

LANDS OF VELOSS CAMPAIGN SETTING

WIZARD

(PRIMARY CASTER)

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WIZARD

Prime Attribute: INTELLIGENCE

Primary Caster

Minimum Family SEC (Socio-Economic Class): 6+

Starting Gold:

Hit Die: d4

Alignment: Any

Weapons: Club, Dagger, Short Sword, Sling, Staff, Sword Cane, Dart, Crossbow, Short bow

Weapon Proficiencies: 2 at 1st level. 1 Slot gained every 6 Level levels.

Wizards start play knowing how to use Single-Weapon, Two-Hander styles.

Armor: Padded, Reinforced Robes, Long Coat.

Abilities: Heka-Use, Spell Book, Scribe Scroll (1st), Alchemy(3rd), Familiarity with magic, Craft Wand (5th), Greater Familiar (at 6th Level), Craft Item(9th), Spell Research (9th).

BtH: See Wizard Experience Table

Class Skills The wizard's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Identify (Int), Knowledge (all skills, taken individually: Wizards begin with Arcana, plus a number of additional Knowledge Skills equal to their Int Bonus) (Int), Profession (Wis), Read Magic (Int), and Spellcraft (Int). Wizards may Choose 1 Craft or 1 Profession at creation. Any other Crafts or Professions must be purchased as any other Skill.

Spells: Wizards cast Spells using Heka (see table below) as a Primary caster. Each Day a Wizard prepares a number of different spells in his mind based upon their Level and any Ability Score Bonus Spells per day as per the C&C PHB. The Wizard is then able to cast spells until they run out of Heka.

Any Wizard that attempts to use more Heka than they have automatically takes Con Damage equal to the total amount spent.

Scribe Scroll:

The Cost to craft a Scroll is 25gp per spell level x Caster level (Same cost in XP x2). A Wizard may not scribe a scroll of the highest Spell level he has attained until he has created the level after obtaining that spell level.

Example: A 5th Level Wizard may not scribe scrolls of 3rd level until he has attained 6th Level in Wizard.

Find Familiar:

As Spell, gains Greater Familiar at 6th Level: Note that Wizard may be able to control other minions as their Specialist Path allows.

Familiarity with magic:

Wizards gain a +1 bonus on saves vs. Magic and magical effects per 4 levels after 1st.

Alchemy:

Alchemy is gained at 3rd level, the wizard becomes adept at mixing rare and arcane substances to concoct magic effect. Each effect has its own recipe, and the recipe must be found or researched prior to use.

Wizard Staff:

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The Wizards Staff is considered a +1 Weapon and gains an additional +1 enhancement per 4 Levels. (+1 at 1st, +2 at 4th, +3 at 8th, +4 at 12th, +5 at 16th, and +6th at 20th). The Staff can also store Spells and effects. For complete information on the Wizards Staff see page XXXX.

A wizard spends a great deal of effort crafting this item during their apprenticeship. The item may be enchanted in addition to the base abilities already noted.

Heka Reservoir: The Wizards Staff can be crafted to retain Heka. The Capacity of the staff is dependant upon how much the wizard cares to invest in it. The Maximum amount of Heka that can be stored in a Wizards Staff is equal to the Wizards Heka Bonus due to high Intelligence Bonus plus an amount of Heka equal to the cost of the highest level spell the Wizard can cast. (Example Crystalmyst – A human 9th Level Wizard with an Intelligence of 20 can craft her staff to hold up to 37 Heka Points; 26 + 11.) For complete Details on Crafting a Wizards Staff see below.

Meta-Magic-

This requires a Siege Check and extra Heka Points to be able to accomplish (See Meta-Magic Below).

Identify:

Wizards can identify Magic items by making a Siege Check (CL based on the relative power of the Item.) after spending at least 10 min inspecting the item.

