

Common Spell Name	Campaign Spell Name	Caster Type	Rank	Spell Type	MP Cost	Casting Time	Range	Target	Duration	Resist	Description	Restrictions	Rank Bonus
Calm Beast	Clentus' Command of Calm	Green	I	Command	2	1 Round	10 Meters	1 Beast	10 Minutes	Yes	The target becomes peaceful and happy. This spell is only effective if the surrounding is peaceful and calm. If there is any tension, anger, or combat, then the spell dissipates immediately. The target is allowed a normal resistance roll against the Pow of the casters.	The target is limited to one horse-sized or smaller semi-intelligent living creature.	+10 Minutes or +1 Creature
Catseye	Bluxor's Vision of the Beast	Green	I	Enhancement	2	1 Round	10 Meters	1 Creature	2 Hours	No	Ability to see in near darkness.	The target is limited to one human-sized or smaller living creature.	+2 Hours or +1 Creature
Clean Person	Tustula's Cleansing Obsession	Green	I	Utility	2	1 Round	10 Meters	1 Creature	Instantaneous	No	The target is made clean and tidy. Clothes are washed, body is bathed, hair is brushed, boots are cleaned, teeth are brushed, weapons and armor are polished, jewelry is polished, etc.	The target is limited to one human-sized or smaller living creature. This does not repair any clothing, and only works on that which is worn at the time.	+1 Creature or Appropriately Larger Target (E.G. Horse)
Extinguish	Elroth's Extinguishing Hymn	Green	I	Utility	3	1 Minute	10 Meters	Area	Instantaneous	No	Extinguishes all normal fire within a 10 Meters diameter area around the caster.	No effect on magickal fire or light, lava, or fire based creatures. The caster may not exclude any fires within the area.	+10 Meter Diameter Area
Purify Food and Drink	Anthracian's Holy Feast	Green	I	Utility	3	1 Minute	10 Meters	Area	Instantaneous	No	Contaminated, poisoned, or decayed food and drink within a 1 meter area are made fresh and consumable. The maximum amount is one bag, one small table full, or one bushel.	This spell does not prevent subsequent natural decay or spoilage, and it has no effect on creatures of any type, magic potions, or magical poisons.	+1 Meter Area
Slow	Mindar's Speed Reduction	Green	I	Command	2	1 Round	10 Meters	1 Creature	10 Minutes	Yes	The target's movement (walking, running, swimming) is reduced to 1/2 normal. Jump is reduced to half distance.	There is no other effect on combat or skill rolls. There is no effect on flight, teleport, or other special forms of movement.	+10 Minutes or +1 Creature
Animal Command	Sealy's Charm of Obedience	Green	II	Command	2	1 Round	10 Meters	1 Creature	10 Minutes	Yes	Telepathically command one small animal within line-of-sight to perform any complex tasks of which it is physically capable. Examples are to grab and bring a key, gnaw through a rope, or knock over a candle.	Will work only on natural animals of Siz of 4 or less. The spell dissipates if the animal moves out of range. No effect on undead or demons.	+10 Minutes or +1 Creature
Animal Spy	Sealy's Eye of the Raven	Green	II	Utility	3	1 Minute	1 Kilometer	Area	10 Minutes	No	A large raven appears near the caster. It will fly off in any direction specified by the caster. It will report back at the end of the duration with all that it saw.	The raven may not perform any other duties. The spell does not work within an enclosed area.	+1 Kilometer Range and +10 Minutes
Double Speed	Sealy's Expedient Service	Green	II	Enhancement	3	1 Round	10 Meters	1 Creature	10 Minutes	No	Double movement speed but not number of actions.	The target is limited to one human-sized or smaller living creature. No effect if already doubled or otherwise sped up.	+10 Minutes or +1 Creature
Fog	Dorial's Dense Fog	Green	II	Utility	4	1 Minute	10 Meters	Area	10 Minutes	No	A circle of dense fog forms around the caster in an area large enough to obscure a small house. Vision is only about one meter. All skills that require sight are at 1/2 the normal roll.	Slight air currents will dissipate the fog in half the time, while wind will cause it to dissipate in only one minute.	+10 Minutes Duration
Minor Heal	Haxia's Song of Healing	Green	II	Healing	2	1 Round	Touch	1 Creature	Instantaneous	No	Heal 3d6 damage or wounds from any source.	The target is limited to one human-sized or smaller living creature.	+1d6 per Rank
Slow Fall	Snarutzok's Slow Descent	Green	II	Enhancement	1	Reflexive	10 Meters	1 Creature	1 Minute	No	The target of the spell will float slowly downward instead of falling rapidly, and will not take any damage from a fall. The rate of fall is 2m per round. This spell may be cast reflexively.	The target is limited to one human-sized or smaller living creature. There is no lateral control of the descent. If the target makes any complex action (firing a bow, casting a spell), the spell dissipates immediately.	+1 Minute or +1 Creature
Thorne Projection	Winkelman's Wooded Wrath	Green	II	Damage	3	1 Round	10 Meters	Area	Instantaneous	No	Thorns, bramble, and sticks are projected in a cone 3m diameter at a range of 10 Meters. Damage to all within the area is 2d6. Armor protects normally.	The attack is physical, not magical. Unless cast in a wooded area, at least one large bagful of bramble is required.	+1d6 Damage or +1 Meter Cone Diameter
Cure Ritual	Talmar's Rapid Cure	Green	III	Healing	4	10 Minutes	Touch	1 Creature	Instantaneous	No	One willing target is cured of all contagious diseases, and any carrier of the disease such as lice or bacteria. In addition, this spell will remove any natural non-magical poison in the target's system.	No hit points or damage from the disease or poison are healed. No effect on permanent diseases such as leprosy, cancer, or dementia.	+1 Creature or +1 Disease
Forest Walk	Foldor's Arboreal Footsteps	Green	III	Enhancement	3	1 Round	10 Meters	1 Creature	10 Minutes	No	One willing target will talk through dense forest at normal walking speed. In addition, movement will not cause any noise, and leave no trail to be followed.	The target is limited to one human-sized or smaller living creature.	+10 Minutes or +1 Creature
Minor Curse	Mindar's Mundane Malediction	Black	I	Curse	2	1 Minute	10 Meters	1 Creature	Until Curse Is Removed	Yes			

Wall of Thorns													
Word of Obedience	Elgar's Royal Decree	Black	IV	Command	6	1 Round	10 Meters	All Creatures within 10 Meters Area	1 Day	Yes	Each creature within 10 Meters of the caster who can hear and understand the words of the caster must save verses the Power of the caster. If missed, the creature will assume subservience to the caster. The creature will obey the caster as they normally would a direct superior.	The target will not obey any command that is ridiculous (cluck like a chicken), nor obviously hurtful (stab yourself). No effect on creatures who do not have at least a passing fluency in the caster's language. No effect on animals, undead, or other magical creatures.	+1 Day
Inflict Disease													
Fear	Snarutzok's Frightening Face	Black	III	Command	2	1 Round	10 Meters	1 Creature	10 Minutes	Yes			