellcaster](#)

Prerequisite: [Cosmic Magic](#)

Prerequisite: Level 10

Cosmic Magic Mastery grants a +10 bonus to the Spell Bonus, and +2 extra levels, when the spellcaster casts Cosmic Magic spells.

Life Magic Mastery

Class: [Spellcaster](#)

Prerequisite: [Life Magic](#)

Prerequisite: Level 10

Life Magic Mastery grants a +10 bonus to the Spell Bonus, and +2 extra levels, when the spellcaster casts Life Magic spells.

High Magic Mastery

Class: [Spellcaster](#)
Prerequisite: [High Magic](#)
Prerequisite: Level 10

High Magic Mastery grants a +10 bonus to the Spell Bonus, and +2 extra levels, when the spellcaster casts High Magic spells.

Spell Penetration

Class: [Spellcaster](#)
Prerequisite: Any Magic
Prerequisite: Level 5

Spell Penetration gives the spellcaster's spells a +10 bonus to defeat Spell Nullification checks.

Greater Spell Penetration

Class: [Spellcaster](#)
Prerequisite: [Spell Penetration](#)
Prerequisite: Level 10

Greater Spell Penetration gives the spellcaster's spells a +20 bonus to defeat Spell Nullification checks (replacing the bonus from Spell Penetration).

Armored Casting

Class: [Spellcaster](#)
Prerequisite: Any Magic

Armored Casting reduces the caster's Spell Bonus penalty due to armor by 10 points.

Armored Casting Mastery

Class: [Spellcaster](#)
Prerequisite: [Armored Casting](#)
Prerequisite: Level 5

Armored Casting Mastery reduces the caster's Spell Bonus penalty due to armor by 20 points.

Spellcasting Alacrity

Class: [Spellcaster](#)
Prerequisite: Any Magic
Prerequisite: Level 5

Spellcasting Alacrity gives the spellcaster a Casting Speed bonus of a number of seconds equal to his base Spellcasting Bonus divided by 12.5.

Combat Casting

Class: [Spellcaster](#)
Prerequisite: Any Magic

Combat Casting gives the spellcaster a bonus of +20 to pass a spell concentration check when he is damaged while casting a spell.

Defensive Casting

Class: [Spellcaster](#)

Prerequisite: [Combat Casting](#)

Prerequisite: Level 5

Defensive Casting allows a spellcaster to cast spells from a defensive stance, bypassing the concentration check for taking damage while casting a spell. To successfully cast a spell defensively, the caster must make a D100 check, where the bonus is his base spellcasting bonus plus his spell bonus for the spell, and the difficulty is 90 plus two times the base spell bonus of the spell.

Mental Focus

Class: [Spellcaster](#)

The actor has exceptional powers of mental focus, granting energy points as of an actor one level greater.

Traps

Class: [Adventurer](#)

Attribute: Intelligence

Traps grants the actor the ability to detect and disarm traps.

Locks

Class: [Adventurer](#)

Attribute: Intelligence

Locks grants the actor the ability to pick locked doors.

Stealth

Class: [Adventurer](#)

Attribute: Personality

Stealth grants the actor the ability to hide from his enemies.

Observation

Class: [Adventurer](#)

Attribute: Intelligence

Observation grants the actor the ability to see hidden actors, and detect characteristics of an actor by looking at him.

Diplomacy

Class: [Adventurer](#)

Attribute: Personality

Diplomacy grants the actor the ability to influence people and creatures through conversation.

Improved Flank

Class: [Adventurer](#)

Attribute: Personality

Prerequisite: [Stealth](#)

Prerequisite: Level 5

Improved Flank grants the actor an additional +10 bonus to Attack Bonus, and random Attack Damage equal to his Stealth Value, when executing a flank attack.

Sneak Attack

Class: [Adventurer](#)

Attribute: Personality

Prerequisite: [Stealth](#)

Prerequisite: Level 5

Sneak Attack grants the actor the ability to make sneak attacks when he is not visible to his target. A sneak attack deals additional Attack Damage equal to the attacker's Stealth Value.

Combat Stealth

Class: [Adventurer](#)

Attribute: Personality

Prerequisite: [Sneak Attack](#)

Prerequisite: Level 10

Combat Stealth grants the actor the ability to hide while in combat. Hiding while in combat costs 10 energy, and also requires a D100 Stealth check against the best Observation skill of a nearby enemy.

Singing

Class: [Adventurer](#)

Attribute: Personality

Singing gives the actor the ability to sing magic songs that grant bonuses to him and his allies.

Grants Abilities:

- Level 0:
 - [Song of Inspiration 1](#)

Usable Abilities:

- Level 0:
 - [Song of Inspiration 1](#)

Improved Singing

Class: [Adventurer](#)

Attribute: Personality

Prerequisite: [Singing](#)

Prerequisite: Level 5

Improved Singing gives the actor access to more powerful magic songs and types of music.

Grants Abilities:

- Level 5:
 - [Song of Inspiration 2](#)
- Level 10:
 - [Song of Courage 2](#)

- [Song of Endurance 2](#)
- [Song of Persuasion 2](#)
- [Song of Rage 2](#)

Usable Abilities:

- Level 5:
 - [Song of Inspiration 2](#)

Masterful Singing

Class: [Adventurer](#)

Attribute: Personality

Prerequisite: [Improved Singing](#)

Prerequisite: Level 10

Masterful Singing gives the actor access to the most powerful magic songs and types of music.

Grants Abilities:

- Level 10:
 - [Song of Inspiration 3](#)
- Level 15:
 - [Song of Concentration 2](#)
 - [Song of Courage 3](#)
 - [Song of Cunning 2](#)
 - [Song of Endurance 3](#)
 - [Song of Mysticism 2](#)
 - [Song of Persuasion 3](#)
 - [Song of Quickness 2](#)
 - [Song of Rage 3](#)
 - [Song of Silence 2](#)
 - [Song of Willpower 2](#)
- Level 20:
 - [Song of Concentration 3](#)
 - [Song of Courage 4](#)
 - [Song of Cunning 3](#)
 - [Song of Endurance 4](#)
 - [Song of Mysticism 3](#)
 - [Song of Persuasion 4](#)
 - [Song of Quickness 3](#)
 - [Song of Rage 4](#)
 - [Song of Silence 3](#)
 - [Song of Willpower 3](#)

Usable Abilities:

- Level 10:
 - [Song of Inspiration 3](#)
- Level 15:
 - [Song of Inspiration 4](#)
- Level 20:

- [Song of Inspiration 5](#)

Battle Music

Class: [Adventurer](#)

Attribute: Personality

Prerequisite: [Singing](#)

Prerequisite: Level 5

Battle Music allows the actor to sing songs of the battlefield; songs of glory, might, and suffering.

Grants Abilities:

- Level 5:
 - [Song of Endurance 1](#)
 - [Song of Rage 1](#)

Usable Abilities:

- Level 5:
 - [Song of Endurance 1](#)
 - [Song of Rage 1](#)
- Level 10:
 - [Song of Endurance 2](#)
 - [Song of Rage 2](#)
- Level 15:
 - [Song of Endurance 3](#)
 - [Song of Rage 3](#)
- Level 20:
 - [Song of Endurance 4](#)
 - [Song of Rage 4](#)

Heroic Music

Class: [Adventurer](#)

Attribute: Personality

Prerequisite: [Singing](#)

Prerequisite: Level 5

Heroic Music allows the actor to sing songs of heroism; songs of inspiration, courage, and persuasion.

Grants Abilities:

- Level 5:
 - [Song of Courage 1](#)
 - [Song of Persuasion 1](#)

Usable Abilities:

- Level 5:
 - [Song of Courage 1](#)
 - [Song of Persuasion 1](#)

- Level 10:
 - [Song of Courage 2](#)
 - [Song of Persuasion 2](#)
- Level 15:
 - [Song of Courage 3](#)
 - [Song of Persuasion 3](#)
- Level 20:
 - [Song of Courage 4](#)
 - [Song of Persuasion 4](#)

Shadow Music

Class: [Adventurer](#)

Attribute: Personality

Prerequisite: [Improved Singing](#)

Prerequisite: Level 10

Shadow Music grants the actor songs of darkness, silence, movement beyond perception, and the night.

Grants Abilities:

- Level 10:
 - [Song of Cunning 1](#)
 - [Song of Quickness 1](#)
 - [Song of Silence 1](#)

Usable Abilities:

- Level 10:
 - [Song of Cunning 1](#)
 - [Song of Quickness 1](#)
 - [Song of Silence 1](#)
- Level 15:
 - [Song of Cunning 2](#)
 - [Song of Quickness 2](#)
 - [Song of Silence 2](#)
- Level 20:
 - [Song of Cunning 3](#)
 - [Song of Quickness 3](#)
 - [Song of Silence 3](#)

Wondrous Music

Class: [Adventurer](#)

Attribute: Personality

Prerequisite: [Improved Singing](#)

Prerequisite: Level 10

Wondrous Music allows the actor to sing songs that expand the mind and open the listener to new realms of consciousness.

Grants Abilities:

- Level 10:
 - [Song of Concentration 1](#)
 - [Song of Mysticism 1](#)
 - [Song of Willpower 1](#)

Usable Abilities:

- Level 10:
 - [Song of Concentration 1](#)
 - [Song of Mysticism 1](#)
 - [Song of Willpower 1](#)
- Level 15:
 - [Song of Concentration 2](#)
 - [Song of Mysticism 2](#)
 - [Song of Willpower 2](#)
- Level 20:
 - [Song of Concentration 3](#)
 - [Song of Mysticism 3](#)
 - [Song of Willpower 3](#)

Wands

Class: [Adventurer](#)

Attribute: Intelligence

Wands gives the actor the ability to use magic wands to cast spells. An actor must have his spell tier at least equal to the spell's spell tier in order to cast a given spell using a wand. Adventurers get a bonus of +2 to their spell tier for the purpose of using the Wands skill.

Improved Material

Class: [Adventurer](#)

Improved Material causes the actor to use the Improved Save table for his Material Save.

Usable Abilities:

- Level 10:
 - [Stout Fortitude 1](#)
- Level 15:
 - [Stout Fortitude 2](#)
- Level 20:
 - [Stout Fortitude 3](#)

Fortitude

Class: [Adventurer](#)

Prerequisite: [Improved Material](#)

Prerequisite: Level 5

Fortitude grants the actor +5 resistance to Material effects and spells.

Great Fortitude

Class: [Adventurer](#)
Prerequisite: [Fortitude](#)
Prerequisite: Level 10

Great Fortitude gives a bonus to the actor's Material Save, equal to 10 or the actor's Durability bonus, whichever is higher.

Improved Energetic

Class: [Adventurer](#)

Improved Energetic causes the actor to use the Improved Save table for his Energetic Save.

Usable Abilities:

- Level 10:
 - [Acrobatic Escape 1](#)
- Level 15:
 - [Acrobatic Escape 2](#)
- Level 20:
 - [Acrobatic Escape 3](#)

Escape

Class: [Adventurer](#)
Prerequisite: [Improved Energetic](#)
Prerequisite: Level 5

Escape grants the actor +5 resistance to Energetic effects and spells.

Lightning Escape

Class: [Adventurer](#)
Prerequisite: [Escape](#)
Prerequisite: Level 10

Lightning Escape gives a bonus to the actor's Energetic Save, equal to 10 or the actor's Agility bonus, whichever is higher.

Improved Spiritual

Class: [Adventurer](#)

Improved Spiritual causes the actor to use the Improved Save table for his Spiritual Save.

Usable Abilities:

- Level 10:
 - [Resolute Belief 1](#)
- Level 15:
 - [Resolute Belief 2](#)
- Level 20:
 - [Resolute Belief 3](#)

Resolve

Class: [Adventurer](#)
Prerequisite: [Improved Spiritual](#)
Prerequisite: Level 5

Resolve grants the actor +5 resistance to Spiritual effects and spells.

Iron Resolve

Class: [Adventurer](#)
Prerequisite: [Resolve](#)
Prerequisite: Level 10

Iron Resolve gives a bonus to the actor's Spiritual Save, equal to 10 or the actor's Personality bonus, whichever is higher.

Stand Stout

Class: [Adventurer](#)
Prerequisite: [Fortitude](#)
Prerequisite: Level 10

Stand Stout grants Stout Fortitude powers, which give the actor a bonus to his Material save when activated.

Grants Abilities:

- Level 10:
 - [Stout Fortitude 1](#)
- Level 15:
 - [Stout Fortitude 2](#)
- Level 20:
 - [Stout Fortitude 3](#)

Acrobatic Evasion

Class: [Adventurer](#)
Prerequisite: [Escape](#)
Prerequisite: Level 10

Acrobatic Evasion grants Acrobatic Evasion powers, which give the actor a bonus to his Energetic save when activated.

Grants Abilities:

- Level 10:
 - [Acrobatic Escape 1](#)
- Level 15:
 - [Acrobatic Escape 2](#)
- Level 20:
 - [Acrobatic Escape 3](#)

Resolute Belief

Class: [Adventurer](#)
Prerequisite: [Resolve](#)
Prerequisite: Level 10

Resolute Belief grants Resolute Belief powers, which give the actor a bonus to his Spiritual save when activated.

Grants Abilities:

- Level 10:
 - [Resolute Belief 1](#)
- Level 15:
 - [Resolute Belief 2](#)
- Level 20:
 - [Resolute Belief 3](#)

Full Item Listing

Full descriptions of common items, plus sample of some of the magic items.

Dagger		
Weapon	2 gold	1 lbs
Weapon Type: Light Blade (Simple) (Light)		
Damage: (1 to 20)		
The dagger is a short blade suitable for stabbing and close work.		

Shortsword		
Weapon	10 gold	2 lbs
Weapon Type: Light Blade (Light)		
Damage: (1 to 30)		
The shortsword is shorter than a regular sword, but still a dangerous weapon.		

Dagger, Masterwork		
Weapon	302 gold	1 lbs
Weapon Type: Light Blade (Simple) (Light)		
Damage: (1 to 20)		
Attack Bonus: 5		
The dagger is a short blade suitable for stabbing and close work.		

Shortsword, Masterwork		
Weapon	310 gold	2 lbs
Weapon Type: Light Blade (Light)		
Damage: (1 to 30)		
Attack Bonus: 5		

The shortsword is shorter than a regular sword, but still a dangerous weapon.

Longsword

Weapon 15 gold 4 lbs

Weapon Type: Heavy Blade
Damage: (1 to 40)

The longsword is a long, straight-bladed sword.

Greatsword

Weapon 50 gold 8 lbs

Weapon Type: Heavy Blade (Requires two hands)
Damage: (1 to 50) + 5

This sword, long and heavy, is wielded with two hands.

Longsword, Masterwork

Weapon 315 gold 4 lbs

Weapon Type: Heavy Blade
Damage: (1 to 40)
Attack Bonus: 5

The longsword is a long, straight-bladed sword.

Greatsword, Masterwork

Weapon 350 gold 8 lbs

Weapon Type: Heavy Blade (Requires two hands)
Damage: (1 to 50) + 5
Attack Bonus: 5

This sword, long and heavy, is wielded with two hands.

Greatsword +5 of Curse

Weapon 8050 gold 8 lbs

Weapon Type: Heavy Blade (Requires two hands)
Damage: (1 to 50) + 10
Attack Bonus: 5
Enhancement: +5

Spell Attack: Curse (Spell Bonus 10)

Spiritual/Curse	One enemy
Curse hits for (1 to 60) hit points of damage.	
Curse has no effect on a successful save.	

This sword, long and heavy, is wielded with two hands.

Longsword +10 of Slay Dwarf

Weapon 50015 gold 4 lbs

Weapon Type: Heavy Blade

Damage: (1 to 40) + 10

Attack Bonus: 10

Enhancement: +10

Spell Attack: Slay Dwarf (Spell Bonus 35)

Material/Debility One enemy (Dwarf)

Slay Dwarf hits for (1 to 360) hit points of damage.

Slay Dwarf has no effect on a successful save.

The longsword is a long, straight-bladed sword.

Longsword +20 of Flames

Weapon 162015 gold 4 lbs

Weapon Type: Heavy Blade

Damage: (1 to 40) + 20

Attack Bonus: 20

Enhancement: +20

Grants resistance +5 to spell type Energetic/Fire.

Spell Attack: Fire (Spell Bonus 45)

Energetic/Fire One enemy

Fire hits for (1 to 120) hit points of damage.

Fire has no effect on a successful save.

The longsword is a long, straight-bladed sword.

Longsword +25 of Strength

Weapon 200015 gold 4 lbs

Weapon Type: Heavy Blade

Damage: (1 to 40) + 25

Attack Bonus: 25

Enhancement: +25

Save Effect Type: Material

Grants a bonus to statistics: Strength

Bonus Points: +5

The longsword is a long, straight-bladed sword.

Staff

Weapon 1 gold 2 lbs

Weapon Type: Staff (Simple) (Light)

Damage: (1 to 20) (Blunt)

Little more than a walking stick, this staff is only a moderate weapon.

Quarterstaff

Weapon 1 gold 4 lbs

Weapon Type: Staff (Requires two hands) (Light)

Damage: (1 to 40) (Blunt)

This long staff, wielded in two hands, is an effective weapon when used skillfully.

Quarterstaff, Masterwork

Weapon 301 gold 4 lbs

Weapon Type: Staff (Requires two hands) (Light)

Damage: (1 to 40) (Blunt)

Attack Bonus: 5

This long staff, wielded in two hands, is an effective weapon when used skillfully.

Staff, Masterwork

Weapon 301 gold 2 lbs

Weapon Type: Staff (Simple) (Light)

Damage: (1 to 20) (Blunt)

Attack Bonus: 5

Little more than a walking stick, this staff is only a moderate weapon.

Quarterstaff +15 of Slay Construct

Weapon 72001 gold 4 lbs

Weapon Type: Staff (Requires two hands) (Light)

Damage: (1 to 40) + 15 (Blunt)

Attack Bonus: 15

Enhancement: +15

Spell Attack: Slay Construct (Spell Bonus 40)

Energetic/Radiant

One enemy (Construct)

Slay Construct hits for (1 to 360) hit points of damage.

Slay Construct has no effect on a successful save.

This long staff, wielded in two hands, is an effective weapon when used skillfully.

Greatclub

Weapon 1 gold 8 lbs

Weapon Type: Bludgeon (Requires two hands)

Damage: (1 to 50) (Blunt)

This massive club is unwieldy but dangerous.

Club

Weapon

1 gold

3 lbs

Weapon Type: Bludgeon (Simple)

Damage: (1 to 30) (Blunt)

This club is a crude bludgeon made of solid oak.

Warhammer

Weapon

12 gold

5 lbs

Weapon Type: Bludgeon

Damage: (1 to 40) (Blunt)

The warhammer is a two-faced hammer made for combat.

Greathammer

Weapon

40 gold

10 lbs

Weapon Type: Bludgeon (Requires two hands)

Damage: (1 to 45) + 5 (Blunt)

This massive hammer is made for a warrior to wield with two hands.

Greatclub, Masterwork

Weapon

301 gold

8 lbs

Weapon Type: Bludgeon (Requires two hands)

Damage: (1 to 50) (Blunt)

Attack Bonus: 5

This massive club is unwieldy but dangerous.

Club, Masterwork

Weapon

301 gold

3 lbs

Weapon Type: Bludgeon (Simple)

Damage: (1 to 30) (Blunt)

Attack Bonus: 5

This club is a crude bludgeon made of solid oak.

Warhammer, Masterwork

Weapon

312 gold

5 lbs

Weapon Type: Bludgeon
Damage: (1 to 40) (Blunt)
Attack Bonus: 5

The warhammer is a two-faced hammer made for combat.

Greathammer, Masterwork

Weapon 340 gold 10 lbs

Weapon Type: Bludgeon (Requires two hands)
Damage: (1 to 45) + 5 (Blunt)
Attack Bonus: 5

This massive hammer is made for a warrior to wield with two hands.

Warhammer +5 of Lightning

Weapon 8012 gold 5 lbs

Weapon Type: Bludgeon
Damage: (1 to 40) + 5 (Blunt)
Attack Bonus: 5
Enhancement: +5

Spell Attack: Lightning (Spell Bonus 10)

Energetic/Lightning One enemy
Lightning hits for (1 to 60) hit points of damage.
Lightning has no effect on a successful save.

The warhammer is a two-faced hammer made for combat.

Greatclub +5 of Personality

Weapon 18001 gold 8 lbs

Weapon Type: Bludgeon (Requires two hands)
Damage: (1 to 50) + 5 (Blunt)
Attack Bonus: 5
Enhancement: +5

Save Effect Type: Spiritual
Grants a bonus to statistics: Personality
Bonus Points: +2

This massive club is unwieldy but dangerous.

Warhammer +25 of Holiness

Weapon 200012 gold 5 lbs

Weapon Type: Bludgeon
Damage: (1 to 40) + 25 (Blunt)
Attack Bonus: 25
Enhancement: +25

Save Effect Type: Spiritual
Grants a bonus to statistics: Personality
Bonus Points: +3

Spell Attack: Disruption (Spell Bonus 60)

Energetic/Radiant	One enemy (Undead)
Disruption hits for 1000 hit points of damage.	
Disruption has no effect on a successful save.	

The warhammer is a two-faced hammer made for combat.

Greathammer +25 of Spell Nullification

Weapon	200040 gold	10 lbs
Weapon Type: Bludgeon (Requires two hands)		
Damage: (1 to 45) + 30 (Blunt)		
Attack Bonus: 25		
Enhancement: +25		
Save Effect Type: Spiritual		
Grants a bonus to statistics: Spell Nullification		
Bonus Points: +45		
This massive hammer is made for a warrior to wield with two hands.		

Axe

Weapon	5 gold	3 lbs
Weapon Type: Axe (Simple)		
Damage: (1 to 25) (10% critical)		
This light single-bladed axe makes a decent weapon.		

Battleaxe

Weapon	10 gold	6 lbs
Weapon Type: Axe		
Damage: (1 to 35) (10% critical)		
This double bladed axe is designed for war.		

Greataxe

Weapon	20 gold	12 lbs
Weapon Type: Axe (Requires two hands)		
Damage: (1 to 55) (10% critical)		
This mighty axe is wielded with two hands.		

Axe, Masterwork

Weapon	305 gold	3 lbs
Weapon Type: Axe (Simple) Damage: (1 to 25) (10% critical) Attack Bonus: 5		
This light single-bladed axe makes a decent weapon.		

Battleaxe, Masterwork		
Weapon	310 gold	6 lbs
Weapon Type: Axe Damage: (1 to 35) (10% critical) Attack Bonus: 5		
This double bladed axe is designed for war.		

Greataxe, Masterwork		
Weapon	320 gold	12 lbs
Weapon Type: Axe (Requires two hands) Damage: (1 to 55) (10% critical) Attack Bonus: 5		
This mighty axe is wielded with two hands.		

Battleaxe +5 of Durability		
Weapon	18010 gold	6 lbs
Weapon Type: Axe Damage: (1 to 35) + 5 (10% critical) Attack Bonus: 5 Enhancement: +5		
Save Effect Type: Material Grants a bonus to statistics: Durability Bonus Points: +2		
This double bladed axe is designed for war.		

Greataxe +15 of Energy Drain		
Weapon	72020 gold	12 lbs
Weapon Type: Axe (Requires two hands) Damage: (1 to 55) + 15 (10% critical) Attack Bonus: 15 Enhancement: +15		
Spell Attack: Energy Drain (Spell Bonus 30)		
Material/Necrotic		One enemy
Energy Drain inflicts a penalty of -4 points, to statistics: Strength, Agility, Durability, Intelligence, Personality.		

This effect lasts indefinitely.
Energy Drain has no effect on a successful save.

This mighty axe is wielded with two hands.

Greataxe +25 of Durability

Weapon	200020 gold	12 lbs
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Weapon Type: Axe (Requires two hands)
Damage: (1 to 55) + 25 (10% critical)
Attack Bonus: 25
Enhancement: +25

Save Effect Type: Material
Grants a bonus to statistics: Durability
Bonus Points: +5

This mighty axe is wielded with two hands.

Shortbow

Weapon	30 gold	2 lbs
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Weapon Type: Bow (Simple) (Requires two hands)
Damage: (1 to 30)

This common shortbow is useful for hunting or combat.

Longbow

Weapon	75 gold	3 lbs
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Weapon Type: Bow (Requires two hands)
Damage: (1 to 40)

The longbow is a dangerous weapon in the hands of a skillful bowman.

Composite Bow

Weapon	100 gold	3 lbs
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Weapon Type: Bow (Requires two hands)
Damage: (1 to 40)
Strength Damage: 7

Attribute: Strength 13

This composite bow is reinforced for extra power.

Strongbow

Weapon	150 gold	3 lbs
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Weapon Type: Bow (Requires two hands)

Damage: (1 to 40)
Strength Damage: 15

Attribute: Strength 16

This enormous bow requires a mighty bowman to wield.

Shortbow, Masterwork

Weapon 330 gold 2 lbs

Weapon Type: Bow (Simple) (Requires two hands)

Damage: (1 to 30)

Attack Bonus: 5

This common shortbow is useful for hunting or combat.

Longbow, Masterwork

Weapon 375 gold 3 lbs

Weapon Type: Bow (Requires two hands)

Damage: (1 to 40)

Attack Bonus: 5

The longbow is a dangerous weapon in the hands of a skillful bowman.

Composite Bow, Masterwork

Weapon 400 gold 3 lbs

Weapon Type: Bow (Requires two hands)

Damage: (1 to 40)

Strength Damage: 7

Attack Bonus: 5

Attribute: Strength 13

This composite bow is reinforced for extra power.

Strongbow, Masterwork

Weapon 450 gold 3 lbs

Weapon Type: Bow (Requires two hands)

Damage: (1 to 40)

Strength Damage: 15

Attack Bonus: 5

Attribute: Strength 16

This enormous bow requires a mighty bowman to wield.

Shortbow +10 of Intelligence

Weapon 50030 gold 2 lbs

Weapon Type: Bow (Simple) (Requires two hands)

Damage: (1 to 30) + 10

Attack Bonus: 10

Enhancement: +10

Save Effect Type: Spiritual

Grants a bonus to statistics: Intelligence

Bonus Points: +3

This common shortbow is useful for hunting or combat.

Mighty Bow +20 of Intelligence

Weapon

128300 gold

3 lbs

Weapon Type: Bow (Requires two hands)

Damage: (1 to 40) + 20

Strength Damage: 25

Attack Bonus: 20

Enhancement: +20

Attribute: Strength 20

Save Effect Type: Spiritual

Grants a bonus to statistics: Intelligence

Bonus Points: +4

This incredibly powerful bow is beyond the capacity of ordinary mortals.

Strongbow +25 of Thunderbolts

Weapon

200150 gold

3 lbs

Weapon Type: Bow (Requires two hands)

Damage: (1 to 40) + 25

Strength Damage: 15

Attack Bonus: 25

Enhancement: +25

Attribute: Strength 16

Grants resistance +5 to spell type Energetic/Lightning.

Spell Attack: Lightning (Spell Bonus 50)

Energetic/Lightning

One enemy

Lightning hits for (1 to 120) hit points of damage.

Lightning has no effect on a successful save.

This enormous bow requires a mighty bowman to wield.

Robes

Armor

5 gold

1 lbs

Armor Type: Light Armor
Defense Class: 5
Maximum Agility Bonus: 30
Non-Proficient Attack Penalty: 5
Spellcasting Penalty: 0
Stealth Penalty: 5

These voluminous robes offer a small amount of protection.

Leather Armor

Armor 25 gold 20 lbs

Armor Type: Light Armor
Defense Class: 15
Maximum Agility Bonus: 20
Non-Proficient Attack Penalty: 5
Spellcasting Penalty: 10
Stealth Penalty: 15

This suit of leather armor provides decent protection, but still allows the wearer good mobility.

Chainmail Armor

Armor 150 gold 40 lbs

Armor Type: Heavy Armor
Defense Class: 25
Maximum Agility Bonus: 15
Non-Proficient Attack Penalty: 20
Spellcasting Penalty: 15
Stealth Penalty: 20

Chainmail armor offers good protection while still providing decent mobility.

Robes, Masterwork

Armor 155 gold 1 lbs

Armor Type: Light Armor
Defense Class: 10
Maximum Agility Bonus: 35
Non-Proficient Attack Penalty: 5
Spellcasting Penalty: 0

These voluminous robes offer a small amount of protection.

Leather Armor, Masterwork

Armor 175 gold 20 lbs

Armor Type: Light Armor
Defense Class: 20
Maximum Agility Bonus: 25
Non-Proficient Attack Penalty: 5

Spellcasting Penalty: 10

Stealth Penalty: 10

This suit of leather armor provides decent protection, but still allows the wearer good mobility.

Chainmail Armor, Masterwork

Armor 300 gold 40 lbs

Armor Type: Heavy Armor

Defense Class: 30

Maximum Agility Bonus: 20

Non-Proficient Attack Penalty: 20

Spellcasting Penalty: 15

Stealth Penalty: 15

Chainmail armor offers good protection while still providing decent mobility.

Platemail Armor

Armor 600 gold 50 lbs

Armor Type: Heavy Armor

Defense Class: 40

Maximum Agility Bonus: 0

Non-Proficient Attack Penalty: 35

Spellcasting Penalty: 20

Stealth Penalty: 35

This full suit of armor is protective but heavy and cumbersome.

Platemail Armor, Masterwork

Armor 750 gold 50 lbs

Armor Type: Heavy Armor

Defense Class: 45

Maximum Agility Bonus: 5

Non-Proficient Attack Penalty: 35

Spellcasting Penalty: 20

Stealth Penalty: 30

This full suit of armor is protective but heavy and cumbersome.

Leather Armor +5 of Agility

Armor 4025 gold 20 lbs

Armor Type: Light Armor

Defense Class: 25

Maximum Agility Bonus: 25

Non-Proficient Attack Penalty: 5

Spellcasting Penalty: 10

Stealth Penalty: 10

Save Effect Type: Material
Grants a bonus to statistics: Agility
Bonus Points: +1

This suit of leather armor provides decent protection, but still allows the wearer good mobility.

Chainmail Armor +10 of Resist Cold

Armor 25150 gold 40 lbs

Armor Type: Heavy Armor
Defense Class: 40
Maximum Agility Bonus: 20
Non-Proficient Attack Penalty: 20
Spellcasting Penalty: 15
Stealth Penalty: 15

Grants resistance +5 to spell type Energetic/Cold.

Chainmail armor offers good protection while still providing decent mobility.

Chainmail Armor +20 of Strength

Armor 81150 gold 40 lbs

Armor Type: Heavy Armor
Defense Class: 50
Maximum Agility Bonus: 20
Non-Proficient Attack Penalty: 20
Spellcasting Penalty: 15
Stealth Penalty: 15

Save Effect Type: Material
Grants a bonus to statistics: Strength
Bonus Points: +5

Chainmail armor offers good protection while still providing decent mobility.

Robes +25 of Intelligence

Armor 100005 gold 1 lbs

Armor Type: Light Armor
Defense Class: 35
Maximum Agility Bonus: 35
Non-Proficient Attack Penalty: 5
Spellcasting Penalty: 0

Save Effect Type: Spiritual
Grants a bonus to statistics: Intelligence
Bonus Points: +5

These voluminous robes offer a small amount of protection.

Buckler

Shield	5 gold	5 lbs
Armor Type: Shield Defense Class: 5 Non-Proficient Attack Penalty: 5 Spellcasting Penalty: 5 The buckler is a small, light, round shield that offers a small amount of protection.		

Shield		
Shield	10 gold	10 lbs
Armor Type: Shield Defense Class: 10 Non-Proficient Attack Penalty: 10 Spellcasting Penalty: 10 The standard shield is made primarily of wood, reinforced with iron.		

Tower Shield		
Shield	20 gold	15 lbs
Armor Type: Shield Defense Class: 15 Maximum Agility Bonus: 10 Non-Proficient Attack Penalty: 15 Spellcasting Penalty: 15 Stealth Penalty: 25 This great shield protects the entire body of the wielder.		

Buckler +10 of Agility		
Shield	25005 gold	5 lbs
Armor Type: Shield Defense Class: 15 Non-Proficient Attack Penalty: 5 Spellcasting Penalty: 5 Save Effect Type: Material Grants a bonus to statistics: Agility Bonus Points: +3 The buckler is a small, light, round shield that offers a small amount of protection.		

Crown of Spellcasting X		
Helmet	200000 gold	1 lbs
Save Effect Type: Spiritual Grants a bonus to statistics: Spellcasting Bonus Points: +20		

The ceremonial headwear of the nobility, crowns may also be enchanted with powerful mind-affecting abilities.

Amulet of Trapfinding X

Amulet 200000 gold 0 lbs

Save Effect Type: Spiritual

Grants a bonus to statistics: Traps

Bonus Points: +250

Amulets are commonly enchanted items, granting powers anywhere from a modest magical boost, to incredibly powerful artifacts.

Ring of Strength IX

Ring 162000 gold 0 lbs

Save Effect Type: Material

Grants a bonus to statistics: Strength

Bonus Points: +9

Rings are commonly enchanted items, granting powers anywhere from a modest magical boost, to incredibly powerful artifacts.