Spell Research:

Wizards are constantly studying and researching magic as a whole and spells most specifically. As a result Wizards are able to pick a number of Spells equivalent in levels equal to the highest spell level the Wizard can cast. Thus a 4th level Wizard Training to become a 5th level Wizard may choose 3 levels worth of spells, such as 1 first level spell and 1 second level, or 1 3rd level spell. If the Wizard is a Guild member in good standing and has access to a guild hall they gain twice the number of spell levels. In the example above the Wizard could gain 2 third level spells, or 3 second level or any combination totaling 6 spell levels.

New Spells: As a Wizard gains in ability and power they can attempt to research brand new spells. To do this a Wizard must sacrifice 500xp and 500gp per Spell level to be attempted and invest no less than a weeks time. The CK will look over the submitted spell and help finalize the details of the New Spell to be researched. At the end of the time set aside the Wizard must make an INT Siege check with a minimum CL equal to the Spell Level being researched. There are several other factors that effect the final CL and those are listed on the Spell Research Table.

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WIZARD EXPERIENCE TABLE				
Level	HD	BtH	EPP	Class Abilities
1	d4	-1	0	Heka-Use, Familiarity w/Magic +1 Staff+1
2	d4	+0	2,601	Scribe Scroll
3	d4	+0	5,201	Alchemy,
4	d4	+1	10,401	Familiarity w/Magic +2, Staff +2
5	d4	+1	20,801	Craft Wand,
6	d4	+2	42,501	Greater Familiar Meta-Magic
7	d4	+2	85,001	Spell Research,
8	d4	+3	170,001	Familiarity w/Magic +3, Staff +3
9	d4	+3	340,001	Meta-Magic
10	d4	+4	500,001	Craft Item
11	d4	+4	750,001	Name Level, Apprentice, Cohorts Possible,
12	d4	+5	1,000,001	Familiarity w/Magic +4, Staff +3, Elemental Familiar poss.
13	d4	+5	1,250,001	
14	d4	+6	1,500,001	Meta-Magic
15	d4	+6	1,750,001	Planar Familiar poss,
16	d4	+7	2,000,001	Familiarity w/Magic +5, Staff +4
17	d4	+7	2,250,001	
18	d4	+8	2,500,001	Meta-Magic
19	d4	+8	2,750,001	
20	d4	+9	3,000,001	Familiarity w/Magic +6, Staff +5

MAXIMUM HEKA POINTS BY CASTER TYPE AND LEVEL					CASTING COST		HEKA RECOVERY	
Caster Level	Tertiary Caster	Secondary Caster	Primary Caster	Ranger/ Paladin	Spell Level	Heka Cost	Rest/Sleep	% Recovered
1	1	2	3	0	0	0*	1 hour	10%
2	2	4	5	0	1	1	2 hours	20%
3	3	7	8	0	2	3	3 hours	30%
4	5	11	14	0	3	5	4 hours	40%
5	7	16	19	0	4	7	5 Hours	55%
6	9	24	29	1	5	9	6 Hour	70%
7	14	33	37	1	6	11	7 Hours	85%
8	17	44	51	1	7	13	8 Hours	100%
9	22	56	63	1	8	15		
10	29	72	81	4	9	17		
11	34	88	97	4			Light Duty	%
12	41	104	115	9			2	5%
13	50	120	131	9			3	10%
14	57	136	149	10			4	15%
15	67	152	165	17			6	20%
16	81	168	183	20			8	30%
17	95	184	199	25				
18	113	200	217	26				
19	133	216	233	41				
20	144	232	249	48				

Casting Cost for Spells dealing extra damage die based on caster level increase cost by +1 per die of damage beyond the base damage. A 6die Fireball costs 6 Heka.

* Caster may use a number of 0 Level Spells per day equal to the number of 1st level spells plus 3 at no cost each day.

