

Brett = Boarface, Level 4 Feral  
 Herdy = Eldrin, Level 2 Exotic Beast Handler  
 Kristian = Colin, Level 2 Rooftop Burglar

### The Mossen Craft (Nigh Undead Druid Spells):

Works the same as Spellcasting in The Black Hack, test WIS, spell slot per level as conjurer.

Reagents required. Amount required equals half spell level rounded up. Each reagent must be different and determined at time of casting. For which reagent is needed, roll a d12:

- 1) Handful of bones
- 2) Handful of vine/weed/leaf or roots.
- 3) Handful of worms
- 4) Handful of Living mould
- 5) Handful of Sodden soil
- 6) An insect
- 7) A Rotten rag
- 8) A thimble of larva filled water
- 9) A mushroom
- 10) A thimble of blood
- 11) A feather
- 12) A handful of scales

1	<p><b>Entangle:</b> Wrap d6 x caster level HD 'worth' of beings in thin, rubbery black vines (Roll all tests with Disadvantage) for d8 rounds.</p> <p><b>Fairy fire:</b> Envelope target in writhing flames of blue-green light - 1hr.</p> <p><b>Beetle mind swap:</b> Trade minds with a scuttling bug, CHA test to control, caster's body controlled by displaced insect for duration of spell - 1hr.</p> <p><b>Summon vine rope:</b> Black intertwined vines of "Nearby" (about 50') length.</p> <p><b>Moss Encrustation:</b> Target covered in thick dried moss, +1 AC (or 2 Armour Points), all DEX related tests Rolled with Disadvantage - 1hr, CON test required to get rid of encrustation, d6 damage for each additional hour encrustation is present.</p> <p><b>Summon minor moss golem:</b> A creeping ambulatory mass of moss, 1d4 Hit Points and 1d4 for all Stats (if tested).</p> <p><b>Beastmask:</b> Caster's visage takes on form of beast of choice - 1hr x caster level.</p> <p><b>Whisper:</b> Send minute x caster level long whispered message to the ear of a visible target up to a distance of Far Away.</p>
2	<p><b>Charm beast:</b> Beast with HD equal to or below caster's level is under caster's control -1day.</p> <p><b>Warp wood:</b> Reshape caster level square foot of wood at a distance of Nearby.</p> <p><b>Vine Growth:</b> Cause an explosion of translucent, groping grey vines to a length of Nearby and a width of caster level x 6'.</p>

	<p><b>Plant commune:</b> Plant will truthfully answer d6 questions - 10mins.</p> <p><b>Vine craft:</b> Reshape caster level x 6 square foot of vines at a distance of Nearby</p> <p><b>Cause leak:</b> Liquid drips into an interior the caster is within at a rate of 1 wineskin x caster level per hour - 1day.</p>
3	<p><b>Fly mind swap:</b> Trade minds with a flying insect, CHA test to control, caster's body controlled by displaced insect for duration of spell - 1hr.</p> <p><b>Rot:</b> Infect Nearby target with flesh eating bacteria for 1d8 rounds, does caster level + d6 damage each round, test caster WIS at end of initial 1d8 rounds to check if infection ongoing - ad infinitum till target death or infection fails.</p> <p><b>Lightning Strike:</b> Nearby target takes d8 x caster level damage, can only be cast outside.</p> <p><b>Cure Rot:</b> Cure any Nearby target of non magical disease/ailment.</p> <p><b>Gas:</b> Summon an acrid green cloud that damages all that enter it for d6 + caster level damage. Size equals caster level x 5' square. Lasts d6 + caster level rounds and must be cast outside.</p> <p><b>Summon moss golem:</b> A vaguely human shaped ambulatory mass of moss, 2d8 Hit Points and 2d6 for all Stats (if tested).</p> <p><b>Arouse hunger:</b> d4 x caster level HD beasts are incited into a ravenous feeding frenzy, upto distance of Far- away - 1hr.</p>
4	<p><b>Stone shapen:</b> Reshape caster level square foot of stone at a distance of Nearby.</p> <p><b>Hold beast:</b> Hold in stasis d6 x caster level HD beasts - 1hr.</p> <p><b>Nature Hallucination:</b> Cause mass hallucination of a natural scene of casters choice in d10 x caster level HD beings - caster level x 1hr.</p> <p><b>Summon beast:</b> Summon random caster level HD beast - 1day.</p> <p><b>Mud blast:</b> 1d6 nearby beings take 1d4 x caster level damage and are covered in mud sticky mud (all tests Rolled with Disadvantage for d8 rounds).</p> <p><b>Stone Hurl:</b> Target takes 1d8 x caster level damage from summoned boulder, test caster WIS with Disadvantage to see if target is pinned beneath boulder.</p>
5	<p><b>Speak with plant, mushroom or mold:</b> Allows rudimentary conversation with plants, mushrooms and molds for 5mins x caster level.</p> <p><b>Acid Spray:</b> Caster level x beings are covered in burning acid. Acid causes an initial d12 damage then drops in effectiveness each round (d10, d8, d6, d4).</p> <p><b>Plague of insects:</b> Summons a cloud of biting insects that covers an area up to Nearby. Any being in the cloud takes 1 damage a round. Lasts d4 x caster level rounds.</p> <p><b>Wind summon/control:</b> Summons wind (from a gentle breeze to a howling gale) blowing in the direction of the caster's choice - 1hr x caster level</p> <p><b>Cause pox:</b> Infect d6 x caster level Nearby beings with HD equal to or lower than caster level with the pox that lasts d6 days. All tests are Rolled with Disadvantage when infected and CON is tested each day with Advantage to check for death.</p>
6	<p><b>Stone to wood:</b> Transmute caster level square foot of stone to wood at a distance of Nearby.</p> <p><b>Summon major moss golem:</b> An enormous, hill sized, ambulatory mass of moss, caster level x d8 Hit Points and 2d6 for all mental stats and 4d6 for all physical stats (if tested).</p>