Full Potion Listing

Potion	Value	Spell
Minor Protection	25	Minor Protection
Alertness	50	Alertness
Endure Elements	50	Endure Elements
Courage	50	Courage
Speed Burst	50	Speed Burst
Cure Light	50	Cure Light
Minor Restore Energy	50	Minor Restore Energy
See Invisible	400	See Invisible
Fire Protection	400	Fire Protection
Cold Protection	400	Cold Protection
Lightning Protection	400	Lightning Protection
Calm Emotions	400	Calm Emotions
Lesser Restoration	400	Lesser Restoration
Strength	400	Strength
Agility	400	Agility
Durability	400	Durability
Intelligence	400	Intelligence
Personality	400	Personality
Cure Poison	400	Cure Poison
Barkskin	400	Barkskin

Cure Moderate	400	Cure Moderate
Restore Energy	400	Restore Energy
Blur	400	Blur
Invisibility	400	Invisibility
Resist Fire	800	Resist Fire
Resist Cold	800	Resist Cold
Resist Lightning	800	Resist Lightning
Heroism	800	Heroism
Haste	800	Haste
Cure Serious	800	Cure Serious
Major Restore Energy	800	Major Restore Energy
Displacement	800	Displacement

Full Scroll Listing

Scroll	Value	Skill	Spell
Alertness	25	Cosmic Magic Tier 1	Alertness
Burst of Flame	25	Energy Magic Tier 1	Burst of Flame
Magic Dagger	25	Matter Magic Tier 1	Magic Dagger
Speed Burst	25	Matter Magic Tier 1	Speed Burst
Faerie Fire	25	Energy Magic Tier 1	Faerie Fire
Magic Quarterstaff	25	Matter Magic Tier 1	Magic Quarterstaff
Bless	25	Life Magic Tier 1	Bless
Protection	25	High Magic Tier 1	Protection
Courage	25	High Magic Tier 1	Courage
Sleep	25	Life Magic Tier 1	Sleep
Air Armor	25	Elemental Magic Tier 1	Air Armor
Lightning Touch	25	Elemental Magic Tier 1	Lightning Touch
Endure Elements	25	Elemental Magic Tier 1	Endure Elements
Color Spray	25	Spirit Magic Tier 1	Color Spray
Bane	25	Life Magic Tier 1	Bane
Magic Shortbow	25	Matter Magic Tier 1	Magic Shortbow
Magic Warhammer	25	Matter Magic Tier 1	Magic Warhammer
See Invisible	200	Cosmic Magic Tier 2	See Invisible
Cure Poison	200	Life Magic Tier 2	Cure Poison
Remove Paralysis	200	Life Magic Tier 2	Remove Paralysis
Personality	200	Life Magic Tier 2	Personality
Calm Emotions	200	High Magic Tier 2	Calm Emotions
Silence	200	High Magic Tier 2	Silence
Intelligence	200	Life Magic Tier 2	Intelligence
Durability	200	Life Magic Tier 2	Durability
Agility	200	Life Magic Tier 2	Agility
Strength	200	Life Magic Tier 2	Strength
Idiocy	200	Life Magic Tier 2	Idiocy
Sound Burst	200	Energy Magic Tier 2	Sound Burst
Cold Protection	200	Elemental Magic Tier 2	Cold Protection

Lightning Protection	200	Elemental Magic Tier 2	Lightning Protection
Scare	200	Spirit Magic Tier 2	Scare
Invisibility	200	Spirit Magic Tier 2	Invisibility
Hypnotic Pattern	200	Spirit Magic Tier 2	Hypnotic Pattern
Fire Elemental I	200	Elemental Magic Tier 2	Fire Elemental I
Flame Blade	200	Matter Magic Tier 2	Flame Blade
Barkskin	200	Matter Magic Tier 2	Barkskin
Knock	200	Matter Magic Tier 2	Knock
Acid Arrow	200	Elemental Magic Tier 2	Acid Arrow
Earth Elemental I	200	Elemental Magic Tier 2	Earth Elemental I
Fire Protection	200	Elemental Magic Tier 2	Fire Protection
Dimension Door	400	Cosmic Magic Tier 3	Dimension Door
Purge Illusions	400	Cosmic Magic Tier 3	Purge Illusions
Disbelief	400	Cosmic Magic Tier 3	Disbelief
Cure Serious	400	Matter Magic Tier 3	Cure Serious
Displacement	400	Spirit Magic Tier 3	Displacement
Invisibility Sphere	400	Spirit Magic Tier 3	Invisibility Sphere
Dispel Blessing	400	High Magic Tier 3	Dispel Blessing
Dispel Curse	400	High Magic Tier 3	Dispel Curse
Magic Circle	400	High Magic Tier 3	Magic Circle
Resist Cold	400	High Magic Tier 3	Resist Cold
Resist Lightning	400	High Magic Tier 3	Resist Lightning
Dispel Augmentation	400	High Magic Tier 3	Dispel Augmentation
Exhaustion	400	Void Magic Tier 3	Exhaustion
Resist Fire	400	High Magic Tier 3	Resist Fire
Deep Sleep	400	Life Magic Tier 3	Deep Sleep
Fire Bolt	400	Energy Magic Tier 3	Fire Bolt
Fire Burst	400	Energy Magic Tier 3	Fire Burst
Searing Light	400	Energy Magic Tier 3	Searing Light
Heroism	400	Life Magic Tier 3	Heroism
Hold Person	400	Life Magic Tier 3	Hold Person
Air Elemental II	400	Elemental Magic Tier 3	Air Elemental II
Icy Cloud	400	Elemental Magic Tier 3	Icy Cloud
Poison Ball	400	Elemental Magic Tier 3	Poison Ball
Lightning Bolt	400	Elemental Magic Tier 3	Lightning Bolt
Life Force	400	Life Magic Tier 3	Life Force
Haste	400	Matter Magic Tier 3	Haste
Greater Dagger	400	Matter Magic Tier 3	Greater Dagger
Greater Quarterstaff	400	Matter Magic Tier 3	Greater Quarterstaff
Greater Warhammer	400	Matter Magic Tier 3	Greater Warhammer
Greater Shortbow	400	Matter Magic Tier 3	Greater Shortbow
Slow	400	Matter Magic Tier 3	Slow
Magic Leather	400	Matter Magic Tier 3	Magic Leather
Magic Platemail	400	Matter Magic Tier 3	Magic Platemail
Repulse	800	Cosmic Magic Tier 4	Repulse
Magic Eye	800	Cosmic Magic Tier 4	Magic Eye

Bind Warrior	800	Cosmic Magic Tier 4	Bind Warrior
Purge Blessing	800	Cosmic Magic Tier 4	Purge Blessing
Fire Shield	800	Elemental Magic Tier 4	Fire Shield
Deafening Shout	800	Energy Magic Tier 4	Deafening Shout
Stoneskin	800	Matter Magic Tier 4	Stoneskin
Energize Self	800	Energy Magic Tier 4	Energize Self
Earth Shield	800	Elemental Magic Tier 4	Earth Shield
Ice Storm	800	Elemental Magic Tier 4	Ice Storm
Air Elemental III	800	Elemental Magic Tier 4	Air Elemental III
Frost Shield	800	Elemental Magic Tier 4	Frost Shield
Cure Critical	800	Matter Magic Tier 4	Cure Critical
Fire Elemental II	800	Elemental Magic Tier 4	Fire Elemental II
Explosion	800	Energy Magic Tier 4	Explosion
Restoration	800	High Magic Tier 4	Restoration
Remove Augmentation	800	Life Magic Tier 4	Remove Augmentation
Neutralize Poison	800	Life Magic Tier 4	Neutralize Poison
Lesser Magic Globe	800	High Magic Tier 4	Lesser Magic Globe
Freedom	800	High Magic Tier 4	Freedom
Mageskin	800	High Magic Tier 4	Mageskin
Charm Monster	800	Life Magic Tier 4	Charm Monster
Confusion	800	Life Magic Tier 4	Confusion
Greater Invisibility	800	Spirit Magic Tier 4	Greater Invisibility
Rainbow Pattern	800	Spirit Magic Tier 4	Rainbow Pattern
Panic	800	Spirit Magic Tier 4	Panic
Phantasm I	800	Spirit Magic Tier 4	Phantasm I
Despair	800	Life Magic Tier 4	Despair
Bestow Curse	800	Void Magic Tier 4	Bestow Curse
Death Ward	800	Void Magic Tier 4	Death Ward
Teleport	1131	Cosmic Magic Tier 5	Teleport
Prying Eyes	1131	Cosmic Magic Tier 5	Prying Eyes
Bind Sorceress	1131	Cosmic Magic Tier 5	Bind Sorceress
Eruption	1131	Energy Magic Tier 5	Eruption
Dominate Person	1131	Life Magic Tier 5	Dominate Person
Hold Monster	1131	Life Magic Tier 5	Hold Monster
Mind Fog	1131	Life Magic Tier 5	Mind Fog
Symbol of Sleep	1131	Life Magic Tier 5	Symbol of Sleep
Breath of Life	1131	Life Magic Tier 5	Breath of Life
Increase Density	1131	Matter Magic Tier 5	Increase Density
Break Enchantment	1131	High Magic Tier 5	Break Enchantment
Flame Strike	1131	Energy Magic Tier 5	Flame Strike
Feeblemind	1131	Life Magic Tier 5	Feeblemind
Dismissal	1131	High Magic Tier 5	Dismissal
Hammer of Disruption	1131	Matter Magic Tier 5	Hammer of Disruption
Mass Cure Light	1131	Matter Magic Tier 5	Mass Cure Light
Air Elemental IV	1131	Elemental Magic Tier 5	Air Elemental IV
Poison Cloud	1131	Elemental Magic Tier 5	Poison Cloud

Burst of Cold	1131	Elemental Magic Tier 5	Burst of Cold
Fire Elemental III	1131	Elemental Magic Tier 5	Fire Elemental III
Nightmare	1131	Spirit Magic Tier 5	Nightmare
Shadow Strike	1131	Spirit Magic Tier 5	Shadow Strike
Phantasm II	1131	Spirit Magic Tier 5	Phantasm II
Earth Elemental II	1131	Elemental Magic Tier 5	Earth Elemental II
Spell Nullification	1131	High Magic Tier 5	Spell Nullification
Raise Dead	1131	Life Magic Tier 5	Raise Dead
Waves of Fatigue	1131	Void Magic Tier 5	Waves of Fatigue
Slay Living	1131	Void Magic Tier 5	Slay Living
Symbol of Persuasion	1600	Life Magic Tier 6	Symbol of Persuasion
Fire Elemental IV	1600	Elemental Magic Tier 6	Fire Elemental IV
Poison Fog	1600	Elemental Magic Tier 6	Poison Fog
Lightning	1600	Elemental Magic Tier 6	Lightning
Disintegrate	1600	Matter Magic Tier 6	Disintegrate
Warrior Transform	1600	Matter Magic Tier 6	Warrior Transform
Mass Cure Moderate	1600	Matter Magic Tier 6	Mass Cure Moderate
Heal	1600	Matter Magic Tier 6	Heal
Earth Elemental III	1600	Elemental Magic Tier 6	Earth Elemental III
Mass Strength	1600	Life Magic Tier 6	Mass Strength
Mass Agility	1600	Life Magic Tier 6	Mass Agility
Reverse Energy	1600	Energy Magic Tier 6	Reverse Energy
Fireball	1600	Energy Magic Tier 6	Fireball
Mass Durability	1600	Life Magic Tier 6	Mass Durability
Mass Personality	1600	Life Magic Tier 6	Mass Personality
Block Enchantment	1600	Life Magic Tier 6	Block Enchantment
Dispel Blessing II	1600	High Magic Tier 6	Dispel Blessing II
Dispel Curse II	1600	High Magic Tier 6	Dispel Curse II
Magic Globe	1600	High Magic Tier 6	Magic Globe
Dispel Augmentation II	1600	High Magic Tier 6	Dispel Augmentation II
Mass Repulse	1600	Cosmic Magic Tier 6	Mass Repulse
Shadow Walk	1600	Spirit Magic Tier 6	Shadow Walk
Symbol of Fear	1600	Spirit Magic Tier 6	Symbol of Fear
Phantasm III	1600	Spirit Magic Tier 6	Phantasm III
Bind Berserker	1600	Cosmic Magic Tier 6	Bind Berserker
Truesight	1600	Cosmic Magic Tier 6	Truesight
Mass Disbelief	1600	Cosmic Magic Tier 6	Mass Disbelief
Mass Intelligence	1600	Life Magic Tier 6	Mass Intelligence
Great Heroism	1600	Life Magic Tier 6	Great Heroism
Circle of Death	1600	Void Magic Tier 6	Circle of Death
Biting Curse	1600	Void Magic Tier 6	Biting Curse
Lay to Rest	1600	Void Magic Tier 6	Lay to Rest
Harm	1600	Void Magic Tier 6	Harm
Mass Hold Person	2262	Life Magic Tier 7	Mass Hold Person
Insanity	2262	Life Magic Tier 7	Insanity
Power Word Halt	2262	Life Magic Tier 7	Power Word Halt

Resurrection	2262	Life Magic Tier 7	Resurrection
Banishment	2262	High Magic Tier 7	Banishment
Greater Restoration	2262	High Magic Tier 7	Greater Restoration
Limited Wish: Ally	2262	High Magic Tier 7	Limited Wish: Ally
Limited Wish: Power	2262	High Magic Tier 7	Limited Wish: Power
Limited Wish: Health	2262	High Magic Tier 7	Limited Wish: Health
Word of Recall	2262	Cosmic Magic Tier 7	Word of Recall
Arcane Eye	2262	Cosmic Magic Tier 7	Arcane Eye
Bind Magus	2262	Cosmic Magic Tier 7	Bind Magus
Destruction	2262	Void Magic Tier 7	Destruction
Phantasm IV	2262	Spirit Magic Tier 7	Phantasm IV
Air Elemental V	2262	Elemental Magic Tier 7	Air Elemental V
Acid Fog	2262	Elemental Magic Tier 7	Acid Fog
Incorporeal Body	2262	Matter Magic Tier 7	Incorporeal Body
Mass Cure Serious	2262	Matter Magic Tier 7	Mass Cure Serious
Mass Invisibility	2262	Spirit Magic Tier 7	Mass Invisibility
Earth Elemental IV	2262	Elemental Magic Tier 7	Earth Elemental IV
Sunbeam	2262	Energy Magic Tier 7	Sunbeam
Divine Outburst	2262	Energy Magic Tier 7	Divine Outburst
Cage of Force	2262	Energy Magic Tier 7	Cage of Force
Control Undead	2262	Void Magic Tier 7	Control Undead
Finger of Death	2262	Void Magic Tier 7	Finger of Death
Waves of Exhaustion	2262	Void Magic Tier 7	Waves of Exhaustion
Mind Blank	3200	High Magic Tier 8	Mind Blank
Fiery Cloud	3200	Elemental Magic Tier 8	Fiery Cloud
Bind Avenger	3200	Cosmic Magic Tier 8	Bind Avenger
Greater Arcane Eye	3200	Cosmic Magic Tier 8	Greater Arcane Eye
Mass Charm Monster	3200	Life Magic Tier 8	Mass Charm Monster
Power Word Stun	3200	Life Magic Tier 8	Power Word Stun
Scintillating Pattern	3200	Spirit Magic Tier 8	Scintillating Pattern
Shadow Fireball	3200	Spirit Magic Tier 8	Shadow Fireball
Phantasm V	3200	Spirit Magic Tier 8	Phantasm V
Fire Storm	3200	Energy Magic Tier 8	Fire Storm
Overwhelming Shout	3200	Energy Magic Tier 8	Overwhelming Shout
Sunburst	3200	Energy Magic Tier 8	Sunburst
Iron Body	3200	Matter Magic Tier 8	Iron Body
Fire Elemental V	3200	Elemental Magic Tier 8	Fire Elemental V
Aura of Magic	3200	High Magic Tier 8	Aura of Magic
Spell Protection	3200	High Magic Tier 8	Spell Protection
Symbol of Insanity	3200	Life Magic Tier 8	Symbol of Insanity
Mass Cure Critical	3200	Matter Magic Tier 8	Mass Cure Critical
Wish: Ally	4525	High Magic Tier 9	Wish: Ally
Wish: Power	4525	High Magic Tier 9	Wish: Power
Wish: Health	4525	High Magic Tier 9	Wish: Health
Gate	4525	Cosmic Magic Tier 9	Gate
Power Word Kill	4525	Life Magic Tier 9	Power Word Kill

Meteor Swarm	4525	Energy Magic Tier 9	Meteor Swarm
Phantasm VI	4525	Spirit Magic Tier 9	Phantasm VI
Earth Elemental V	4525	Elemental Magic Tier 9	Earth Elemental V
Mass Heal	4525	Matter Magic Tier 9	Mass Heal
Dominate Monster	4525	Life Magic Tier 9	Dominate Monster
Mass Hold Monster	4525	Life Magic Tier 9	Mass Hold Monster

Full Wand Listing

Wand	Value	Spell Tier	Spell
Ray of Frost	375	Wands 0	Ray of Frost
Flare	375	Wands 0	Flare
Daze	375	Wands 0	Daze
Virtue	375	Wands 0	Virtue
Magic Missile	750	Wands 1	Magic Missile
Charm Person	750	Wands 1	Charm Person
Cure Light	750	Wands 1	Cure Light
Color Spray	750	Wands 1	Color Spray
Doom	750	Wands 1	Doom
Sound Burst	6000	Wands 2	Sound Burst
Remove Paralysis	6000	Wands 2	Remove Paralysis
Cure Moderate	6000	Wands 2	Cure Moderate
Scare	6000	Wands 2	Scare
Command Undead	6000	Wands 2	Command Undead
Dimension Door	12000	Wands 3	Dimension Door
Poison Ball	12000	Wands 3	Poison Ball
Lightning Bolt	12000	Wands 3	Lightning Bolt
Fire Bolt	12000	Wands 3	Fire Bolt
Hold Person	12000	Wands 3	Hold Person
Cure Serious	12000	Wands 3	Cure Serious
Halt Undead	12000	Wands 3	Halt Undead
Repulse	24000	Wands 4	Repulse
Ice Storm	24000	Wands 4	Ice Storm
Explosion	24000	Wands 4	Explosion
Charm Monster	24000	Wands 4	Charm Monster
Cure Critical	24000	Wands 4	Cure Critical
Rainbow Pattern	24000	Wands 4	Rainbow Pattern

Full Spell Listing

Spell	Skill	Spell Tier	Save	Learn
Disrupt Undead	Void Magic	0	Energetic/Radiant	Void Magic
Chill Touch	Void Magic	1	Material/Necrotic	Void Magic
Doom	Void Magic	1	Spiritual/Curse	Void Magic

Inflict Light	Void Magic	1	Spiritual/Curse	Void Magic
Weakness	Void Magic	1	Material/Debility	Void Magic
Command Undead	Void Magic	2	Spiritual/Charm	Void Magic
Ghoul Touch	Void Magic	2	Material/Stasis	Void Magic
Inflict Moderate	Void Magic	2	Spiritual/Curse	Void Magic
Halt Undead	Void Magic	3	Spiritual/Charm	Void Magic
Exhaustion	Void Magic	3	Material/Debility	Siffa Silverleaf
Inflict Serious	Void Magic	3	Spiritual/Curse	Void Magic
Poison	Void Magic	4	Material/Poison	Void Magic
Inflict Critical	Void Magic	4	Spiritual/Curse	Void Magic
Animate Dead	Void Magic	4		Void Magic
Bestow Curse	Void Magic	4	Spiritual/Curse	
Death Ward	Void Magic	4	Material	
Mass Inflict Light	Void Magic	5	Spiritual/Curse	Void Magic
Waves of Fatigue	Void Magic	5	Material/Debility	
Symbol of Pain	Void Magic	5	Material/Debility	Void Magic
Slay Living	Void Magic	5	Material/Necrotic	Siffa Silverleaf
Lay to Rest	Void Magic	6	Energetic/Radiant	
Create Undead	Void Magic	6		Void Magic
Circle of Death	Void Magic	6	Material/Necrotic	
Harm	Void Magic	6	Spiritual/Curse	Siffa Silverleaf
Mass Inflict Moderate	Void Magic	6	Spiritual/Curse	Void Magic
Biting Curse	Void Magic	6	Material/Debility	
Mass Inflict Serious	Void Magic	7	Spiritual/Curse	Void Magic
Control Undead	Void Magic	7	Spiritual/Charm	
Finger of Death	Void Magic	7	Material/Necrotic	
Symbol of Weakness	Void Magic	7	Material/Debility	Void Magic
Waves of Exhaustion	Void Magic	7	Material/Debility	
Destruction	Void Magic	7	Material/Debility	Siffa Silverleaf
Mass Inflict Critical	Void Magic	8	Spiritual/Curse	Void Magic
Greater Undead	Void Magic	8		Void Magic
Symbol of Death	Void Magic	8	Material/Necrotic	Void Magic
Virtue	Matter Magic	0	Material	Matter Magic
Cure Light	Matter Magic	1		Matter Magic
Magic Warhammer	Matter Magic	1		Matter Blood Religion
Magic Quarterstaff	Matter Magic	1		Matter Blood Religion
Magic Dagger	Matter Magic	1		Matter Blood Religion

Magic Shortbow	Matter Magic	1		Matter Blood Religion
Speed Burst	Matter Magic	1	Material	Matter Blood Religion
Barkskin	Matter Magic	2	Material	Matter Blood Religion
Knock	Matter Magic	2	Material	Matter Blood Religion
Cure Moderate	Matter Magic	2		Matter Magic
Flame Blade	Matter Magic	2		Matter Blood Religion
Haste	Matter Magic	3	Material	Matter Blood Tyr
Greater Dagger	Matter Magic	3		
Greater Quarterstaff	Matter Magic	3		
Greater Warhammer	Matter Magic	3		Thunor
Greater Shortbow	Matter Magic	3		
Slow	Matter Magic	3	Material/Stasis	Matter Blood Tyr
Magic Leather	Matter Magic	3		Tyr
Magic Platemail	Matter Magic	3		Tyr
Cure Serious	Matter Magic	3		Matter Blood The Mother Tyr
Stoneskin	Matter Magic	4	Material	Matter Blood Tyr
Cure Critical	Matter Magic	4		Matter Blood The Mother Tyr
Mass Cure Light	Matter Magic	5		Matter Blood Tyr
Increase Density	Matter Magic	5	Material	Matter Blood
Hammer of Disruption	Matter Magic	5		Thunor Tyr
Disintegrate	Matter Magic	6	Material/Debility	Matter Blood The Mother
Warrior Transform	Matter Magic	6	Material	Thunor Tyr
Mass Cure Moderate	Matter Magic	6		Matter Blood Tyr
Heal	Matter Magic	6		Tyr
Incorporeal Body	Matter Magic	7	Material	

Mass Cure Serious	Matter Magic	7		Matter Blood Tyr
Mass Cure Critical	Matter Magic	8		Matter Blood The Mother Tyr
Iron Body	Matter Magic	8	Material	Thunor Tyr
Mass Heal	Matter Magic	9		Tyr
Flare	Energy Magic	0	Energetic/Radiant	Energy Magic
Magic Missile	Energy Magic	1	Energetic/Force	Energy Magic
Burst of Flame	Energy Magic	1	Energetic/Fire	Energy Blood Religion
Faerie Fire	Energy Magic	1	Energetic/Radiant	Energy Blood Religion
Scorching Ray	Energy Magic	2	Energetic/Fire	Energy Magic
Sound Burst	Energy Magic	2	Energetic/Force	Energy Blood Religion
Fire Bolt	Energy Magic	3	Energetic/Fire	Energy Blood Thunor
Fire Burst	Energy Magic	3	Energetic/Fire	Energy Blood
Searing Light	Energy Magic	3	Energetic/Radiant	The All Father
Deafening Shout	Energy Magic	4	Energetic/Force	Energy Blood The Maiden
Explosion	Energy Magic	4	Energetic/Fire	Energy Blood Thunor
Energize Self	Energy Magic	4	Energetic	
Eruption	Energy Magic	5	Energetic/Fire	Energy Blood Thunor
Flame Strike	Energy Magic	5	Energetic/Fire	Energy Blood The All Father
Reverse Energy	Energy Magic	6	Energetic/Force	Energy Blood The Maiden
Fireball	Energy Magic	6	Energetic/Fire	Energy Blood Thunor
Sunbeam	Energy Magic	7	Energetic/Radiant	Energy Blood Thunor
Divine Outburst	Energy Magic	7	Energetic/Radiant	The All Father
Cage of Force	Energy Magic	7	Energetic/Force	The Maiden
Sunburst	Energy Magic	8	Energetic/Radiant	The All Father
Overwhelming Shout	Energy Magic	8	Energetic/Force	The Maiden Thunor

Fire Storm	Energy Magic	8	Energetic/Fire	Energy Blood
Meteor Swarm	Energy Magic	9	Energetic/Force	Thunor
Fatigue	Spirit Magic	0	Spiritual/Curse	Spirit Magic
Color Spray	Spirit Magic	1	Spiritual/Illusion	Spirit Blood Religion
Fear	Spirit Magic	1	Spiritual/Illusion	Spirit Magic
Hypnotic Pattern	Spirit Magic	2	Spiritual/Illusion	Spirit Blood Religion
Blur	Spirit Magic	2	Spiritual	Spirit Magic
Scare	Spirit Magic	2	Spiritual/Illusion	Spirit Blood Religion
Invisibility	Spirit Magic	2	Spiritual	Spirit Blood Religion
Displacement	Spirit Magic	3	Spiritual	Spirit Blood The Maiden Siffa Silverleaf
Invisibility Sphere	Spirit Magic	3	Spiritual	Spirit Blood The Mother Siffa Silverleaf
Greater Invisibility	Spirit Magic	4	Spiritual	Spirit Blood Siffa Silverleaf
Rainbow Pattern	Spirit Magic	4	Spiritual/Illusion	The Maiden Siffa Silverleaf
Panic	Spirit Magic	4	Spiritual/Illusion	Spirit Blood The Mother Siffa Silverleaf
Phantasm I	Spirit Magic	4		
Shadow Strike	Spirit Magic	5	Spiritual/Illusion	Spirit Blood The Maiden Siffa Silverleaf
Phantasm II	Spirit Magic	5		The Mother Siffa Silverleaf
Nightmare	Spirit Magic	5	Spiritual/Illusion	Spirit Blood
Shadow Walk	Spirit Magic	6		Spirit Blood Siffa Silverleaf
Symbol of Fear	Spirit Magic	6	Spiritual/Illusion	Spirit Blood The Maiden The Mother
Phantasm III	Spirit Magic	6		Siffa Silverleaf
Mass Invisibility	Spirit Magic	7	Spiritual	Spirit Blood Siffa Silverleaf
Phantasm IV	Spirit Magic	7		The Maiden The Mother Siffa Silverleaf
Shadow Fireball	Spirit Magic	8	Spiritual/Illusion	Spirit Blood Siffa Silverleaf
Phantasm V	Spirit Magic	8		
Scintillating Pattern	Spirit Magic	8	Spiritual/Illusion	The Maiden The Mother Siffa Silverleaf
Phantasm VI	Spirit Magic	9		The Maiden The Mother Siffa Silverleaf
Ray of Frost	Elemental Magic	0	Energetic/Cold	Elemental Magic
Air Elemental I	Elemental Magic	1		Elemental Magic
Air Armor	Elemental Magic	1		Religion
Endure Elements	Elemental	1	Material	Religion

	<u>Magic</u>			
<u>Lightning Touch</u>	<u>Elemental Magic</u>	1	Energetic/Lightning	<u>Religion</u>
<u>Cold Protection</u>	<u>Elemental Magic</u>	2	Material	<u>Religion</u>
<u>Lightning Protection</u>	<u>Elemental Magic</u>	2	Material	<u>Religion</u>
<u>Acid Arrow</u>	<u>Elemental Magic</u>	2	Material/Acid	<u>Religion</u>
<u>Flame Arrow</u>	<u>Elemental Magic</u>	2	Energetic/Fire	<u>Elemental Magic</u>
<u>Fire Elemental I</u>	<u>Elemental Magic</u>	2		<u>Religion</u>
<u>Earth Elemental I</u>	<u>Elemental Magic</u>	2		<u>Religion</u>
<u>Fire Protection</u>	<u>Elemental Magic</u>	2	Material	<u>Religion</u>
<u>Icy Cloud</u>	<u>Elemental Magic</u>	3	Energetic/Cold	<u>Thunor</u>
<u>Poison Ball</u>	<u>Elemental Magic</u>	3	Material/Poison	
<u>Lightning Bolt</u>	<u>Elemental Magic</u>	3	Energetic/Lightning	<u>Thunor</u>
<u>Air Elemental II</u>	<u>Elemental Magic</u>	3		<u>Thunor</u>
<u>Earth Shield</u>	<u>Elemental Magic</u>	4		<u>Thunor Tyr</u>
<u>Ice Storm</u>	<u>Elemental Magic</u>	4	Energetic/Cold	<u>Thunor</u>
<u>Air Elemental III</u>	<u>Elemental Magic</u>	4		
<u>Frost Shield</u>	<u>Elemental Magic</u>	4		<u>Thunor</u>
<u>Fire Elemental II</u>	<u>Elemental Magic</u>	4		<u>Thunor</u>
<u>Fire Shield</u>	<u>Elemental Magic</u>	4		
<u>Earth Elemental II</u>	<u>Elemental Magic</u>	5		<u>Thunor Tyr</u>
<u>Fire Elemental III</u>	<u>Elemental Magic</u>	5		
<u>Burst of Cold</u>	<u>Elemental Magic</u>	5	Energetic/Cold	<u>Thunor</u>
<u>Poison Cloud</u>	<u>Elemental Magic</u>	5	Material/Poison	
<u>Air Elemental IV</u>	<u>Elemental Magic</u>	5		<u>Thunor</u>
<u>Earth Elemental III</u>	<u>Elemental Magic</u>	6		<u>Thunor Tyr</u>
<u>Lightning</u>	<u>Elemental</u>	6	Energetic/Lightning	<u>Thunor</u>

	Magic			
Poison Fog	Elemental Magic	6	Material/Poison	
Fire Elemental IV	Elemental Magic	6		Thunor
Acid Fog	Elemental Magic	7	Material/Acid	Thunor
Air Elemental V	Elemental Magic	7		Thunor
Earth Elemental IV	Elemental Magic	7		Tyr
Fire Elemental V	Elemental Magic	8		Thunor
Fiery Cloud	Elemental Magic	8	Energetic/Fire	Thunor
Earth Elemental V	Elemental Magic	9		Thunor Tyr
Guidance	Cosmic Magic	0	Spiritual	Cosmic Magic
True Strike	Cosmic Magic	1	Spiritual	Cosmic Magic
Alertness	Cosmic Magic	1	Spiritual	Religion
See Invisible	Cosmic Magic	2	Spiritual	Religion
Find Traps	Cosmic Magic	2	Spiritual	Cosmic Magic
Dimension Door	Cosmic Magic	3		
Disbelief	Cosmic Magic	3	Spiritual/Curse	The Maiden
Purge Illusions	Cosmic Magic	3		The All Father The Maiden
Purge Blessing	Cosmic Magic	4		The Maiden
Bind Warrior	Cosmic Magic	4		The Maiden
Magic Eye	Cosmic Magic	4		The All Father
Repulse	Cosmic Magic	4	Spiritual/Curse	The Maiden
Bind Sorceress	Cosmic Magic	5		The Maiden
Prying Eyes	Cosmic Magic	5		
Teleport	Cosmic Magic	5		The All Father The Maiden
Mass Repulse	Cosmic Magic	6	Spiritual/Curse	The Maiden
Bind Berserker	Cosmic	6		The Maiden

	Magic			
Mass Disbelief	Cosmic Magic	6	Spiritual/Curse	The Maiden
Truesight	Cosmic Magic	6	Spiritual	The All Father The Maiden
Arcane Eye	Cosmic Magic	7		
Bind Magus	Cosmic Magic	7		The Maiden
Word of Recall	Cosmic Magic	7		The All Father The Maiden
Bind Avenger	Cosmic Magic	8		The Maiden
Greater Arcane Eye	Cosmic Magic	8		The All Father
Gate	Cosmic Magic	9		The All Father The Maiden
Daze	Life Magic	0	Spiritual/Charm	Life Magic
Bane	Life Magic	1	Spiritual/Charm	Religion
Sleep	Life Magic	1	Material/Stasis	Religion
Charm Person	Life Magic	1	Spiritual/Charm	Life Magic
Bless	Life Magic	1	Spiritual	Religion
Cure Poison	Life Magic	2		Religion
Durability	Life Magic	2	Material	Religion
Agility	Life Magic	2	Material	Religion
Strength	Life Magic	2	Material	Religion
Idiocy	Life Magic	2	Spiritual/Curse	Religion
Daze Monster	Life Magic	2	Spiritual/Charm	Life Magic
Personality	Life Magic	2	Material	Religion
Remove Paralysis	Life Magic	2		Religion
Intelligence	Life Magic	2	Material	Religion
Hold Person	Life Magic	3	Material/Stasis	The Mother Tyr
Heroism	Life Magic	3	Spiritual	
Deep Sleep	Life Magic	3	Material/Stasis	The Mother
Life Force	Life Magic	3	Material	The Mother
Neutralize Poison	Life Magic	4	Material	The Mother Tyr
Remove Augmentation	Life Magic	4		The Mother
Despair	Life Magic	4	Spiritual/Curse	
Confusion	Life Magic	4	Spiritual/Curse	
Charm Monster	Life Magic	4	Spiritual/Charm	The Mother
Raise Dead	Life Magic	5		The Mother
Feeblemind	Life Magic	5	Spiritual/Curse	The Mother
Dominate Person	Life Magic	5	Spiritual/Charm	The Mother
Hold Monster	Life Magic	5	Material/Stasis	The Mother Tyr
Mind Fog	Life Magic	5	Spiritual/Curse	
Symbol of Sleep	Life Magic	5	Material/Stasis	The Mother
Breath of Life	Life Magic	5		

Great Heroism	Life Magic	6	Spiritual	
Symbol of Persuasion	Life Magic	6	Spiritual/Charm	The Mother
Mass Strength	Life Magic	6	Material	The Mother
Mass Agility	Life Magic	6	Material	The Mother
Mass Durability	Life Magic	6	Material	The Mother
Mass Intelligence	Life Magic	6	Material	The Mother
Block Enchantment	Life Magic	6	Spiritual	Tyr
Mass Personality	Life Magic	6	Material	The Mother
Mass Hold Person	Life Magic	7	Material/Stasis	The Mother Tyr
Insanity	Life Magic	7	Spiritual/Curse	The Mother
Power Word Halt	Life Magic	7	Material/Stasis	
Resurrection	Life Magic	7		The Mother
Mass Charm Monster	Life Magic	8	Spiritual/Charm	The Mother
Symbol of Insanity	Life Magic	8	Spiritual/Curse	The Mother
Power Word Stun	Life Magic	8	Material/Stasis	Tyr
Power Word Kill	Life Magic	9	Material/Debility	The Mother
Mass Hold Monster	Life Magic	9	Material/Stasis	Tyr
Dominate Monster	Life Magic	9	Spiritual/Charm	The Mother
Minor Protection	High Magic	0	Spiritual	High Magic
Courage	High Magic	1	Spiritual	Religion
Protection	High Magic	1	Spiritual	Religion
Shield	High Magic	1	Spiritual	High Magic
Lesser Restoration	High Magic	2		High Magic
Calm Emotions	High Magic	2		Religion
Silence	High Magic	2	Spiritual/Curse	Religion
Resist Lightning	High Magic	3	Material	
Resist Cold	High Magic	3	Material	
Dispel Augmentation	High Magic	3		The All Father
Resist Fire	High Magic	3	Material	
Magic Circle	High Magic	3	Spiritual	The All Father
Dispel Curse	High Magic	3		The All Father Siffa Silverleaf
Dispel Blessing	High Magic	3		The All Father
Mageskin	High Magic	4	Material	The All Father
Restoration	High Magic	4	Spiritual	The All Father
Freedom	High Magic	4	Material	The All Father Siffa Silverleaf
Lesser Magic Globe	High Magic	4	Spiritual	

Break Enchantment	High Magic	5	Spiritual	The All Father Siffa Silverleaf
Dismissal	High Magic	5	Spiritual/Curse	The All Father
Spell Nullification	High Magic	5	Spiritual	The All Father
Dispel Augmentation II	High Magic	6		The All Father
Magic Globe	High Magic	6	Spiritual	
Dispel Curse II	High Magic	6		The All Father Siffa Silverleaf
Dispel Blessing II	High Magic	6		The All Father
Banishment	High Magic	7	Spiritual/Curse	The All Father
Greater Restoration	High Magic	7	Spiritual	Siffa Silverleaf
Limited Wish: Ally	High Magic	7		The All Father
Limited Wish: Power	High Magic	7	Material	The All Father
Limited Wish: Health	High Magic	7		
Mind Blank	High Magic	8	Spiritual	Siffa Silverleaf
Aura of Magic	High Magic	8	Spiritual	The All Father
Spell Protection	High Magic	8	Spiritual	The All Father
Wish: Health	High Magic	9		
Wish: Power	High Magic	9	Material	The All Father
Wish: Ally	High Magic	9		The All Father Siffa Silverleaf

Disrupt Undead

[Void Magic](#) Tier 0 2 energy 75 feet (touch) Energetic/Radiant One enemy (Undead)
 Disrupt Undead hits for (1 to 30) hit points of damage.
 Disrupt Undead does not allow a saving throw.
 Disrupt Undead launches a ray of positive energy at a target, dealing damage to one undead enemy.

