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What do all those funny words and symbols mean in the charts? Here is a description of each of the fields in the following spell charts:

When: **Camp** This spell can be cast in camp. **Combat** This spell can be cast in combat.
Encounter This spell can be cast during an encounter only.

Duration: • This spell is instantaneous or has some other affect that is not dependent on time.

X This spell has a duration that will increase by power level. i.e. 2x4 means the spell will last for 2 to 4 rounds per power level that it was cast at.

» This spell has a set duration and will not increase with additional power levels. i.e. 2»4 means the spell will last from 2 to 4 rounds only.

Target: The manner of area that the spell will affect.

Self: This spell affects the caster only.

Single Target: This spell affects a single target only.

Multi Target: This spell will affect one target per power level that it is cast.

Variable Area: This spell will affect a area that will grow in size with the increase in power level.

Ray: This spell will affect all those in a path from the caster to the target.

Fixed Size: This spell will affect a fixed size area that will not vary with power level.

Party: This spell will affect the party as a whole. Non-Combat spells only.

All Enemy: This spell will affect all those not friendly to the caster.

All Friendly: This spell will affect all those friendly to the caster.

All Adjacent: This spell will affect all PC's and monsters adjacent to the caster.

Special: This spell has a special area of affect.

Touch: The caster must be adjacent to his intended target.

Rotate: This spell has a shape that can be rotated to align to the casters wish. Hit the 'Return' key to rotate.

Range: This shows the range that the spell has in combat.

X-Power: This spell will increase in range for every power level it is cast at.

Specific Value: This spell may be cast at targets that are up to this value away.

∞: This spell has no range limit.

N/A: Range has no meaning for this spell. First Level Magic User Spells										BASE
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	SAVE	RESIST	DAMAGE	Class	COST
Burning Hands	Combat	•	Touch	1	NO	YES	YES	1 to 3 (X Power)	Fire	2
Chill	Combat	•	Fixed Size	7	YES	YES	YES	1 to 3 (X Power)	Cold	10
Detect Magic	Combat/Camp	3 » 7	Variable Size	15	NO	NO	NO	-	Special	1
Enchanted Blade	Combat/Camp	1 x 1	Single Target	5	YES	NO	NO	-	Special	2
Feather Fall	Camp	2 x 4	Special	N/A	NO	NO	NO	-	Special	10
Identify	Camp	Permanent	Special	N/A	NO	NO	NO	-	Special	25
Jump	Encounter	•	Special	N/A	NO	NO	NO	-	Special	15
Knock	Encounter	•	Special	N/A	NO	NO	NO	-	Special	45
Light	Camp	30 x 30	Special	N/A	NO	NO	NO	-	Special	2
Magic Missile	Combat	•	Multi Target	15	YES	NO	NO	1 to 5	Magical	4
Shield	Combat/Camp	1 x 1	Self	0	NO	NO	NO	-	Special	2
Spider Climb	Encounter	•	Special	N/A	NO	NO	NO	-	Special	12

Second Level Magic User Spells									BASE	
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	SAVE	RESIST	DAMAGE	Class	COST
Detect Secret	Encounter	10 x 30	Party	N/A	NO	NO	NO	-	Special	5
Dig	Encounter	•	Special	∞	NO	NO	NO	-	Special	20
Flame Spikes	Combat	•	All Enemy	∞	NO	+10%	YES	1 to 4 (X Power)	Fire	25
Frozen Palm	Combat	•	Touch	1	NO	YES	YES	2 to 4 (X Power)	Cold	3
Invisibility	Combat/Camp	4 » 10	Multi Target	6	NO	NO	NO	-	Special	5
Itching Skin	Combat	1 x 3	All Enemy	∞	NO	YES	YES	-	Special	8
Levitate	Encounter	5 x 10	Party	N/A	NO	NO	NO	-	Special	15
Limited Blink	Combat	•	Special	2X - Power	NO	NO	NO	-	Special	10
Magic Grip	Combat	•	Touch	1	NO	NO	YES	2 to 6 (X Power)	Magical	4
Protection From Evil	Combat/Camp	2 » 5	Multi Target	5	NO	NO	NO	-	Special	2
Scorched Earth	Combat	•	Ray	2X - Power	YES	YES	YES	2 to 10	Fire	10
Shiver	Combat	•	All Enemy	∞	NO	NO	YES	1 to 2 (X Power)	Cold	20