	<p><b>Cloudscape:</b> Create a semi solid landscape of clouds covering 5 square feet per caster level. The STR of the cloudscape for any relevant tests is equal to the casters level - 1hr x caster level.</p> <p><b>Summon weather:</b> Summons weather of caster's choice - 1hr x caster level</p>
7	<p><b>Metal to wood:</b> Transmute caster level square foot of metal to wood at a distance of Nearby.</p> <p><b>Animate wood:</b> Animate a man sized chunk of wood into a HD creature equal to the caster's level.</p> <p><b>Tree hoarcru:</b> Caster imbues a specific tree with d20 of their hitpoints. The caster cannot die as long as the tree continues to live.</p> <p><b>Summon forest:</b> Caster permanently sacrifices d12 Hit Points and summons forth a forest (of their choice of vegetation), that covers 100 square feet.</p>

### **Bodification Spellcasting:** (body manipulation/control spells).

Each time a bodification wizard gains access to a new level of spells (getting a spell slot in this new level due to a character level up for example), a randomly determined spell from the previous level spell list is permanently applied to the bodification wizard. The exact effects of this are determined by the GM.

1	<p><b>Lengthen limb:</b> Target set of caster's own limbs increases in length up to 2 feet per level for 1 hour.</p> <p><b>Detach eye:</b> Caster's eyeballs detach from head and float independently for d6 rounds per level.</p> <p><b>Keratin overload:</b> Target's nails and or hair grows up to a foot per level.</p> <p><b>Mould hand:</b> Caster's own hand can be moulded into any shape, retaining the same amount of mass. Lasts caster level hours.</p> <p><b>Shed skin or hair:</b> Caster sheds entirety of current hair or skin. This grows back instantaneously as a colour of caster's choice.</p>
2	<p><b>Elemental hands:</b> Caster can transmogrify their own hands into any element they have experienced damage from. This lasts d6 rounds times caster level.</p> <p><b>Enlarge body:</b> Caster increases their own overall mass by 10% per level. Caster can determine the distribution of this new mass. Lasts caster level hours.</p> <p><b>Shrink body:</b> Caster decreases their own overall mass by 20% per level. Lasts caster levels hours.</p> <p><b>Exaggerate features:</b> Caster increases a distinct and specific region of their own face by 20% per level, generally accompanied by biological improvements such an increase would bring. Lasts caster level hours.</p> <p><b>Mould body:</b> Caster's own body can be moulded into any shape, retaining the same amount of mass. Lasts caster level hours.</p> <p><b>Empower hands or feet:</b> STR or CON tests involving own hands or feet (caster chooses at casting) rolled with Double Advantage for d6 x caster level rounds.</p>