Chill Touch

[Void Magic](#) Tier 1 3 energy 25 feet (touch) Material/Necrotic One enemy (not Undead)
 Chill Touch hits for (1 to 30) hit points of damage. The damage increases by (1 to 15) per level, with a maximum of 5 levels.
 Chill Touch inflicts a penalty of -1 points, to statistics: Strength. This effect lasts indefinitely.
 Chill Touch has no effect on a successful save.
 Chill Touch disrupts the life energy of one living creature.

Doom

[Void Magic](#) Tier 1 3 energy 75 feet Spiritual/Curse One enemy
 Doom inflicts a penalty of -10 points, to statistics: Attack Bonus, Defense Class, Energetic, Material. This effect lasts for a duration of 1 minute, increasing by 1 minute per level, with a maximum of 5 levels.
 Doom has no effect on a successful save.
 Doom fills the target with a feeling of dread, shaking his will.

Inflict Light

[Void Magic](#) Tier 1 3 energy 25 feet (touch) Spiritual/Curse One enemy (not Undead)

Inflict Light hits for (1 to 40) + 5 hit points of damage. The damage increases by 5 per level, with a maximum of 5 levels.

Inflict Light has the effect halved on a successful save.

Inflict Light Wounds channels negative energy, causing a small amount of damage to the target.

Weakness

[Void Magic](#) Tier 1 3 energy 75 feet Material/Debility One enemy

Weakness inflicts a penalty of - (1 to 6) - 1 points, to statistics: Strength. The penalty increases by -1 points per level, with a maximum of 5 levels. This effect lasts for a duration of 10 seconds, increasing by 10 seconds per level, with a maximum of 5 levels.

Weakness has the effect minimized on a successful save.

Weakness launches a ray at the target, reducing his Strength for a short time.

Command Undead

[Void Magic](#) Tier 2 5 energy 75 feet Spiritual/Charm One enemy (Undead)

Command Undead inflicts the status Charmed. This effect lasts for a duration of 1 hour.

Command Undead has no effect on a successful save.

Command Undead charms one undead creature, causing him to take no actions. Attacking the creature breaks the charm.

Ghoul Touch

[Void Magic](#) Tier 2 5 energy 25 feet (touch) Material/Stasis One enemy (not Undead)

Ghoul Touch inflicts the status Held. This effect lasts for a duration of 30 seconds.

Ghoul Touch has no effect on a successful save.

Ghoul Touch allows the caster to inflict a ghoul's paralysis on one target, preventing the target from taking any actions for a short time.

Inflict Moderate

[Void Magic](#) Tier 2 5 energy 25 feet (touch) Spiritual/Curse One enemy (not Undead)

Inflict Moderate hits for (1 to 80) + 15 hit points of damage. The damage increases by 5 per level, with a maximum of 8 levels.

Inflict Moderate has the effect halved on a successful save.

Inflict Moderate Wounds channels negative energy, causing some damage to the target.

Halt Undead

[Void Magic](#) Tier 3 8 energy 75 feet Spiritual/Charm Multiple enemies (Undead)

Halt Undead inflicts the status Immobility. This effect lasts for a duration of 50 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Halt Undead has no effect on a successful save.

Halt Undead renders undead in the area immobile, able to cast spells or attack, but not to move.

Exhaustion

[Void Magic](#) Tier 3 8 energy 75 feet (touch) Material/Debility One enemy

Exhaustion inflicts a penalty of -6 points, to statistics: Strength, Agility. This effect lasts for a duration of 5 minutes, increasing by 1 minute per level, with a maximum of 10 levels.

Exhaustion inflicts a penalty of -10 points, to statistics: Movement Speed. This effect lasts for a duration of 5 minutes, increasing by 1 minute per level, with a maximum of 10 levels.

Exhaustion has the effect minimized on a successful save.

Exhaustion launches a ray at a target, exhausting him and reducing his Strength, Agility, and movement speed for a few minutes.

Inflict Serious

[Void Magic](#) Tier 3 8 energy 25 feet (touch) Spiritual/Curse One enemy (not Undead)

Inflict Serious hits for (1 to 120) + 25 hit points of damage. The damage increases by 5 per level, with a maximum of 10 levels.

Inflict Serious has the effect halved on a successful save.

Inflict Serious Wounds channels negative energy, causing severe damage to the target.

Poison

[Void Magic](#) Tier 4 12 energy 25 feet (touch) Material/Poison One enemy

Poison inflicts a penalty of - (1 to 6) - 6 points, to statistics: Durability. This effect lasts indefinitely.

Poison has no effect on a successful save.

Poison causes a virulent poison to course through the target's veins, causing damage to his Durability.

Inflict Critical

[Void Magic](#) Tier 4 12 energy 25 feet (touch) Spiritual/Curse One enemy (not Undead)

Inflict Critical hits for (1 to 160) + 35 hit points of damage. The damage increases by 5 per level, with a maximum of 10 levels.

Inflict Critical has the effect halved on a successful save.

Inflict Critical Wounds channels negative energy, causing deadly damage to the target.

Animate Dead

[Void Magic](#) Tier 4 12 energy 75 feet

Animate Dead summons a Skeleton ([Skeleton](#) 2), with an attitude of Friendly. This effect lasts for a duration of 1 hour.

Animate Dead brings unlife to a skeleton, creating a rotting creature who will attack your enemies. The skeleton will last for an hour or until destroyed.

Bestow Curse

[Void Magic](#) Tier 4 12 energy 25 feet (touch) Spiritual/Curse One enemy

Bestow Curse inflicts a penalty of -20 points, to statistics: Attack Bonus, Energetic, Material, Spiritual. This effect lasts indefinitely.

Bestow Curse has no effect on a successful save.

Bestow Curse inflicts the target with a nasty curse, greatly hampering his abilities indefinitely.

Death Ward

[Void Magic](#) Tier 4 12 energy 25 feet Material One ally

Grants resistance +5 against spells of type Material/Necrotic. This effect lasts for a duration of 7 minutes, increasing by 1 minute per level, with a maximum of 10 levels.

Death Ward dispels multiple bonus effects of type Material/Necrotic.

Death Ward wards the target against death magic.

Mass Inflict Light

Void Magic Tier 5 20 energy 75 feet Spiritual/Curse Multiple enemies (not Undead)
 Mass Inflict Light hits for (1 to 40) + 45 hit points of damage. The damage increases by 5 per level, with a maximum of 10 levels.
 Mass Inflict Light has the effect halved on a successful save.
 Mass Inflict Light Wounds channels negative energy, causing a small amount of damage to all enemies in the area.

Waves of Fatigue

Void Magic Tier 5 20 energy 25 feet Material/Debility Multiple enemies
 Waves of Fatigue inflicts a penalty of -2 points, to statistics: Strength, Agility. This effect lasts indefinitely.
 Waves of Fatigue has no effect on a successful save.
 Waves of Fatigue causes ripples of debilitating weariness to project from the caster, giving a penalty to the Strength and Agility of nearby enemies until they rest.

Symbol of Pain

Void Magic Tier 5 20 energy 25 feet Material/Debility Multiple enemies
 Symbol of Pain inflicts a penalty of -20 points, to statistics: Attack Bonus, Spellcasting. This effect lasts for a duration of 1 hour.
 Symbol of Pain has no effect on a successful save.
 Symbol of Pain creates a potent magic symbol in the air above the caster, causing nearby enemies to be wracked with pain for one hour, penalizing their ability to attack and cast spells.

Slay Living

Void Magic Tier 5 20 energy 25 feet (touch) Material/Necrotic One enemy (not Undead)
 Slay Living hits for (1 to 360) + 45 hit points of damage. The damage increases by 5 per level, with a maximum of 10 levels.
 Slay Living has the effect halved on a successful save.
 Slay Living launches a black bolt at a living target that, if it strikes, attempts to instantly slay that creature.

Lay to Rest

Void Magic Tier 6 32 energy 75 feet Energetic/Radiant (immune 18) Multiple enemies (Undead)
 Lay to Rest hits for 1000 hit points of damage.
 Lay to Rest has no effect on a successful save.
 Lay to Rest projects a wave of white peace out from the caster, instantly returning undead creatures of low willpower to peaceful death.

Create Undead

Void Magic Tier 6 32 energy 75 feet
 Create Undead summons a Skeleton Warrior (**Fighter** 6), with an attitude of Friendly. This effect lasts for a duration of 1 hour.
 Create Undead summons a Skeleton Warrior, who will attack the enemies of the caster until the spell expires.

Circle of Death

Void Magic Tier 6 32 energy 75 feet Material/Necrotic (immune 18) Multiple enemies (not Undead)
 Circle of Death hits for 1000 hit points of damage.
 Circle of Death has no effect on a successful save.
 Circle of Death projects a wave of black disaster out from the caster, instantly slaying living creatures of weak constitution.

Harm

[Void Magic](#) Tier 6 32 energy 25 feet (touch) Spiritual/Curse One enemy (not Undead)
Harm hits for 550 hit points of damage. The damage increases by 25 per level, with a maximum of 10 levels.
Harm has the effect halved on a successful save.
Harm charges the touched target with negative energy, dealing significant damage.

Mass Inflict Moderate

[Void Magic](#) Tier 6 32 energy 75 feet Spiritual/Curse Multiple enemies (not Undead)
Mass Inflict Moderate hits for (1 to 80) + 55 hit points of damage. The damage increases by 5 per level, with a maximum of 10 levels.
Mass Inflict Moderate has the effect halved on a successful save.
Mass Inflict Moderate Wounds channels negative energy, causing some damage to all enemies in the area.

Biting Curse

[Void Magic](#) Tier 6 32 energy 25 feet Material/Debility Multiple enemies
Biting Curse inflicts the status Immobile. This effect lasts for a duration of 20 seconds.
Biting Curse inflicts a penalty of -10 points, to statistics: Attack Bonus, Attack Damage, Energetic, Material, Spiritual. This effect lasts for a duration of 1 hour.
Biting Curse has no effect on a successful save.
Biting Curse invokes waves of sickening energy from the caster, inflicting sickness and disease on nearby enemies.

Mass Inflict Serious

[Void Magic](#) Tier 7 48 energy 75 feet Spiritual/Curse Multiple enemies (not Undead)
Mass Inflict Serious hits for (1 to 120) + 65 hit points of damage. The damage increases by 5 per level, with a maximum of 10 levels.
Mass Inflict Serious has the effect halved on a successful save.
Mass Inflict Serious Wounds channels negative energy, causing severe damage to all enemies in the area.

Control Undead

[Void Magic](#) Tier 7 48 energy 25 feet Spiritual/Charm (immune 30) Multiple enemies (Undead)
Control Undead inflicts the status Dominated. This effect lasts for a duration of 13 minutes, increasing by 1 minute per level, with a maximum of 10 levels.
Control Undead has no effect on a successful save.
Control Undead emanates a powerful wave of will from the caster, dominating weak-willed nearby undead, which causes them to attack their allies until the spell expires.

Finger of Death

[Void Magic](#) Tier 7 48 energy 75 feet Material/Necrotic One enemy (not Undead)
Finger of Death hits for 650 hit points of damage. The damage increases by 50 per level, with a maximum of 10 levels.
Finger of Death has the effect minimized on a successful save.
Finger of Death clutches at the heart of the target with an icy grasp, causing great damage.

Symbol of Weakness

[Void Magic](#) Tier 7 48 energy 25 feet Material/Debility Multiple enemies
Symbol of Weakness inflicts a penalty of -10 points, to statistics: Strength. This effect lasts indefinitely.

Symbol of Weakness has no effect on a successful save.

Symbol of Weakness creates a potent magic symbol in the air above the caster, causing nearby enemies to rendered weak and helpless, with a large penalty to Strength until the target rests.

Waves of Exhaustion

[Void Magic](#) Tier 7 48 energy 25 feet Material/Debility Multiple enemies

Waves of Exhaustion inflicts a penalty of -5 points, to statistics: Strength, Agility, Movement Speed. This effect lasts indefinitely.

Waves of Exhaustion has no effect on a successful save.

Waves of Fatigue causes ripples of devastating weariness to project from the caster, giving a large penalty to the Strength, Agility, and movement speed of nearby enemies until they rest.

Destruction

[Void Magic](#) Tier 7 48 energy 75 feet Material/Debility One enemy

Destruction hits for 650 hit points of damage. The damage increases by 50 per level, with a maximum of 10 levels.

Destruction has the effect minimized on a successful save.

Destruction instantly reduces the target to dust and ash, dealing a large amount of damage.

Mass Inflict Critical

[Void Magic](#) Tier 8 80 energy 75 feet Spiritual/Curse Multiple enemies (not Undead)

Mass Inflict Critical hits for (1 to 160) + 75 hit points of damage. The damage increases by 5 per level, with a maximum of 10 levels.

Mass Inflict Critical has the effect halved on a successful save.

Mass Inflict Critical Wounds channels negative energy, causing deadly damage to all enemies in the area.

Greater Undead

[Void Magic](#) Tier 8 80 energy 75 feet

Greater Undead summons a Skeleton King ([Fighter](#) 11), with an attitude of Friendly. This effect lasts for a duration of 1 hour.

Create Greater Undead summons a Skeleton King, who will attack the enemies of the caster until the spell expires.

Symbol of Death

[Void Magic](#) Tier 8 80 energy 25 feet Material/Necrotic (immune 30) Multiple enemies

Symbol of Death hits for 1000 hit points of damage.

Symbol of Death has no effect on a successful save.

Symbol of Death sketches a vile symbol in the air above the caster, striking dead nearby weak enemies instantly.

Virtue

[Matter Magic](#) Tier 0 2 energy 25 feet Material One ally

Virtue grants a bonus of 5 points, to statistics: Defense Class. This effect lasts for a duration of 50 seconds.

Virtue gives the target a bonus to defense for a brief time.

Cure Light

[Matter Magic](#) Tier 1 3 energy 25 feet One ally (not Undead)

Cure Light heals (1 to 40) + 5 hit points, at the cost of one recovery for the target. The healing increases by 5

per level, with a maximum of 5 levels.

Cure Light Wounds administers light healing, restoring a few hit points to the target.

Magic Warhammer

[Matter Magic](#) Tier 1

3 energy

caster

Magic Warhammer creates the item Magic Warhammer +10. This effect lasts for a duration of 1 minute, increasing by 1 minute per level, with a maximum of 5 levels.

Magic Warhammer +10

Weapon 0 gold 5 lbs (no drop)

Weapon Type: Bludgeon

Damage: (1 to 40) + 10 (Blunt)

Attack Bonus: 10

Enhancement: +10

The warhammer is a two-faced hammer made for combat.

Magic Warhammer summons a warhammer that the caster can use for a brief time.

Magic Quarterstaff

[Matter Magic](#) Tier 1

3 energy

caster

Magic Quarterstaff creates the item Magic Quarterstaff +10. This effect lasts for a duration of 1 minute, increasing by 1 minute per level, with a maximum of 5 levels.

Magic Quarterstaff +10

Weapon 0 gold 4 lbs (no drop)

Weapon Type: Staff (Requires two hands) (Light)

Damage: (1 to 40) + 10 (Blunt)

Attack Bonus: 10

Enhancement: +10

This long staff, wielded in two hands, is an effective weapon when used skillfully.

Magic Quarterstaff summons a quarterstaff that the caster can use for a brief time.

Magic Dagger

[Matter Magic](#) Tier 1

3 energy

caster

Magic Dagger creates the item Magic Dagger +10. This effect lasts for a duration of 1 minute, increasing by 1 minute per level, with a maximum of 5 levels.

Magic Dagger +10

Weapon 0 gold 1 lbs (no drop)

Weapon Type: Light Blade (Simple) (Light)

Damage: (1 to 20) + 10

Attack Bonus: 10

Enhancement: +10

The dagger is a short blade suitable for stabbing and close work.

Magic Dagger summons a dagger that the caster can use for a brief time.

Magic Shortbow

[Matter Magic](#) Tier 1

3 energy

caster

Magic Shortbow creates the item Magic Shortbow +10. This effect lasts for a duration of 1 minute, increasing by 1 minute per level, with a maximum of 5 levels.

Magic Shortbow +10

Weapon

0 gold

2 lbs (no drop)

Weapon Type: Bow (Simple) (Requires two hands)

Damage: (1 to 30) + 10

Attack Bonus: 10

Enhancement: +10

This common shortbow is useful for hunting or combat.

Magic Shortbow summons a shortbow that the caster can use for a brief time.

Speed Burst

[Matter Magic](#) Tier 1

3 energy

caster

Material

Speed Burst grants a bonus of 10 points, to statistics: Movement Speed. This effect lasts for a duration of 1 minute, increasing by 1 minute per level, with a maximum of 5 levels.

Speed Burst causes the caster to put on a burst of speed, increasing his movement speed for a short time.

Barkskin

[Matter Magic](#) Tier 2

5 energy

25 feet

Material

One ally

Barkskin grants a bonus of 10 points, to statistics: Defense Class. The bonus increases by 2 points per level, with a maximum of 8 levels. This effect lasts for a duration of 1 hour.

Barkskin magically toughens the target's skin, granting a bonus to defense for one hour.

Knock

[Matter Magic](#) Tier 2

5 energy

caster

Material

Knock grants a bonus of 50 points, to statistics: Locks. The bonus increases by 5 points per level, with a maximum of 8 levels. This effect lasts for a duration of 10 seconds.

Knock allows the caster to open locked doors, by granting a significant bonus to Locks for the time of one action.

Cure Moderate

[Matter Magic](#) Tier 2

5 energy

25 feet

One ally (not Undead)

Cure Moderate heals (1 to 80) + 15 hit points, at the cost of one recovery for the target. The healing increases by 5 per level, with a maximum of 8 levels.

Cure Moderate Wounds administers healing, restoring a moderate amount of hit points to the target.

Flame Blade

[Matter Magic](#) Tier 2

5 energy

caster

Flame Blade creates the item Magic Flame Blade +5. This effect lasts for a duration of 3 minutes, increasing by 1 minute per level, with a maximum of 8 levels.

Magic Flame Blade +5

Weapon

0 gold

4 lbs (no drop)

Weapon Type: Heavy Blade
Damage: (1 to 40) + 5
Attack Bonus: 5
Enhancement: +5

Spell Attack: Fire (Spell Bonus 10)

Energetic/Fire	One enemy
Fire hits for (1 to 60) hit points of damage.	
Fire has no effect on a successful save.	

This longsword is licked by tongues of magic flame.

Flame Blade summons a fiery magic cutlass that blasts enemies with a blast of flame on a successful hit.

Haste

Matter Magic Tier 3	8 energy	25 feet	Material	Multiple allies
Haste grants a bonus of 5 points, to statistics: Attack Bonus, Defense Class, Energetic, Action Speed, Movement Speed. This effect lasts for a duration of 50 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.				
Haste causes nearby allies to move and take actions faster, expiring after a short time. The increased speed also grants a bonus to attacks, defense, and energetic saves.				

Greater Dagger

Matter Magic Tier 3	8 energy	caster
Greater Dagger creates the item Magic Dagger +20. This effect lasts for a duration of 8 hours.		
Magic Dagger +20		
Weapon	0 gold	1 lbs (no drop)
Weapon Type: Light Blade (Simple) (Light)		
Damage: (1 to 20) + 20		
Attack Bonus: 20		
Enhancement: +20		
The dagger is a short blade suitable for stabbing and close work.		
Greater Magic Dagger summons a dagger that the caster can use for several hours.		

Greater Quarterstaff

Matter Magic Tier 3	8 energy	caster
Greater Quarterstaff creates the item Magic Quarterstaff +20. This effect lasts for a duration of 8 hours.		
Magic Quarterstaff +20		
Weapon	0 gold	4 lbs (no drop)
Weapon Type: Staff (Requires two hands) (Light)		
Damage: (1 to 40) + 20 (Blunt)		
Attack Bonus: 20		
Enhancement: +20		
This long staff, wielded in two hands, is an effective weapon when used skillfully.		

Greater Magic Quarterstaff summons a quarterstaff that the caster can use for several hours.

Greater Warhammer

[Matter Magic](#) Tier 3 8 energy caster

Greater Warhammer creates the item Magic Warhammer +20. This effect lasts for a duration of 8 hours.

Magic Warhammer +20

Weapon 0 gold 5 lbs (no drop)

Weapon Type: Bludgeon

Damage: (1 to 40) + 20 (Blunt)

Attack Bonus: 20

Enhancement: +20

The warhammer is a two-faced hammer made for combat.

Greater Magic Warhammer summons a warhammer that the caster can use for several hours.

Greater Shortbow

[Matter Magic](#) Tier 3 8 energy caster

Greater Shortbow creates the item Magic Shortbow +20. This effect lasts for a duration of 8 hours.

Magic Shortbow +20

Weapon 0 gold 2 lbs (no drop)

Weapon Type: Bow (Simple) (Requires two hands)

Damage: (1 to 30) + 20

Attack Bonus: 20

Enhancement: +20

This common shortbow is useful for hunting or combat.

Greater Magic Shortbow summons a shortbow that the caster can use for several hours.

Slow

[Matter Magic](#) Tier 3 8 energy 25 feet Material/Stasis Multiple enemies

Slow inflicts a penalty of -5 points, to statistics: Attack Bonus, Defense Class, Energetic, Action Speed, Movement Speed. This effect lasts for a duration of 50 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Slow has no effect on a successful save.

Slow causes nearby enemies to move and take actions slower, expiring after a short time. The decreased speed also inflicts a penalty on attacks, defense, and energetic saves.

Magic Leather

[Matter Magic](#) Tier 3 8 energy caster

Magic Leather creates the item Magic Leather Armor +15. This effect lasts for a duration of 8 hours.

Magic Leather Armor +15

Armor 0 gold 20 lbs (no drop)

Armor Type: Light Armor

Defense Class: 35
Maximum Agility Bonus: 25
Non-Proficient Attack Penalty: 5
Spellcasting Penalty: 10
Stealth Penalty: 10

This suit of leather armor provides decent protection, but still allows the wearer good mobility.

Magic Leather Armor summons a suit of leather armor that the caster can use for several hours.

Magic Platemail

[Matter Magic](#) Tier 3 8 energy caster

Magic Platemail creates the item Magic Platemail Armor +15. This effect lasts for a duration of 8 hours.

Magic Platemail Armor +15

Armor 0 gold 50 lbs (no drop)

Armor Type: Heavy Armor
Defense Class: 60
Maximum Agility Bonus: 5
Non-Proficient Attack Penalty: 35
Spellcasting Penalty: 20
Stealth Penalty: 30

This full suit of armor is protective but heavy and cumbersome.

Magic Platemail Armor summons a suit of platemail armor that the caster can use for several hours.

Cure Serious

[Matter Magic](#) Tier 3 8 energy 25 feet One ally (not Undead)

Cure Serious heals (1 to 120) + 25 hit points, at the cost of one recovery for the target. The healing increases by 5 per level, with a maximum of 10 levels.

Cure Serious Wounds administers powerful healing, restoring a significant amount of hit points to the target.

Stoneskin

[Matter Magic](#) Tier 4 12 energy 25 feet Material One ally

Grants resistance +10 against spells of type Physical. This effect lasts for a duration of 1 minute 10 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

The target's skin is granted an unnatural hardness, making it difficult for ordinary weapons to penetrate.

Cure Critical

[Matter Magic](#) Tier 4 12 energy 25 feet One ally (not Undead)

Cure Critical heals (1 to 160) + 35 hit points, at the cost of one recovery for the target. The healing increases by 5 per level, with a maximum of 10 levels.

Cure Critical Wounds administers mighty healing, restoring a great amount of hit points to the target.

Mass Cure Light

[Matter Magic](#) Tier 5 20 energy 75 feet Multiple allies (not Undead)

Mass Cure Light heals (1 to 40) + 45 hit points, at the cost of one recovery for the target. The healing increases by 5 per level, with a maximum of 10 levels.

Mass Cure Light Wounds administers light healing, restoring a few hit points to nearby allies.

Increase Density

[Matter Magic](#) Tier 5

20 energy

caster

Material

Increase Density grants a bonus of 4 points, to statistics: Strength, Durability. This effect lasts for a duration of 1 minute 30 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Increase Density grants a bonus of 10 points, to statistics: Attack Damage, Defense Class. This effect lasts for a duration of 1 minute 30 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Increase Density inflicts a penalty of -2 points, to statistics: Agility. This effect lasts for a duration of 1 minute 30 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Grants resistance +5 against spells of type Physical. This effect lasts for a duration of 1 minute 30 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Increase Density doubles the density of the caster, giving a bonus to Strength, Durability, damage, and defense, but a penalty to Agility.

Hammer of Disruption

[Matter Magic](#) Tier 5

20 energy

caster

Hammer of Disruption creates the item Warhammer of Disruption +20. This effect lasts for a duration of 1 minute 30 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Warhammer of Disruption +20

Weapon

0 gold

5 lbs

Weapon Type: Bludgeon

Damage: (1 to 40) + 20 (Blunt)

Attack Bonus: 20

Enhancement: +20

Spell Attack: Disruption (Spell Bonus 40)

Energetic/Radiant

One enemy (Undead)

Disruption hits for 1000 hit points of damage.

Disruption has no effect on a successful save.

Back to the Black Pit of Hel with you! This hammer disrupts undead, destroying them instantly if successful. Unfortunately, the hammer also disappears when the spell that summoned it expires.

Hammer of Disruption summons a magic hammer that disrupts undead creatures, sometimes instantly destroying them.

Disintegrate

[Matter Magic](#) Tier 6

32 energy

75 feet

Material/Debility

One enemy

Disintegrate hits for (1 to 660) hit points of damage. The damage increases by (1 to 50) per level, with a maximum of 10 levels.

Disintegrate has the effect minimized on a successful save.

Disintegrate sends a thin blue ray at the target, instantly disintegrating the target.

Warrior Transform

[Matter Magic](#) Tier 6

32 energy

caster

Material

Warrior Transform grants a bonus of 5 points, to statistics: Strength, Agility, Durability, Action Speed. This effect lasts for a duration of 1 minute 50 seconds, increasing by 10 seconds per level, with a maximum of 10

levels.

Warrior Transform grants a bonus of 20 points, to statistics: Defense Class, Material. This effect lasts for a duration of 1 minute 50 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Warrior Transform grants a bonus of 20 points, to statistics: Attack Bonus. The bonus increases by 2 points per level, with a maximum of 10 levels. This effect lasts for a duration of 1 minute 50 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Warrior Transform inflicts a penalty of -100 points, to statistics: Spellcasting. This effect lasts for a duration of 1 minute 50 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Warrior Transformation alters the caster to become a powerful warrior, but greatly hinders his spellcasting abilities.

Mass Cure Moderate

[Matter Magic](#) Tier 6 32 energy 75 feet Multiple allies (not Undead)

Mass Cure Moderate heals (1 to 80) + 55 hit points, at the cost of one recovery for the target. The healing increases by 5 per level, with a maximum of 10 levels.

Mass Cure Moderate Wounds administers healing, restoring some hit points to nearby allies.

Heal

[Matter Magic](#) Tier 6 32 energy 25 feet One ally (not Undead)

Heal heals 550 hit points, at the cost of one recovery for the target. The healing increases by 25 per level, with a maximum of 10 levels.

Heal dispels multiple penalty effects of type Material/Poison, Material/Debility, Spiritual/Curse.

Heal permits the caster to lay hands on the target, healing significant damage and negative effects.

Incorporeal Body

[Matter Magic](#) Tier 7 48 energy caster Material

Incorporeal Body grants a bonus of 50 points, to statistics: Defense Class, Stealth. This effect lasts for a duration of 2 minutes 10 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Incorporeal Body inflicts a penalty of -50 points, to statistics: Attack Damage. This effect lasts for a duration of 2 minutes 10 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Incorporeal Body renders the body of the caster incorporeal, greatly increasing his Stealth and defense, but greatly hindering his damage.

Mass Cure Serious

[Matter Magic](#) Tier 7 48 energy 75 feet Multiple allies (not Undead)

Mass Cure Serious heals (1 to 120) + 65 hit points, at the cost of one recovery for the target. The healing increases by 5 per level, with a maximum of 10 levels.

Mass Cure Serious Wounds administers healing, healing significant damage from nearby allies.

Mass Cure Critical

[Matter Magic](#) Tier 8 80 energy 75 feet Multiple allies (not Undead)

Mass Cure Critical heals (1 to 160) + 75 hit points, at the cost of one recovery for the target. The healing increases by 5 per level, with a maximum of 10 levels.

Mass Cure Serious Wounds administers healing, healing significant damage from nearby allies.

Iron Body

[Matter Magic](#) Tier 8 80 energy caster Material

Iron Body grants a bonus of 6 points, to statistics: Strength. This effect lasts for a duration of 15 minutes, increasing by 1 minute per level, with a maximum of 10 levels.

Iron Body grants a bonus of 30 points, to statistics: Defense Class. This effect lasts for a duration of 15 minutes, increasing by 1 minute per level, with a maximum of 10 levels.

Iron Body inflicts a penalty of -6 points, to statistics: Agility. This effect lasts for a duration of 15 minutes, increasing by 1 minute per level, with a maximum of 10 levels.

Iron Body inflicts a penalty of -30 points, to statistics: Spellcasting, Action Speed, Movement Speed. This effect lasts for a duration of 15 minutes, increasing by 1 minute per level, with a maximum of 10 levels.

Grants resistance +5 against spells of type Material/Acid. This effect lasts for a duration of 15 minutes, increasing by 1 minute per level, with a maximum of 10 levels.

Grants resistance +5 against spells of type Energetic/Fire. This effect lasts for a duration of 15 minutes, increasing by 1 minute per level, with a maximum of 10 levels.

Grants immunity against spells of type Material/Poison. This effect lasts for a duration of 15 minutes, increasing by 1 minute per level, with a maximum of 10 levels.

Grants immunity against spells of type Material/Debility. This effect lasts for a duration of 15 minutes, increasing by 1 minute per level, with a maximum of 10 levels.

Iron Body turns the body of the caster solid iron for a few minutes, making him very strong and tough, but also very slow.

Mass Heal

[Matter Magic](#) Tier 9 128 energy 25 feet Multiple allies (not Undead)

Mass Heal heals 850 hit points, at the cost of one recovery for the target. The healing increases by 25 per level, with a maximum of 10 levels.

Mass Heal dispels multiple penalty effects of type Material/Poison, Material/Debility, Spiritual/Curse.

Mass Heal affects all allies nearby the caster, healing massive damage and negative effects.

Flare

[Energy Magic](#) Tier 0 2 energy 75 feet Energetic/Radiant One enemy

Flare inflicts a penalty of -5 points, to statistics: Attack Bonus. This effect lasts for a duration of 50 seconds.

Flare has no effect on a successful save.

Flare generates a burst of light in the face of a target creature, hindering its attack abilities for a short time.

Magic Missile

[Energy Magic](#) Tier 1 3 energy 75 feet Energetic/Force One enemy

Magic Missile hits for (1 to 20) + 5 hit points of damage. The damage increases by (1 to 10) + 2 per level, with a maximum of 5 levels.

Magic Missile does not allow a saving throw.

Magic Missile launches a small projectile that infallibly strikes a target.

Burst of Flame

[Energy Magic](#) Tier 1 3 energy 25 feet Energetic/Fire Multiple enemies

Burst of Flame hits for (1 to 20) hit points of damage. The damage increases by (1 to 10) per level, with a maximum of 5 levels.

Burst of Flame has the effect halved on a successful save.

Burst of Flame generates a blast of fire that strikes all nearby enemies.

Faerie Fire

[Energy Magic](#) Tier 1 3 energy 75 feet Energetic/Radiant One enemy

Faerie Fire inflicts a penalty of -10 points, to statistics: Defense Class, Energetic, Stealth. This effect lasts for a duration of 1 minute, increasing by 1 minute per level, with a maximum of 5 levels.

Faerie Fire has the effect halved on a successful save.