Third Level Magic User Spells									BASE	
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	SAVE	RESIST	DAMAGE	Class	COST
Arcanic Bubble	Combat/Camp	1 x 2	Self	0	NO	NO	NO	-	Special	20
Deep Freeze	Combat	•	Ray	10	NO	YES	YES	1 to 10 (X Power)	Cold	15
Dispel Magic	Combat/Camp	•	Multi Target	10	NO	NO	NO	-	Special	15
Fire Ball	Combat	•	Variable Size	15	YES	YES	YES	1 to 16	Fire	9
Fly	Encounter	•	Special	∞	NO	NO	NO	-	Special	20
Haste	Combat/Camp	1 x 2	Fixed Size	4	YES	NO	NO	-	Special	35
Major Fumble	Combat	•	Variable Size	10	YES	YES	YES	Fumble Weapon	Special	15
Magic Screen I	Combat/Camp	2 » 8	Multi Target	5	NO	NO	NO	-	Special	10
Radiate	Combat	•	All Adjacent	0	NO	-10%	YES	2 to 15 (X Power)	Magical	25
Slow	Combat	1 x 2	Fixed Size	10	NO	+10%	YES	Slow When In Area	Special	20
Wall Of Force	Combat	1 » 4	Rotate	10	YES	NO	YES	2 to 8 (X Power)	Special	25
Water Breathing	Encounter	10 x 20	Party	∞	NO	NO	NO	-	Special	25

Fourth Level Magic User Spells										BASE
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	SAVE	RESIST	DAMAGE	Class	COST
Cosmic Blast	Combat	•	All Enemy	∞	NO	YES	YES	2 to 4 (X Power)	Magical	30
Flame Tongue	Combat	•	Ray	2X - Power	YES	YES	YES	8 to 16	Fire	18
Improved Arcanic Bubble	Combat/Camp	2 » 6	Multi Target	4	YES	NO	NO	-	Special	30
Tounges	Encounter	•	Special	∞	NO	NO	NO	-	Special	20
Magic Screen II	Combat/Camp	2 » 8	Multi Target	5	YES	NO	NO	-	Special	15
Magic Shield	Combat/Camp	1 x 2	All Adjacent	0	NO	NO	NO	-	Special	10
Minor Attack Deflector	Combat/Camp	1 x 1	Self	0	NO	NO	NO	-	Special	10
Power Drain	Combat	•	Touch	1	NO	YES	YES	Drain 5 to 8 (X Power)	Special	10
Power Surge	Combat/Camp	•	Touch	1	NO	NO	NO	Gain 5 to 8 (X Power)	Special	10
Remove Curse	Combat/Camp	Permanent	Multi Target	1	NO	NO	NO	-	Special	6
Silence 15' Radius	Combat/Camp	1 x 2	Fixed Size	10	NO	+15%	YES	-	Special	15
Wall Of Ice	Combat	1 » 4	Rotate	10	YES	YES	YES	2 to 10 (X Power)	Cold	30

Fifth Level Magic User Spells										BASE
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	SAVE	RESIST	DAMAGE	Class	COST
Blink	Combat	•	Special	2X - Power	NO	NO	NO	-	Special	25
Charm Humanoid	Combat	Permanent	Multi Target	8	NO	Vs. Caster	NO	-	Charm	15
Cure Light Wounds	Combat/Camp	•	Touch	1	NO	NO	NO	Heal 1 to 8 (X Power)	Special	10
Flame Arrow	Combat	•	Single Target	3X-Power	NO	YES	YES	10 - 15 + (5 X Power)	Fire	20
Flash	Combat	•	Ray	10	YES	YES	YES	2-15 (X Power)	Magic	30
Frost Bite	Combat	•	Touch	1	NO	NO	YES	10 to 20 (X Power)	Cold	20
Magic Screen III	Combat/Camp	1 x 2	Multi Target	5	YES	NO	NO	-	Special	45
Minor Spell Deflector	Combat/Camp	1 x 1	Self	0	NO	NO	NO	-	Special	30
Monster Summoning I	Combat	•	Multi Target	12	NO	NO	NO	Summon Monsters	Special	20
Power Gather	Combat/Camp	1 x 5	Single Target	5	YES	NO	NO	Provides Power	Special	40
Power Wither	Combat	1 x 5	Single Target	5	YES	YES	YES	Drains Power	Special	25
Wizard Eye	Camp	1 x 1	Party	N/A	NO	NO	NO	Enhanced View	Special	50