	<p><b>Shed limb:</b> Caster painlessly sheds an own limb of choice, it grows back in 10 days minus caster level.</p>
3	<p><b>Strengthen limb:</b> STR or CON tests involving own legs and feet or arms and hands (caster chooses at casting) rolled with Double Advantage for d6 x caster level rounds.</p> <p><b>Flatten:</b> Caster's own body mass is flattened out, resembling an inch high pancake. This form can creep along flat and vertical surfaces. Lasts caster level hours.</p> <p><b>Fatten:</b> Target's body is burdened with ungainly fat stores. An additional mass of 20% per caster level of pure lard fills the target's body for d6 x caster level rounds.</p> <p><b>Summon limb:</b> Caster grows a fully functional additional limb of choice on their own body. Lasts caster level hours.</p> <p><b>Change visage:</b> Caster warps, transforms and changes own facial features (eyes, fur, teeth, shape, etc). Can change 2 features per caster level, lasts caster level hours.</p> <p><b>Change skin:</b> Caster permanently transmogrifies own skin to a material of choice. Must have a handful of said material which is consumed in the casting. Appropriate advantages and disadvantages of the skin applied by the GM.</p> <p><b>Mould other:</b> Target's body can be moulded into any shape, retaining the same amount of mass, by the caster. Lasts half caster level hours. Target must be willing or retrained for this process to be effective.</p>
4	<p><b>Limb Morph:</b> Caster transforms own limb of choice into inanimate object of choice. Object must be held during casting, and is consumed in doing so. Transformation lasts until dispelled by caster.</p> <p><b>Elemental body:</b> Caster can transmogrify their own entire body into any element they have experienced damage from. Lasts d6 rounds times caster level.</p> <p><b>Detach hand or foot:</b> A target's specific hand or foot is removed from their body for d6 x casters level rounds. Target still has control of removed appendage. Caster may remove their own hand or foot, having remote control over the appendage for caster level hours.</p> <p><b>Harden skin:</b> Increases AC of target's skin by d6 for d4 x caster level rounds. Does not stack with armour.</p> <p><b>Regrow lost limb:</b> Target painlessly regrows a lost limb that is fully functional.</p>
5	<p><b>Multiply body:</b> Caster summons half their level rounded down copies of their self for d4 x caster level rounds. They are in complete control of each copy and can operate each copy in unison.</p> <p><b>Full contortion:</b> Caster's body takes on the aspect of an incredibly durable and flexible rubber like material. They may stretch themselves up to d6 x caster level body lengths in distance and gain caster level bonus to AC.</p> <p><b>Summon extraspecial limb:</b> Caster grows a fully functional additional limb or appendage, alien to their natural body form. This may be a wing, tail, antennae, claw, etc. Caster must be holding a severed example of this limb or appendage which is consumed in the casting. Lasts caster level days.</p> <p><b>Creeping form:</b> Caster's body transforms into thousands of grains of flesh that bubbles along like slime for caster level hours. Even if an abundance of flesh grains are destroyed, as long as one grain still survives the caster will return to their regular</p>