Faerie Fire outlines the target with a harmless glow that makes the target easier to attack.

Scorching Ray

[Energy Magic](#) Tier 2 5 energy 75 feet (touch) Energetic/Fire One enemy
Scorching Ray hits for (1 to 120) hit points of damage. The damage increases by (1 to 30) per level, with a maximum of 8 levels.
Scorching Ray does not allow a saving throw.
Scorching Ray launches a ray of fire at an enemy.

Sound Burst

[Energy Magic](#) Tier 2 5 energy 25 feet Energetic/Force Multiple enemies
Sound Burst hits for (1 to 40) hit points of damage.
Sound Burst inflicts the status Held. This effect lasts for a duration of 10 seconds.
Sound Burst has no effect on a successful save.
Sound Burst blasts the immediate area with a tremendous boom, damaging and stunning enemies.

Fire Bolt

[Energy Magic](#) Tier 3 8 energy 75 feet Energetic/Fire One enemy
Fire Bolt hits for (1 to 150) hit points of damage. The damage increases by (1 to 30) per level, with a maximum of 10 levels.
Fire Bolt has the effect halved on a successful save.
Fire Bolt strikes one enemy with a powerful bolt of fire.

Fire Burst

[Energy Magic](#) Tier 3 8 energy 25 feet Energetic/Fire Multiple enemies
Fire Burst hits for (1 to 75) hit points of damage. The damage increases by (1 to 15) per level, with a maximum of 10 levels.
Fire Burst has the effect halved on a successful save.
Fire Burst generates a powerful burst of energy, damaging all nearby enemies.

Searing Light

[Energy Magic](#) Tier 3 8 energy 75 feet Energetic/Radiant One enemy (Undead)
Searing Light hits for (1 to 150) hit points of damage. The damage increases by (1 to 30) per level, with a maximum of 10 levels.
Searing Light does not allow a saving throw.
Searing Light fires a beam of pure, intense light at an undead enemy, severely burning the wasted creature.

Deafening Shout

[Energy Magic](#) Tier 4 12 energy 25 feet Energetic/Force Multiple enemies
Deafening Shout hits for (1 to 150) hit points of damage.
Deafening Shout inflicts the status Held. This effect lasts for a duration of 20 seconds.
Deafening Shout has no effect on a successful save.
Deafening Shout emits a tremendous shout from the caster, damaging and stunning nearby enemies.

Explosion

[Energy Magic](#) Tier 4 12 energy 25 feet Energetic/Fire Multiple enemies
Explosion hits for (1 to 105) hit points of damage. The damage increases by (1 to 15) per level, with a maximum of 10 levels.

Explosion inflicts a penalty of -5 points, to statistics: Action Speed, Movement Speed. This effect lasts for a duration of 20 seconds.

Explosion has the effect halved on a successful save.

Explosion produces a giant blast of fire centered on the caster, damaging and slowing nearby enemies.

Energize Self

[Energy Magic](#) Tier 4 12 energy caster Energetic

Energize Self grants a bonus of 5 points, to statistics: Strength, Action Speed. This effect lasts for a duration of 1 minute 10 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Energize Self fills the caster with energy, giving a bonus to Strength and speeding his attacks.

Eruption

[Energy Magic](#) Tier 5 20 energy 25 feet Energetic/Fire Multiple enemies

Eruption hits for (1 to 270) hit points of damage. The damage increases by (1 to 30) per level, with a maximum of 10 levels.

Eruption has the effect halved on a successful save.

Eruption invokes a tremendous blast of fire, damaging nearby enemies.

Flame Strike

[Energy Magic](#) Tier 5 20 energy 75 feet Energetic/Fire One enemy

Flame Strike hits for (1 to 270) hit points of damage. The damage increases by (1 to 30) per level, with a maximum of 10 levels.

Flame Strike has the effect halved on a successful save.

Flame Strike drops fiery death from the sky in a vertical pillar, damaging one enemy.

Reverse Energy

[Energy Magic](#) Tier 6 32 energy 25 feet Energetic/Force Multiple enemies

Reverse Energy hits for (1 to 165) hit points of damage. The damage increases by (1 to 15) per level, with a maximum of 10 levels.

Reverse Energy inflicts the status Immobile. This effect lasts for a duration of 20 seconds.

Reverse Energy has the effect halved on a successful save.

Reverse Energy launches rays from the caster, absorbing energy from nearby enemies. Along with causing great damage, this also prevents the targets from moving for a short time.

Fireball

[Energy Magic](#) Tier 6 32 energy 75 feet Energetic/Fire Multiple enemies

Fireball hits for (1 to 330) hit points of damage. The damage increases by (1 to 30) per level, with a maximum of 10 levels.

Fireball has the effect halved on a successful save.

Fireball blasts enemies in the area with a tremendous burst of fire.

Sunbeam

[Energy Magic](#) Tier 7 48 energy 75 feet Energetic/Radiant One enemy (Undead)

Sunbeam hits for (1 to 390) hit points of damage. The damage increases by (1 to 30) per level, with a maximum of 10 levels.

Sunbeam inflicts a penalty of -10 points, to statistics: Action Speed, Movement Speed. This effect lasts for a duration of 2 minutes 10 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Sunbeam has the effect halved on a successful save.

Sunbeam fires a beam from the caster, bright as the sun itself, fiercely burning the undead target. The target suffers great damage, and finds its movements and actions slowed.

Divine Outburst

[Energy Magic](#) Tier 7 48 energy 75 feet Energetic/Radiant (immune 30) Multiple enemies

Divine Outburst inflicts the status Held. This effect lasts for a duration of 1 minute 40 seconds.

Divine Outburst has the duration minimized on a successful save.

Divine Outburst blasts enemies in the area with the energy of the Gods, paralyzing weak-willed targets.

Cage of Force

[Energy Magic](#) Tier 7 48 energy 25 feet Energetic/Force Multiple enemies

Cage of Force inflicts the status Held. This effect lasts for a duration of 2 minutes 10 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Cage of Force has no effect on a successful save.

Bars of glowing force appear around enemies in the immediate area, trapping them in place.

Sunburst

[Energy Magic](#) Tier 8 80 energy 75 feet Energetic/Radiant Multiple enemies (Undead)

Sunburst hits for (1 to 450) hit points of damage. The damage increases by (1 to 30) per level, with a maximum of 10 levels.

Sunburst inflicts a penalty of -10 points, to statistics: Action Speed, Movement Speed. This effect lasts for a duration of 2 minutes 30 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Sunburst has the effect halved on a successful save.

Sunburst explodes into a burst of energy around the caster, bright as the sun itself, fiercely burning undead in the area. Targets suffer great damage, and find their movements and actions slowed.

Overwhelming Shout

[Energy Magic](#) Tier 8 80 energy 25 feet Energetic/Force Multiple enemies

Overwhelming Shout hits for (1 to 300) hit points of damage.

Overwhelming Shout inflicts the status Held. This effect lasts for a duration of 30 seconds.

Overwhelming Shout inflicts a penalty of -10 points, to statistics: Action Speed, Movement Speed. This effect lasts for a duration of 1 minute 40 seconds.

Overwhelming Shout has the effect halved on a successful save.

Overwhelming Shout fills the area with unrelenting noise, damaging and stunning nearby enemies.

Fire Storm

[Energy Magic](#) Tier 8 80 energy 75 feet Energetic/Fire Multiple enemies

Fire Storm hits for (1 to 450) hit points of damage. The damage increases by (1 to 30) per level, with a maximum of 10 levels.

Fire Storm has the effect halved on a successful save.

Fire Storm fills the area with blasts of incandescent fire, damaging all enemies in the area.

Meteor Swarm

[Energy Magic](#) Tier 9 128 energy 75 feet Energetic/Force Multiple enemies

Meteor Swarm hits for (1 to 255) + 127 hit points of damage. The damage increases by (1 to 15) + 5 per level, with a maximum of 10 levels.

Meteor Swarm has the effect halved on a successful save.

Meteor Swarm causes meteors to fall from the sky, causing devastation and damage to enemies in the area.

Fatigue

[Spirit Magic](#) Tier 0 2 energy 75 feet (touch) Spiritual/Curse One enemy
Fatigue inflicts a penalty of -2 points, to statistics: Strength, Agility. This effect lasts for a duration of 30 seconds.
Fatigue has no effect on a successful save.
Fatigue inflicts an aura of exhaustion on the target, giving a temporary penalty to Strength and Agility.

Color Spray

[Spirit Magic](#) Tier 1 3 energy 25 feet Spiritual/Illusion (immune 10) Multiple enemies
Color Spray inflicts a penalty of -10 points, to statistics: Defense Class. This effect lasts for a duration of 20 seconds.
Color Spray inflicts the status Held. This effect lasts for a duration of 10 seconds.
Color Spray has no effect on a successful save.
Color Spray causes a wild display of lights and flashes to emerge from the caster's hands, stunning nearby creatures.

Fear

[Spirit Magic](#) Tier 1 3 energy 75 feet Spiritual/Illusion (immune 10) One enemy
Fear inflicts a penalty of -10 points, to statistics: Attack Bonus, Defense Class, Energetic, Material, Spiritual. This effect lasts for a duration of 20 seconds.
Fear inflicts the status Fear. This effect lasts for a duration of 20 seconds.
Fear has the effect halved on a successful save.
Fear inflicts a feeling of terror on the target, preventing the target from attacking.

Hypnotic Pattern

[Spirit Magic](#) Tier 2 5 energy 75 feet Spiritual/Illusion (immune 13) Multiple enemies
Hypnotic Pattern inflicts the status Charmed. This effect lasts for a duration of 20 seconds.
Hypnotic Pattern has no effect on a successful save.
Hypnotic Pattern allows the caster to conjure a fascinating pattern of lights and colors. Weak-willed enemies within range are charmed, causing them to take no actions for a short time, unless they are attacked.

Blur

[Spirit Magic](#) Tier 2 5 energy 25 feet Spiritual One ally
Blur grants a bonus of 20 points, to statistics: Defense Class, Energetic. This effect lasts for a duration of 3 minutes, increasing by 1 minute per level, with a maximum of 8 levels.
Blur causes the target to blur and shimmer for a few minutes.

Scare

[Spirit Magic](#) Tier 2 5 energy 75 feet Spiritual/Illusion (immune 16) One enemy
Scare inflicts a penalty of -10 points, to statistics: Attack Bonus, Defense Class, Energetic, Material, Spiritual. This effect lasts for a duration of 30 seconds.
Scare inflicts the status Fear. This effect lasts for a duration of 30 seconds.
Scare has the duration minimized on a successful save.
Scare inflicts a feeling of terror on the target, preventing the target from attacking.

Invisibility

[Spirit Magic](#) Tier 2 5 energy 25 feet Spiritual One ally

Invisibility grants a bonus of 10 points, to statistics: Stealth. This effect lasts for a duration of 3 minutes, increasing by 1 minute per level, with a maximum of 8 levels.

Invisibility renders the target invisible. If the target has the ability to hide, this causes him to begin hiding.

Invisibility renders the target creature invisible, granting him a large bonus to Stealth for a few minutes.

Displacement

[Spirit Magic](#) Tier 3 8 energy caster Spiritual

Displacement grants a bonus of 50 points, to statistics: Defense Class. This effect lasts for a duration of 50 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Displacement causes the caster to appear 2 feet from his actual location, granting a significant bonus to Defense for a short time.

Invisibility Sphere

[Spirit Magic](#) Tier 3 8 energy 25 feet Spiritual Multiple allies

Invisibility Sphere grants a bonus of 10 points, to statistics: Stealth. This effect lasts for a duration of 5 minutes, increasing by 1 minute per level, with a maximum of 10 levels.

Invisibility Sphere renders the target invisible. If the target has the ability to hide, this causes him to begin hiding.

Invisibility Sphere renders nearby allies invisible, granting a large bonus to Stealth for a few minutes.

Greater Invisibility

[Spirit Magic](#) Tier 4 12 energy 25 feet Spiritual One ally

Greater Invisibility grants a bonus of 20 points, to statistics: Defense Class, Stealth. This effect lasts for a duration of 1 minute 10 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Greater Invisibility renders the target invisible. If the target has the ability to hide, this causes him to begin hiding.

Greater Invisibility renders the target creature invisible, granting him a large bonus to Stealth and Defense for a few minutes.

Rainbow Pattern

[Spirit Magic](#) Tier 4 12 energy 25 feet Spiritual/Illusion (immune 23) Multiple enemies

Rainbow Pattern inflicts the status Charmed. This effect lasts for a duration of 1 minute 10 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Rainbow Pattern has no effect on a successful save.

Rainbow Pattern generates a wild pattern of shimmering, looping colors, causing targets of mediocre willpower to be charmed for a short time. Charmed targets take no actions, but the effect is broken if the charmed creature is attacked.

Panic

[Spirit Magic](#) Tier 4 12 energy 25 feet Spiritual/Illusion Multiple enemies

Panic inflicts a penalty of -10 points, to statistics: Attack Bonus, Defense Class, Energetic, Material, Spiritual. This effect lasts for a duration of 1 minute 10 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Panic inflicts the status Fear. This effect lasts for a duration of 1 minute 10 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Panic has the duration minimized on a successful save.

Panic causes nearby enemies to cower in terror for a short time, preventing them from attacking and lowering their defenses.

Phantasm I

[Spirit Magic](#) Tier 4 12 energy 75 feet

Phantasm I summons a Dverger Warrior ([Fighter](#) 4), with an attitude of Friendly. This effect lasts for a duration of 1 minute 10 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Phantasm I summons an illusory monster to aid the caster, seemingly equivalent to the true monster, but will disappear if it takes a single point of damage. The phantasm will attack the enemies of the caster for a short time.

Shadow Strike

[Spirit Magic](#) Tier 5 20 energy 75 feet Spiritual/Illusion One enemy

Shadow Strike hits for (1 to 150) hit points of damage. The damage increases by (1 to 30) per level, with a maximum of 10 levels.

Shadow Strike has the effect minimized on a successful save.

Shadow Strike creates the illusion of a Fire Bolt, causing damage to the target which, due to the belief of the target, is all too real.

Phantasm II

[Spirit Magic](#) Tier 5 20 energy 75 feet

Phantasm II summons a Elder Fire Elemental ([Phantasm](#) 7), with an attitude of Friendly. This effect lasts for a duration of 1 minute 30 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Phantasm II summons an illusory monster to aid the caster, seemingly equivalent to the true monster, but will disappear if it takes a single point of damage. The phantasm will attack the enemies of the caster for a short time.

Nightmare

[Spirit Magic](#) Tier 5 20 energy 75 feet Spiritual/Illusion One enemy

Nightmare inflicts the status Held. This effect lasts for a duration of 1 minute 30 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Nightmare hits for (1 to 100) hit points of damage.

Nightmare inflicts a penalty of -2 points, to statistics: Strength, Agility. This effect lasts indefinitely.

Nightmare has no effect on a successful save.

Nightmare sends a hideous nightmare into the mind of the target, putting him to sleep briefly, damages him, and reduces his Strength and Agility until he can rest.

Shadow Walk

[Spirit Magic](#) Tier 6 32 energy 75 feet

Shadow Walk teleports the party to a point within the caster's sight.

Shadow Walk causes the caster and his party to travel through the shadows, instantly appearing in a new location.

Symbol of Fear

[Spirit Magic](#) Tier 6 32 energy 25 feet Spiritual/Illusion Multiple enemies

Symbol of Fear inflicts the status Fear. This effect lasts for a duration of 1 minute 50 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Symbol of Fear inflicts a penalty of -10 points, to statistics: Defense Class, Energetic, Material, Spiritual. This effect lasts for a duration of 1 minute 50 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Symbol of Fear has no effect on a successful save.

Symbol of Fear creates a strangely terrifying symbol in the air above the caster's head, causing nearby enemies

to panic.

Phantasm III

[Spirit Magic](#) Tier 6 32 energy 75 feet

Phantasm III summons a Air Elemental Lord ([Phantasm](#) 9), with an attitude of Friendly. This effect lasts for a duration of 1 minute 50 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Phantasm III summons an illusory monster to aid the caster, seemingly equivalent to the true monster, but will disappear if it takes a single point of damage. The phantasm will attack the enemies of the caster for a short time.

Mass Invisibility

[Spirit Magic](#) Tier 7 48 energy 75 feet Spiritual Multiple allies

Mass Invisibility grants a bonus of 20 points, to statistics: Defense Class, Stealth. This effect lasts for a duration of 13 minutes, increasing by 1 minute per level, with a maximum of 10 levels.

Mass Invisibility renders the target invisible. If the target has the ability to hide, this causes him to begin hiding.

Mass Invisibility renders nearby allies invisible, granting them a large bonus to Stealth and Defense for a few minutes.

Phantasm IV

[Spirit Magic](#) Tier 7 48 energy 75 feet

Phantasm IV summons a Alfar Magus ([Phantasm](#) 10), with an attitude of Friendly. This effect lasts for a duration of 2 minutes 10 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Phantasm IV summons an illusory monster to aid the caster, seemingly equivalent to the true monster, but will disappear if it takes a single point of damage. The phantasm will attack the enemies of the caster for a short time.

Shadow Fireball

[Spirit Magic](#) Tier 8 80 energy 75 feet Spiritual/Illusion Multiple enemies

Shadow Fireball hits for (1 to 330) hit points of damage. The damage increases by (1 to 30) per level, with a maximum of 10 levels.

Shadow Fireball has the effect minimized on a successful save.

Shadow Storm produces an illusionary Fireball, apparently filling the area with blasts of fire. Enemies in the area suffer real damage if they believe the spell is real.

Phantasm V

[Spirit Magic](#) Tier 8 80 energy 75 feet

Phantasm V summons a Earth Elemental Lord ([Phantasm](#) 13), with an attitude of Friendly. This effect lasts for a duration of 2 minutes 30 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Phantasm V summons an illusory monster to aid the caster, seemingly equivalent to the true monster, but will disappear if it takes a single point of damage. The phantasm will attack the enemies of the caster for a short time.

Scintillating Pattern

[Spirit Magic](#) Tier 8 80 energy 25 feet Spiritual/Illusion (immune 33) Multiple enemies

Scintillating Pattern inflicts the status Held. This effect lasts for a duration of 30 seconds.

Scintillating Pattern inflicts the status Confused. This effect lasts for a duration of 2 minutes 30 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Scintillating Pattern does not allow a saving throw.

Scintillating Pattern summons a pattern of unimaginable lights and colors, causing all but the strongest willed nearby enemies to be rendered held and then confused.

Phantasm VI

[Spirit Magic](#) Tier 9

128 energy

75 feet

Phantasm VI summons a Iron Golem ([Phantasm](#) 14), with an attitude of Friendly. This effect lasts for a duration of 2 minutes 50 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Phantasm VI summons an illusory monster to aid the caster, seemingly equivalent to the true monster, but will disappear if it takes a single point of damage. The phantasm will attack the enemies of the caster for a short time.

Ray of Frost

[Elemental Magic](#) Tier 0

2 energy

75 feet (touch)

Energetic/Cold

One enemy

Ray of Frost hits for (1 to 15) hit points of damage.

Ray of Frost does not allow a saving throw.

Ray of Frost projects a ray of freezing air at an enemy.

Air Elemental I

[Elemental Magic](#) Tier 1

3 energy

75 feet

Air Elemental I summons a Lesser Air Elemental ([Elemental](#) 0), with an attitude of Party. This effect lasts for a duration of 10 seconds, increasing by 10 seconds per level, with a maximum of 5 levels.

Air Elemental I summons a lesser air elemental under the control of the caster.

Air Armor

[Elemental Magic](#) Tier 1

3 energy

caster

Air Armor creates the item Magic Air Armor. This effect lasts for a duration of 8 hours.

Magic Air Armor

Armor

0 gold

1 lbs (no drop)

Armor Type: Light Armor

Defense Class: 25

Non-Proficient Attack Penalty: 0

Spellcasting Penalty: 0

Air Armor is incredibly light, and gives no penalties for Agility or spellcasting, even for non-proficient wearers.

Air Armor magically creates armor of air, which will disappear when the spell expires.

Endure Elements

[Elemental Magic](#) Tier 1

3 energy

25 feet

Material

One ally

Endure Elements grants a bonus of 5 points, to statistics: Energetic/Fire, Energetic/Cold, Energetic/Lightning. This effect lasts for a duration of 8 hours.

Endure Elements grants the target some protection from basic elemental threats.

Lightning Touch

[Elemental Magic](#) Tier 1

3 energy

25 feet (touch)

Energetic/Lightning

One enemy

Lightning Touch hits for (1 to 30) hit points of damage. The damage increases by (1 to 30) per level, with a maximum of 5 levels.

Lightning Touch does not allow a saving throw.

Sparks emanate from the hands of the caster, dangerous to those he touches.

Cold Protection

[Elemental Magic](#) Tier 2

5 energy

25 feet

Material

One ally

Cold Protection grants a bonus of 20 points, to statistics: Energetic/Cold. This effect lasts for a duration of 1 hour.

The target's skin gains a dusting of frost as he toughens against cold-based attacks.

Lightning Protection

[Elemental Magic](#) Tier 2

5 energy

25 feet

Material

One ally

Lightning Protection grants a bonus of 20 points, to statistics: Energetic/Lightning. This effect lasts for a duration of 1 hour.

The target's skin takes on a matte appearance as he toughens against lightning-based attacks.

Acid Arrow

[Elemental Magic](#) Tier 2

5 energy

75 feet (touch)

Material/Acid

One enemy

Acid Arrow hits for (1 to 15) hit points of damage every 10 seconds. This effect lasts for a duration of 30 seconds, increasing by 10 seconds per level, with a maximum of 8 levels.

Acid Arrow does not allow a saving throw.

The caster launches a sickly green arrow at his enemy, spraying the target with caustic acid.

Flame Arrow

[Elemental Magic](#) Tier 2

5 energy

75 feet (touch)

Energetic/Fire

One enemy

Flame Arrow hits for (1 to 40) hit points of damage. The damage increases by (1 to 10) per level, with a maximum of 8 levels.

Flame Arrow does not allow a saving throw.

Flame Arrow launches a fiery arrow at the target, burning him if it strikes.

Fire Elemental I

[Elemental Magic](#) Tier 2

5 energy

75 feet

Fire Elemental I summons a Lesser Fire Elemental ([Elemental](#) 1), with an attitude of Party. This effect lasts for a duration of 30 seconds, increasing by 10 seconds per level, with a maximum of 8 levels.

Fire Elemental I summons a lesser fire elemental under the control of the caster.

Earth Elemental I

[Elemental Magic](#) Tier 2

5 energy

75 feet

Earth Elemental I summons a Lesser Earth Elemental ([Elemental](#) 1), with an attitude of Party. This effect lasts for a duration of 30 seconds, increasing by 10 seconds per level, with a maximum of 8 levels.

Earth Elemental I summons a lesser earth elemental under the control of the caster.

Fire Protection

[Elemental Magic](#) Tier 2

5 energy

25 feet

Material

One ally

Fire Protection grants a bonus of 20 points, to statistics: Energetic/Fire. This effect lasts for a duration of 1 hour.

The target's skin darkens slightly as he toughens against fire-based attacks.

Icy Cloud

Elemental Magic	Tier 3	8 energy	25 feet	Energetic/Cold	Multiple enemies
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Icy Cloud inflicts the status Held. This effect lasts for a duration of 30 seconds.
Icy Cloud has no effect on a successful save.
Icy Cloud summons a cloud of incredibly cold air, which freezes nearby enemies for a short time.

Poison Ball

Elemental Magic	Tier 3	8 energy	25 feet	Material/Poison	Multiple enemies
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Poison Ball inflicts a penalty of -50 points, to statistics: Attack Bonus, Spellcasting. This effect lasts for a duration of 50 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.
Poison Ball has no effect on a successful save.
Poison Ball envelopes nearby enemies in a mist of poison, nauseating them to the point of uselessness.

Lightning Bolt

Elemental Magic	Tier 3	8 energy	75 feet	Energetic/Lightning	One enemy
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Lightning Bolt hits for (1 to 150) hit points of damage. The damage increases by (1 to 30) per level, with a maximum of 10 levels.
Lightning Bolt has the effect halved on a successful save.
A bolt of lightning lances out from the caster's hand at a hapless target.

Air Elemental II

Elemental Magic	Tier 3	8 energy	75 feet		
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Air Elemental II summons a Air Elemental ([Elemental](#) 2), with an attitude of Party. This effect lasts for a duration of 50 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.
Air Elemental II summons an air elemental under the control of the caster.

Earth Shield

Elemental Magic	Tier 4	12 energy		caster	
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Earth Shield creates the item Magic Earth Shield. This effect lasts for a duration of 8 hours.

Magic Earth Shield

Shield	0 gold	5 lbs (no drop)
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Armor Type: Shield
Defense Class: 30
Non-Proficient Attack Penalty: 0
Spellcasting Penalty: 0

The Earth Shield provides excellent protection, and has no penalties for non-proficient wearers.

Earth Shield magically creates a shield of earth, which will disappear when the spell expires.

Ice Storm

Elemental Magic	Tier 4	12 energy	25 feet	Energetic/Cold	Multiple enemies
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Ice Storm hits for (1 to 150) hit points of damage.
Ice Storm inflicts a penalty of -20 points, to statistics: Movement Speed. This effect lasts for a duration of 1 minute 10 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.
Ice Storm has no effect on a successful save.
Ice Storm creates a storm of ice and cold, which damages and slows nearby enemies for a brief time.

Air Elemental III

[Elemental Magic](#) Tier 4

12 energy

75 feet

Air Elemental III summons a Greater Air Elemental ([Elemental](#) 3), with an attitude of Party. This effect lasts for a duration of 1 minute 10 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Air Elemental III summons a greater air elemental under the control of the caster.

Frost Shield

[Elemental Magic](#) Tier 4

12 energy

caster

Frost Shield creates the item Magic Frost Shield. This effect lasts for a duration of 1 minute 10 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Magic Frost Shield

Shield

0 gold

5 lbs

Armor Type: Shield

Defense Class: 10

Non-Proficient Attack Penalty: 0

Spellcasting Penalty: 0

Save Effect Type: Material

Grants a bonus to statistics: Energetic/Cold

Bonus Points: +20

Grants resistance +5 to spell type Energetic/Cold.

The Frost Shield provides protection against cold, and has no penalties for non-proficient wearers.

Earth Shield magically creates a shield of frost, which will disappear when the spell expires.

Fire Elemental II

[Elemental Magic](#) Tier 4

12 energy

75 feet

Fire Elemental II summons a Fire Elemental ([Elemental](#) 3), with an attitude of Party. This effect lasts for a duration of 1 minute 10 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Fire Elemental II summons a fire elemental under the control of the caster.

Fire Shield

[Elemental Magic](#) Tier 4

12 energy

caster

Fire Shield creates the item Magic Fire Shield. This effect lasts for a duration of 1 minute 10 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Magic Fire Shield

Shield

0 gold

5 lbs

Armor Type: Shield

Defense Class: 10

Non-Proficient Attack Penalty: 0

Spellcasting Penalty: 0

Save Effect Type: Material

Grants a bonus to statistics: Energetic/Fire

Bonus Points: +20

Grants resistance +5 to spell type Energetic/Fire.

The Fire Shield provides protection against fire, and has no penalties for non-proficient wearers.

Fire Shield magically creates a shield of fire, which will disappear when the spell expires.

Earth Elemental II

[Elemental Magic](#) Tier 5 20 energy 75 feet

Earth Elemental II summons a Earth Elemental ([Elemental](#) 4), with an attitude of Party. This effect lasts for a duration of 1 minute 30 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Earth Elemental II summons an earth elemental under the control of the caster.

Fire Elemental III

[Elemental Magic](#) Tier 5 20 energy 75 feet

Fire Elemental III summons a Greater Fire Elemental ([Elemental](#) 5), with an attitude of Party. This effect lasts for a duration of 1 minute 30 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Fire Elemental III summons a greater fire elemental under the control of the caster.

Burst of Cold

[Elemental Magic](#) Tier 5 20 energy 25 feet Energetic/Cold Multiple enemies

Burst of Cold hits for (1 to 270) hit points of damage. The damage increases by (1 to 30) per level, with a maximum of 10 levels.

Burst of Cold has the effect halved on a successful save.

Arctic blasts of cold burst from the caster, freezing nearby enemies.

Poison Cloud

[Elemental Magic](#) Tier 5 20 energy 25 feet Material/Poison (immune 20) Multiple enemies

Poison Cloud hits for 1000 hit points of damage.

Poison Cloud inflicts a penalty of -1 points, to statistics: Durability. This effect lasts indefinitely.

Poison Cloud has the effect minimized on a successful save.

Poison Cloud generates a cloud of poisoned gas around the caster, killing or damaging nearby enemies.

Air Elemental IV

[Elemental Magic](#) Tier 5 20 energy 75 feet

Air Elemental IV summons a Elder Air Elemental ([Elemental](#) 5), with an attitude of Party. This effect lasts for a duration of 1 minute 30 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Air Elemental IV summons an elder air elemental under the control of the caster.

Earth Elemental III

[Elemental Magic](#) Tier 6 32 energy 75 feet

Earth Elemental III summons a Greater Earth Elemental ([Elemental](#) 7), with an attitude of Party. This effect lasts for a duration of 1 minute 50 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Earth Elemental III summons a greater earth elemental under the control of the caster.

Lightning

[Elemental Magic](#) Tier 6 32 energy 75 feet Energetic/Lightning Multiple enemies

Lightning hits for (1 to 330) hit points of damage. The damage increases by (1 to 30) per level, with a maximum of 10 levels.

Lightning sends bolts of energy in all directions, damaging enemies in the area.

Elemental Magic	Tier 6	32 energy	25 feet	Material/Poison	Multiple enemies
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Poison Fog inflicts a penalty of -10 points, to statistics: Attack Bonus, Attack Damage, Action Speed, Movement Speed. This effect lasts for a duration of 1 minute 50 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Poison Fog creates a thick fog around nearby enemies, damaging them, slowing them, and penalizing their attacks.

Elemental Magic Tier 6	32 energy	75 feet
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Fire Elemental IV summons an elder fire elemental under the control of the caster.

Elemental Magic	Tier 7	48 energy	25 feet	Material/Acid	Multiple enemies
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Acid fills the air near the caster, drenching nearby enemies in corrosive acid.

Elemental Magic Tier 7	48 energy	75 feet
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Air Elemental V summons an air elemental lord under the control of the caster.

Elemental Magic Tier 7	48 energy	75 feet
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Earth Elemental IV summons an elder earth elemental under the control of the caster.

Elemental Magic Tier 8	80 energy	75 feet
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Fire Elemental V summons a fire elemental lord under the control of the caster.

Elemental Magic	Tier 8	80 energy	25 feet	Energetic/Fire	Multiple enemies
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Fiery Cloud inflicts a penalty of -10 points, to statistics: Attack Bonus, Attack Damage, Action Speed,

Movement Speed. This effect lasts for a duration of 2 minutes 30 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Fiery Cloud has the effect halved on a successful save.

Fiery Cloud invokes a burning cloud that surrounds nearby enemies, burning them and obscuring their vision.

Earth Elemental V

[Elemental Magic](#) Tier 9

128 energy

75 feet

Earth Elemental V summons a Earth Elemental Lord ([Elemental](#) 13), with an attitude of Party. This effect lasts for a duration of 2 minutes 50 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Earth Elemental V summons an earth elemental lord under the control of the caster.

Guidance

[Cosmic Magic](#) Tier 0

2 energy

caster

Spiritual

Guidance grants a bonus of 5 points, to statistics: Attack Bonus, Energetic, Material, Spiritual. This effect lasts for a duration of 10 seconds.

Guidance causes cosmic forces to guide the caster's hand on attacks or saves for the time of one attack.

True Strike

[Cosmic Magic](#) Tier 1

3 energy

caster

Spiritual

True Strike grants a bonus of 100 points, to statistics: Attack Bonus. This effect lasts for a duration of 10 seconds.

True Strike grants the caster an insight into the near future, allowing him to strike nearly perfectly for the time of one attack.

Alertness

[Cosmic Magic](#) Tier 1

3 energy

25 feet

Spiritual

One ally

Alertness grants a bonus of 20 points, to statistics: Traps, Observation. This effect lasts for a duration of 1 minute, increasing by 1 minute per level, with a maximum of 5 levels.

Alertness opens the senses of one target to the realities of the cosmos, increasing his Observation and Traps.

See Invisible

[Cosmic Magic](#) Tier 2

5 energy

caster

Spiritual

See Invisible grants a bonus of 100 points, to statistics: Observation. This effect lasts for a duration of 30 seconds, increasing by 10 seconds per level, with a maximum of 8 levels.

See Invisible gives the caster a large bonus to Observation, allowing him to see hidden and invisible creatures for a brief time.

Find Traps

[Cosmic Magic](#) Tier 2

5 energy

caster

Spiritual

Find Traps grants a bonus of 100 points, to statistics: Traps. This effect lasts for a duration of 30 seconds, increasing by 10 seconds per level, with a maximum of 8 levels.

Find Traps grants the caster the ability to find and disable traps by granting a large bonus to his Traps special stat.

Dimension Door

[Cosmic Magic](#) Tier 3

8 energy

75 feet

Dimension Door teleports the caster to a point within the caster's sight.

Dimension Door teleports the caster to a location within his sight.

Disbelief

<u>Cosmic Magic</u> Tier 3	8 energy	75 feet	Spiritual/Curse	One enemy (Phantasm)
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Disbelief hits for 1000 hit points of damage.

Disbelief does not allow a saving throw.

Disbelief allows the caster to see through a phantasm, destroying the illusory monster.

Purge Illusions

<u>Cosmic Magic</u> Tier 3	8 energy	25 feet	One ally
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Purge Illusions dispels multiple penalty effects of type Spiritual/Illusion.

Purge Illusions dispels harmful illusions cast on a nearby ally.

Purge Blessing

<u>Cosmic Magic</u> Tier 4	12 energy	75 feet	One enemy
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Purge Blessing dispels one bonus effect of type Spiritual.

Purge Blessing does not allow a saving throw.

Purse Blessing dispels a blessing cast on an enemy.