Sixth Level Magic User Spells										BASE
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	SAVE	RESIST	DAMAGE	Class	COST
Annihilate	Combat	•	Ray	4	YES	YES	YES	30-40 (X Power)	Magic	40
Charm Monster	Combat	Permanent	Multi Target	8	NO	Vs Caster	NO	-	Charm	30
Cure Serious Wounds	Combat/Camp	•	Touch	1	NO	NO	NO	Heal 2-16 (X Power)	Special	20
Fear	Combat	1 x 2	Fixed Size	7	YES	YES	YES	-	Mental	35
Magic Screen IV	Combat/Camp	•	Multi Target	5	YES	NO	NO	-	Special	70
Major Attack Deflector	Combat/Camp	3 » 6	Multi Target	6	YES	NO	NO	-	Special	45
Monster Summoning II	Combat	•	Multi Target	12	NO	NO	NO	Summon Monsters	Special	40
Move Earth	Encounter	•	Special	∞	NO	NO	NO	-	Special	50
Thought Lace	Combat/Camp	1 x 1	Party	∞	NO	NO	NO	Added Resist to Charm	Special	50
Solar Flare	Combat	1 x 1	Fixed Size	12	YES	-20%	YES	15 - 25	Fire	50
Stinging Lights	Combat	2 » 2	Multi Target	20	YES	-20%	YES	3 to 18	Magical	15
Wall Of Fire	Combat	1 x 2	Rotate	10	YES	YES	YES	3 to 18	Fire	40

Seventh Level Magic User Spells										BASE
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	SAVE	RESIST	DAMAGE	Class	COST
Arctic Wind	Combat	•	Ray	15	NO	YES	YES	20 - 40 (X Power)	Cold	60
Cure Critical Wounds	Combat/Camp	•	Touch	1	NO	NO	NO	Heal 3 to 24 (X Power)	Special	30
Incendiary Cloud	Combat	2 x 4	Fixed Size	10	YES	YES	YES	10 - 25	Fire	50
Fire Flies	Combat	•	Multi Target	15	NO	-20%	YES	35 - 45	Fire	30
Hail Storm	Combat	1 x 2	Variable Area	10	YES	-20%	YES	15 - 20	Cold	30
Magic Screen V	Combat/Camp	2 » 8	Multi Target	5	YES	NO	NO	-	Special	100
Major Spell Deflector	Combat/Camp	2 » 4	Multi Target	6	YES	NO	NO	-	Special	75
Monster Summoning III	Combat	•	Multi Target	12	NO	NO	NO	Summon Monsters	Special	60
Mass Charm	Combat	Permanent	Variable Size	15	NO	Vs Caster	NO	3 to 24	Charm	50
Mass Invisibility	Combat/Camp	1 x 1	All Friendly	∞	NO	NO	NO	-	Special	50
Mass Sleep	Combat	1 x 1	All Enemy	∞	NO	YES	YES	-	Mental	90
Pulse	Combat	1 x 1	All Adjacent	0	NO	YES	YES	20 - 40	Magic	30