	<p>form when the spell expires.</p> <p><b>Shed sentient limb:</b> Caster sheds own limb to summon an independent humoculous. Caster has full command of the homunculus for caster level days (at which point it withers and dies). Humoculous takes on aspect of limb shed and has attributes equal to d8 + caster level.</p>
6	<p><b>Liquefy:</b> Caster's body transforms into a controllable liquid, of a viscousness malleable by the caster. Damage may come to the liquid but as long as one drop still survives the caster will return to their regular form when the spell expires. Lasts caster level hours.</p> <p><b>Detach head:</b> Caster's own head detaches from neck and floats independently for caster level hours.</p> <p><b>Full morph:</b> Caster can visually transform their own body into to take on the appearance of something else that they have seen in their lifetime (may require a WIS check to properly recall the form). The spell's effect is purely visual. The spell does not affect size, so whatever form is chosen will appear as generally the same mass as the caster. Lasts caster level hours.</p> <p><b>Gastric laboratory:</b> Caster may reproduce any biological matter they have eaten at least a handful of in their lifetime. This material is regurgitated from their mouth but will be of a clean and pristine condition. Material is produced instantaneously and at a volume equal to caster level stomach fulls.</p> <p><b>Absorb ability:</b> Caster may permanently steal an inherent ability from a dead creature. Only a single distinct ability is stolen and the creature must be of a lesser HD than the caster's level. New ability is finalised with GM. Casting this spell permanently reduce the casters HP by d4.</p>
7	<p><b>Gas form:</b> Caster's body transforms into a controllable cloud of gas. Gas may take on additional properties that have been personally experienced by caster (damage, inebriation, hallucination, etc). The caster is invulnerable (other than damage from flame) in this form, but is somewhat limited in their ability to interact with the physical world. Lasts caster level hours.</p> <p><b>Army of 1:</b> Caster summons caster level plus d10 copies of their self for d6 x caster level rounds. They are in complete control of each copy and can operate each copy in unison.</p> <p><b>Gastric mine:</b> Caster may reproduce any mineral matter they have eaten at least a spoonful of in their lifetime. This material is regurgitated from their mouth but will be of a clean and pristine condition. Material is produced instantaneously and at a volume equal to caster level handfuls.</p> <p><b>Permanent parasite:</b> Caster permanently sacrifices 1hp to summon a parasitic worm from their own flesh. This worm can attempt to install itself within a host (requiring the host to fail a CON test). Once the worm is installed within a host, the caster may freely siphon HP from the host to restore their own current HP pool. The parasitic worm has 1HP and can easily be killed.</p> <p><b>Clone self:</b> Caster permanently sacrifices d6hp to summon a level 1 clone of themselves. This clone has d6 + caster level for all attributes and is under the direct control of the caster. It can grow in experience and levels the same as any other PC.</p>

Elde Spellcasting: (wyrld old spells).

**Levelling up in this school of spell casting has negative effects. Every level over 4 roll a d12 (augmentation test table) then d20 (Body) and d40 (Aspect), something will happen.**

**LATER MORE POWERFUL SPELLS COST REAGENTS, MUTATIONS AND LOSS OF HEALTH AND STATS!**

Elde spell  
casting is all  
about  
sacrifice and  
randomness  
(loss of hp  
and attribute)

**(For random monster abilities:**

<https://docs.google.com/document/d/1ZIShVDXn4IsjoYXG9IMGRnVno tDNkOGHvk0Xe5ksM6Y/edit?usp=sharing>)

1	<p><b>Minor Summon from the depths:</b> Summon random monster from lower plane, 5% chance per caster level it is under caster's control. If not under caster's control, roll random reaction roll. Random creature's HD = d4. Monster lasts till killed, test 5% per caster level chance of caster control each day.</p> <p><b>Evoke Minor substance from the depths:</b> Summon caster level x sack fulls of random substance from lower planes (determined by GM).</p> <p><b>Alkalize metaphysics:</b> Make a distinct and inert item more normal and lawful.</p> <p><b>Acidify metaphysics:</b> Make a distinct and inert items more weird and chaotic.</p>
2	<p><b>Slow warp:</b> Randomly acidify/alkalize metaphysics of an entire room over time. Transformation takes d20 days minus caster level days to complete.</p> <p><b>Minor compact:</b> Caster only randomly determined bless. Lasts d6 hours. See "The Gods of the City" table.</p> <p><b>Otherworldly insight :</b> Requires entrails as reagent to cast, the specific entrails used determine the type of insight given. Caster can consult the otherworld about a specific topic through the lense of the entrails provided. The caster will receive their level in number of points of detail in the insight.</p> <p><b>Cause dread:</b> Put 4d8 HD worth of beings on the cusp of terror for caster level hours. Test their WIS every round they have to do something vaguely or conceivably</p>