Bind Warrior

Cosmic Magic Tier 4	12 energy	75 feet
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Bind Warrior summons a Dverger Warrior ([Fighter](#) 4), with an attitude of Berserk. This effect lasts for a duration of 1 minute 10 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Bind Warrior reaches out to the world of Order and binds a Dverger Warrior to the caster, transporting the enraged being to a location near the caster. The angry Dverger attacks the nearest creature until the spell expires.

Magic Eye

Cosmic Magic Tier 4	12 energy	75 feet
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Magic Eye summons a Magic Eye ([Magic Eyes](#) 0), with an attitude of Party. This effect lasts for a duration of 1 minute 10 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Magic Eye summons a magic eye that can move out independently of the caster and investigate the local area.

Repulse

Cosmic Magic Tier 4	12 energy	25 feet	Spiritual/Curse	One enemy
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Repulse repulses the enemy target.

Repulse has no effect on a successful save.

Repulse teleports the target enemy to a random point in the enemies' sight.

Bind Sorceress

Cosmic Magic Tier 5	20 energy	75 feet
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Bind Sorceress summons a Alfar Sorceress ([Alfar](#) 6), with an attitude of Berserk. This effect lasts for a duration of 1 minute 30 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Bind Sorceress reaches out to the world of Freedom and binds an Alfar Sorceress to the caster, transporting the enraged being to a location near the caster. The angry Sorceress attacks the nearest creature until the spell expires.

Prying Eyes

Cosmic Magic Tier 5	20 energy	75 feet
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Prying Eyes summons a Prying Eyes ([Magic Eyes](#) 9), with an attitude of Party. This effect lasts for a duration of 8 hours.

Prying Eyes summons a set of magic eyes that can move out independently of the caster and investigate the local area. The prying eyes are quite stealthy, but also very vulnerable to attacks.

Teleport

[Cosmic Magic](#) Tier 5 20 energy 75 feet

Teleport teleports the party to a point within the caster's sight.

Teleport instantly moves the party to a location within the caster's sight.

Mass Repulse

[Cosmic Magic](#) Tier 6 32 energy 25 feet Spiritual/Curse Multiple enemies

Mass Repulse repulses the enemy target.

Mass Repulse has no effect on a successful save.

Mass Repulse teleports all nearby enemies enemy to a random point in the enemies' sight.

Bind Berserker

[Cosmic Magic](#) Tier 6 32 energy 75 feet

Bind Berserker summons a Dverger Berserker ([Fighter](#) 8), with an attitude of Berserk. This effect lasts for a duration of 1 minute 50 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Bind Berserker reaches out to the world of Order and binds a Dverger Berserker to the caster, transporting the enraged being to a location near the caster. The angry Berserker attacks the nearest creature until the spell expires.

Mass Disbelief

[Cosmic Magic](#) Tier 6 32 energy 75 feet Spiritual/Curse Multiple enemies (Phantasm)

Mass Disbelief hits for 1000 hit points of damage.

Mass Disbelief does not allow a saving throw.

Mass Disbelief allows the caster to detect local phantasms, destroying all nearby illusory monsters.

Truesight

[Cosmic Magic](#) Tier 6 32 energy 25 feet Spiritual One ally

Truesight dispels multiple penalty effects of type Spiritual/Illusion.

Truesight grants a bonus of 100 points, to statistics: Observation. This effect lasts for a duration of 11 minutes, increasing by 1 minute per level, with a maximum of 10 levels.

Grants resistance +5 against spells of type Spiritual/Illusion. This effect lasts for a duration of 11 minutes, increasing by 1 minute per level, with a maximum of 10 levels.

Truesight grants the target great powers of observation, and resistance against Illusion magic.

Arcane Eye

[Cosmic Magic](#) Tier 7 48 energy 75 feet

Arcane Eye summons a Arcane Eye ([Magic Eyes](#) 13), with an attitude of Party. This effect lasts for a duration of 8 hours.

Arcane Eye conjures up a magic eye that can move out independently of the caster and investigate the local area. The Arcane Eye is very stealthy, very sharp-eyed, but very weak.

Bind Magus

[Cosmic Magic](#) Tier 7 48 energy 75 feet

Bind Magus summons a Alfar Magus ([Alfar](#) 10), with an attitude of Berserk. This effect lasts for a duration of 2 minutes 10 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Bind Magus reaches out to the world of Freedom and binds an Alfar Magus to the caster, transporting the enraged being to a location near the caster. The angry Magus attacks the nearest creature until the spell expires.

Word of Recall

[Cosmic Magic](#) Tier 7

48 energy

caster

Word of Recall teleports the party back to the area entry.

Word of Recall teleport the party back to the entrance of the current area.

Bind Avenger

[Cosmic Magic](#) Tier 8

80 energy

75 feet

Bind Avenger summons a Dverger Avenger ([Fighter](#) 12), with an attitude of Berserk. This effect lasts for a duration of 2 minutes 30 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Bind Avenger reaches out to the world of Order and binds a Dverger Avenger to the caster, transporting the enraged being to a location near the caster. The angry Avenger attacks the nearest creature until the spell expires.

Greater Arcane Eye

[Cosmic Magic](#) Tier 8

80 energy

75 feet

Greater Arcane Eye summons a Greater Arcane Eye ([Magic Eyes](#) 15), with an attitude of Party. This effect lasts for a duration of 8 hours.

Greater Arcane Eye conjures up a magic eye that can move out independently of the caster and investigate the local area. The Greater Arcane Eye is very stealthy, very sharp-eyed, can open most doors and disarm most traps, but is very weak.

Gate

[Cosmic Magic](#) Tier 9

128 energy

75 feet

Gate summons a Aesir Slayer ([Aesir](#) 14), with an attitude of Berserk. This effect lasts for a duration of 2 minutes 50 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Gate opens a magic gateway to the Shining City, and pulls forth an Aesir Slayer. The furious Aesir attacks the nearest creature until the spell expires.

Daze

[Life Magic](#) Tier 0 2 energy 75 feet Spiritual/Charm (immune 10) One enemy (Civilized, Savage)

Daze inflicts the status Held. This effect lasts for a duration of 10 seconds.

Daze has no effect on a successful save.

Daze clouds the mind of one civilized or savage target, preventing him from taking any action for a short time.

Bane

[Life Magic](#) Tier 1 3 energy 25 feet Spiritual/Charm Multiple enemies

Bane inflicts a penalty of -5 points, to statistics: Attack Bonus, Spiritual. This effect lasts for a duration of 1 minute, increasing by 1 minute per level, with a maximum of 5 levels.

Bane has no effect on a successful save.

Bane fills the minds of enemies with doubt, inflicting a penalty on attacks and Spiritual saving throws.

Sleep

[Life Magic](#) Tier 1

3 energy

75 feet

Material/Stasis (immune 10)

One enemy

Sleep inflicts the status Held. This effect lasts for a duration of 10 seconds, increasing by 10 seconds per level, with a maximum of 5 levels.

Sleep has no effect on a successful save.

Sleep puts one creature to sleep for a short time, during which the target cannot attack, cast spells, or move.

Charm Person

[Life Magic](#) Tier 1 3 energy 75 feet Spiritual/Charm One enemy (Civilized, Savage)

Charm Person inflicts the status Charmed. This effect lasts for a duration of 1 hour.

Charm Person has no effect on a successful save.

Charm Person allows the caster to charm one humanoid creature, civilized or savage. A charmed creature does nothing, but if it is attacked, the charm is broken.

Bless

[Life Magic](#) Tier 1 3 energy 25 feet Spiritual Multiple allies

Bless grants a bonus of 5 points, to statistics: Attack Bonus, Spiritual. This effect lasts for a duration of 1 minute, increasing by 1 minute per level, with a maximum of 5 levels.

Bless fills the minds of allies with courage, granting a bonus on attacks and Spiritual saving throws.

Cure Poison

[Life Magic](#) Tier 2 5 energy 25 feet One ally

Cure Poison dispels one penalty effect of type Material/Poison.

Cure the target of a poison effect.

Durability

[Life Magic](#) Tier 2 5 energy 25 feet Material One ally

Durability grants a bonus of 4 points, to statistics: Durability. This effect lasts for a duration of 3 minutes, increasing by 1 minute per level, with a maximum of 8 levels.

Durability raises the Durability of the target for several minutes.

Agility

[Life Magic](#) Tier 2 5 energy 25 feet Material One ally

Agility grants a bonus of 4 points, to statistics: Agility. This effect lasts for a duration of 3 minutes, increasing by 1 minute per level, with a maximum of 8 levels.

Agility raises the Agility of the target for several minutes.

Strength

[Life Magic](#) Tier 2 5 energy 25 feet Material One ally

Strength grants a bonus of 4 points, to statistics: Strength. This effect lasts for a duration of 3 minutes, increasing by 1 minute per level, with a maximum of 8 levels.

Strength raises the Strength of the target for several minutes.

Idiocy

[Life Magic](#) Tier 2 5 energy 25 feet (touch) Spiritual/Curse One enemy

Idiocy inflicts a penalty of - (1 to 6) points, to statistics: Intelligence, Personality. This effect lasts for a duration of 1 hour.

Idiocy has no effect on a successful save.

Idiocy reduces the mental capabilities of the target for an hour.

Daze Monster

[Life Magic](#) Tier 2 5 energy 75 feet Spiritual/Charm (immune 15) One enemy

Daze Monster inflicts the status Held. This effect lasts for a duration of 10 seconds.

Daze Monster has no effect on a successful save.

Daze Monster clouds the mind of one target, preventing him from taking any action for a short time.

Personality

[Life Magic](#) Tier 2 5 energy 25 feet Material One ally

Personality grants a bonus of 4 points, to statistics: Personality. This effect lasts for a duration of 3 minutes, increasing by 1 minute per level, with a maximum of 8 levels.

Personality raises the Personality of the target for several minutes.

Remove Paralysis

[Life Magic](#) Tier 2 5 energy 25 feet Multiple allies

Remove Paralysis dispels multiple penalty effects of type Material/Stasis.

Remove Paralysis frees nearby target allies from paralysis effects.

Intelligence

[Life Magic](#) Tier 2 5 energy 25 feet Material One ally

Intelligence grants a bonus of 4 points, to statistics: Intelligence. This effect lasts for a duration of 3 minutes, increasing by 1 minute per level, with a maximum of 8 levels.

Intelligence raises the Intelligence of the target for several minutes.

Hold Person

[Life Magic](#) Tier 3 8 energy 75 feet Material/Stasis One enemy (Civilized, Savage)

Hold Person inflicts the status Held. This effect lasts for a duration of 50 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Hold Person has no effect on a successful save.

Hold Person paralyzes one target creature of type civilized or savage. The target cannot move or take actions for a short time.

Heroism

[Life Magic](#) Tier 3 8 energy 25 feet Spiritual One ally

Heroism grants a bonus of 10 points, to statistics: Attack Bonus, Energetic, Material, Spiritual. This effect lasts for a duration of 1 hour.

Grants resistance +5 against spells of type Spiritual/Illusion. This effect lasts for a duration of 1 hour.

Heroism grants great bravery to the target, giving a bonus to Attack and all saving throws.

Deep Sleep

[Life Magic](#) Tier 3 8 energy 75 feet Material/Stasis (immune 23) One enemy

Deep Sleep inflicts the status Held. This effect lasts for a duration of 50 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Deep Sleep has no effect on a successful save.

Deep Sleep puts one creature to sleep for a short time, during which the target cannot attack, cast spells, or move.

Life Force

[Life Magic](#) Tier 3 8 energy 25 feet Material Multiple allies (not Undead)

Life Force grants a bonus of 5 points, to statistics: Attack Bonus, Attack Damage, Energetic, Material, Spiritual. This effect lasts for a duration of 50 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Life Force fills your nearby allies with positive life energy, aiding their attacks and saves for a short time.

Neutralize Poison

[Life Magic](#) Tier 4 12 energy 25 feet Material One ally

Neutralize Poison dispels multiple penalty effects of type Material/Poison.

Grants immunity against spells of type Material/Poison. This effect lasts for a duration of 1 hour.

Neutralize Poison grants the target immunity against poison.

Remove Augmentation

[Life Magic](#) Tier 4 12 energy 75 feet One enemy

Remove Augmentation dispels one bonus effect of type Material.

Remove Augmentation does not allow a saving throw.

Remove Augmentation magically disables one bodily augmentation on a enemy.

Despair

[Life Magic](#) Tier 4 12 energy 25 feet Spiritual/Curse Multiple enemies

Despair inflicts a penalty of -10 points, to statistics: Attack Bonus, Attack Damage, Energetic, Material, Spiritual. This effect lasts for a duration of 7 minutes, increasing by 1 minute per level, with a maximum of 10 levels.

Despair has no effect on a successful save.

Despair overwhelms nearby enemies with a malaise of sadness, inflicting a penalty on attacks and saves for a few minutes.

Confusion

[Life Magic](#) Tier 4 12 energy 25 feet Spiritual/Curse Multiple enemies

Confusion inflicts the status Confused. This effect lasts for a duration of 1 minute 10 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Confusion has no effect on a successful save.

Confusion sends nearby enemies into a quandry of insanity, causing them to run around wildly until the spell expires in a brief time.

Charm Monster

[Life Magic](#) Tier 4 12 energy 75 feet Spiritual/Charm One enemy

Charm Monster inflicts the status Charmed. This effect lasts for a duration of 1 hour.

Charm Monster has no effect on a successful save.

Charm Monster allows the caster to charm one creature of any type. A charmed creature does nothing, but if it is attacked, the charm is broken.

Raise Dead

[Life Magic](#) Tier 5 20 energy caster

Raise Dead raises one dead party member, at the cost of one recovery for the target.

Raise Dead brings one of the caster's party members back from the dead. The newly raised person will have 1 hit point, and will appear nearby the caster.

Feeblemind

Life Magic	Tier 5	20 energy	75 feet	Spiritual/Curse	One enemy
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Feeblemind inflicts a penalty of -10 points, to statistics: Intelligence, Personality. This effect lasts indefinitely.

Feeblemind inflicts a penalty of -100 points, to statistics: Spellcasting. This effect lasts indefinitely.

Feeblemind has no effect on a successful save.

Feeblemind causes the target's intellect to be reduced to idiocy, inflicting a large penalty to Intelligence, Personality, and spellcasting. This effect lasts until the target rests.

Dominate Person

Life Magic	Tier 5	20 energy	75 feet	Spiritual/Charm	One enemy (Civilized, Savage)
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Dominate Person inflicts the status Dominated. This effect lasts for a duration of 1 minute 30 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Dominate Person has no effect on a successful save.

Dominate Person allows the caster to dominate the mind of a civilized or savage target. Dominated creatures attack their allies until the spell expires.

Hold Monster

Life Magic	Tier 5	20 energy	75 feet	Material/Stasis	One enemy
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Hold Monster inflicts the status Held. This effect lasts for a duration of 1 minute 30 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Hold Monster has no effect on a successful save.

Hold Monster paralyzes one target creature. The target cannot move or take actions for a short time.

Mind Fog

Life Magic	Tier 5	20 energy	25 feet	Spiritual/Curse	Multiple enemies
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Mind Fog inflicts a penalty of -10 points, to statistics: Personality, Spiritual. This effect lasts for a duration of 1 minute 30 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Mind Fog has no effect on a successful save.

Mind Fog allows the caster to fog the minds of nearby enemies, giving a penalty to Personality and Spiritual saving throws for a short time.

Symbol of Sleep

Life Magic	Tier 5	20 energy	25 feet	Material/Stasis (immune 23)	Multiple enemies
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Symbol of Sleep inflicts the status Held. This effect lasts for a duration of 1 minute 30 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Symbol of Sleep has no effect on a successful save.

Symbol of Sleep conjures a powerful magic symbol above the caster's head, putting weak-bodied enemies nearby to sleep for a short time.

Breath of Life

Life Magic	Tier 5	20 energy	25 feet		One ally
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Breath of Life heals (1 to 200) + 45 hit points, at the cost of one recovery for the target. The healing increases by 5 per level, with a maximum of 10 levels.

Breath of Life dispels multiple penalty effects of type Material/Debility.

Breath of Life heals the target creature, and dispels Debility effects that are adversely affecting the target.

Great Heroism

Life Magic	Tier 6	32 energy	25 feet	Spiritual	One ally
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Great Heroism grants a bonus of 20 points, to statistics: Attack Bonus, Energetic, Material. This effect lasts for

a duration of 1 minute 50 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.
 Great Heroism grants a bonus of 40 points, to statistics: Spiritual. This effect lasts for a duration of 1 minute 50 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.
 Great Heroism dispels multiple penalty effects of type Spiritual/Illusion.
 Grants immunity against spells of type Spiritual/Illusion. This effect lasts for a duration of 1 minute 50 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.
 Great Heroism inspires the target to great acts, removing fear and boosting his attack and saves.

Symbol of Persuasion

[Life Magic](#) Tier 6 32 energy 25 feet Spiritual/Charm Multiple enemies

Symbol of Persuasion inflicts the status Charmed. This effect lasts for a duration of 1 hour.

Symbol of Persuasion has no effect on a successful save.

Symbol of Persuasion invokes an arcane symbol above the head of the caster, causing nearby enemies to become charmed. Charmed enemies perform no actions, but the charm is broken if they are attacked.

Mass Strength

[Life Magic](#) Tier 6 32 energy 75 feet Material Multiple allies

Mass Strength grants a bonus of 4 points, to statistics: Strength. This effect lasts for a duration of 11 minutes, increasing by 1 minute per level, with a maximum of 10 levels.

Mass Strength grants greater Strength to all allies in the area.

Mass Agility

[Life Magic](#) Tier 6 32 energy 75 feet Material Multiple allies

Mass Agility grants a bonus of 4 points, to statistics: Agility. This effect lasts for a duration of 11 minutes, increasing by 1 minute per level, with a maximum of 10 levels.

Mass Agility grants greater Agility to all allies in the area.

Mass Durability

[Life Magic](#) Tier 6 32 energy 75 feet Material Multiple allies

Mass Durability grants a bonus of 4 points, to statistics: Durability. This effect lasts for a duration of 11 minutes, increasing by 1 minute per level, with a maximum of 10 levels.

Mass Durability grants greater Durability to all allies in the area.

Mass Intelligence

[Life Magic](#) Tier 6 32 energy 75 feet Material Multiple allies

Mass Intelligence grants a bonus of 4 points, to statistics: Intelligence. This effect lasts for a duration of 11 minutes, increasing by 1 minute per level, with a maximum of 10 levels.

Mass Intelligence grants greater Intelligence to all allies in the area.

Block Enchantment

[Life Magic](#) Tier 6 32 energy 25 feet Spiritual One ally

Block Enchantment dispels multiple penalty effects of type Spiritual/Charm.

Grants immunity against spells of type Spiritual/Charm. This effect lasts for a duration of 1 minute 50 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Block Enchantment renders the target immune to mind-bending charm spells.

Mass Personality

[Life Magic](#) Tier 6 32 energy 75 feet Material Multiple allies

Mass Personality grants a bonus of 4 points, to statistics: Personality. This effect lasts for a duration of 11 minutes, increasing by 1 minute per level, with a maximum of 10 levels.

Mass Personality grants greater Personality to all allies in the area.

Mass Hold Person

[Life Magic](#) Tier 7 48 energy 75 feet Material/Stasis Multiple enemies (Civilized, Savage)

Mass Hold Person inflicts the status Held. This effect lasts for a duration of 2 minutes 10 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Mass Hold Person has no effect on a successful save.

Mass Hold Person paralyzes every enemy creature of type civilized or savage, within the caster's area. The affected creatures cannot move or take actions for a short time.

Insanity

[Life Magic](#) Tier 7 48 energy 75 feet Spiritual/Curse One enemy

Insanity inflicts the status Confused. This effect lasts indefinitely.

Insanity has no effect on a successful save.

Insanity drives the target insane, causing him to run around randomly until the effect can be dispelled.

Power Word Halt

[Life Magic](#) Tier 7 48 energy 75 feet Material/Stasis (immune 60) One enemy

Power Word Halt inflicts the status Immobile. This effect lasts for a duration of 30 seconds.

Power Word Halt does not allow a saving throw.

Power Word Halt causes the target to halt in his tracks for a short time. The target can still take other actions but cannot move.

Resurrection

[Life Magic](#) Tier 7 48 energy caster

Resurrection raises one dead party member, healing all damage, at the cost of one recovery for the target.

Resurrection brings one of the caster's party members back from the dead. The newly raised person will be fully healed, and will appear nearby the caster.

Mass Charm Monster

[Life Magic](#) Tier 8 80 energy 75 feet Spiritual/Charm Multiple enemies

Mass Charm Monster inflicts the status Charmed. This effect lasts for a duration of 1 hour.

Mass Charm Monster has no effect on a successful save.

Mass Charm Monster charms all enemies in the area. Charmed creatures do nothing, but the charm is broken if the creature is attacked.

Symbol of Insanity

[Life Magic](#) Tier 8 80 energy 25 feet Spiritual/Curse Multiple enemies

Symbol of Insanity inflicts the status Confused. This effect lasts indefinitely.

Symbol of Insanity has no effect on a successful save.

Symbol of Insanity draws a magic symbol in the air above the caster, driving all nearby enemies insane. Insane creatures run around randomly until the effect is cured.

Power Word Stun

[Life Magic](#) Tier 8 80 energy 75 feet Material/Stasis (immune 60) One enemy

Power Word Stun inflicts the status Held. This effect lasts for a duration of 30 seconds.

Power Word Stun does not allow a saving throw.

Power Word Stun causes the target to be stunned, taking no actions for a short time.

Power Word Kill

[Life Magic](#) Tier 9 128 energy 75 feet Material/Debility (immune 60) One enemy

Power Word Kill hits for 1000 hit points of damage.

Power Word Kill does not allow a saving throw.

Power Word Kill causes the target to be instantly killed.

Mass Hold Monster

[Life Magic](#) Tier 9 128 energy 75 feet Material/Stasis Multiple enemies

Mass Hold Monster inflicts the status Held. This effect lasts for a duration of 2 minutes 50 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Mass Hold Monster has no effect on a successful save.

Mass Hold Monster paralyzes every enemy creature within the caster's area. The affected creatures cannot move or take actions for a short time.

Dominate Monster

[Life Magic](#) Tier 9 128 energy 75 feet Spiritual/Charm One enemy

Dominate Monster inflicts the status Dominated. This effect lasts for a duration of 2 minutes 50 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Dominate Monster has no effect on a successful save.

Dominate Monster allows the caster to dominate the mind of a target enemy. Dominated creatures attack their allies until the spell expires.

Minor Protection

[High Magic](#) Tier 0 2 energy 25 feet Spiritual One ally

Minor Protection grants a bonus of 5 points, to statistics: Energetic, Material, Spiritual. This effect lasts for a duration of 50 seconds.

Minor Protection grants the target a bonus to his saving throws.

Courage

[High Magic](#) Tier 1 3 energy 25 feet Spiritual Multiple allies

Courage grants a bonus of 20 points, to statistics: Spiritual/Illusion. This effect lasts for a duration of 1 minute, increasing by 1 minute per level, with a maximum of 5 levels.

Courage dispels one penalty effect of type Spiritual/Illusion.

Courage removes fear from the caster's allies, and grants a bonus to Spiritual saving throws.

Protection

[High Magic](#) Tier 1 3 energy 25 feet Spiritual One ally

Protection grants a bonus of 5 points, to statistics: Defense Class, Energetic, Material, Spiritual. This effect lasts for a duration of 1 minute, increasing by 1 minute per level, with a maximum of 5 levels.

Grants resistance +5 against spells of type Spiritual/Charm. This effect lasts for a duration of 1 minute, increasing by 1 minute per level, with a maximum of 5 levels.

Protection grants the target a bonus against attacks and on saving throws.

Shield

[High Magic](#) Tier 1 3 energy caster Spiritual

Shield grants a bonus of 20 points, to statistics: Defense Class, Energetic/Force. This effect lasts for a duration of 1 minute, increasing by 1 minute per level, with a maximum of 5 levels.

Shield creates an invisible force field around the caster, defending against attacks.

Lesser Restoration

[High Magic](#) Tier 2 5 energy 25 feet One ally

Lesser Restoration dispels one penalty effect of type Material/Debility.

Lesser Restoration removes a Debility spell on a nearby ally.

Calm Emotions

[High Magic](#) Tier 2 5 energy 25 feet Multiple allies

Calm Emotions dispels multiple penalty effects of type Spiritual/Illusion.

Calm Emotions soothes the spirits of nearby allies.

Silence

[High Magic](#) Tier 2 5 energy 75 feet Spiritual/Curse One enemy

Silence inflicts a penalty of -50 points, to statistics: Spellcasting. This effect lasts for a duration of 30 seconds, increasing by 10 seconds per level, with a maximum of 8 levels.

Silence has no effect on a successful save.

Silence envelops the target in a shroud of silence, greatly reducing his ability to cast spells.

Resist Lightning

[High Magic](#) Tier 3 8 energy 25 feet Material One ally

Grants resistance +5 against spells of type Energetic/Lightning. This effect lasts for a duration of 1 hour.

The target takes on a glassy sheen, granting resistance against lightning.

Resist Cold

[High Magic](#) Tier 3 8 energy 25 feet Material One ally

Grants resistance +5 against spells of type Energetic/Cold. This effect lasts for a duration of 1 hour.

A wisp of steam envelopes the target, granting resistance against cold.

Dispel Augmentation

[High Magic](#) Tier 3 8 energy 75 feet One enemy

Dispel Augmentation dispels one bonus effect of type Material.

Dispel Augmentation does not allow a saving throw.

Dispel Blessing dispels one spell bonus of type Material on an enemy target.

Resist Fire

[High Magic](#) Tier 3 8 energy 25 feet Material One ally

Grants resistance +5 against spells of type Energetic/Fire. This effect lasts for a duration of 1 hour.

A cold mist condenses on the target's skin, granting resistance against fire.

Magic Circle

[High Magic](#) Tier 3 8 energy 25 feet Spiritual Multiple allies

Magic Circle grants a bonus of 10 points, to statistics: Defense Class, Energetic, Material, Spiritual. This effect lasts for a duration of 1 hour.

Magic Circle grants nearby allies a bonus against attacks and on saving throws.

Dispel Curse

[High Magic](#) Tier 3 8 energy 75 feet One ally

Dispel Curse dispels one penalty effect of type Spiritual/Curse.

Dispel Curse dispels one spell penalty on a friendly target.

Dispel Blessing

[High Magic](#) Tier 3 8 energy 75 feet One enemy

Dispel Blessing dispels one bonus effect of type Spiritual.

Dispel Blessing does not allow a saving throw.

Dispel Blessing dispels one spell bonus of type Spiritual on an enemy target.

Mageskin

[High Magic](#) Tier 4 12 energy 25 feet Material One ally

Mageskin grants a bonus of 20 points, to statistics: Defense Class. This effect lasts for a duration of 7 minutes, increasing by 1 minute per level, with a maximum of 10 levels.

Mageskin causes the target's skin to harden with magic protection, increasing defense for tens of minutes.

Restoration

[High Magic](#) Tier 4 12 energy 25 feet Spiritual Multiple allies

Restoration dispels multiple penalty effects of type Material/Debility, Material/Necrotic.

Restoration removes spells damaging the bodies of nearby allies.

Freedom

[High Magic](#) Tier 4 12 energy 25 feet Material One ally

Grants immunity against spells of type Material/Stasis. This effect lasts for a duration of 7 minutes, increasing by 1 minute per level, with a maximum of 10 levels.

Freedom dispels multiple penalty effects of type Material/Stasis.

Freedom allows the target to shake of movement-inhibiting effects, and resists further stasis effects for a short time.

Lesser Magic Globe

[High Magic](#) Tier 4 12 energy caster Spiritual

Lesser Magic Globe grants a bonus of 26 points, to statistics: Spell Nullification. The bonus increases by 3 points per level, with a maximum of 10 levels. This effect lasts for a duration of 1 minute 10 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Lesser Magic Globe surrounds the caster with a shimmering globe that protects against magic, granting the caster defense against hostile spells.

Break Enchantment

[High Magic](#) Tier 5 20 energy 75 feet Spiritual One ally

Break Enchantment dispels multiple penalty effects of type Spiritual/Charm.

Break Enchantment releases the target from enchantments.

Dismissal

[High Magic](#) Tier 5 20 energy 75 feet Spiritual/Curse One enemy (summon)

Dismissal hits for 1000 hit points of damage.

Dismissal has no effect on a successful save.

Dismissal sends a summoned creature back to the world it came from.

Spell Nullification

[High Magic](#) Tier 5 20 energy 25 feet Spiritual One ally
Spell Nullification grants a bonus of 27 points, to statistics: Spell Nullification. The bonus increases by 3 points per level, with a maximum of 10 levels. This effect lasts for a duration of 9 minutes, increasing by 1 minute per level, with a maximum of 10 levels.
Spell Nullification grants the target the ability to ignore hostile spells for a few minutes.

Dispel Augmentation II

[High Magic](#) Tier 6 32 energy 75 feet One enemy
Dispel Augmentation II dispels multiple bonus effects of type Material.
Dispel Augmentation II does not allow a saving throw.
Greater Dispel Blessing dispels all spell bonuses of type Material on an enemy target.

Magic Globe

[High Magic](#) Tier 6 32 energy caster Spiritual
Magic Globe grants a bonus of 43 points, to statistics: Spell Nullification. The bonus increases by 3 points per level, with a maximum of 10 levels. This effect lasts for a duration of 1 minute 50 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.
Magic Globe surrounds the caster with a shimmering globe that protects against magic, granting the caster defense against hostile spells.

Dispel Curse II

[High Magic](#) Tier 6 32 energy 75 feet One ally
Dispel Curse II dispels multiple penalty effects of type Spiritual/Curse.
Greater Dispel Curse dispels all curses on a friendly target.

Dispel Blessing II

[High Magic](#) Tier 6 32 energy 75 feet One enemy
Dispel Blessing II dispels multiple bonus effects of type Spiritual.
Dispel Blessing II does not allow a saving throw.
Greater Dispel Blessing dispels all spell bonuses of type Spiritual on an enemy target.

Banishment

[High Magic](#) Tier 7 48 energy 75 feet Spiritual/Curse Multiple enemies (summon)
Banishment hits for 1000 hit points of damage.
Banishment has no effect on a successful save.
Banishment sends summoned creatures in the area back to the world they came from.

Greater Restoration

[High Magic](#) Tier 7 48 energy 25 feet Spiritual Multiple allies
Greater Restoration dispels multiple penalty effects of type Material/Debility, Material/Necrotic, Spiritual/Curse, Material/Stasis.
Greater Restoration dispels many hostile effects on all nearby allies.

Limited Wish: Ally

[High Magic](#) Tier 7 48 energy 75 feet

Limited Wish: Ally summons a Stone Golem ([Golem](#) 10), with an attitude of Friendly. This effect lasts for a duration of 2 minutes 10 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Limited Wish: Ally summons a stone golem to attack the enemies of the caster until the spell expires.

Limited Wish: Power

[High Magic](#) Tier 7 48 energy caster Material

Limited Wish: Power grants a bonus of 2 points, to statistics: Strength, Agility, Durability, Intelligence, Personality. This effect lasts for a duration of 2 minutes 10 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Limited Wish: Power grants a bonus of 5 points, to statistics: Attack Bonus, Defense Class, Material, Action Speed. This effect lasts for a duration of 2 minutes 10 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Limited Wish: Power grants the caster great abilities for a short time.

Limited Wish: Health

[High Magic](#) Tier 7 48 energy 75 feet Multiple allies

Limited Wish: Health heals (1 to 120) + 85 hit points, at the cost of one recovery for the target. The healing increases by 5 per level, with a maximum of 10 levels.

Limited Wish: Health dispels multiple penalty effects of type Material/Debility.

Limited Wish: Health heals wounds from the caster and allies in the area.

Mind Blank

[High Magic](#) Tier 8 80 energy 25 feet Spiritual One ally

Mind Blank dispels multiple penalty effects of type Spiritual.

Grants immunity against spells of type Spiritual. This effect lasts for a duration of 8 hours.

Mind Blank grants a nearby ally an unshakeable sense of peace and clear mindedness.

Aura of Magic

[High Magic](#) Tier 8 80 energy 25 feet Spiritual Multiple allies

Aura of Magic grants a bonus of 20 points, to statistics: Defense Class, Energetic, Material, Spiritual. This effect lasts for a duration of 2 minutes 30 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Aura of Magic grants a bonus of 45 points, to statistics: Spell Nullification. This effect lasts for a duration of 2 minutes 30 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.

Aura of Magic surrounds nearby allies with a magic aura, protecting them from spells and attacks.

Spell Protection

[High Magic](#) Tier 8 80 energy 75 feet Spiritual Multiple allies

Spell Protection grants a bonus of 40 points, to statistics: Energetic, Material, Spiritual. This effect lasts for a duration of 8 hours.

Protection from Spells grants all allies a significant bonus to saving throws.

Wish: Health

[High Magic](#) Tier 9 128 energy 75 feet Multiple allies

Wish: Health heals 1050 hit points, at the cost of one recovery for the target. The healing increases by 50 per level, with a maximum of 10 levels.

Wish: Health dispels multiple penalty effects of type Material/Debility, Material/Necrotic, Spiritual/Curse, Material/Stasis, Material/Poison.

Wish: Health heals massive wounds, and removes negative effects, from the caster and allies in the area.

Wish: Power			
High Magic	Tier 9	128 energy	caster Material
Wish: Power grants a bonus of 4 points, to statistics: Strength, Agility, Durability, Intelligence, Personality. This effect lasts for a duration of 2 minutes 50 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.			
Wish: Power grants a bonus of 10 points, to statistics: Attack Bonus, Defense Class, Material, Action Speed. This effect lasts for a duration of 2 minutes 50 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.			
Wish: Power grants the caster great abilities for a short time.			

Wish: Ally			
High Magic	Tier 9	128 energy	75 feet
Wish: Ally summons a Iron Golem (Golem 14), with an attitude of Friendly. This effect lasts for a duration of 2 minutes 50 seconds, increasing by 10 seconds per level, with a maximum of 10 levels.			
Wish: Ally summons an iron golem to attack the enemies of the caster until the spell expires.			