First Level Cleric Spells										BASE
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	SAVE	RESIST	DAMAGE	Class	COST
Bless	Combat/Camp	1 x 2	All Friendly	∞	NO	NO	NO	-	Special	4
Brim Stones	Combat	•	Variable Size	10	YES	YES	YES	1 to 4	Special	3
Cure Light Wounds	Combat/Camp	•	Touch	1	NO	NO	NO	Heal 1 to 8 (X Power)	Special	10
Detect Magic	Combat/Camp	3 » 7	Variable Size	15	NO	NO	NO	-	Special	1
Fearful Thoughts	Combat	1 x 1	Multi Target	8	YES	Yes	YES	-	Special	10
Feather Fall	Camp	•	Special	N/A	NO	NO	NO	-	Special	10
Hold Humanoid	Combat	2 » 4	Multi Target	8	NO	Vs Caster	YES	-	Mental	10
Light	Camp	30 x 30	Special	N/A	NO	NO	NO	-	Special	1
Protection From Cold	Combat/Camp	4 » 12	Multi Target	6	YES	NO	NO	-	Special	4
Protection From Heat	Combat/Camp	4 » 12	Multi Target	6	YES	NO	NO	-	Special	4
Psionic Spear	Combat	•	Ray	3X - Power	NO	Vs Caster	YES	1 to 3	Mental	4
Vorpal Plate	Combat/Camp	1 x 2	Fixed Size	3	YES	NO	NO	-	Special	8

Second Level Cleric Spells										BASE
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	SAVE	RESIST	DAMAGE	Class	COST
Charm Humanoid	Combat	Permanent	Multi Target	8	NO	YES	NO	-	Charm	15
Cure Blindness	Combat/Camp	•	Multi Target	Touch	NO	NO	NO	-	Special	20
Cure Disease	Camp	•	Multi Target	Touch	NO	NO	NO	-	Special	20
Cure Poison	Combat/Camp	•	Multi Target	Touch	NO	NO	NO	-	Special	20
Cure Serious Wounds	Combat/Camp	•	Single Target	Touch	NO	NO	NO	Heal 2-16 (X Power)	Special	20
Detect Secret	Encounter	10 x 30	Party	N/A	NO	NO	NO	-	Special	5
Dumb Struck	Combat	3 » 6	Single Target	3X - Power	NO	Vs Caster	YES	-	Mental	8
Invisibility	Combat/Camp	4 » 10	Multi Target	5	NO	NO	NO	-	Special	5
Itching Skin	Combat	1 x 3	Fixed Size	8	NO	YES	YES	-	Mental	10
Shield From Projectiles	Combat/Camp	1 x 1	Self	0	NO	NO	NO	-	Special	8
Silence 15' Radius	Combat/Camp	1 x 2	Fixed Size	10	NO	+15% to Save	YES	-	Magic	5
Strength	Combat/Camp	3 » 8	Multi Target	1	NO	NO	NO	-	Special	15

Third Level Cleric Spells										BASE
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	SAVE	RESIST	DAMAGE	Class	COST
Confuse	Combat/Camp	1 x 1	Fixed Size	9	YES	YES	YES	-	Special	15
Dispel Magic	Combat/Camp	•	Multi Target	10	YES	NO	NO	-	Special	20
Festering Wounds	Combat	1 x 3	All Enemy	∞	NO	YES	YES	5pts/Round	Chemical	12
Limited Blink	Combat	•	Special	2X - Power	NO	NO	NO	-	Special	10
Mind Duel	Combat	•	Single Target	12	NO	YES	YES	4 to 10 (X Power)	Mental	8
Minor Attack Deflector	Combat/Camp	1 x 1	Self	0	NO	NO	NO	-	Special	10
Protection From Electrical	Combat/Camp	4 » 12	Multi Target	6	YES	NO	NO	-	Special	4
Psi Shield	Combat/Camp	4 » 12	Multi Target	6	YES	NO	NO	-	Special	4
Remove Curse	Combat/Camp	Permanent	Multi Target	1	NO	NO	NO	-	Special	6
Sleep	Combat	1 x 2	Fixed Size	6	NO	+20%	YES	-	Mental	10
Slow	Combat	1 x 2	Fixed Size	10	NO	+10%	YES	Slow When In Area	Special	20
Vorpal Shield	Camp	12 x 24	Party	∞	NO	NO	NO	Reduces Damage by 5	Special	20