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BONUS HEKA (POINTS)

Casting Ability	0 Level	1 st Level	2 nd Level	3 rd Level	4 th Level	5th Level	6 th Level	7 th Level	8 th Level	9 th Level
12-13		1	1	1	1	1	1	1	1	1
14-15		1	4	4	4	4	4	4	4	4
16-17		1	4	9	9	9	9	9	9	9
18-19		1	4	9	16	16	16	16	16	16
20-21		2	5	10	17	26	26	26	26	26
22-23		2	8	13	20	29	40	40	40	40
24-25		2	8	18	25	34	45	58	58	58
26-27		2	8	18	32	41	52	65	80	80
28-29		3	9	19	33	51	62	75	90	107

WIZARD SPELLS PREPARED (IN MEMORY) EACH DAY

(This is the number of Individual Spells the Wizard has 'in memory' at any given time.)

Wizard Level	0 Level	1 st Level	2 nd Level	3 rd Level	4 th Level	5th Level	6 th Level	7 th Level	8 th Level	9 th Level
1	4	2+								
2	4	3+								
3	4	3+	1+							
4	4	3+	2+							
5	4	4+	2+	1+						
6	5	4+	3+	2+						
7	5	4+	3+	2+	1+					
8	5	4+	3+	3+	2+					
9	5	5+	4+	3+	2+	1+				
10	5	5+	4+	3+	3+	2+				
11	6	5+	4+	4+	3+	2+	1+			
12	6	5+	4+	4+	3+	3+	2+			
13	6	6+	5+	4+	4+	3+	2+	1+		
14	6	6+	5+	4+	4+	3+	3+	2+		

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WIZARD SPELL LISTS

Note this list is far from complete and will be updated as time and the Campaign increase. As a player you may submit spells to the CK for inclusion. Players looking to gain spells not on these lists can do so by researching the spells. I will be adding spells from various sources including but not limited to : Forgotten Realms, 1st and 2nd Edition AD&D, Green Ronin Supplements including Freeport, Book of Eldritch Might, and Arcana Evolved

0-LEVEL WIZARD SPELLS (CANTRIPS)

ABJURATION

Resistance: Subject gains +1 on saving throws.

CONJURATION

Acid Splash: Orb deals 1d3 acid damage.

DIVINATION

Detect Poison: Detects poison in one creature or small object.

Detect Magic: Detects spells and magic items within 60 ft.

Read Magic: Read scrolls and spellbooks.

ENCHANTMENT

Daze: Humanoid creature of 4 HD or less loses next action.

EVOCAATION

Dancing Lights: Creates torches or other lights.

Flare: Dazzles one creature (-1 on attack rolls).

Light: Object shines like a torch.

Ray of Frost: Ray deals 1d3 cold damage.

ILLOUSION

Ghost Sound: Figment sounds.

NECROMANCY

Disrupt Undead: Deals 1d6 damage to one undead.

Touch of Fatigue: Touch attack fatigues target.

TRANSMUTATION

Mage Hand: 5-pound telekinesis.

Mending: Makes minor repairs on an object.

Message: Whispered conversation at distance.

Open/Close: Opens or closes small or light things.

UNIVERSAL

Arcane Mark: Inscribes a personal rune (visible or invisible).

Prestidigitation: Performs minor tricks.

1ST-LEVEL WIZARD SPELLS

ABJURATION

Alarm: Wards an area for 2 hours/level.

Endure Elements: Exist comfortably in hot or cold environments.

Hold Portal: Holds door shut.

Protection from Chaos/Evil/Good/Law: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

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Shield: Invisible disc gives +4 to AC, blocks magic missiles.

CONJURATION

Grease: Makes 10-ft. square or one object slippery.

Mage Armor: Gives subject +4 armor bonus.

Mount: Summons riding horse for 2 hours/level.

Obscuring Mist: Fog surrounds you.

Summon Monster I: Calls extra-planar creature to fight for you.

Unseen Servant: Invisible force obeys your commands.

DIVINATION

Comprehend Languages: You understand all spoken and written languages.

Detect Secret Doors: Reveals hidden doors within 60 ft.

Detect Undead: Reveals undead within 60 ft.

Identify M: Determines properties of magic item.

True Strike: +20 on your next attack roll.