Full Powers Listing

Shield Wall 1			
Shield	Level 10	10 energy (ongoing)	caster Power
This power requires the actor to use style: Shield.			
Shield Wall 1 grants a bonus of 10 points, to statistics: Defense Class. This effect lasts while maintained.			
The actor forms a living wall with his shield.			

Shield Wall 2			
Shield	Level 15	15 energy (ongoing)	caster Power
This power requires the actor to use style: Shield.			
Shield Wall 2 grants a bonus of 15 points, to statistics: Defense Class. This effect lasts while maintained.			
The actor forms a living wall with his shield.			

Shield Wall 3			
Shield	Level 20	20 energy (ongoing)	caster Power
This power requires the actor to use style: Shield.			
Shield Wall 3 grants a bonus of 20 points, to statistics: Defense Class. This effect lasts while maintained.			
The actor forms a living wall with his shield.			

Duelist Maneuver 1			
Duelist	Level 10	10 energy (ongoing)	caster Power
This power requires the actor to use style: Duelist.			
Duelist Maneuver 1 grants a bonus of 10 points, to statistics: Defense Class. This effect lasts while maintained.			
The actor maneuvers adroitly, making himself nearly impossible to strike.			

Duelist Maneuver 2			
Duelist	Level 15	15 energy (ongoing)	caster Power
This power requires the actor to use style: Duelist.			

Duelist Maneuver 2 grants a bonus of 15 points, to statistics: Defense Class. This effect lasts while maintained.
The actor maneuvers adroitly, making himself nearly impossible to strike.

Duelist Maneuver 3

[Duelist](#) Level 20 20 energy (ongoing) caster Power

This power requires the actor to use style: Duelist.

Duelist Maneuver 3 grants a bonus of 20 points, to statistics: Defense Class. This effect lasts while maintained.

The actor maneuvers adroitly, making himself nearly impossible to strike.

Marksman Bullseye 1

[Marksman](#) Level 10 10 energy (ongoing) caster Power

This power requires the actor to use style: Marksman.

Marksman Bullseye 1 grants a bonus of 10 points, to statistics: Attack Bonus. This effect lasts while maintained.

The actor targets the smallest chinks in his target's armor.

Marksman Bullseye 2

[Marksman](#) Level 15 15 energy (ongoing) caster Power

This power requires the actor to use style: Marksman.

Marksman Bullseye 2 grants a bonus of 15 points, to statistics: Attack Bonus. This effect lasts while maintained.

The actor targets the smallest chinks in his target's armor.

Marksman Bullseye 3

[Marksman](#) Level 20 20 energy (ongoing) caster Power

This power requires the actor to use style: Marksman.

Marksman Bullseye 3 grants a bonus of 20 points, to statistics: Attack Bonus. This effect lasts while maintained.

The actor targets the smallest chinks in his target's armor.

Two Handed Berserk 1

[Two Handed](#) Level 10 10 energy (ongoing) caster Power

This power requires the actor to use style: Two Handed.

Two Handed Berserk 1 grants a bonus of 10 points, to statistics: Attack Damage. This effect lasts while maintained.

The actor wields his great weapon with a berserk rage.

Two Handed Berserk 2

[Two Handed](#) Level 15 15 energy (ongoing) caster Power

This power requires the actor to use style: Two Handed.

Two Handed Berserk 2 grants a bonus of 15 points, to statistics: Attack Damage. This effect lasts while maintained.

The actor wields his great weapon with a berserk rage.

Two Handed Berserk 3

[Two Handed](#) Level 20 20 energy (ongoing) caster Power

This power requires the actor to use style: Two Handed.

Two Handed Berserk 3 grants a bonus of 20 points, to statistics: Attack Damage. This effect lasts while

maintained.

The actor wields his great weapon with a berserk rage.

Dual Wield Skirmish 1

[Dual Wield](#) Level 10 10 energy (ongoing) caster Power

This power requires the actor to use style: Dual Wield.

Dual Wield Skirmish 1 grants a bonus of 10 points, to statistics: Attack Bonus. This effect lasts while maintained.

The actor darts and dances around his opponent, rendering his enemies' defenses futile.

Dual Wield Skirmish 2

[Dual Wield](#) Level 15 15 energy (ongoing) caster Power

This power requires the actor to use style: Dual Wield.

Dual Wield Skirmish 2 grants a bonus of 15 points, to statistics: Attack Bonus. This effect lasts while maintained.

The actor darts and dances around his opponent, rendering his enemies' defenses futile.

Dual Wield Skirmish 3

[Dual Wield](#) Level 20 20 energy (ongoing) caster Power

This power requires the actor to use style: Dual Wield.

Dual Wield Skirmish 3 grants a bonus of 20 points, to statistics: Attack Bonus. This effect lasts while maintained.

The actor darts and dances around his opponent, rendering his enemies' defenses futile.

Light Blade Lunge 1

[Light Blade Mastery](#) Level 10 10 energy (ongoing) caster Power

This power requires the actor use a weapon of type: Light Blade.

Light Blade Lunge 1 grants a bonus of 10 points, to statistics: Attack Bonus. This effect lasts while maintained.

The actor attacks with a fearless lunge, effortlessly hitting his target.

Light Blade Lunge 2

[Light Blade Mastery](#) Level 15 15 energy (ongoing) caster Power

This power requires the actor use a weapon of type: Light Blade.

Light Blade Lunge 2 grants a bonus of 15 points, to statistics: Attack Bonus. This effect lasts while maintained.

The actor attacks with a fearless lunge, effortlessly hitting his target.

Light Blade Lunge 3

[Light Blade Mastery](#) Level 20 20 energy (ongoing) caster Power

This power requires the actor use a weapon of type: Light Blade.

Light Blade Lunge 3 grants a bonus of 20 points, to statistics: Attack Bonus. This effect lasts while maintained.

The actor attacks with a fearless lunge, effortlessly hitting his target.

Heavy Blade Precision 1

[Heavy Blade Mastery](#) Level 10 10 energy (ongoing) caster Power

This power requires the actor use a weapon of type: Heavy Blade.

Heavy Blade Precision 1 grants a bonus of 10 points, to statistics: Attack Bonus. This effect lasts while maintained.

The actor concentrates on the weak points in his enemies' defense, striking with unerring precision.

Heavy Blade Precision 2

[Heavy Blade Mastery](#) Level 15 15 energy (ongoing) caster Power

This power requires the actor use a weapon of type: Heavy Blade.

Heavy Blade Precision 2 grants a bonus of 15 points, to statistics: Attack Bonus. This effect lasts while maintained.

The actor concentrates on the weak points in his enemies' defense, striking with unerring precision.

Heavy Blade Precision 3

[Heavy Blade Mastery](#) Level 20 20 energy (ongoing) caster Power

This power requires the actor use a weapon of type: Heavy Blade.

Heavy Blade Precision 3 grants a bonus of 20 points, to statistics: Attack Bonus. This effect lasts while maintained.

The actor concentrates on the weak points in his enemies' defense, striking with unerring precision.

Whirling Staff 1

[Staff Mastery](#) Level 10 10 energy (ongoing) caster Power

This power requires the actor use a weapon of type: Staff.

Whirling Staff 1 grants a bonus of 10 points, to statistics: Defense Class. This effect lasts while maintained.

The actor whirls his staff in a vicious spin, rendering him nearly impossible to hit.

Whirling Staff 2

[Staff Mastery](#) Level 15 15 energy (ongoing) caster Power

This power requires the actor use a weapon of type: Staff.

Whirling Staff 2 grants a bonus of 15 points, to statistics: Defense Class. This effect lasts while maintained.

The actor whirls his staff in a vicious spin, rendering him nearly impossible to hit.

Whirling Staff 3

[Staff Mastery](#) Level 20 20 energy (ongoing) caster Power

This power requires the actor use a weapon of type: Staff.

Whirling Staff 3 grants a bonus of 20 points, to statistics: Defense Class. This effect lasts while maintained.

The actor whirls his staff in a vicious spin, rendering him nearly impossible to hit.

Bludgeon Repulsion 1

[Bludgeon Mastery](#) Level 10 10 energy (ongoing) caster Power

This power requires the actor use a weapon of type: Bludgeon.

Bludgeon Repulsion 1 grants a bonus of 10 points, to statistics: Defense Class. This effect lasts while maintained.

The actor wards off his enemies with his bludgeon, brutally inhibiting their attacks.

Bludgeon Repulsion 2

[Bludgeon Mastery](#) Level 15 15 energy (ongoing) caster Power

This power requires the actor use a weapon of type: Bludgeon.

Bludgeon Repulsion 2 grants a bonus of 15 points, to statistics: Defense Class. This effect lasts while maintained.

The actor wards off his enemies with his bludgeon, brutally inhibiting their attacks.

Bludgeon Repulsion 3

Bludgeon Mastery Level 20	20 energy (ongoing)	caster	Power
This power requires the actor use a weapon of type: Bludgeon.			
Bludgeon Repulsion 3 grants a bonus of 20 points, to statistics: Defense Class. This effect lasts while maintained.			
The actor wards off his enemies with his bludgeon, brutally inhibiting their attacks.			

Tremendous Axe Strike 1			
Axe Mastery Level 10	10 energy (ongoing)	caster	Power
This power requires the actor use a weapon of type: Axe.			
Tremendous Axe Strike 1 grants a bonus of 10 points, to statistics: Attack Damage. This effect lasts while maintained.			
The actor deals a tremendous blow with his axe, hewing through his enemies' armor.			

Tremendous Axe Strike 2			
Axe Mastery Level 15	15 energy (ongoing)	caster	Power
This power requires the actor use a weapon of type: Axe.			
Tremendous Axe Strike 2 grants a bonus of 15 points, to statistics: Attack Damage. This effect lasts while maintained.			
The actor deals a tremendous blow with his axe, hewing through his enemies' armor.			

Tremendous Axe Strike 3			
Axe Mastery Level 20	20 energy (ongoing)	caster	Power
This power requires the actor use a weapon of type: Axe.			
Tremendous Axe Strike 3 grants a bonus of 20 points, to statistics: Attack Damage. This effect lasts while maintained.			
The actor deals a tremendous blow with his axe, hewing through his enemies' armor.			

Power Bowshot 1			
Bow Mastery Level 10	10 energy (ongoing)	caster	Power
This power requires the actor use a weapon of type: Bow.			
Power Bowshot 1 grants a bonus of 10 points, to statistics: Attack Damage. This effect lasts while maintained.			
The actor fires his bow with extra power, sending arrows with jarring velocity.			

Power Bowshot 2			
Bow Mastery Level 15	15 energy (ongoing)	caster	Power
This power requires the actor use a weapon of type: Bow.			
Power Bowshot 2 grants a bonus of 15 points, to statistics: Attack Damage. This effect lasts while maintained.			
The actor fires his bow with extra power, sending arrows with jarring velocity.			

Power Bowshot 3			
Bow Mastery Level 20	20 energy (ongoing)	caster	Power
This power requires the actor use a weapon of type: Bow.			
Power Bowshot 3 grants a bonus of 20 points, to statistics: Attack Damage. This effect lasts while maintained.			
The actor fires his bow with extra power, sending arrows with jarring velocity.			

Song of Inspiration 1			
Singing Level 0	1 energy (ongoing)	75 feet	Musical Multiple allies

Song of Inspiration 1 has a difficulty of 50.

Song of Inspiration 1 grants a bonus of 5 points, to statistics: Attack Bonus, Defense Class. This effect lasts while maintained.

The actor sings a Song of Inspiration, driving his allies on to success in battle.

Song of Inspiration 2

[Improved Singing](#) Level 5 5 energy (ongoing) 75 feet Musical Multiple allies

Song of Inspiration 2 has a difficulty of 75.

Song of Inspiration 2 grants a bonus of 10 points, to statistics: Attack Bonus, Defense Class. This effect lasts while maintained.

The actor sings a Song of Inspiration, driving his allies on to success in battle.

Song of Inspiration 3

[Masterful Singing](#) Level 10 10 energy (ongoing) 75 feet Musical Multiple allies

Song of Inspiration 3 has a difficulty of 100.

Song of Inspiration 3 grants a bonus of 15 points, to statistics: Attack Bonus, Defense Class. This effect lasts while maintained.

The actor sings a Song of Inspiration, driving his allies on to success in battle.

Song of Inspiration 4

[Masterful Singing](#) Level 15 15 energy (ongoing) 75 feet Musical Multiple allies

Song of Inspiration 4 has a difficulty of 125.

Song of Inspiration 4 grants a bonus of 20 points, to statistics: Attack Bonus, Defense Class. This effect lasts while maintained.

The actor sings a Song of Inspiration, driving his allies on to success in battle.

Song of Inspiration 5

[Masterful Singing](#) Level 20 20 energy (ongoing) 75 feet Musical Multiple allies

Song of Inspiration 5 has a difficulty of 150.

Song of Inspiration 5 grants a bonus of 25 points, to statistics: Attack Bonus, Defense Class. This effect lasts while maintained.

The actor sings a Song of Inspiration, driving his allies on to success in battle.

Song of Endurance 1

[Battle Music](#) Level 5 5 energy (ongoing) 75 feet Musical Multiple allies

Song of Endurance 1 has a difficulty of 75.

Song of Endurance 1 grants a bonus of 2 points, to statistics: Durability. This effect lasts while maintained.

Song of Endurance 1 grants a bonus of 5 points, to statistics: Material. This effect lasts while maintained.

The actor sings a song of Endurance, propelling his allies to feats of incredible stamina.

Song of Rage 1

[Battle Music](#) Level 5 5 energy (ongoing) 75 feet Musical Multiple allies

Song of Rage 1 has a difficulty of 75.

Song of Rage 1 grants a bonus of 2 points, to statistics: Strength. This effect lasts while maintained.

Song of Rage 1 grants a bonus of 5 points, to statistics: Attack Damage. This effect lasts while maintained.

The actor sings a song of Rage, driving his allies into a fury against their enemies.

Song of Rage 2

[Battle Music](#) Level 10 10 energy (ongoing) 75 feet Musical Multiple allies

Song of Rage 2 has a difficulty of 100.

Song of Rage 2 grants a bonus of 4 points, to statistics: Strength. This effect lasts while maintained.

Song of Rage 2 grants a bonus of 10 points, to statistics: Attack Damage. This effect lasts while maintained.

The actor sings a song of Rage, driving his allies into a fury against their enemies.

Song of Endurance 2

[Battle Music](#) Level 10 10 energy (ongoing) 75 feet Musical Multiple allies

Song of Endurance 2 has a difficulty of 100.

Song of Endurance 2 grants a bonus of 4 points, to statistics: Durability. This effect lasts while maintained.

Song of Endurance 2 grants a bonus of 10 points, to statistics: Material. This effect lasts while maintained.

Grants resistance +5 against spells of type Material. This effect lasts while maintained.

The actor sings a song of Endurance, propelling his allies to feats of incredible stamina.

Song of Endurance 3

[Battle Music](#) Level 15 15 energy (ongoing) 75 feet Musical Multiple allies

Song of Endurance 3 has a difficulty of 125.

Song of Endurance 3 grants a bonus of 6 points, to statistics: Durability. This effect lasts while maintained.

Song of Endurance 3 grants a bonus of 15 points, to statistics: Material. This effect lasts while maintained.

Grants resistance +5 against spells of type Material. This effect lasts while maintained.

The actor sings a song of Endurance, propelling his allies to feats of incredible stamina.

Song of Rage 3

[Battle Music](#) Level 15 15 energy (ongoing) 75 feet Musical Multiple allies

Song of Rage 3 has a difficulty of 125.

Song of Rage 3 grants a bonus of 6 points, to statistics: Strength. This effect lasts while maintained.

Song of Rage 3 grants a bonus of 15 points, to statistics: Attack Damage. This effect lasts while maintained.

The actor sings a song of Rage, driving his allies into a fury against their enemies.

Song of Endurance 4

[Battle Music](#) Level 20 20 energy (ongoing) 75 feet Musical Multiple allies

Song of Endurance 4 has a difficulty of 150.

Song of Endurance 4 grants a bonus of 8 points, to statistics: Durability. This effect lasts while maintained.

Song of Endurance 4 grants a bonus of 20 points, to statistics: Material. This effect lasts while maintained.

Grants resistance +5 against spells of type Material. This effect lasts while maintained.

The actor sings a song of Endurance, propelling his allies to feats of incredible stamina.

Song of Rage 4

[Battle Music](#) Level 20 20 energy (ongoing) 75 feet Musical Multiple allies

Song of Rage 4 has a difficulty of 150.

Song of Rage 4 grants a bonus of 8 points, to statistics: Strength. This effect lasts while maintained.

Song of Rage 4 grants a bonus of 20 points, to statistics: Attack Damage. This effect lasts while maintained.

The actor sings a song of Rage, driving his allies into a fury against their enemies.

Song of Courage 1

[Heroic Music](#) Level 5 5 energy (ongoing) 75 feet Musical Multiple allies

Song of Courage 1 has a difficulty of 75.

Song of Courage 1 grants a bonus of 10 points, to statistics: Spiritual/Illusion. This effect lasts while maintained.

Grants resistance +5 against spells of type Spiritual/Illusion. This effect lasts while maintained.

Song of Courage 1 grants a bonus of 5 points, to statistics: Attack Bonus. This effect lasts while maintained.

Song of Courage 1 grants a bonus of 5 points, to statistics: Defense Class. This effect lasts while maintained.

The actor sings a song of Courage, granting his allies bravery in the face of danger.

Song of Persuasion 1

[Heroic Music](#) Level 5 5 energy (ongoing) 75 feet Musical Multiple allies

Song of Persuasion 1 has a difficulty of 75.

Song of Persuasion 1 grants a bonus of 2 points, to statistics: Personality. This effect lasts while maintained.

Song of Persuasion 1 grants a bonus of 25 points, to statistics: Diplomacy. This effect lasts while maintained.

The actor sings a song of Persuasion, granting his allies powerful charismatic abilities.

Song of Courage 2

[Heroic Music](#) Level 10 10 energy (ongoing) 75 feet Musical Multiple allies

Song of Courage 2 has a difficulty of 100.

Grants immunity against spells of type Spiritual/Illusion. This effect lasts while maintained.

Song of Courage 2 grants a bonus of 10 points, to statistics: Attack Bonus. This effect lasts while maintained.

Song of Courage 2 grants a bonus of 10 points, to statistics: Defense Class. This effect lasts while maintained.

The actor sings a song of Courage, granting his allies bravery in the face of danger.

Song of Persuasion 2

[Heroic Music](#) Level 10 10 energy (ongoing) 75 feet Musical Multiple allies

Song of Persuasion 2 has a difficulty of 100.

Song of Persuasion 2 grants a bonus of 4 points, to statistics: Personality. This effect lasts while maintained.

Song of Persuasion 2 grants a bonus of 50 points, to statistics: Diplomacy. This effect lasts while maintained.

The actor sings a song of Persuasion, granting his allies powerful charismatic abilities.

Song of Courage 3

[Heroic Music](#) Level 15 15 energy (ongoing) 75 feet Musical Multiple allies

Song of Courage 3 has a difficulty of 125.

Grants immunity against spells of type Spiritual/Illusion. This effect lasts while maintained.
Song of Courage 3 grants a bonus of 15 points, to statistics: Attack Bonus. This effect lasts while maintained.
Song of Courage 3 grants a bonus of 15 points, to statistics: Defense Class. This effect lasts while maintained.
The actor sings a song of Courage, granting his allies bravery in the face of danger.

Song of Persuasion 3

[Heroic Music](#) Level 15 15 energy (ongoing) 75 feet Musical Multiple allies
Song of Persuasion 3 has a difficulty of 125.
Song of Persuasion 3 grants a bonus of 6 points, to statistics: Personality. This effect lasts while maintained.
Song of Persuasion 3 grants a bonus of 75 points, to statistics: Diplomacy. This effect lasts while maintained.
The actor sings a song of Persuasion, granting his allies powerful charismatic abilities.

Song of Courage 4

[Heroic Music](#) Level 20 20 energy (ongoing) 75 feet Musical Multiple allies
Song of Courage 4 has a difficulty of 150.
Grants immunity against spells of type Spiritual/Illusion. This effect lasts while maintained.
Song of Courage 4 grants a bonus of 20 points, to statistics: Attack Bonus. This effect lasts while maintained.
Song of Courage 4 grants a bonus of 20 points, to statistics: Defense Class. This effect lasts while maintained.
The actor sings a song of Courage, granting his allies bravery in the face of danger.

Song of Persuasion 4

[Heroic Music](#) Level 20 20 energy (ongoing) 75 feet Musical Multiple allies
Song of Persuasion 4 has a difficulty of 150.
Song of Persuasion 4 grants a bonus of 8 points, to statistics: Personality. This effect lasts while maintained.
Song of Persuasion 4 grants a bonus of 100 points, to statistics: Diplomacy. This effect lasts while maintained.
The actor sings a song of Persuasion, granting his allies powerful charismatic abilities.

Song of Silence 1

[Shadow Music](#) Level 10 10 energy (ongoing) 75 feet Musical Multiple allies
Song of Silence 1 has a difficulty of 100.
Song of Silence 1 grants a bonus of 50 points, to statistics: Stealth. This effect lasts while maintained.
Song of Silence 1 grants a bonus of 20 points, to statistics: Defense Class. This effect lasts while maintained.
The actor sings a song of Silence, wrapping his allies in a shroud of secrecy.

Song of Cunning 1

[Shadow Music](#) Level 10 10 energy (ongoing) 75 feet Musical Multiple allies
Song of Cunning 1 has a difficulty of 100.
Song of Cunning 1 grants a bonus of 4 points, to statistics: Agility. This effect lasts while maintained.
Song of Cunning 1 grants a bonus of 10 points, to statistics: Energetic. This effect lasts while maintained.
Grants resistance +5 against spells of type Energetic. This effect lasts while maintained.
The actor sings a song of Cunning, and his allies gain elusiveness and trickery.

Song of Quickness 1

Shadow Music Level 10	10 energy (ongoing)	75 feet	Musical	Multiple allies
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Song of Quickness 1 has a difficulty of 100.
Song of Quickness 1 grants a bonus of 4 points, to statistics: Agility. This effect lasts while maintained.
Song of Quickness 1 grants a bonus of 5 points, to statistics: Action Speed, Movement Speed. This effect lasts while maintained.
The actor sings a song of Quickness, and his allies move with increased speed and dexterity.

Song of Cunning 2

Shadow Music Level 15	15 energy (ongoing)	75 feet	Musical	Multiple allies
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Song of Cunning 2 has a difficulty of 125.
Song of Cunning 2 grants a bonus of 6 points, to statistics: Agility. This effect lasts while maintained.
Song of Cunning 2 grants a bonus of 15 points, to statistics: Energetic. This effect lasts while maintained.
Grants resistance +5 against spells of type Energetic. This effect lasts while maintained.
The actor sings a song of Cunning, and his allies gain elusiveness and trickery.

Song of Silence 2

Shadow Music Level 15	15 energy (ongoing)	75 feet	Musical	Multiple allies
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Song of Silence 2 has a difficulty of 125.
Song of Silence 2 grants a bonus of 75 points, to statistics: Stealth. This effect lasts while maintained.
Song of Silence 2 grants a bonus of 30 points, to statistics: Defense Class. This effect lasts while maintained.
The actor sings a song of Silence, wrapping his allies in a shroud of secrecy.

Song of Quickness 2

Shadow Music Level 15	15 energy (ongoing)	75 feet	Musical	Multiple allies
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Song of Quickness 2 has a difficulty of 125.
Song of Quickness 2 grants a bonus of 6 points, to statistics: Agility. This effect lasts while maintained.
Song of Quickness 2 grants a bonus of 7 points, to statistics: Action Speed, Movement Speed. This effect lasts while maintained.
The actor sings a song of Quickness, and his allies move with increased speed and dexterity.

Song of Cunning 3

Shadow Music Level 20	20 energy (ongoing)	75 feet	Musical	Multiple allies
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Song of Cunning 3 has a difficulty of 150.
Song of Cunning 3 grants a bonus of 8 points, to statistics: Agility. This effect lasts while maintained.
Song of Cunning 3 grants a bonus of 20 points, to statistics: Energetic. This effect lasts while maintained.
Grants resistance +5 against spells of type Energetic. This effect lasts while maintained.
The actor sings a song of Cunning, and his allies gain elusiveness and trickery.

Song of Silence 3

Shadow Music Level 20	20 energy (ongoing)	75 feet	Musical	Multiple allies
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Song of Silence 3 has a difficulty of 150.
Song of Silence 3 grants a bonus of 100 points, to statistics: Stealth. This effect lasts while maintained.

Song of Silence 3 grants a bonus of 40 points, to statistics: Defense Class. This effect lasts while maintained.
The actor sings a song of Silence, wrapping his allies in a shroud of secrecy.

Song of Quickness 3

[Shadow Music](#) Level 20 20 energy (ongoing) 75 feet Musical Multiple allies

Song of Quickness 3 has a difficulty of 150.

Song of Quickness 3 grants a bonus of 8 points, to statistics: Agility. This effect lasts while maintained.

Song of Quickness 3 grants a bonus of 10 points, to statistics: Action Speed, Movement Speed. This effect lasts while maintained.

The actor sings a song of Quickness, and his allies move with increased speed and dexterity.

Song of Mysticism 1

[Wondrous Music](#) Level 10 10 energy (ongoing) 75 feet Musical Multiple allies

Song of Mysticism 1 has a difficulty of 100.

Song of Mysticism 1 grants a bonus of 4 points, to statistics: Personality. This effect lasts while maintained.

Song of Mysticism 1 grants a bonus of 10 points, to statistics: Spellcasting. This effect lasts while maintained.

The actor sings a song of Mysticism, and his allies have their magical abilities improved.

Song of Willpower 1

[Wondrous Music](#) Level 10 10 energy (ongoing) 75 feet Musical Multiple allies

Song of Willpower 1 has a difficulty of 100.

Song of Willpower 1 grants a bonus of 10 points, to statistics: Spiritual, Spiritual/Charm. This effect lasts while maintained.

Grants resistance +5 against spells of type Spiritual. This effect lasts while maintained.

Grants resistance +5 against spells of type Spiritual/Charm. This effect lasts while maintained.

The actor sings a song of Willpower, granting his allies indomitable control of their minds.

Song of Concentration 1

[Wondrous Music](#) Level 10 10 energy (ongoing) 75 feet Musical Multiple allies

Song of Concentration 1 has a difficulty of 100.

Song of Concentration 1 grants a bonus of 4 points, to statistics: Intelligence. This effect lasts while maintained.

Song of Concentration 1 grants a bonus of 50 points, to statistics: Locks. This effect lasts while maintained.

The actor sings a song of Concentration, and his allies have their mental facilities enhanced.

Song of Mysticism 2

[Wondrous Music](#) Level 15 15 energy (ongoing) 75 feet Musical Multiple allies

Song of Mysticism 2 has a difficulty of 125.

Song of Mysticism 2 grants a bonus of 6 points, to statistics: Personality. This effect lasts while maintained.

Song of Mysticism 2 grants a bonus of 15 points, to statistics: Spellcasting. This effect lasts while maintained.

The actor sings a song of Mysticism, and his allies have their magical abilities improved.

Song of Willpower 2

[Wondrous Music](#) Level 15 15 energy (ongoing) 75 feet Musical Multiple allies

Song of Willpower 2 has a difficulty of 125.

Song of Willpower 2 grants a bonus of 15 points, to statistics: Spiritual. This effect lasts while maintained.

Grants resistance +5 against spells of type Spiritual. This effect lasts while maintained.

Grants immunity against spells of type Spiritual/Charm. This effect lasts while maintained.

The actor sings a song of Willpower, granting his allies indomitable control of their minds.

Song of Concentration 2

[Wondrous Music](#) Level 15 15 energy (ongoing) 75 feet Musical Multiple allies

Song of Concentration 2 has a difficulty of 125.

Song of Concentration 2 grants a bonus of 6 points, to statistics: Intelligence. This effect lasts while maintained.

Song of Concentration 2 grants a bonus of 75 points, to statistics: Locks. This effect lasts while maintained.

The actor sings a song of Concentration, and his allies have their mental facilities enhanced.

Song of Mysticism 3

[Wondrous Music](#) Level 20 20 energy (ongoing) 75 feet Musical Multiple allies

Song of Mysticism 3 has a difficulty of 150.

Song of Mysticism 3 grants a bonus of 8 points, to statistics: Personality. This effect lasts while maintained.

Song of Mysticism 3 grants a bonus of 20 points, to statistics: Spellcasting. This effect lasts while maintained.

The actor sings a song of Mysticism, and his allies have their magical abilities improved.

Song of Willpower 3

[Wondrous Music](#) Level 20 20 energy (ongoing) 75 feet Musical Multiple allies

Song of Willpower 3 has a difficulty of 150.

Song of Willpower 3 grants a bonus of 20 points, to statistics: Spiritual. This effect lasts while maintained.

Grants resistance +5 against spells of type Spiritual. This effect lasts while maintained.

Grants immunity against spells of type Spiritual/Charm. This effect lasts while maintained.

The actor sings a song of Willpower, granting his allies indomitable control of their minds.

Song of Concentration 3

[Wondrous Music](#) Level 20 20 energy (ongoing) 75 feet Musical Multiple allies

Song of Concentration 3 has a difficulty of 150.

Song of Concentration 3 grants a bonus of 8 points, to statistics: Intelligence. This effect lasts while maintained.

Song of Concentration 3 grants a bonus of 100 points, to statistics: Locks. This effect lasts while maintained.

The actor sings a song of Concentration, and his allies have their mental facilities enhanced.

Stout Fortitude 1

[Improved Material](#) Level 10 10 energy (ongoing) caster Power

Stout Fortitude 1 grants a bonus of 5 points, to statistics: Material. This effect lasts while maintained.

Grants resistance +10 against spells of type Material. This effect lasts while maintained.

The actor stands stout before the onslaught!

Stout Fortitude 2

[Improved Material](#) Level 15 15 energy (ongoing) caster Power
Stout Fortitude 2 grants a bonus of 10 points, to statistics: Material. This effect lasts while maintained.
Grants resistance +10 against spells of type Material. This effect lasts while maintained.
The actor stands stout before the onslaught!

Stout Fortitude 3

[Improved Material](#) Level 20 20 energy (ongoing) caster Power
Stout Fortitude 3 grants a bonus of 15 points, to statistics: Material. This effect lasts while maintained.
Grants resistance +10 against spells of type Material. This effect lasts while maintained.
The actor stands stout before the onslaught!

Acrobatic Escape 1

[Improved Energetic](#) Level 10 10 energy (ongoing) caster Power
Acrobatic Escape 1 grants a bonus of 5 points, to statistics: Energetic. This effect lasts while maintained.
Grants resistance +10 against spells of type Energetic. This effect lasts while maintained.
The actor acrobats wildly around, weaving, bobbing and dodging in all directions.

Acrobatic Escape 2

[Improved Energetic](#) Level 15 15 energy (ongoing) caster Power
Acrobatic Escape 2 grants a bonus of 10 points, to statistics: Energetic. This effect lasts while maintained.
Grants resistance +10 against spells of type Energetic. This effect lasts while maintained.
The actor acrobats wildly around, weaving, bobbing and dodging in all directions.

Acrobatic Escape 3

[Improved Energetic](#) Level 20 20 energy (ongoing) caster Power
Acrobatic Escape 3 grants a bonus of 15 points, to statistics: Energetic. This effect lasts while maintained.
Grants resistance +10 against spells of type Energetic. This effect lasts while maintained.
The actor acrobats wildly around, weaving, bobbing and dodging in all directions.

Resolute Belief 1

[Improved Spiritual](#) Level 10 10 energy (ongoing) caster Power
Resolute Belief 1 grants a bonus of 5 points, to statistics: Spiritual. This effect lasts while maintained.
Grants resistance +10 against spells of type Spiritual. This effect lasts while maintained.
The actor stays strong in his beliefs, resisting all attempts to affect his mind.

Resolute Belief 2

[Improved Spiritual](#) Level 15 15 energy (ongoing) caster Power
Resolute Belief 2 grants a bonus of 10 points, to statistics: Spiritual. This effect lasts while maintained.
Grants resistance +10 against spells of type Spiritual. This effect lasts while maintained.
The actor stays strong in his beliefs, resisting all attempts to affect his mind.

Resolute Belief 3

[Improved Spiritual](#) Level 20 20 energy (ongoing) caster Power
Resolute Belief 3 grants a bonus of 15 points, to statistics: Spiritual. This effect lasts while maintained.
Grants resistance +10 against spells of type Spiritual. This effect lasts while maintained.

The actor stays strong in his beliefs, resisting all attempts to affect his mind.

Full Faction List

Church of the All Father

The All Father is the god of knowledge, civilization, and magic. His followers are known both for their compassion and their sense of justice, and seek to help the peoples of the Middle World to the best of their abilities.

Spell-casting followers of the All Father are recommended to have the Religion skill, and gain spells from the High Magic, Cosmic Magic, and Energy Magic domains. His followers often wield a heavy blade as the weapon of their choice.