Fourth Level Cleric Spells										BASE
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	SAVE	RESIST	DAMAGE	Class	COST
Animate Dead	Camp	Permanent	Multi Target	1	NO	NO	NO	-	Special	65
Cause Blindness	Combat	Permanent	Touch	1	NO	NO	NO	Hinders Attack	Special	15
Cure Critical Wounds	Combat/Camp	•	Touch	1	NO	NO	NO	Heal 3 x 24 (X Power)	Special	30
Entangle	Combat	1 x 2	Fixed Size	8	YES	NO	NO	Slow When In Area	Special	30
Fear	Combat	1 x 2	Fixed Size	7	YES	YES	YES	Will Attempt to Run	Mental	15
Globe Of Invulnerability	Combat/Camp	1 x 1	Self	0	NO	NO	NO	-	Special	50
Haste	Combat/Camp	1 x 2	Fixed Size	4	YES	NO	NO	-	Special	20
Hold Monster	Combat	2 » 4	Multi Target	8	NO	Vs Caster	YES	-	Mental	25
Minor Spell Deflector	Combat/Camp	1 x 1	Self	0	NO	NO	NO	-	Special	30
Poison	Combat	2 x 2	Touch	1	NO	YES	NO	2pts/Round (X Power)	Chemical	25
Protect From Evil 15' Radius	Combat/Camp	1 x 2	Fixed Size	5	YES	NO	NO	-	Special	15
Wall Of Thorns	Combat	1 x 1	Rotate	10	YES	YES	NO	5 - 10	Special	20

Fifth Level Cleric Spells										BASE
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	SAVE	RESIST	DAMAGE	Class	COST
Blade Barrier	Combat	1 x 2	Fixed Size	6	YES	YES	NO	10-15	Special	20
Blink	Combat	•	Special	2X - Power	NO	NO	NO	-	Special	25
Charm Monster	Combat	Permanent	Multi Target	8	NO	Vs Caster	NO	-	Charm	30
Cure Wounds	Combat/Camp	•	Touch	1	NO	NO	NO	8 to 36 (X Power)	Special	14
Disease	Combat	Permanent	Fixed Size	5	YES	YES	YES	2pts/Round	Chemical	30
Enchanted Blades	Combat/Camp	1 » 3	Multi Target	3	YES	NO	NO	-	Special	15
Insect Plague	Combat	2 » 5	Variable Size	8	NO	YES	NO	10 to 20	Special	25
Major Attack Deflector	Combat/Camp	3 » 6	Multi Target	6	YES	NO	NO	-	Special	45
Mass Invisibility	Combat/Camp	1 x 1	All Friendly	∞	NO	NO	NO	-	Special	50
Mind Mines	Combat	2 » 3	Variable Size	20	NO	YES	YES	2 to 10	Mental	15
Stone Shape	Encounter	•	Special	1	NO	NO	NO	-	Special	45
Wall Of Paralysis	Combat	1 x 1	Rotate	10	YES	YES	YES	Paralysis	Mental	25

Sixth Level Cleric Spells										BASE
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	SAVE	RESIST	DAMAGE	Class	COST
Banish	Combat	Permanent	Fixed Size	0	NO	Vs Caster	-5% x Power	Death	Special	125
Flesh to Stone	Combat	Permanent	Single Target	1	NO	+20%	-5% x Power	Death	Special	50
Major Spell Deflector	Combat/Camp	2 » 4	Multi Target	6	NO	NO	NO	-	Special	30
Minor Gate	Combat	•	Multi Target	10	NO	NO	NO	Summon Monsters	Special	40
Part Water	Encounter	•	Special	Special	NO	NO	NO	-	Special	70
Psi Wave	Combat	•	All Enemy	∞	NO	Vs Caster	YES	5xPower	Mental	30
Raise Dead	Camp	Permanent	Multi Target	1	NO	NO	NO	-	Special	100
Ray of Weakness	Combat	•	Ray	2X - Power	YES	YES	YES	Drains 30-50 SP.'s	Special	40
Ring of Fire	Combat	1 x 1	Fixed Size	3	NO	YES	YES	10 - 25	Fire	30
Time Trap	Combat	1 » 4	Special	8	NO	-5% x Power	-5% x Power	Special	Special	45
Stone to Flesh	Camp	Permanent	Single Target	1	NO	NO	NO	Un-Stone	Special	50
Teleport	Encounter	•	Party	Special	NO	NO	NO	-	Special	45