	<p>scary. If failed they flee for d6 rounds.</p> <p><b>Lesser sacrificing ritual:</b> randomly determined bless on caster level x targets. Must sacrifice 1 hd sentient being in a ceremony that takes 1 hour. Lasts 1 day. See "The Gods of the City" table.</p>
3	<p><b>Growth from the depths:</b> Summon weird architecture or plant growth (determined randomly by GM). Covers d6 x level square meters/feet.</p> <p><b>Homunculus:</b> Random, permanent and man like summoned servant, -1 caster HP permanently (from total) each time cast. Homunculus has 1d6 for each attribute and 1d6 HP. Levels up with caster, receiving d4 extra HP and +1 to attribute of caster's choice.</p> <p><b>Blast from the depths:</b> Random elemental breath attack. Does caster level x caster damage die damage to all targets Close to area visually targeted by caster plus the following follow random effect: d12</p> <ol style="list-style-type: none"> <li>1: Air, targets test DEX to avoid being blown to the ground.</li> <li>2: Water, targets all drenched with elemental water, wet for d4 days (test for appropriate illnesses if appropriate).</li> <li>3: Fire, targets set alight for d4 rounds, taking d6 damage a round.</li> <li>4: Earth, targets encased in stone for d6 rounds.</li> <li>5: Bile, CON test all equipment on targets to avoid rotting away.</li> <li>6: Disease, CON test all targets to avoid getting a random disease.</li> <li>7: Sludge, CON test all targets to avoid losing 1d6 CHA permanently.</li> <li>8: Mineral, increase damage by 1 die.</li> <li>9: Animal, d6 x targets 1HD biteling vermin accompany blast and set to devouring any nearby targets</li> <li>10: Vegetation: Targets encased in vines for 1 day, all tests Rolled with Disadvantage)</li> </ol> <p><b>Cause horror:</b> Test 4d8 HD worth of beings WIS, if fail they are terrified of the caster and flee from their sight for caster level hours.</p> <p><b>Suggestion worm:</b> Caster summons a 1HD mind control worm. If able to penetrate the skin of a target they will follow all commons of the caster for caste level x hours.</p>
4	<p><b>Travel the lower depths:</b> Travel through a random section of "The lower depths" to traverse an area in the physical world. Distance depends on level, random encounter check - Caster level number of sentient beings can accompany the caster. See "The Gods of the City" table.</p> <p><b>Sacrifice to the old ones:</b> More powerful random bless. Day long random bless on level x targets. Must sacrifice 4HD being, ceremony takes 1 hour. See "The Gods of the City" table.</p> <p><b>Bind entity from the depths:</b> Summon random permanent monster, minus 1 from random attribute. HD = level of caster, see Random Summoned Monster for abilities and form.</p> <p><b>Curse:</b> Random affliction on target, lasts caster level hours. See "The Gods of the City" table.</p> <p><b>Swarm from the depths:</b> Caster level x d6 horde of random 1hd creatures, lasts d4 x caster level rounds. Only has form as per Random Summoned Monster table, no</p>

	<p>abilities.</p> <p><b>Madness:</b> Random temporary insanity on target, lasts caster level days.</p>
5	<p><b>Contact old one:</b> Random elde god takes an interest in casters life for caster level days. HP, CON STR and DEX of caster halved during this time . See “The Gods of the City” table.</p> <p><b>Voodoo:</b> requires materials and organic material from target, cause damage from afar. 5% cumulative chance of haunting by random lower depth beasts per day when cast.</p> <p><b>Scrying:</b> Consciousness disconnects from the body for caster level hours. Caster may not be able to return to body, caster level x 10% is the possibility of returning to corporeal form. If returning to body fails caster must wait d6 hours to attempt to rejoin with body.</p> <p><b>Warp area:</b> Randomly acidify/alkalize metaphysics of an entire city block over time. transformation takes d20 days minus level days to complete. Each time this is cast the caster loses 1 STR permanently.</p> <p><b>Dissipate to lower depths:</b> Take on random incorporeal visage in random section of the lower depths. Appears as unconsciousness in the physical realm. Caster gains the full ability to communicate with the denizens here. Lasts up to caster level hours.</p>
6	<p><b>Unholy breeding:</b> Gain the homunculus offspring of two things within the caster's sight. Caster becomes pregnant with the offspring and the gestation period = d20 days hours minus caster level which the caster rolls all tests at Disadvantage. Caster loses 1 from random attribute at birth. Birthed homunculus is an independent being that views the caster as a godlike figure, but can rebel if mistreated. Birthed homunculus can level up as a player character.</p> <p><b>Awaken old one:</b> Sacrifice d10 hd4 beings to manifest a random elde god in the physical realm. Roll a reaction roll to see how they feel about that. See “The Gods of the City” table.</p> <p><b>Cause insanity:</b> Random permanent insanity on target, caster loses 1 hp.</p> <p><b>Tear reality:</b> open a random portal to the lower depths (what pours forth determined by GM), lasts caster level hours.</p> <p><b>Winged swarm from the depths:</b> Caster level x d6 horde of random 1hd creatures with wings. Lasts d4 x caster level rounds. Only has form as per Random Summoned Monster table, no abilities.</p> <p><b>Reveal truth:</b> Reveal the utter truth about something in caster level x points of detail.</p>
7	<p><b>Alkaline paradigm shift :</b> Randomly alkalize metaphysics of an an entire suburb over time. transformation takes d20 days minus level days to complete. Caster permanently loses 1 point of charisma and gains mutation.</p> <p><b>Acidifying paradigm shift:</b> Randomly acidify metaphysics of an an entire suburb over time. transformation takes d20 days minus level days to complete. Caster permanently loses 1 point of wisdom</p> <p><b>Greater sacrificing ritual:</b> Sacrifice d10 hd6 beings, gain permanent random bless. See “The Gods of the City” table.</p> <p><b>Change truth:</b> A truth is changed in a random way (GM determined). Caster targets</p>