ENCHANTMENT

Charm Person: Makes one person your friend.

Hypnotism: Fascinates 2d4 HD of creatures.

Sleep: Puts 4 HD of creatures into magical slumber.

EVOICATION

Burning Hands: 1d4/level fire damage (max 5d4).

Floating Disk: Creates 3-ft.-diameter horizontal disk that holds 100 lb./level.

Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).

Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).

ILLOUSION

Color Spray: Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.

Disguise Self: Changes your appearance.

Magic Aura: Alters object's magic aura.

Silent Image: Creates minor illusion of your design.

Ventriloquism: Throws voice for 1 min./level.

NECROMANCY

Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.

Chill Touch: One touch/level deals 1d6 damage and possibly 1 Str damage.

Ray of Enfeeblement: Ray deals 1d6 +1 per two levels Str damage.

TRANSMUTATION

Animate Rope: Makes a rope move at your command.

Enlarge Person: Humanoid creature doubles in size.

Erase: Mundane or magical writing vanishes.

Expeditious Retreat: Your speed increases by 30 ft.

Feather Fall: Objects or creatures fall slowly.

Jump: Subject gets bonus on Jump checks.

Magic Weapon: Weapon gains +1 bonus.

Reduce Person: Humanoid creature halves in size.

2ND-LEVEL WIZARD SPELLS

ABJURATION

Arcane Lock M: Magically locks a portal or chest.

Obscure Object: Masks object against scrying.

Protection from Arrows: Subject immune to most ranged attacks.

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Resist Energy: Ignores first 10 (or more) points of damage/attack from specified energy type.

CONJURATION

Acid Arrow: Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.

Fog Cloud: Fog obscures vision.

Glitterdust: Blinds creatures, outlines invisible creatures.

Summon Monster II: Calls extraplanar creature to fight for you.

Summon Swarm: Summons swarm of bats, rats, or spiders.

Web: Fills 20-ft.-radius spread with sticky spiderwebs.

DIVINATION

Detect Thoughts: Allows "listening" to surface thoughts.

Locate Object: Senses direction toward object (specific or type).

See Invisibility: Reveals invisible creatures or objects.

ENCHANTMENT

Daze Monster: Living creature of 6 HD or less loses next action.

Hideous Laughter: Subject loses actions for 1 round/level.

Touch of Idiocy: Subject takes 1d6 points of Int, Wis, and Cha damage.

EVOCAATION

Continual Flame M: Makes a permanent, heatless torch.

Darkness: 20-ft. radius of supernatural shadow.

Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.

Gust of Wind: Blows away or knocks down smaller creatures.

Scorching Ray: Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).

Shatter: Sonic vibration damages objects or crystalline creatures.

ILLOUSION

Blur: Attacks miss subject 20% of the time.

Hypnotic Pattern: Fascinates (2d4 + level) HD of creatures.

Invisibility: Subject is invisible for 1 min./level or until it attacks.

Magic Mouth M: Speaks once when triggered.

Minor Image: As silent image, plus some sound.

Mirror Image: Creates decoy duplicates of you (1d4 +1 per three levels, max 8).

Misdirection: Misleads DIVINATIONinations for one creature or object.

Phantom Trap M: Makes item seem trapped.

NECROMANCY

Blindness/Deafness: Makes subject blinded or deafened.

Command Undead: Undead creature obeys your commands.

False Life: Gain 1d10 temporary hp +1/level (max +10).

Ghoul Touch: Paralyzes one subject, which exudes stENCHANTMENT that makes those nearby sickened.

Scare: Panics creatures of less than 6 HD.

Spectral Hand: Creates disembodied glowing hand to deliver touch attacks.

TRANSMUTATION

Alter Self: Assume form of a similar creature.

Bear's Endurance: Subject gains +4 to Con for 1 min./level.

Bull's Strength: Subject gains +4 to Str for 1 min./level.

Cat's Grace: Subject gains +4 to Dex for 1 min./level.

Darkvision: See 60 ft. in total darkness.

Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.

Fox's Cunning: Subject gains +4 Int for 1 min./level.

Knock: Opens locked or magically sealed door.

Levitate: Subject moves up and down at your direction.

Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.

Pyrotechnics: Turns fire into blinding light or choking smoke.

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Rope Trick: As many as eight creatures hide in extradimensional space.

Spider Climb: Grants ability to walk on walls and ceilings.

Whispering Wind: Sends a short message 1 mile/level.

3RD-LEVEL SORCERER/WIZARD SPELLS

ABJURATION

Dispel Magic: Cancels magical spells and effects.

Explosive Runes: Deals 6d6 damage when read.

Magic Circle against Chaos/Evil/Good/Law: As protection spells, but 10-ft. radius and 10 min./level.

Nondetection M: Hides subject from DIVINATIONination, scrying.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

CONJURATION

Phantom Steed: Magic horse appears for 1 hour/level.

Sepia Snake Sigil M: Creates text symbol that immobilizes reader.

Sleet Storm: Hampers vision and movement.

Stinking Cloud: Nauseating vapors, 1 round/level.

Summon Monster III: Calls extraplanar creature to fight for you.

DIVINATION

Arcane Sight: Magical auras become visible to you.

Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.

Tongues: Speak any language.

ENCHANTMENT

Deep Slumber: Puts 10 HD of creatures to sleep.

Heroism: Gives +2 bonus on attack rolls, saves, skill checks.

Hold Person: Paralyzes one humanoid for 1 round/level.

Rage: Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.

Suggestion: Compels subject to follow stated course of action.

EVOICATION

Daylight: 60-ft. radius of bright light.

Fireball: 1d6 damage per level, 20-ft. radius.

Lightning Bolt: Electricity deals 1d6/level damage.

Tiny Hut: Creates shelter for ten creatures.

Wind Wall: Deflects arrows, smaller creatures, and gases.

ILLOUSION

Displacement: Attacks miss subject 50%.

Illusory Script M: Only intended reader can decipher.

Invisibility Sphere: Makes everyone within 10 ft. invisible.

Major Image: As silent image, plus sound, smell and thermal effects.

NECROMANCY

Gentle Repose: Preserves one corpse.

Halt Undead: Immobilizes undead for 1 round/level.

Ray of Exhaustion: Ray makes subject exhausted.

Vampiric Touch: Touch deals 1d6/two levels damage; caster gains damage as hp.

TRANSMUTATION

Blink: You randomly vanish and reappear for 1 round/level.

Flame Arrow: Arrows deal +1d6 fire damage.

Fly: Subject flies at speed of 60 ft.

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Gaseous Form: Subject becomes insubstantial and can fly slowly.
Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
Keen Edge: Doubles normal weapon's threat range.
Magic Weapon, Greater: +1/four levels (max +5).
Secret Page: Changes one page to hide its real content.
Shrink Item: Object shrinks to one-sixteenth size.
Slow: One subject/level takes only one action/round, -2 to AC, -2 on attack rolls.
Water Breathing: Subjects can breathe underwater.

4TH-LEVEL WIZARD SPELLS

ABJURATION

Dimensional Anchor: Bars extradimensional movement.
Fire Trap M: Opened object deals 1d4 damage +1/level.
Globe of Invulnerability, Lesser: Stops 1st- through 3rd-level spell effects.
Remove Curse: Frees object or person from curse.
Stoneskin M: Ignore 10 points of damage per attack.

CONJURATION

Black Tentacles: Tentacles grapple all within 15 ft. spread.
Dimension Door: Teleports you short distance.
Minor Creation: Creates one cloth or wood object.
Secure Shelter: Creates sturdy cottage.
Solid Fog: Blocks vision and slows movement.
Summon Monster IV: Calls extraplanar creature to fight for you.

DIVINATION

Arcane Eye: Invisible floating eye moves 30 ft./round.
Detect Scrying: Alerts you of magical eavesdropping.
Locate Creature: Indicates direction to familiar creature.
Scrying F: Spies on subject from a distance.