Seventh Level Cleric Spells										BASE
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	SAVE	RESIST	DAMAGE	Class	COST
Death Spell	Combat	Permanent	Single Target	5	YES	-10%xPower	-10%xPower	Death	Special	75
Improved Arcanic Bubble	Combat/Camp	2 » 6	Multi Target	4	YES	NO	NO	-	Special	30
Improved Power Drain	Combat	•	All Enemy	∞	YES	YES	YES	Special	Special	40
Major Gate	Combat	•	Multi Target	10	NO	NO	NO	Summon Monsters	Special	50
Mass Charm	Combat	•	All Enemy	∞	NO	Vs Caster	NO	-	Charm	45
Meteor Swarm	Combat	•	Variable Size	10	NO	NO	NO	40-60	Fire	40
Mind Melt	Combat	•	Ray	3x-Power	NO	Vs Caster	YES	Permanent Confusion	Mental	40
Power Drain	Combat	•	Touch	1	NO	-10%xPower	-10%xPower	30-40 x Power Spell P	Special	35
Power Word Stun	Combat	1 » 4	Single Target	9	NO	-5% x Power	-5% x Power	Helpless	Special	40
Regenerate	Combat/Camp	2 x 6	Touch	1	NO	-10%xPower	-10%xPower	Special	Special	35
Sentry	Camp	24 x 24	Party	∞	NO	NO	NO	No Surprise	Special	35
Spirit Drain	Combat	1 x 2	Touch	1	NO	YES	YES	Special	Special	40

First Level Enchanter Spells										BASE
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	SAVE	RESIST	DAMAGE	Class	COST
Bark Skin	Camp	6 x 18	Party	∞	NO	NO	NO	Reduces Damage by 5	Special	15
Detect Magic	Combat/Camp	3 » 7	Variable Size	15	NO	NO	NO	-	Special	1
Enchanted Blade	Combat/Camp	1 x 1	Single Target	5	YES	NO	NO	-	Special	2
Fairy Fire	Combat	3 » 6	Multi Target	10	NO	NO	NO	-	Special	3
Lightning Strike	Combat	•	Single Target	20	NO	YES	YES	1 to 6 (X Power)	Electrical	5
Limited Blink	Combat	•	Special	2X - Power	NO	NO	NO	-	Special	10
Protection From Chemical	Combat/Camp	4 » 12	Multi Target	6	YES	NO	NO	-	Special	4
Protection From Electrical	Combat/Camp	4 » 12	Multi Target	6	YES	NO	NO	-	Special	4
Repulsive Bubble	Combat	•	All Adjacent	0	NO	-10%	YES	1 to 6 (X Power)	Chemical	6
Silence 15' Radius	Combat/Camp	1 x 2	Fixed Size	10	NO	+15%	YES	-	Special	15
Ventriloquism	Encounter	•	Special	N/A	NO	NO	NO	-	Special	15
Warp Wood	Encounter	•	N/A	∞	NO	NO	NO	-	Special	10

Second Level Enchanter Spells										BASE
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	SAVE	RESIST	DAMAGE	Class	COST
Cure Blindness	Combat/Camp	•	Multi Target	Touch	NO	NO	NO	-	Special	20
Daze	Combat	1 » 4	Ray	3x - Power	NO	-15%	YES	Confusion	Mental	7
Detect Secret	Encounter	10 x 30	Party	N/A	NO	NO	NO	-	Special	5
Electric Pulse	Combat	•	Fixed Size	10	YES	YES	YES	2 to 8 (X Power)	Electrical	25
Heat Ray	Combat	•	Ray	2x - Power	YES	YES	YES	2 to 8	Fire	10
Magic Missile	Combat	•	Multi Target	15	YES	NO	NO	1 to 4	Magical	4
Monster Summoning I	Combat	•	Multi Target	12	NO	NO	NO	Summon Monsters	Special	15
Steel Rain	Combat	•	Variable Area	10	NO	YES	YES	2 to 8	Special	7
Stinking Cloud	Combat	1 x 1	Fixed Size	4	NO	+35	YES	Helpless	Chemical	15
Fumble	Combat	•	Multi Target	10	YES	YES	YES	Fumble Weapon	Special	15
Vorpal Plate	Combat/Camp	1 x 2	Fixed Size	0	NO	NO	NO	-	Special	8
Wall of Fog	Combat	1 x 1	Rotate	6	NO	YES	YES	6 to 12	Chemical	30