	truth. Lose 1 wisdom and gain a mutation.
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**City Spellcasting:** Stone and Steel, (doors, walls, bricks, portals, stealth and guile).  
Can only be cast in “built up” areas.

1	Know Direction Make Door Lantern Lights Cobblestone Assault Dim light Raise column
2	Remove door Crumble / create brick Create/Clear smog/smoke/fog Summon hut or shed Warp wood Summon rumour - Caster summons a current and at least somewhat legitimate rumour regarding a specific city suburb. Caster will receive their levels worth in numbers of details regarding the rumour.
3	Create bridge Summon hole Summon cupboard Hungry door Steps: Small rolling stone transport Create alley maze
4	Create safe room Gild architecture Worker golem Summon pit Warp stone Drop cyclopean stone Incite crowd Haunt house
5	Create building Create tunnel Spread rumour

	Create stone hall Invoke hysteria Wood golem
6	Create tower Re route road Warp metal Large flying stone transport Stone golem Create sewer maze
7	Create fortification Hide building Cause evacuation Haunt suburb Metal golem

Ideas: [http://pandaria.rpgworlds.info/cant/rules/adnd\\_spells.htm](http://pandaria.rpgworlds.info/cant/rules/adnd_spells.htm)

Modified original spells:

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Divine: Get random god and mutation:

1

**Cure or Cause Light Wounds :** Heal 1d8 HP to a Nearby target.

**Detect Alignment:** Everything glows with alignment specific aura - 5mins.

**Light :** Create dim light from a Nearby spot or object - 1hr.

**Protection from Deitic Opposite:** Advantage on all harmful tests from a source in opposition to diety (look at the diety 20 place before or after diety) - 1hr.