Rank 1 (Level 5) - Acolyte

Spells/Powers:

- [Dispel Blessing](#) ([Religion](#), [High Magic](#) Tier 3)
- [Dispel Curse](#) ([Religion](#), [High Magic](#) Tier 3)
- [Magic Circle](#) ([Religion](#), [High Magic](#) Tier 3)
- [Dispel Augmentation](#) ([Religion](#), [High Magic](#) Tier 3)
- [Restoration](#) ([Religion](#), [High Magic](#) Tier 4)
- [Mageskin](#) ([Religion](#), [High Magic](#) Tier 4)
- [Freedom](#) ([Religion](#), [High Magic](#) Tier 4)
- [Purge Illusions](#) ([Religion](#), [Cosmic Magic](#) Tier 3)
- [Magic Eye](#) ([Religion](#), [Cosmic Magic](#) Tier 4)
- [Searing Light](#) ([Religion](#), [Energy Magic](#) Tier 3)

Items For Sale:

- Longsword +5 of Strength (18015)
- [Scroll of Protection](#) (25)
- [Scroll of Courage](#) (25)
- [Scroll of Calm Emotions](#) (200)
- [Scroll of Silence](#) (200)
- [Scroll of Dispel Blessing](#) (400)
- [Scroll of Dispel Curse](#) (400)
- [Scroll of Magic Circle](#) (400)
- [Scroll of Resist Fire](#) (400)
- [Scroll of Resist Cold](#) (400)
- [Scroll of Resist Lightning](#) (400)
- [Scroll of Dispel Augmentation](#) (400)
- [Scroll of Restoration](#) (800)
- [Scroll of Mageskin](#) (800)
- [Scroll of Freedom](#) (800)
- [Scroll of Lesser Magic Globe](#) (800)
- [Potion of Minor Protection](#) (25)
- [Potion of Courage](#) (50)
- [Potion of Calm Emotions](#) (400)
- [Potion of Lesser Restoration](#) (400)
- [Potion of Resist Fire](#) (800)
- [Potion of Resist Cold](#) (800)

- [Potion of Resist Lightning](#) (800)

Rank 2 (Level 8) - Priest/Priestess

Spells/Powers:

- [Break Enchantment](#) ([Religion](#), [High Magic](#) Tier 5)
- [Dismissal](#) ([Religion](#), [High Magic](#) Tier 5)
- [Spell Nullification](#) ([Religion](#), [High Magic](#) Tier 5)
- [Teleport](#) ([Religion](#), [Cosmic Magic](#) Tier 5)
- [Flame Strike](#) ([Religion](#), [Energy Magic](#) Tier 5)
- [Heavy Blade Precision 1](#) ([Heavy Blade Mastery](#) Level 10)

Items For Sale:

- Longsword +10 of Strength (50015)
- [Scroll of Break Enchantment](#) (1131)
- [Scroll of Dismissal](#) (1131)
- [Scroll of Spell Nullification](#) (1131)

Rank 3 (Level 11) - Elder

Spells/Powers:

- [Dispel Blessing II](#) ([Religion](#), [High Magic](#) Tier 6)
- [Dispel Curse II](#) ([Religion](#), [High Magic](#) Tier 6)
- [Dispel Augmentation II](#) ([Religion](#), [High Magic](#) Tier 6)
- [Banishment](#) ([Religion](#), [High Magic](#) Tier 7)
- [Limited Wish: Power](#) ([Religion](#), [High Magic](#) Tier 7)
- [Limited Wish: Ally](#) ([Religion](#), [High Magic](#) Tier 7)
- [Truesight](#) ([Religion](#), [Cosmic Magic](#) Tier 6)
- [Word of Recall](#) ([Religion](#), [Cosmic Magic](#) Tier 7)
- [Divine Outburst](#) ([Religion](#), [Energy Magic](#) Tier 7)

Items For Sale:

- Longsword +15 of Strength (98015)
- [Scroll of Dispel Blessing II](#) (1600)
- [Scroll of Dispel Curse II](#) (1600)
- [Scroll of Magic Globe](#) (1600)
- [Scroll of Dispel Augmentation II](#) (1600)
- [Scroll of Greater Restoration](#) (2262)
- [Scroll of Banishment](#) (2262)
- [Scroll of Limited Wish: Health](#) (2262)
- [Scroll of Limited Wish: Power](#) (2262)
- [Scroll of Limited Wish: Ally](#) (2262)

Rank 4 (Level 15) - Bishop

Spells/Powers:

- [Spell Protection](#) ([Religion](#), [High Magic](#) Tier 8)
- [Aura of Magic](#) ([Religion](#), [High Magic](#) Tier 8)
- [Wish: Power](#) ([Religion](#), [High Magic](#) Tier 9)
- [Wish: Ally](#) ([Religion](#), [High Magic](#) Tier 9)

- [Greater Arcane Eye](#) ([Religion](#), [Cosmic Magic](#) Tier 8)
- [Gate](#) ([Religion](#), [Cosmic Magic](#) Tier 9)
- [Sunburst](#) ([Religion](#), [Energy Magic](#) Tier 8)
- [Heavy Blade Precision 2](#) ([Heavy Blade Mastery](#) Level 15)

Items For Sale:

- Longsword +20 of Strength (162015)
- [Scroll of Spell Protection](#) (3200)
- [Scroll of Aura of Magic](#) (3200)
- [Scroll of Mind Blank](#) (3200)
- [Scroll of Wish: Health](#) (4525)
- [Scroll of Wish: Power](#) (4525)
- [Scroll of Wish: Ally](#) (4525)

School of Divination

The School of Divination, one of the schools of Ye Moste Highe Order of the Auguste Wizardes, specializes in supernatural knowledge and manipulating the forces of the cosmos. Its members are undeniably experts at scrying and other magical information gathering, as well as manipulation of the minds of enemies, and occasionally allies. More even than the other schools of the Order, the members of this school tend towards fractious arguments and contests of ego, on subjects that seem completely inscrutable to the outsider. Diviners specialize in Cosmic Magic and Spirit Magic, gathering knowledge, influencing minds, and summoning cosmic forces to the aid of the wizard.

The main benefit of the School of Divination are the many spell scrolls available, particularly of Cosmic or Spirit magics. As such, members are strongly recommended to have the Arcane Magic skill, as well as one of the skills Cosmic Magic or Spirit Magic.

Rank 1 (Level 5) - Apprentice

Items For Sale:

- [Scroll of Color Spray](#) (25)
- [Scroll of Hypnotic Pattern](#) (200)
- [Scroll of Invisibility](#) (200)
- [Scroll of Scare](#) (200)
- [Scroll of Alertness](#) (25)
- [Scroll of See Invisible](#) (200)
- [Scroll of Displacement](#) (400)
- [Scroll of Greater Invisibility](#) (800)
- [Scroll of Panic](#) (800)
- [Scroll of Dimension Door](#) (400)
- [Scroll of Disbelief](#) (400)
- [Scroll of Magic Eye](#) (800)
- [Scroll of Purge Blessing](#) (800)

Rank 2 (Level 8) - Magician

Items For Sale:

- [Scroll of Displacement](#) (400)
- [Scroll of Invisibility Sphere](#) (400)
- [Scroll of Greater Invisibility](#) (800)

- [Scroll of Rainbow Pattern](#) (800)
- [Scroll of Panic](#) (800)
- [Scroll of Phantasm I](#) (800)
- [Scroll of Dimension Door](#) (400)
- [Scroll of Purge Illusions](#) (400)
- [Scroll of Disbelief](#) (400)
- [Scroll of Repulse](#) (800)
- [Scroll of Magic Eye](#) (800)
- [Scroll of Bind Warrior](#) (800)
- [Scroll of Purge Blessing](#) (800)
- [Scroll of Nightmare](#) (1131)
- [Scroll of Phantasm II](#) (1131)
- [Scroll of Teleport](#) (1131)
- [Scroll of Bind Sorceress](#) (1131)

Rank 3 (Level 11) - Wizard/Wizardess

Items For Sale:

- [Scroll of Nightmare](#) (1131)
- [Scroll of Shadow Strike](#) (1131)
- [Scroll of Phantasm II](#) (1131)
- [Scroll of Teleport](#) (1131)
- [Scroll of Prying Eyes](#) (1131)
- [Scroll of Bind Sorceress](#) (1131)
- [Scroll of Shadow Walk](#) (1600)
- [Scroll of Phantasm III](#) (1600)
- [Scroll of Phantasm IV](#) (2262)
- [Scroll of Mass Repulse](#) (1600)
- [Scroll of Truesight](#) (1600)
- [Scroll of Word of Recall](#) (2262)
- [Scroll of Bind Magus](#) (2262)

Rank 4 (Level 15) - Diviner

Items For Sale:

- [Scroll of Shadow Walk](#) (1600)
- [Scroll of Symbol of Fear](#) (1600)
- [Scroll of Phantasm III](#) (1600)
- [Scroll of Mass Invisibility](#) (2262)
- [Scroll of Phantasm IV](#) (2262)
- [Scroll of Mass Repulse](#) (1600)
- [Scroll of Bind Berserker](#) (1600)
- [Scroll of Truesight](#) (1600)
- [Scroll of Mass Disbelief](#) (1600)
- [Scroll of Word of Recall](#) (2262)
- [Scroll of Arcane Eye](#) (2262)
- [Scroll of Bind Magus](#) (2262)
- [Scroll of Scintillating Pattern](#) (3200)
- [Scroll of Shadow Fireball](#) (3200)
- [Scroll of Phantasm V](#) (3200)
- [Scroll of Phantasm VI](#) (4525)
- [Scroll of Greater Arcane Eye](#) (3200)

- [Scroll of Bind Avenger](#) (3200)
- [Scroll of Gate](#) (4525)

School of Elementalists

Members of the School of Elementalists tend to be a little more worldly and practical than members from the other schools of Ye Moste Highe Order of the Auguste Wizardes. Perhaps that is a necessity to survive while harnessing the dangerous and sometimes explosive magics that they wield. Elementalists specialize in Elemental Magic and Energy Magic, summoning elemental energies, and sometimes even creatures, from the elemental worlds.

The main benefit of the School of Elementalists are the many spell scrolls available, particularly of Elemental or Energy magics. As such, members are strongly recommended to have the Arcane Magic skill, as well as one of the skills Elemental Magic or Energy Magic.

Rank 1 (Level 5) - Apprentice

Items For Sale:

- [Scroll of Burst of Flame](#) (25)
- [Scroll of Faerie Fire](#) (25)
- [Scroll of Sound Burst](#) (200)
- [Scroll of Air Armor](#) (25)
- [Scroll of Lightning Touch](#) (25)
- [Scroll of Endure Elements](#) (25)
- [Scroll of Fire Elemental I](#) (200)
- [Scroll of Acid Arrow](#) (200)
- [Scroll of Earth Elemental I](#) (200)
- [Scroll of Fire Protection](#) (200)
- [Scroll of Cold Protection](#) (200)
- [Scroll of Lightning Protection](#) (200)
- [Scroll of Fire Bolt](#) (400)
- [Scroll of Searing Light](#) (400)
- [Scroll of Explosion](#) (800)
- [Scroll of Air Elemental II](#) (400)
- [Scroll of Poison Ball](#) (400)
- [Scroll of Earth Shield](#) (800)
- [Scroll of Air Elemental III](#) (800)
- [Scroll of Fire Shield](#) (800)

Rank 2 (Level 8) - Magician

Items For Sale:

- [Scroll of Fire Bolt](#) (400)
- [Scroll of Fire Burst](#) (400)
- [Scroll of Searing Light](#) (400)
- [Scroll of Deafening Shout](#) (800)
- [Scroll of Explosion](#) (800)
- [Scroll of Energize Self](#) (800)
- [Scroll of Air Elemental II](#) (400)
- [Scroll of Icy Cloud](#) (400)
- [Scroll of Poison Ball](#) (400)
- [Scroll of Lightning Bolt](#) (400)

- [Scroll of Earth Shield](#) (800)
- [Scroll of Ice Storm](#) (800)
- [Scroll of Air Elemental III](#) (800)
- [Scroll of Fire Elemental II](#) (800)
- [Scroll of Fire Shield](#) (800)
- [Scroll of Frost Shield](#) (800)
- [Scroll of Eruption](#) (1131)
- [Scroll of Air Elemental IV](#) (1131)
- [Scroll of Burst of Cold](#) (1131)
- [Scroll of Earth Elemental II](#) (1131)

Rank 3 (Level 11) - Wizard/Wizardess

Items For Sale:

- [Scroll of Eruption](#) (1131)
- [Scroll of Flame Strike](#) (1131)
- [Scroll of Air Elemental IV](#) (1131)
- [Scroll of Poison Cloud](#) (1131)
- [Scroll of Burst of Cold](#) (1131)
- [Scroll of Fire Elemental III](#) (1131)
- [Scroll of Earth Elemental II](#) (1131)
- [Scroll of Reverse Energy](#) (1600)
- [Scroll of Sunbeam](#) (2262)
- [Scroll of Cage of Force](#) (2262)
- [Scroll of Fire Elemental IV](#) (1600)
- [Scroll of Lightning](#) (1600)
- [Scroll of Air Elemental V](#) (2262)
- [Scroll of Earth Elemental IV](#) (2262)

Rank 4 (Level 15) - Elementalist

Items For Sale:

- [Scroll of Reverse Energy](#) (1600)
- [Scroll of Fireball](#) (1600)
- [Scroll of Sunbeam](#) (2262)
- [Scroll of Divine Outburst](#) (2262)
- [Scroll of Cage of Force](#) (2262)
- [Scroll of Fire Elemental IV](#) (1600)
- [Scroll of Poison Fog](#) (1600)
- [Scroll of Lightning](#) (1600)
- [Scroll of Earth Elemental III](#) (1600)
- [Scroll of Air Elemental V](#) (2262)
- [Scroll of Acid Fog](#) (2262)
- [Scroll of Earth Elemental IV](#) (2262)
- [Scroll of Sunburst](#) (3200)
- [Scroll of Overwhelming Shout](#) (3200)
- [Scroll of Fire Storm](#) (3200)
- [Scroll of Meteor Swarm](#) (4525)
- [Scroll of Fiery Cloud](#) (3200)
- [Scroll of Fire Elemental V](#) (3200)
- [Scroll of Earth Elemental V](#) (4525)

School of High Wizardry

If Ye Moste Highe Order of the Auguste Wizardes is the most pompous magical institution, the School of High Wizardry is the most pompous school in the organization. Specializing in High Magic, the magic of magic itself, witches and wizards of the School of High Wizardry often seem academic in nature, but harness the most powerful of magics. Strangely, mages of this school often have an interest in the basest of magics as well, the spells of Void Magic.

The main benefit of the School of High Wizardry are the many spell scrolls available, particularly of High and Void magics. As such, members are strongly recommended to have the Arcane Magic skill, as well as one of the skills High Magic or Void Magic.

Rank 1 (Level 5) - Apprentice

Items For Sale:

- [Scroll of Protection](#) (25)
- [Scroll of Courage](#) (25)
- [Scroll of Calm Emotions](#) (200)
- [Scroll of Silence](#) (200)
- [Scroll of Exhaustion](#) (400)
- [Scroll of Death Ward](#) (800)
- [Scroll of Dispel Blessing](#) (400)
- [Scroll of Magic Circle](#) (400)
- [Scroll of Resist Cold](#) (400)
- [Scroll of Dispel Augmentation](#) (400)
- [Scroll of Mageskin](#) (800)
- [Scroll of Lesser Magic Globe](#) (800)

Rank 2 (Level 8) - Magician

Items For Sale:

- [Scroll of Exhaustion](#) (400)
- [Scroll of Bestow Curse](#) (800)
- [Scroll of Death Ward](#) (800)
- [Scroll of Dispel Blessing](#) (400)
- [Scroll of Dispel Curse](#) (400)
- [Scroll of Magic Circle](#) (400)
- [Scroll of Resist Fire](#) (400)
- [Scroll of Resist Cold](#) (400)
- [Scroll of Resist Lightning](#) (400)
- [Scroll of Dispel Augmentation](#) (400)
- [Scroll of Restoration](#) (800)
- [Scroll of Mageskin](#) (800)
- [Scroll of Freedom](#) (800)
- [Scroll of Lesser Magic Globe](#) (800)
- [Scroll of Waves of Fatigue](#) (1131)
- [Scroll of Break Enchantment](#) (1131)
- [Scroll of Spell Nullification](#) (1131)

Rank 3 (Level 11) - Wizard/Wizardess

Items For Sale:

- [Scroll of Waves of Fatigue](#) (1131)
- [Scroll of Slay Living](#) (1131)
- [Scroll of Break Enchantment](#) (1131)
- [Scroll of Dismissal](#) (1131)
- [Scroll of Spell Nullification](#) (1131)
- [Scroll of Circle of Death](#) (1600)
- [Scroll of Lay to Rest](#) (1600)
- [Scroll of Control Undead](#) (2262)
- [Scroll of Waves of Exhaustion](#) (2262)
- [Scroll of Dispel Blessing II](#) (1600)
- [Scroll of Magic Globe](#) (1600)
- [Scroll of Greater Restoration](#) (2262)
- [Scroll of Limited Wish: Health](#) (2262)
- [Scroll of Limited Wish: Ally](#) (2262)

Rank 4 (Level 15) - Mage

Items For Sale:

- [Scroll of Circle of Death](#) (1600)
- [Scroll of Biting Curse](#) (1600)
- [Scroll of Lay to Rest](#) (1600)
- [Scroll of Harm](#) (1600)
- [Scroll of Control Undead](#) (2262)
- [Scroll of Finger of Death](#) (2262)
- [Scroll of Waves of Exhaustion](#) (2262)
- [Scroll of Destruction](#) (2262)
- [Scroll of Dispel Blessing II](#) (1600)
- [Scroll of Dispel Curse II](#) (1600)
- [Scroll of Magic Globe](#) (1600)
- [Scroll of Dispel Augmentation II](#) (1600)
- [Scroll of Greater Restoration](#) (2262)
- [Scroll of Banishment](#) (2262)
- [Scroll of Limited Wish: Health](#) (2262)
- [Scroll of Limited Wish: Power](#) (2262)
- [Scroll of Limited Wish: Ally](#) (2262)
- [Scroll of Spell Protection](#) (3200)
- [Scroll of Aura of Magic](#) (3200)
- [Scroll of Mind Blank](#) (3200)
- [Scroll of Wish: Health](#) (4525)
- [Scroll of Wish: Power](#) (4525)
- [Scroll of Wish: Ally](#) (4525)

Church of the Maiden

The Maiden is the goddess of love and beauty. Her followers will do anything to help those in need, the helpless and the downtrodden.

Spell-casting followers of the Maiden are recommended to have the Religion skill, and gain spells from the Cosmic Magic, Spirit Magic, and Energy Magic domains. Her followers often wield a light blade as the weapon of their choice.

Rank 1 (Level 5) - Acolyte

Spells/Powers:

- [Purge Illusions](#) ([Religion](#), [Cosmic Magic](#) Tier 3)
- [Disbelief](#) ([Religion](#), [Cosmic Magic](#) Tier 3)
- [Repulse](#) ([Religion](#), [Cosmic Magic](#) Tier 4)
- [Bind Warrior](#) ([Religion](#), [Cosmic Magic](#) Tier 4)
- [Purge Blessing](#) ([Religion](#), [Cosmic Magic](#) Tier 4)
- [Displacement](#) ([Religion](#), [Spirit Magic](#) Tier 3)
- [Rainbow Pattern](#) ([Religion](#), [Spirit Magic](#) Tier 4)
- [Deafening Shout](#) ([Religion](#), [Energy Magic](#) Tier 4)

Items For Sale:

- Shortsword +5 of Agility (18010)
- [Scroll of Alertness](#) (25)
- [Scroll of See Invisible](#) (200)
- [Scroll of Dimension Door](#) (400)
- [Scroll of Purge Illusions](#) (400)
- [Scroll of Disbelief](#) (400)
- [Scroll of Repulse](#) (800)
- [Scroll of Magic Eye](#) (800)
- [Scroll of Bind Warrior](#) (800)
- [Scroll of Purge Blessing](#) (800)
- [Potion of Alertness](#) (50)
- [Potion of See Invisible](#) (400)
- [Wand of Dimension Door](#) (12000)
- [Wand of Repulse](#) (24000)

Rank 2 (Level 8) - Priest/Priestess

Spells/Powers:

- [Teleport](#) ([Religion](#), [Cosmic Magic](#) Tier 5)
- [Bind Sorceress](#) ([Religion](#), [Cosmic Magic](#) Tier 5)
- [Shadow Strike](#) ([Religion](#), [Spirit Magic](#) Tier 5)
- [Light Blade Lunge 1](#) ([Light Blade Mastery](#) Level 10)

Items For Sale:

- Shortsword +10 of Agility (50010)
- [Scroll of Teleport](#) (1131)
- [Scroll of Prying Eyes](#) (1131)
- [Scroll of Bind Sorceress](#) (1131)

Rank 3 (Level 11) - Elder

Spells/Powers:

- [Mass Repulse](#) ([Religion](#), [Cosmic Magic](#) Tier 6)
- [Bind Berserker](#) ([Religion](#), [Cosmic Magic](#) Tier 6)
- [Truesight](#) ([Religion](#), [Cosmic Magic](#) Tier 6)
- [Mass Disbelief](#) ([Religion](#), [Cosmic Magic](#) Tier 6)
- [Word of Recall](#) ([Religion](#), [Cosmic Magic](#) Tier 7)
- [Bind Magus](#) ([Religion](#), [Cosmic Magic](#) Tier 7)

- [Symbol of Fear](#) ([Religion](#), [Spirit Magic](#) Tier 6)
- [Phantasm IV](#) ([Religion](#), [Spirit Magic](#) Tier 7)
- [Reverse Energy](#) ([Religion](#), [Energy Magic](#) Tier 6)
- [Cage of Force](#) ([Religion](#), [Energy Magic](#) Tier 7)

Items For Sale:

- Shortsword +15 of Agility (98010)
- [Scroll of Mass Repulse](#) (1600)
- [Scroll of Bind Berserker](#) (1600)
- [Scroll of Truesight](#) (1600)
- [Scroll of Mass Disbelief](#) (1600)
- [Scroll of Word of Recall](#) (2262)
- [Scroll of Arcane Eye](#) (2262)
- [Scroll of Bind Magus](#) (2262)

Rank 4 (Level 15) - Bishop

Spells/Powers:

- [Bind Avenger](#) ([Religion](#), [Cosmic Magic](#) Tier 8)
- [Gate](#) ([Religion](#), [Cosmic Magic](#) Tier 9)
- [Scintillating Pattern](#) ([Religion](#), [Spirit Magic](#) Tier 8)
- [Phantasm VI](#) ([Religion](#), [Spirit Magic](#) Tier 9)
- [Overwhelming Shout](#) ([Religion](#), [Energy Magic](#) Tier 8)
- [Light Blade Lunge 2](#) ([Light Blade Mastery](#) Level 15)

Items For Sale:

- Shortsword +20 of Agility (162010)
- [Scroll of Greater Arcane Eye](#) (3200)
- [Scroll of Bind Avenger](#) (3200)
- [Scroll of Gate](#) (4525)

Church of the Mother

The Mother is the goddess of fertility and nature. The Mother takes many forms, sometimes as a pregnant woman, sometimes garbed only in leaves. The Mother's followers are often fiercely devoted to the ideal that all should have the ability to raise offspring, and sometimes to the cause of nature flourishing unimpeded by civilization.

Spell-casting followers of the Mother are recommended to have the Religion skill, and gain spells from the Life Magic, Spirit Magic, and Matter Magic domains. Her followers often wield a quarterstaff as the weapon of their choice.

Rank 1 (Level 5) - Acolyte

Spells/Powers:

- [Deep Sleep](#) ([Religion](#), [Life Magic](#) Tier 3)
- [Hold Person](#) ([Religion](#), [Life Magic](#) Tier 3)
- [Life Force](#) ([Religion](#), [Life Magic](#) Tier 3)
- [Charm Monster](#) ([Religion](#), [Life Magic](#) Tier 4)
- [Remove Augmentation](#) ([Religion](#), [Life Magic](#) Tier 4)
- [Neutralize Poison](#) ([Religion](#), [Life Magic](#) Tier 4)

- [Invisibility Sphere](#) ([Religion](#), [Spirit Magic](#) Tier 3)
- [Panic](#) ([Religion](#), [Spirit Magic](#) Tier 4)
- [Cure Serious](#) ([Religion](#), [Matter Magic](#) Tier 3)
- [Cure Critical](#) ([Religion](#), [Matter Magic](#) Tier 4)

Items For Sale:

- Quarterstaff +5 of Magic Protection (18001)
- [Scroll of Sleep](#) (25)
- [Scroll of Bane](#) (25)
- [Scroll of Bless](#) (25)
- [Scroll of Idiocy](#) (200)
- [Scroll of Strength](#) (200)
- [Scroll of Agility](#) (200)
- [Scroll of Durability](#) (200)
- [Scroll of Intelligence](#) (200)
- [Scroll of Personality](#) (200)
- [Scroll of Remove Paralysis](#) (200)
- [Scroll of Cure Poison](#) (200)
- [Scroll of Deep Sleep](#) (400)
- [Scroll of Heroism](#) (400)
- [Scroll of Hold Person](#) (400)
- [Scroll of Life Force](#) (400)
- [Scroll of Charm Monster](#) (800)
- [Scroll of Confusion](#) (800)
- [Scroll of Despair](#) (800)
- [Scroll of Remove Augmentation](#) (800)
- [Scroll of Neutralize Poison](#) (800)
- [Potion of Strength](#) (400)
- [Potion of Agility](#) (400)
- [Potion of Durability](#) (400)
- [Potion of Intelligence](#) (400)
- [Potion of Personality](#) (400)
- [Potion of Cure Poison](#) (400)
- [Potion of Heroism](#) (800)
- [Wand of Daze](#) (375)
- [Wand of Charm Person](#) (750)
- [Wand of Remove Paralysis](#) (6000)
- [Wand of Hold Person](#) (12000)
- [Wand of Charm Monster](#) (24000)

Rank 2 (Level 8) - Priest/Priestess

Spells/Powers:

- [Dominate Person](#) ([Religion](#), [Life Magic](#) Tier 5)
- [Feeblemind](#) ([Religion](#), [Life Magic](#) Tier 5)
- [Hold Monster](#) ([Religion](#), [Life Magic](#) Tier 5)
- [Symbol of Sleep](#) ([Religion](#), [Life Magic](#) Tier 5)
- [Raise Dead](#) ([Religion](#), [Life Magic](#) Tier 5)
- [Phantasm II](#) ([Religion](#), [Spirit Magic](#) Tier 5)
- [Whirling Staff 1](#) ([Staff Mastery](#) Level 10)

Items For Sale:

- Quarterstaff +10 of Magic Protection (50001)
- [Scroll of Dominate Person](#) (1131)
- [Scroll of Feeblemind](#) (1131)
- [Scroll of Hold Monster](#) (1131)
- [Scroll of Mind Fog](#) (1131)
- [Scroll of Symbol of Sleep](#) (1131)
- [Scroll of Breath of Life](#) (1131)
- [Scroll of Raise Dead](#) (1131)

Rank 3 (Level 11) - Elder

Spells/Powers:

- [Symbol of Persuasion](#) ([Religion](#), [Life Magic](#) Tier 6)
- [Mass Strength](#) ([Religion](#), [Life Magic](#) Tier 6)
- [Mass Agility](#) ([Religion](#), [Life Magic](#) Tier 6)
- [Mass Durability](#) ([Religion](#), [Life Magic](#) Tier 6)
- [Mass Intelligence](#) ([Religion](#), [Life Magic](#) Tier 6)
- [Mass Personality](#) ([Religion](#), [Life Magic](#) Tier 6)
- [Mass Hold Person](#) ([Religion](#), [Life Magic](#) Tier 7)
- [Insanity](#) ([Religion](#), [Life Magic](#) Tier 7)
- [Resurrection](#) ([Religion](#), [Life Magic](#) Tier 7)
- [Symbol of Fear](#) ([Religion](#), [Spirit Magic](#) Tier 6)
- [Phantasm IV](#) ([Religion](#), [Spirit Magic](#) Tier 7)
- [Disintegrate](#) ([Religion](#), [Matter Magic](#) Tier 6)

Items For Sale:

- Quarterstaff +15 of Magic Protection (98001)
- [Scroll of Great Heroism](#) (1600)
- [Scroll of Symbol of Persuasion](#) (1600)
- [Scroll of Mass Strength](#) (1600)
- [Scroll of Mass Agility](#) (1600)
- [Scroll of Mass Durability](#) (1600)
- [Scroll of Mass Intelligence](#) (1600)
- [Scroll of Mass Personality](#) (1600)
- [Scroll of Block Enchantment](#) (1600)
- [Scroll of Mass Hold Person](#) (2262)
- [Scroll of Insanity](#) (2262)
- [Scroll of Power Word Halt](#) (2262)
- [Scroll of Resurrection](#) (2262)

Rank 4 (Level 15) - Bishop

Spells/Powers:

- [Mass Charm Monster](#) ([Religion](#), [Life Magic](#) Tier 8)
- [Symbol of Insanity](#) ([Religion](#), [Life Magic](#) Tier 8)
- [Dominate Monster](#) ([Religion](#), [Life Magic](#) Tier 9)
- [Power Word Kill](#) ([Religion](#), [Life Magic](#) Tier 9)
- [Scintillating Pattern](#) ([Religion](#), [Spirit Magic](#) Tier 8)
- [Phantasm VI](#) ([Religion](#), [Spirit Magic](#) Tier 9)
- [Mass Cure Critical](#) ([Religion](#), [Matter Magic](#) Tier 8)
- [Whirling Staff 2](#) ([Staff Mastery](#) Level 15)

Items For Sale:

- Quarterstaff +20 of Magic Protection (162001)
- [Scroll of Mass Charm Monster](#) (3200)
- [Scroll of Power Word Stun](#) (3200)
- [Scroll of Symbol of Insanity](#) (3200)
- [Scroll of Dominate Monster](#) (4525)
- [Scroll of Mass Hold Monster](#) (4525)
- [Scroll of Power Word Kill](#) (4525)

Imperial Order of Natural Philosophers

Created by decree of the Ovidian Emperor, the Order of Natural Philosophers is tasked with studying the world in all its varied grandeur. Philosophers explore, study, and investigate, but since they actually explore the world with its hazards, they do tend to have training in some martial or magical art.

Members of the Order of Natural Philosophers learn skills dealing with bludgeons, staves, bows, dual-wielding, two-handed weapons, and mental resolution. Magical oriented members of the Order get access to scrolls and magical items dealing with Matter Magic.

Rank 1 (Level 5) - Associate

Items For Sale:

- Warhammer +5 of Seeing (18012)
- Quarterstaff +5 of Magic Protection (8001)
- Shortbow +5 of Intelligence (8030)
- Longbow +5 of Acid (18075)
- Robes +5 of Resist Charm (9005)
- Ring of Speed II (8000)
- [Scroll of Speed Burst](#) (25)
- [Scroll of Magic Dagger](#) (25)
- [Scroll of Magic Quarterstaff](#) (25)
- [Scroll of Magic Warhammer](#) (25)
- [Scroll of Magic Shortbow](#) (25)
- [Scroll of Knock](#) (200)
- [Scroll of Barkskin](#) (200)
- [Scroll of Flame Blade](#) (200)
- [Scroll of Haste](#) (400)
- [Scroll of Greater Dagger](#) (400)
- [Scroll of Greater Quarterstaff](#) (400)
- [Scroll of Greater Warhammer](#) (400)
- [Scroll of Greater Shortbow](#) (400)
- [Scroll of Slow](#) (400)
- [Scroll of Magic Leather](#) (400)
- [Scroll of Magic Platemail](#) (400)
- [Scroll of Cure Serious](#) (400)
- [Scroll of Cure Critical](#) (800)
- [Scroll of Stoneskin](#) (800)
- [Potion of Speed Burst](#) (50)
- [Potion of Cure Light](#) (50)
- [Potion of Barkskin](#) (400)
- [Potion of Cure Moderate](#) (400)
- [Potion of Haste](#) (800)

- [Potion of Cure Serious](#) (800)
- [Wand of Virtue](#) (375)
- [Wand of Cure Light](#) (750)
- [Wand of Cure Moderate](#) (6000)
- [Wand of Cure Serious](#) (12000)
- [Wand of Cure Critical](#) (24000)

Rank 2 (Level 8) - Investigator

Spells/Powers:

- [Song of Endurance 2](#) ([Battle Music](#) Level 10)
- [Whirling Staff 1](#) ([Staff Mastery](#) Level 10)
- [Bludgeon Repulsion 1](#) ([Bludgeon Mastery](#) Level 10)
- [Power Bowshot 1](#) ([Bow Mastery](#) Level 10)
- [Two Handed Berserk 1](#) ([Two Handed](#) Level 10)
- [Dual Wield Skirmish 1](#) ([Dual Wield](#) Level 10)
- [Stout Fortitude 1](#) ([Improved Material](#) Level 10)

Items For Sale:

- Warhammer +10 of Seeing (50012)
- Quarterstaff +10 of Magic Protection (32001)
- Composite Bow +10 of Intelligence (32100)
- Longbow +10 of Acid (50075)
- Robes +10 of Spirit Protection (25005)
- Ring of Speed V (50000)
- [Scroll of Mass Cure Light](#) (1131)
- [Scroll of Hammer of Disruption](#) (1131)
- [Scroll of Increase Density](#) (1131)

Rank 3 (Level 11) - Philosopher

Items For Sale:

- Warhammer +15 of Seeing (98012)
- Quarterstaff +15 of Magic Protection (72001)
- Strongbow +15 of Force (98150)
- Composite Bow +15 of Intelligence (72100)
- Robes +15 of Resist Charm (49005)
- Ring of Speed VII (98000)
- [Scroll of Disintegrate](#) (1600)
- [Scroll of Warrior Transform](#) (1600)
- [Scroll of Mass Cure Moderate](#) (1600)
- [Scroll of Heal](#) (1600)
- [Scroll of Incorporeal Body](#) (2262)
- [Scroll of Mass Cure Serious](#) (2262)

Rank 4 (Level 15) - Senior Philosopher

Spells/Powers:

- [Song of Endurance 3](#) ([Battle Music](#) Level 15)
- [Whirling Staff 2](#) ([Staff Mastery](#) Level 15)
- [Bludgeon Repulsion 2](#) ([Bludgeon Mastery](#) Level 15)

- [Power Bowshot 2](#) ([Bow Mastery](#) Level 15)
- [Two Handed Berserk 2](#) ([Two Handed](#) Level 15)
- [Dual Wield Skirmish 2](#) ([Dual Wield](#) Level 15)
- [Stout Fortitude 2](#) ([Improved Material](#) Level 15)

Items For Sale:

- Warhammer +20 of Seeing (162012)
- Quarterstaff +20 of Magic Protection (128001)
- Strongbow +20 of Force (162150)
- Robes +20 of Spirit Protection (81005)
- Ring of Speed IX (162000)
- [Scroll of Iron Body](#) (3200)
- [Scroll of Mass Cure Critical](#) (3200)
- [Scroll of Mass Heal](#) (4525)

Verdant Rangers of Northfell

The Northfell is a wild and sparsely populated kingdom, so the soldiers of the kingdom are better versed in wilderness lore than in standard soldiery. The Rangers of Northfell are nonetheless formidable warriors, often with blade and bow. The Rangers take a variety of folks into their ranks, men, elves, dwarves, stalwart fighters, stealthy scouts, tricky mages, and all look out for the interest of the common folks of Northfell.