Third Level Enchanter Spells										BASE
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	SAVE	RESIST	DAMAGE	Class	COST
Acid Splash	Combat	•	Ray	3X - Power	NO	YES	YES	2 to 6 (X Power)	Chemical	2
Arcanic Bubble	Combat/Camp	1 x 2	Self	0	NO	NO	NO	-	Special	20
Blink	Combat	•	Special	2X - Power	NO	NO	NO	-	Special	25
Cosmic Blast	Combat	•	All Enemy	∞	NO	YES	YES	2 to 4 (X Power)	Magical	30
Enchanted Blades	Combat/Camp	1 x 2	All Friendly	∞	NO	NO	NO	-	Special	20
Identify	Camp	Permanent	Special	N/A	NO	NO	NO	-	Special	25
Lightning Bolt	Combat	•	Ray	2X - Power	NO	YES	YES	3 to 18	Electrical	10
Monster Summoning II	Combat	•	Multi Target	12	NO	NO	NO	Summon Monsters	Special	20
Power Drain	Combat	•	Touch	1	NO	YES	YES	Drain 5 to 8 (X Power)	Special	10
Power Surge	Combat/Camp	•	Touch	1	NO	NO	NO	Gain 5 to 8 (X Power)	Special	10
Stone Shape	Encounter	•	Special	1	NO	NO	NO	-	Special	45
Wall Of Force	Combat	1 » 4	Rotate	10	YES	NO	YES	2 to 8 (X Power)	Special	35

Fourth Level Enchanter Spells										BASE
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	SAVE	RESIST	DAMAGE	Class	COST
Acid Rain	Combat	•	Variable Size	8	NO	YES	YES	3 to 16	Chemical	12
Cool Breeze	Combat/Camp	1 x 2	All Friendly	∞	NO	NO	NO	-	Special	20
Flesh to Stone	Combat	Permanent	Single Target	4	YES	+20%	-5% x Power	Stoned	Special	50
Major Vorpal Plate	Combat/Camp	1 x 1	All Friendly	0	NO	NO	NO	-	Special	20
Mind Blank	Combat/Camp	2 » 6	Multi Target	6	NO	-5% x Power	YES	No Spell Casting	Mental	15
Minor Attack Deflector	Combat/Camp	1 x 1	Self	0	NO	NO	NO	-	Special	10
Monster Summoning III	Combat	•	Multi Target	12	NO	NO	NO	Summon Monsters	Special	40
Shocking Grasp	Combat	•	Touch	1	NO	-5% x Power	-5% x Power	10 + (2 to 4 x Power)	Electrical	15
Fly	Encounter	•	Special	∞	NO	NO	NO	-	Special	20
Stone to Flesh	Encounter	Permanent	Single Target	1	NO	NO	NO	Un-Stone	Special	50
Tongues	Encounter	•	Special	N/A	NO	NO	NO	-	Special	25
Warmth	Combat/Camp	1 x 2	All Friendly	∞	NO	NO	NO	-	Special	20