**Purify OR CORRUPT Food and Drink :** Removes all diseases from all Nearby food and drink.

2

**Bless :** Nearby allies gain d6 to stats when doing something related to dieties sphere of influence. - 1hr.

**Find Dietic item:** Notice all nearby or maybe further dietic items- 10mins.(make it last longer)

**CHANGE TO HYPNOTISE Hold Person : Paralyse 1d4 Nearby targets. Test WIS each turn to see if the effect lasts.**

**Silence : Magical silence covering everything Nearby to a target - 1hr.**

**Speak with DIETIC ITEM: Can understand and talk with animals - 1hr.**

**3**

**Daylight : A nearby area is illuminated by sunlight - 1hr.**

**Cure or Cause Disease : Consider your deity, what would they prefer? Cures a Nearby target of all diseases.**

**Locate Object Relevant To Deity: Sense direction of a known object - 1 minute/level.**

**Prayer : All Nearby allies defend against attacks with Advantage - 1d4 moments.**

**Remove Curse : Removes a curse from a Nearby target.**

**Speak with Dead : Ask a Nearby corpse 3 questions.**

**4**

**Create Food/Water : Create enough food/water for all Nearby creatures for a day.**

**Cure Serious Wounds : Heal 3d8+3 HP to a Nearby target.**

**Neutralise Poison : Remove/Immunise poison from a Nearby target - 10mins.**

**Protection from Evil : Nearby allies gain 6 temp AP against evil creatures - 10mins.**

**5:**

**Commune : The Cleric's deity truthfully answers 3 questions - 10mins.**

**Dispel Evil : Removes a Nearby Divine (Evil) spell.**

**Finger of Death : Choose a Nearby target and test WIS, if a pass the target is OofA.**

**Plague : Test WIS for all Nearby targets, they lose 2d8 HP for the next 1d6 turns.**

**Quest : Force a Nearby creature to obey an order.**

**Raise Dead : Return a Nearby willing target to life, who's died within the last 7 days.**

**6:**

**Animate Object : Give a Nearby object motion and a simple intelligence - 10mins.**

**Blade Barrier : Wall covers a Nearby area, WIS to attack Close targets (3d8) - 10mins.**

**Conjure Elemental : Summons an elemental with HD equal to caster's lvl -1hr.**

**Find Path : The path to a chosen location is made known - 1hr.**

**Speak with Monsters : Can understand and talk with monsters - 1hr.**

**Word of Recall : Give ability to teleport back to the location this spell was cast - 1year.**

**7:**

**Aerial Servant : Summons a servant to recover a distant object.**

**Astral Spell : Projects an avatar of the caster onto a chosen plane - 1hr.**

**Control Weather : Control the Nearby weather to all extremes - 10mins.**

**Earthquake : Test WIS for all Nearby creatures, passes are taken OofA.**

**Holy Word : Nearby creatures with less than 5HD die, 6-10HD paralysed for 1d4 turns.**

**Wind Walk : Turn into mist and back, at will - 1day.**

**Restoration : Returns all levels lost to monsters with level drain.**

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**Arcane spells:**

**1**

**Charm : A Nearby target obeys commands. Test WIS each turn to see if the effect lasts.**

**Detect Magic : Everything Nearby that is magic glows - 5mins.**

**Light : Create dim light from a Nearby spot or object - 1hr.**

**Magic Missile : A Nearby, Far-Away or Distant target takes 1d4 damage/level.**

**Shield : Gain 2 AP/ level.**

**Sleep : Puts 4d6 HD 'worth' of beings to sleep - 8hrs.**

**2**

**Darkness : Creates darkness covering a Nearby area that blocks all types of vision - 1hr.**

**Invisibility : A nearby creature is made invisible until it attacks or dispelled.**

**Knock : A Nearby door or lock is opened.**

**Levitate : The caster floats up to 6 feet from the ground - 10mins/level.**

**Web : Traps a Nearby area, stopping movement. Test WIS/hr to see if the effect lasts.**

**3**

**Darkvision : See in absolute darkness - 10min/level.**

**Dispel Magic : Removes a Nearby Arcane spell.**

**Fireball : 1d6 Nearby creatures take 1d6/level damage.**

**Read Language/Magic : Read all languages and magic - 10mins.**

**Magic Mouth : Creates an illusory mouth that repeats a phrase to all Nearby creatures.**

**4**

**Confusion : 2d6 Nearby targets immediately make a Reaction roll.**

**Dimension Door : Teleport a target to a Distant Location.**

**Polymorph Self/Other : Transform a creature to have the appearance of another.**

**Remove Curse : Removes a curse from a Nearby target.**

**Wall of Fire/Ice : Wall covers a Nearby area, WIS to attack Close targets (3d6) - 10mins.**

**Wall of Stone/Iron : A wall covers a Nearby area - 1hr.**

**5**

**Animate Dead : Create 2d4 Skeletons/Zombies with HD/level, from nearby bodies.**

**Cloudkill : Anyone with less than 5HD that touches it must test INT or be OofA – 1hr.**

**Conjure Elemental : Create an Elemental of chosen type with 3d4 HD.**

**Contact Higher Plane : Ask 1 question/level.**

**Feeblemind : Reduce a Nearby target's INT to 4 - 10mins/level.**

**Telekinesis : Move Nearby objects - 1hr.**

**Teleport : Transports a Nearby target to any place known to the caster.**

**6**

**Anti Magic Shell : Creates a Nearby Zone around the caster blocking all magic.**

**Death Spell : 2d8 Nearby targets with 7HD or fewer die.**

**Disintegrate : Makes one Nearby target or object turn into a fine powder.**

**Invisible Stalker : Summons an extra-dimensional monster to perform one task.**

**Stone to Flesh : Turns a Nearby target into stone (or vice versa).**

**7**

**Limited Wish : Change reality in a limited way or time.**

**Power Word, Kill : A Nearby target with 50HP or fewer dies and cannot be resurrected.**

**Conjuration of Demons : Summons a Demon with 2HD/level.**

**Meteor Swarm : Effects the same as casting Fireball 4 times.**

**Time Stop : Stops time completely in a Nearby area - 1d4+1 Moments.**