Rangers of Northfell gain powers related to heavy blades, bows, and dodging. Spellcasters get access to the full range of Spirit Magic items and scrolls.

Rank 1 (Level 5) - Lookout

Items For Sale:

- Longsword +5 of Strength (18015)
- Longbow +5 of Acid (8075)
- Shortbow +5 of Illusion (18030)
- Leather Armor +5 of Agility (9025)
- Ring of Accuracy II (8000)
- [Scroll of Color Spray](#) (25)
- [Scroll of Hypnotic Pattern](#) (200)
- [Scroll of Invisibility](#) (200)
- [Scroll of Scare](#) (200)
- [Scroll of Displacement](#) (400)
- [Scroll of Invisibility Sphere](#) (400)
- [Scroll of Greater Invisibility](#) (800)
- [Scroll of Rainbow Pattern](#) (800)
- [Scroll of Panic](#) (800)
- [Scroll of Phantasm I](#) (800)
- [Potion of Blur](#) (400)
- [Potion of Invisibility](#) (400)
- [Potion of Displacement](#) (800)
- [Wand of Color Spray](#) (750)
- [Wand of Scare](#) (6000)
- [Wand of Rainbow Pattern](#) (24000)

Rank 2 (Level 8) - Guard

Spells/Powers:

- [Heavy Blade Precision 1](#) ([Heavy Blade Mastery](#) Level 10)
- [Power Bowshot 1](#) ([Bow Mastery](#) Level 10)
- [Marksman Bullseye 1](#) ([Marksman](#) Level 10)
- [Acrobatic Escape 1](#) ([Improved Energetic](#) Level 10)
- [Song of Courage 2](#) ([Heroic Music](#) Level 10)

Items For Sale:

- Longsword +10 of Strength (50015)
- Composite Bow +10 of Speed (50100)
- Longbow +10 of Acid (32075)
- Leather Armor +10 of Agility (25025)
- Ring of Accuracy V (50000)
- [Scroll of Nightmare](#) (1131)
- [Scroll of Shadow Strike](#) (1131)
- [Scroll of Phantasm II](#) (1131)

Rank 3 (Level 11) - Ranger

Items For Sale:

- Longsword +15 of Strength (98015)
- Composite Bow +15 of Speed (98100)
- Strongbow +15 of Force (72150)
- Leather Armor +15 of Agility (49025)
- Ring of Accuracy VII (98000)
- [Scroll of Shadow Walk](#) (1600)
- [Scroll of Symbol of Fear](#) (1600)
- [Scroll of Phantasm III](#) (1600)
- [Scroll of Mass Invisibility](#) (2262)
- [Scroll of Phantasm IV](#) (2262)

Rank 4 (Level 15) - Master Ranger

Spells/Powers:

- [Heavy Blade Precision 2](#) ([Heavy Blade Mastery](#) Level 15)
- [Power Bowshot 2](#) ([Bow Mastery](#) Level 15)
- [Marksman Bullseye 2](#) ([Marksman](#) Level 15)
- [Acrobatic Escape 2](#) ([Improved Energetic](#) Level 15)
- [Song of Courage 3](#) ([Heroic Music](#) Level 15)

Items For Sale:

- Longsword +20 of Strength (162015)
- Strongbow +20 of Force (162150)
- Leather Armor +20 of Agility (81025)
- Ring of Accuracy IX (162000)
- [Scroll of Scintillating Pattern](#) (3200)
- [Scroll of Shadow Fireball](#) (3200)
- [Scroll of Phantasm V](#) (3200)
- [Scroll of Phantasm VI](#) (4525)

Shadow Guild

The Shadow Guild is a loose confederation of merchant organizations and thieves guilds throughout the Middle World. Shadow Guild members range from providing clandestine but legitimate services to mercantile organizations, to outright brigandry.

Shadow Guild chapters provide training in a variety of areas for all classes. Blades and bows are common weapons, and members sometimes learn dodging and singing skills. Finally, Shadow Guild mages have access to a full array of Spirit Magic scrolls and items.

Rank 1 (Level 5) - Apprentice

Items For Sale:

- Dagger +5 of Stealth (18002)
- Longsword +5 of Strength (8015)
- Shortbow +5 of Speed (8030)
- Longbow +5 of Speed (18075)
- Leather Armor +5 of Agility (9025)
- Amulet of Trapfinding III (18000)
- [Scroll of Color Spray](#) (25)
- [Scroll of Hypnotic Pattern](#) (200)
- [Scroll of Invisibility](#) (200)
- [Scroll of Scare](#) (200)
- [Scroll of Displacement](#) (400)
- [Scroll of Invisibility Sphere](#) (400)
- [Scroll of Greater Invisibility](#) (800)
- [Scroll of Rainbow Pattern](#) (800)
- [Scroll of Panic](#) (800)
- [Scroll of Phantasm I](#) (800)
- [Potion of Blur](#) (400)
- [Potion of Invisibility](#) (400)
- [Potion of Displacement](#) (800)
- [Wand of Color Spray](#) (750)
- [Wand of Scare](#) (6000)
- [Wand of Rainbow Pattern](#) (24000)

Rank 2 (Level 8) - Footpad

Spells/Powers:

- [Light Blade Lunge 1](#) ([Light Blade Mastery](#) Level 10)
- [Heavy Blade Precision 1](#) ([Heavy Blade Mastery](#) Level 10)
- [Power Bowshot 1](#) ([Bow Mastery](#) Level 10)
- [Duelist Maneuver 1](#) ([Duelist](#) Level 10)
- [Marksman Bullseye 1](#) ([Marksman](#) Level 10)
- [Acrobatic Escape 1](#) ([Improved Energetic](#) Level 10)

Items For Sale:

- Dagger +10 of Stealth (50002)
- Longsword +10 of Strength (32015)
- Composite Bow +10 of Speed (50100)
- Longbow +10 of Speed (32075)

- Leather Armor +10 of Agility (25025)
- Amulet of Trapfinding V (50000)
- [Scroll of Nightmare](#) (1131)
- [Scroll of Shadow Strike](#) (1131)
- [Scroll of Phantasm II](#) (1131)

Rank 3 (Level 11) - Guild Thief

Items For Sale:

- Dagger +15 of Stealth (98002)
- Longsword +15 of Strength (72015)
- Composite Bow +15 of Speed (98100)
- Strongbow +15 of Speed (72150)
- Leather Armor +15 of Agility (49025)
- Amulet of Trapfinding VII (98000)
- [Scroll of Shadow Walk](#) (1600)
- [Scroll of Symbol of Fear](#) (1600)
- [Scroll of Phantasm III](#) (1600)
- [Scroll of Mass Invisibility](#) (2262)
- [Scroll of Phantasm IV](#) (2262)

Rank 4 (Level 15) - Master Thief

Spells/Powers:

- [Light Blade Lunge 2](#) ([Light Blade Mastery](#) Level 15)
- [Heavy Blade Precision 2](#) ([Heavy Blade Mastery](#) Level 15)
- [Power Bowshot 2](#) ([Bow Mastery](#) Level 15)
- [Duelist Maneuver 2](#) ([Duelist](#) Level 15)
- [Marksman Bullseye 2](#) ([Marksman](#) Level 15)
- [Acrobatic Escape 2](#) ([Improved Energetic](#) Level 15)
- [Song of Silence 2](#) ([Shadow Music](#) Level 15)
- [Song of Quickness 2](#) ([Shadow Music](#) Level 15)

Items For Sale:

- Dagger +20 of Stealth (162002)
- Longsword +20 of Strength (128015)
- Strongbow +20 of Speed (162150)
- Leather Armor +20 of Agility (81025)
- Amulet of Trapfinding IX (162000)
- [Scroll of Scintillating Pattern](#) (3200)
- [Scroll of Shadow Fireball](#) (3200)
- [Scroll of Phantasm V](#) (3200)
- [Scroll of Phantasm VI](#) (4525)

Church of Siffa Silverleaf

Siffa Silverleaf is the goddess of elves, freedom, and madness. Siffa's followers reject authority, often taking eccentric and controversial actions for little apparent reason. Siffa is known to appear as an elven archer with a dangerous glint in her eyes.

Spell-casting followers of Siffa are recommended to have the Religion skill, and gain spells from the Spirit

Magic, High Magic, and Void Magic domains. Her followers often wield a bow as the weapon of their choice.

Rank 1 (Level 5) - Acolyte

Spells/Powers:

- [Displacement](#) ([Religion](#), [Spirit Magic](#) Tier 3)
- [Invisibility Sphere](#) ([Religion](#), [Spirit Magic](#) Tier 3)
- [Greater Invisibility](#) ([Religion](#), [Spirit Magic](#) Tier 4)
- [Rainbow Pattern](#) ([Religion](#), [Spirit Magic](#) Tier 4)
- [Phantasm I](#) ([Religion](#), [Spirit Magic](#) Tier 4)
- [Dispel Curse](#) ([Religion](#), [High Magic](#) Tier 3)
- [Freedom](#) ([Religion](#), [High Magic](#) Tier 4)
- [Exhaustion](#) ([Religion](#), [Void Magic](#) Tier 3)

Items For Sale:

- Shortbow +5 of Speed (8030)
- Longbow +5 of Speed (18075)
- [Scroll of Color Spray](#) (25)
- [Scroll of Hypnotic Pattern](#) (200)
- [Scroll of Invisibility](#) (200)
- [Scroll of Scare](#) (200)
- [Scroll of Displacement](#) (400)
- [Scroll of Invisibility Sphere](#) (400)
- [Scroll of Greater Invisibility](#) (800)
- [Scroll of Rainbow Pattern](#) (800)
- [Scroll of Panic](#) (800)
- [Scroll of Phantasm I](#) (800)
- [Potion of Blur](#) (400)
- [Potion of Invisibility](#) (400)
- [Potion of Displacement](#) (800)
- [Wand of Color Spray](#) (750)
- [Wand of Scare](#) (6000)
- [Wand of Rainbow Pattern](#) (24000)

Rank 2 (Level 8) - Priest/Priestess

Spells/Powers:

- [Shadow Strike](#) ([Religion](#), [Spirit Magic](#) Tier 5)
- [Phantasm II](#) ([Religion](#), [Spirit Magic](#) Tier 5)
- [Break Enchantment](#) ([Religion](#), [High Magic](#) Tier 5)
- [Slay Living](#) ([Religion](#), [Void Magic](#) Tier 5)
- [Power Bowshot 1](#) ([Bow Mastery](#) Level 10)

Items For Sale:

- Longbow +10 of Speed (50075)
- Composite Bow +10 of Speed (32100)
- [Scroll of Nightmare](#) (1131)
- [Scroll of Shadow Strike](#) (1131)
- [Scroll of Phantasm II](#) (1131)

Rank 3 (Level 11) - Elder

Spells/Powers:

- [Shadow Walk](#) ([Religion](#), [Spirit Magic](#) Tier 6)
- [Phantasm III](#) ([Religion](#), [Spirit Magic](#) Tier 6)
- [Mass Invisibility](#) ([Religion](#), [Spirit Magic](#) Tier 7)
- [Phantasm IV](#) ([Religion](#), [Spirit Magic](#) Tier 7)
- [Dispel Curse II](#) ([Religion](#), [High Magic](#) Tier 6)
- [Greater Restoration](#) ([Religion](#), [High Magic](#) Tier 7)
- [Harm](#) ([Religion](#), [Void Magic](#) Tier 6)
- [Destruction](#) ([Religion](#), [Void Magic](#) Tier 7)

Items For Sale:

- Longbow +15 of Speed (98075)
- Composite Bow +15 of Speed (72100)
- [Scroll of Shadow Walk](#) (1600)
- [Scroll of Symbol of Fear](#) (1600)
- [Scroll of Phantasm III](#) (1600)
- [Scroll of Mass Invisibility](#) (2262)
- [Scroll of Phantasm IV](#) (2262)

Rank 4 (Level 15) - Bishop

Spells/Powers:

- [Scintillating Pattern](#) ([Religion](#), [Spirit Magic](#) Tier 8)
- [Shadow Fireball](#) ([Religion](#), [Spirit Magic](#) Tier 8)
- [Phantasm VI](#) ([Religion](#), [Spirit Magic](#) Tier 9)
- [Mind Blank](#) ([Religion](#), [High Magic](#) Tier 8)
- [Wish: Ally](#) ([Religion](#), [High Magic](#) Tier 9)
- [Power Bowshot 2](#) ([Bow Mastery](#) Level 15)

Items For Sale:

- Longbow +20 of Speed (162075)
- Composite Bow +20 of Speed (162100)
- [Scroll of Scintillating Pattern](#) (3200)
- [Scroll of Shadow Fireball](#) (3200)
- [Scroll of Phantasm V](#) (3200)
- [Scroll of Phantasm VI](#) (4525)

Skalds of the Granite Isles

Sit down, raise your mugs, and listen to a glorious song, my friends! The Skalds began as a troupe of wandering bards, leaving the Granite Isles to travel the world. Soon, more troupes sprung up, and now the Skalds have wandering minstrels from all lands and races of the Middle World!

The Skalds primarily specialize in singing skills, and grant a large number of powers to their members. Skalds often wield axes and shields, and there are even Skald spellcasters who ably use Energy Magic spells.

Rank 1 (Level 5) - Apprentice

Items For Sale:

- Battleaxe +5 of Durability (18010)
- Buckler +5 of Free Action (9005)
- Crown of Personality II (8000)
- [Scroll of Burst of Flame](#) (25)
- [Scroll of Faerie Fire](#) (25)
- [Scroll of Sound Burst](#) (200)
- [Scroll of Fire Bolt](#) (400)
- [Scroll of Fire Burst](#) (400)
- [Scroll of Searing Light](#) (400)
- [Scroll of Deafening Shout](#) (800)
- [Scroll of Explosion](#) (800)
- [Scroll of Energize Self](#) (800)
- [Wand of Flare](#) (375)
- [Wand of Magic Missile](#) (750)
- [Wand of Sound Burst](#) (6000)
- [Wand of Fire Bolt](#) (12000)
- [Wand of Explosion](#) (24000)

Rank 2 (Level 8) - Minstrel

Spells/Powers:

- [Song of Courage 2](#) ([Heroic Music](#) Level 10)
- [Song of Endurance 2](#) ([Battle Music](#) Level 10)
- [Song of Persuasion 2](#) ([Heroic Music](#) Level 10)
- [Song of Rage 2](#) ([Battle Music](#) Level 10)
- [Tremendous Axe Strike 1](#) ([Axe Mastery](#) Level 10)
- [Shield Wall 1](#) ([Shield](#) Level 10)
- [Resolute Belief 1](#) ([Improved Spiritual](#) Level 10)

Items For Sale:

- Battleaxe +10 of Durability (50010)
- Buckler +10 of Energy Protection (25005)
- Crown of Personality IV (32000)
- [Scroll of Eruption](#) (1131)
- [Scroll of Flame Strike](#) (1131)

Rank 3 (Level 11) - Bard

Items For Sale:

- Battleaxe +15 of Durability (98010)
- Buckler +15 of Free Action (49005)
- Crown of Personality VI (72000)
- [Scroll of Reverse Energy](#) (1600)
- [Scroll of Fireball](#) (1600)
- [Scroll of Sunbeam](#) (2262)
- [Scroll of Divine Outburst](#) (2262)
- [Scroll of Cage of Force](#) (2262)

Rank 4 (Level 15) - Skald

Spells/Powers:

- [Song of Courage 3](#) ([Heroic Music](#) Level 15)
- [Song of Endurance 3](#) ([Battle Music](#) Level 15)
- [Song of Persuasion 3](#) ([Heroic Music](#) Level 15)
- [Song of Rage 3](#) ([Battle Music](#) Level 15)
- [Song of Concentration 2](#) ([Wondrous Music](#) Level 15)
- [Song of Cunning 2](#) ([Shadow Music](#) Level 15)
- [Song of Mysticism 2](#) ([Wondrous Music](#) Level 15)
- [Song of Quickness 2](#) ([Shadow Music](#) Level 15)
- [Song of Silence 2](#) ([Shadow Music](#) Level 15)
- [Song of Willpower 2](#) ([Wondrous Music](#) Level 15)
- [Tremendous Axe Strike 2](#) ([Axe Mastery](#) Level 15)
- [Shield Wall 2](#) ([Shield](#) Level 15)
- [Resolute Belief 2](#) ([Improved Spiritual](#) Level 15)

Items For Sale:

- Battleaxe +20 of Durability (162010)
- Buckler +20 of Energy Protection (81005)
- Crown of Personality VIII (128000)
- [Scroll of Sunburst](#) (3200)
- [Scroll of Overwhelming Shout](#) (3200)
- [Scroll of Fire Storm](#) (3200)
- [Scroll of Meteor Swarm](#) (4525)

Church of Thunor

Thunor is the god of storms, war, and revolution. His followers stand up for the oppressed, find rules and laws onerous, and have little respect for authority.

Spell-casting followers of Thunor are recommended to have the Religion skill, and gain spells from the Elemental Magic, Energy Magic, and Matter Magic domains. His followers often wield a bludgeon as the weapon of their choice.

Rank 1 (Level 5) - Acolyte

Spells/Powers:

- [Air Elemental II](#) ([Religion](#), [Elemental Magic](#) Tier 3)
- [Icy Cloud](#) ([Religion](#), [Elemental Magic](#) Tier 3)
- [Lightning Bolt](#) ([Religion](#), [Elemental Magic](#) Tier 3)
- [Earth Shield](#) ([Religion](#), [Elemental Magic](#) Tier 4)
- [Ice Storm](#) ([Religion](#), [Elemental Magic](#) Tier 4)
- [Fire Elemental II](#) ([Religion](#), [Elemental Magic](#) Tier 4)
- [Frost Shield](#) ([Religion](#), [Elemental Magic](#) Tier 4)
- [Fire Bolt](#) ([Religion](#), [Energy Magic](#) Tier 3)
- [Explosion](#) ([Religion](#), [Energy Magic](#) Tier 4)
- [Greater Warhammer](#) ([Religion](#), [Matter Magic](#) Tier 3)

Items For Sale:

- Warhammer +5 of Lightning (18012)
- [Scroll of Air Armor](#) (25)
- [Scroll of Lightning Touch](#) (25)
- [Scroll of Endure Elements](#) (25)

- [Scroll of Fire Elemental I](#) (200)
- [Scroll of Acid Arrow](#) (200)
- [Scroll of Earth Elemental I](#) (200)
- [Scroll of Fire Protection](#) (200)
- [Scroll of Cold Protection](#) (200)
- [Scroll of Lightning Protection](#) (200)
- [Scroll of Air Elemental II](#) (400)
- [Scroll of Icy Cloud](#) (400)
- [Scroll of Poison Ball](#) (400)
- [Scroll of Lightning Bolt](#) (400)
- [Scroll of Earth Shield](#) (800)
- [Scroll of Ice Storm](#) (800)
- [Scroll of Air Elemental III](#) (800)
- [Scroll of Fire Elemental II](#) (800)
- [Scroll of Fire Shield](#) (800)
- [Scroll of Frost Shield](#) (800)
- [Potion of Endure Elements](#) (50)
- [Potion of Fire Protection](#) (400)
- [Potion of Cold Protection](#) (400)
- [Potion of Lightning Protection](#) (400)
- [Wand of Ray of Frost](#) (375)
- [Wand of Poison Ball](#) (12000)
- [Wand of Lightning Bolt](#) (12000)
- [Wand of Ice Storm](#) (24000)

Rank 2 (Level 8) - Priest/Priestess

Spells/Powers:

- [Air Elemental IV](#) ([Religion](#), [Elemental Magic](#) Tier 5)
- [Burst of Cold](#) ([Religion](#), [Elemental Magic](#) Tier 5)
- [Earth Elemental II](#) ([Religion](#), [Elemental Magic](#) Tier 5)
- [Eruption](#) ([Religion](#), [Energy Magic](#) Tier 5)
- [Hammer of Disruption](#) ([Religion](#), [Matter Magic](#) Tier 5)
- [Bludgeon Repulsion 1](#) ([Bludgeon Mastery](#) Level 10)

Items For Sale:

- Warhammer +10 of Lightning (50012)
- [Scroll of Air Elemental IV](#) (1131)
- [Scroll of Poison Cloud](#) (1131)
- [Scroll of Burst of Cold](#) (1131)
- [Scroll of Fire Elemental III](#) (1131)
- [Scroll of Earth Elemental II](#) (1131)

Rank 3 (Level 11) - Elder

Spells/Powers:

- [Fire Elemental IV](#) ([Religion](#), [Elemental Magic](#) Tier 6)
- [Lightning](#) ([Religion](#), [Elemental Magic](#) Tier 6)
- [Earth Elemental III](#) ([Religion](#), [Elemental Magic](#) Tier 6)
- [Air Elemental V](#) ([Religion](#), [Elemental Magic](#) Tier 7)
- [Acid Fog](#) ([Religion](#), [Elemental Magic](#) Tier 7)
- [Fireball](#) ([Religion](#), [Energy Magic](#) Tier 6)

- [Sunbeam](#) ([Religion](#), [Energy Magic](#) Tier 7)
- [Warrior Transform](#) ([Religion](#), [Matter Magic](#) Tier 6)

Items For Sale:

- Warhammer +15 of Lightning (98012)
- [Scroll of Fire Elemental IV](#) (1600)
- [Scroll of Poison Fog](#) (1600)
- [Scroll of Lightning](#) (1600)
- [Scroll of Earth Elemental III](#) (1600)
- [Scroll of Air Elemental V](#) (2262)
- [Scroll of Acid Fog](#) (2262)
- [Scroll of Earth Elemental IV](#) (2262)

Rank 4 (Level 15) - Bishop

Spells/Powers:

- [Fiery Cloud](#) ([Religion](#), [Elemental Magic](#) Tier 8)
- [Fire Elemental V](#) ([Religion](#), [Elemental Magic](#) Tier 8)
- [Earth Elemental V](#) ([Religion](#), [Elemental Magic](#) Tier 9)
- [Overwhelming Shout](#) ([Religion](#), [Energy Magic](#) Tier 8)
- [Meteor Swarm](#) ([Religion](#), [Energy Magic](#) Tier 9)
- [Iron Body](#) ([Religion](#), [Matter Magic](#) Tier 8)
- [Bludgeon Repulsion 2](#) ([Bludgeon Mastery](#) Level 15)

Items For Sale:

- Warhammer +20 of Lightning (162012)
- [Scroll of Fiery Cloud](#) (3200)
- [Scroll of Fire Elemental V](#) (3200)
- [Scroll of Earth Elemental V](#) (4525)

School of Transmutation

The School of Transmutation houses the least selfish and most generous members of Ye Moste Highe Order of the Auguste Wizardes, admittedly a low bar. The school specializes in manipulation and transformation of life and matter itself, including many of the life-saving healing spells. Even the healers, though, can be sucked into maddening competitions of magic that serve little practical purposes. Transmuters specialize in Life Magic and Matter Magic, manipulating bodies and substances with great proficiency.

The main benefit of the School of Transmutation are the many spell scrolls available, particularly of Life or Matter magics. As such, members are strongly recommended to have the Arcane Magic skill, as well as one of the skills Life Magic or Matter Magic.

Rank 1 (Level 5) - Apprentice

Items For Sale:

- [Scroll of Speed Burst](#) (25)
- [Scroll of Magic Dagger](#) (25)
- [Scroll of Magic Quarterstaff](#) (25)
- [Scroll of Magic Warhammer](#) (25)
- [Scroll of Magic Shortbow](#) (25)
- [Scroll of Knock](#) (200)

- [Scroll of Barkskin](#) (200)
- [Scroll of Flame Blade](#) (200)
- [Scroll of Sleep](#) (25)
- [Scroll of Bane](#) (25)
- [Scroll of Bless](#) (25)
- [Scroll of Idiocy](#) (200)
- [Scroll of Strength](#) (200)
- [Scroll of Agility](#) (200)
- [Scroll of Durability](#) (200)
- [Scroll of Intelligence](#) (200)
- [Scroll of Personality](#) (200)
- [Scroll of Remove Paralysis](#) (200)
- [Scroll of Cure Poison](#) (200)
- [Scroll of Haste](#) (400)
- [Scroll of Greater Quarterstaff](#) (400)
- [Scroll of Greater Shortbow](#) (400)
- [Scroll of Magic Leather](#) (400)
- [Scroll of Cure Serious](#) (400)
- [Scroll of Stoneskin](#) (800)
- [Scroll of Deep Sleep](#) (400)
- [Scroll of Hold Person](#) (400)
- [Scroll of Charm Monster](#) (800)
- [Scroll of Despair](#) (800)
- [Scroll of Neutralize Poison](#) (800)

Rank 2 (Level 8) - Magician

Items For Sale:

- [Scroll of Haste](#) (400)
- [Scroll of Greater Dagger](#) (400)
- [Scroll of Greater Quarterstaff](#) (400)
- [Scroll of Greater Warhammer](#) (400)
- [Scroll of Greater Shortbow](#) (400)
- [Scroll of Slow](#) (400)
- [Scroll of Magic Leather](#) (400)
- [Scroll of Magic Platemail](#) (400)
- [Scroll of Cure Serious](#) (400)
- [Scroll of Cure Critical](#) (800)
- [Scroll of Stoneskin](#) (800)
- [Scroll of Deep Sleep](#) (400)
- [Scroll of Heroism](#) (400)
- [Scroll of Hold Person](#) (400)
- [Scroll of Life Force](#) (400)
- [Scroll of Charm Monster](#) (800)
- [Scroll of Confusion](#) (800)
- [Scroll of Despair](#) (800)
- [Scroll of Remove Augmentation](#) (800)
- [Scroll of Neutralize Poison](#) (800)
- [Scroll of Mass Cure Light](#) (1131)
- [Scroll of Increase Density](#) (1131)
- [Scroll of Dominate Person](#) (1131)
- [Scroll of Hold Monster](#) (1131)
- [Scroll of Symbol of Sleep](#) (1131)

- [Scroll of Raise Dead](#) (1131)

Rank 3 (Level 11) - Wizard/Wizardess

Items For Sale:

- [Scroll of Mass Cure Light](#) (1131)
- [Scroll of Hammer of Disruption](#) (1131)
- [Scroll of Increase Density](#) (1131)
- [Scroll of Dominate Person](#) (1131)
- [Scroll of Feeblemind](#) (1131)
- [Scroll of Hold Monster](#) (1131)
- [Scroll of Mind Fog](#) (1131)
- [Scroll of Symbol of Sleep](#) (1131)
- [Scroll of Breath of Life](#) (1131)
- [Scroll of Raise Dead](#) (1131)
- [Scroll of Disintegrate](#) (1600)
- [Scroll of Mass Cure Moderate](#) (1600)
- [Scroll of Incorporeal Body](#) (2262)
- [Scroll of Great Heroism](#) (1600)
- [Scroll of Mass Strength](#) (1600)
- [Scroll of Mass Durability](#) (1600)
- [Scroll of Mass Personality](#) (1600)
- [Scroll of Mass Hold Person](#) (2262)
- [Scroll of Power Word Halt](#) (2262)

Rank 4 (Level 15) - Transmuter

Items For Sale:

- [Scroll of Disintegrate](#) (1600)
- [Scroll of Warrior Transform](#) (1600)
- [Scroll of Mass Cure Moderate](#) (1600)
- [Scroll of Heal](#) (1600)
- [Scroll of Incorporeal Body](#) (2262)
- [Scroll of Mass Cure Serious](#) (2262)
- [Scroll of Great Heroism](#) (1600)
- [Scroll of Symbol of Persuasion](#) (1600)
- [Scroll of Mass Strength](#) (1600)
- [Scroll of Mass Agility](#) (1600)
- [Scroll of Mass Durability](#) (1600)
- [Scroll of Mass Intelligence](#) (1600)
- [Scroll of Mass Personality](#) (1600)
- [Scroll of Block Enchantment](#) (1600)
- [Scroll of Mass Hold Person](#) (2262)
- [Scroll of Insanity](#) (2262)
- [Scroll of Power Word Halt](#) (2262)
- [Scroll of Resurrection](#) (2262)
- [Scroll of Iron Body](#) (3200)
- [Scroll of Mass Cure Critical](#) (3200)
- [Scroll of Mass Heal](#) (4525)
- [Scroll of Mass Charm Monster](#) (3200)
- [Scroll of Power Word Stun](#) (3200)
- [Scroll of Symbol of Insanity](#) (3200)

- [Scroll of Dominate Monster](#) (4525)
- [Scroll of Mass Hold Monster](#) (4525)
- [Scroll of Power Word Kill](#) (4525)

Church of Tyr

Tyr is the god of law, blacksmiths, and dwarves. His followers uphold the rule of law at all costs. Tyr often appears as a sturdy dwarven blacksmith, wielding a mighty two-handed axe.

Spell-casting followers of Tyr are recommended to have the Religion skill, and gain spells from the Matter Magic, Life Magic, and Elemental Magic domains. His followers often wield an axe as the weapon of their choice.

Rank 1 (Level 5) - Acolyte

Spells/Powers:

- [Haste](#) ([Religion](#), [Matter Magic](#) Tier 3)
- [Slow](#) ([Religion](#), [Matter Magic](#) Tier 3)
- [Magic Leather](#) ([Religion](#), [Matter Magic](#) Tier 3)
- [Magic Platemail](#) ([Religion](#), [Matter Magic](#) Tier 3)
- [Cure Serious](#) ([Religion](#), [Matter Magic](#) Tier 3)
- [Cure Critical](#) ([Religion](#), [Matter Magic](#) Tier 4)
- [Stoneskin](#) ([Religion](#), [Matter Magic](#) Tier 4)
- [Hold Person](#) ([Religion](#), [Life Magic](#) Tier 3)
- [Neutralize Poison](#) ([Religion](#), [Life Magic](#) Tier 4)
- [Earth Shield](#) ([Religion](#), [Elemental Magic](#) Tier 4)

Items For Sale:

- Greataxe +5 of Durability (18020)
- [Scroll of Speed Burst](#) (25)
- [Scroll of Magic Dagger](#) (25)
- [Scroll of Magic Quarterstaff](#) (25)
- [Scroll of Magic Warhammer](#) (25)
- [Scroll of Magic Shortbow](#) (25)
- [Scroll of Knock](#) (200)
- [Scroll of Barkskin](#) (200)
- [Scroll of Flame Blade](#) (200)
- [Scroll of Haste](#) (400)
- [Scroll of Greater Dagger](#) (400)
- [Scroll of Greater Quarterstaff](#) (400)
- [Scroll of Greater Warhammer](#) (400)
- [Scroll of Greater Shortbow](#) (400)
- [Scroll of Slow](#) (400)
- [Scroll of Magic Leather](#) (400)
- [Scroll of Magic Platemail](#) (400)
- [Scroll of Cure Serious](#) (400)
- [Scroll of Cure Critical](#) (800)
- [Scroll of Stoneskin](#) (800)
- [Potion of Speed Burst](#) (50)
- [Potion of Cure Light](#) (50)
- [Potion of Barkskin](#) (400)
- [Potion of Cure Moderate](#) (400)

- [Potion of Haste](#) (800)
- [Potion of Cure Serious](#) (800)
- [Wand of Virtue](#) (375)
- [Wand of Cure Light](#) (750)
- [Wand of Cure Moderate](#) (6000)
- [Wand of Cure Serious](#) (12000)
- [Wand of Cure Critical](#) (24000)

Rank 2 (Level 8) - Priest/Priestess

Spells/Powers:

- [Mass Cure Light](#) ([Religion](#), [Matter Magic](#) Tier 5)
- [Hammer of Disruption](#) ([Religion](#), [Matter Magic](#) Tier 5)
- [Hold Monster](#) ([Religion](#), [Life Magic](#) Tier 5)
- [Earth Elemental II](#) ([Religion](#), [Elemental Magic](#) Tier 5)
- [Tremendous Axe Strike 1](#) ([Axe Mastery](#) Level 10)

Items For Sale:

- Greataxe +10 of Durability (50020)
- [Scroll of Mass Cure Light](#) (1131)
- [Scroll of Hammer of Disruption](#) (1131)
- [Scroll of Increase Density](#) (1131)

Rank 3 (Level 11) - Elder

Spells/Powers:

- [Warrior Transform](#) ([Religion](#), [Matter Magic](#) Tier 6)
- [Mass Cure Moderate](#) ([Religion](#), [Matter Magic](#) Tier 6)
- [Heal](#) ([Religion](#), [Matter Magic](#) Tier 6)
- [Mass Cure Serious](#) ([Religion](#), [Matter Magic](#) Tier 7)
- [Block Enchantment](#) ([Religion](#), [Life Magic](#) Tier 6)
- [Mass Hold Person](#) ([Religion](#), [Life Magic](#) Tier 7)
- [Earth Elemental III](#) ([Religion](#), [Elemental Magic](#) Tier 6)
- [Earth Elemental IV](#) ([Religion](#), [Elemental Magic](#) Tier 7)

Items For Sale:

- Greataxe +15 of Durability (98020)
- [Scroll of Disintegrate](#) (1600)
- [Scroll of Warrior Transform](#) (1600)
- [Scroll of Mass Cure Moderate](#) (1600)
- [Scroll of Heal](#) (1600)
- [Scroll of Incorporeal Body](#) (2262)
- [Scroll of Mass Cure Serious](#) (2262)

Rank 4 (Level 15) - Bishop

Spells/Powers:

- [Iron Body](#) ([Religion](#), [Matter Magic](#) Tier 8)
- [Mass Cure Critical](#) ([Religion](#), [Matter Magic](#) Tier 8)
- [Mass Heal](#) ([Religion](#), [Matter Magic](#) Tier 9)

- [Power Word Stun](#) ([Religion](#), [Life Magic](#) Tier 8)
- [Mass Hold Monster](#) ([Religion](#), [Life Magic](#) Tier 9)
- [Earth Elemental V](#) ([Religion](#), [Elemental Magic](#) Tier 9)
- [Tremendous Axe Strike 2](#) ([Axe Mastery](#) Level 15)

Items For Sale:

- Greataxe +20 of Durability (162020)
- [Scroll of Iron Body](#) (3200)
- [Scroll of Mass Cure Critical](#) (3200)
- [Scroll of Mass Heal](#) (4525)