Fifth Level Enchanter Spells										BASE
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	SAVE	RESIST	DAMAGE	Class	COST
Acid Bath	Combat	•	Fixed Size	15	YES	YES	YES	5 to 10 (X Power)	Chemical	30
Detect Invisibility	Combat	5 » 10	Multi Target	5	NO	NO	NO	-	Special	15
Dispel Magic	Combat/Camp	•	Multi Target	10	NO	NO	NO	-	Special	15
Fear	Combat	1 x 2	Fixed Size	7	YES	YES	YES	-	Mental	35
Finger Of Pain	Combat	•	Single Target	8	YES	YES	YES	20 + (5 X Power)	Special	35
Insect Plague	Combat	2 » 5	Variable Size	8	NO	YES	NO	10 to 20	Special	20
Minor Spell Deflector	Combat/Camp	1 x 1	Self	0	YES	NO	NO	-	Special	20
Missile Screen	Combat	4 » 6	Multi Target	8	YES	NO	NO	Pro' normal Missiles	Special	15
Monster Summoning IV	Combat	•	Multi Target	12	NO	NO	NO	Summon Monsters	Special	60
Power Gather	Combat/Camp	1 x 4	Touch	1	NO	NO	NO	Special	Special	12
Power Wither	Combat	2 x 5	Touch	1	NO	YES	YES	Special	Special	12
Shell Shock	Combat	1 x 1	All Adjacent	0	NO	YES	YES	20 to 40	Electrical	50

Sixth Level Enchanter Spells										BASE
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	SAVE	RESIST	DAMAGE	Class	COST
Animate Dead	Camp	Permanent	Multi Target	1	NO	NO	NO	-	Special	65
Ball Lightning	Combat	•	Fixed Size	10	NO	YES	YES	30 - 40 (X Power)	Electrical	45
Caustic Vapor	Combat	•	Variable Size	1x - Power	NO	YES	YES	20 - 25	Chemical	25
Charm Monster	Combat	Permanent	Multi Target	8	NO	Vs Caster	NO	-	Charm	30
Cloud Kill	Combat	•	Fixed Size	6	NO	See Written	YES	Death or (1-2 X Power)	Special	60
Delayed Fire Ball	Combat	1 x 1	Fixed Size	10	YES	YES	YES	3 to 18	Fire	40
Disarm Trap	Encounter	Permanent	Single Target	1	NO	NO	NO	-	Special	40
Finger Of Death	Combat	Permanent	Single Target	8	YES	-10%xPower	-10%xPower	Death	Special	125
Major Attack Deflector	Combat/Camp	3 » 6	Multi Target	6	NO	YES	YES	-	Special	25
Monster Summoning V	Combat	•	Multi Target	12	NO	YES	YES	Summon Monsters	Special	90
Polymorph Other	Combat	Permanent	Multi Target	4	NO	YES	-3%xPower	-	Special	35
Sentry	Camp	24 x 24	Party	∞	NO	NO	NO	No Surprise	Special	30

Seventh Level Enchanter Spells										BASE
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	SAVE	RESIST	DAMAGE	Class	COST
Fog of Doom	Combat	1 x 2	Variable Size	8	NO	YES	YES	7 to 35	Chemical	50
Mass Morph Other	Combat	Permanent	Fixed Size	8	YES	YES	YES	-	Special	75
Major Spell Deflector	Combat/Camp	2 » 4	Multi Target	6	NO	YES	YES	-	Special	30
Mass Regenerate	Combat/Camp	5 » 15	Multi Target	7	YES	NO	NO	-	Special	50
Mind Rash	Combat	•	All Enemy	∞	NO	-2%/LEVEL	YES	4 to 7+(4 to 7 X Power)	Mental	90
Monster Summoning VI	Combat	•	Multi Target	12	NO	YES	YES	Summon Monsters	Special	125
Raise Dead	Camp	Permanent	Multi Target	1	NO	NO	NO	-	Special	100
Static Discharge	Combat	•	All Adjacent	0	NO	YES	YES	40 to 50 (X Power)	Electrical	75
Teleport	Encounter	•	Special	Special	NO	NO	NO	-	Special	45
Move Earth	Encounter	•	Special	∞	NO	NO	NO	-	Special	50
Vapor Trail	Combat	•	Ray	2x - Power	NO	YES	YES	40 to 65	Chemical	45
Wall Of Paralysis	Combat	1 x 1	Rotate	10	YES	YES	YES	Cause Paralysis	Mental	25