ENCHANTMENT

Charm Monster: Makes monster believe it is your ally.
Confusion: Subjects behave oddly for 1 round/level.
Crushing Despair: Subjects take -2 on attack rolls, damage rolls, saves, and checks.
Geas, Lesser: Commands subject of 7 HD or less.

EVOCAATION

Fire Shield: Creatures attacking you take fire damage; you're protected from heat or cold.
Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.
Resilient Sphere: Force globe protects but traps one subject.
Shout: Deafens all within cone and deals 5d6 sonic damage.
Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.
Wall of Ice: Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.

ILLOUSION

Hallucinatory Terrain: Makes one type of terrain appear like another (field into forest, or the like).
Illusory Wall: Wall, floor, or ceiling looks real, but anything can pass through.
Invisibility, Greater: As invisibility, but subject can attack and stay invisible.
Phantasmal Killer: Fearsome illusion kills subject or deals 3d6 damage.
Rainbow Pattern: Lights fascinate 24 HD of creatures.

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Shadow CONJURATIONuration: Mimics CONJURATIONuration below 4th level, but only 20% real.

NECROMANCY

Animate Dead M: Creates undead skeletons and zombies.

Bestow Curse: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.

Contagion: Infects subject with chosen disease.

Enervation: Subject gains 1d4 negative levels.

Fear: Subjects within cone flee for 1 round/level.

TRANSMUTATION

Enlarge Person, Mass: Enlarges several creatures.

Mnemonic Enhancer F: Wizard only. Prepares extra spells or retains one just cast.

Polymorph: Gives one willing subject a new form.

Reduce Person, Mass: Reduces several creatures.

Stone Shape: Sculpts stone into any shape.

5TH-LEVEL WIZARD SPELLS

ABJURATION

Break ENCHANTMENTantment: Frees subjects from ENCHANTMENTantments, alterations, curses, and petrification.

Dismissal: Forces a creature to return to native plane.

Mage's Private Sanctum: Prevents anyone from viewing or scrying an area for 24 hours.

CONJURATION

Cloudkill: Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.

Mage's Faithful Hound: Phantom dog can guard, attack.

Major Creation: As minor creation, plus stone and metal.

Planar Binding, Lesser: Traps extraplanar creature of 6 HD or less until it performs a task.

Secret Chest F: Hides expensive chest on Ethereal Plane; you retrieve it at will.

Summon Monster V: Calls extraplanar creature to fight for you.

Teleport: Instantly transports you as far as 100 miles/level.

Wall of Stone: Creates a stone wall that can be shaped.

DIVINATION

Contact Other Plane: Lets you ask question of extraplanar entity.

Prying Eyes: 1d4 +1/level floating eyes scout for you.

Telepathic Bond: Link lets allies communicate.

ENCHANTMENT

Dominate Person: Controls humanoid telepathically.

Feeblemind: Subject's Int and Cha drop to 1.

Hold Monster: As hold person, but any creature.

Mind Fog: Subjects in fog get -10 to Wis and Will checks.

Symbol of Sleep M: Triggered rune puts nearby creatures into catatonic slumber.

EVOICATION

Cone of Cold: 1d6/level cold damage.

Interposing Hand: Hand provides cover against one opponent.

Sending: Delivers short message anywhere, instantly.

Wall of Force: Wall is immune to damage.

ILLOUSION

Dream: Sends message to anyone sleeping.

False Vision M: Fools scrying with an illusion.

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Mirage Arcana: As hallucinatory terrain, plus structures.
Nightmare: Sends vision dealing 1d10 damage, fatigue.
Persistent Image: As major image, but no concentration required.
Seeming: Changes appearance of one person per two levels.
Shadow Evocation: Mimics evocation below 5th level, but only 20% real.

NECROMANCY

Blight: Withers one plant or deals 1d6/level damage to plant creature.
Magic Jar F: Enables possession of another creature.
Symbol of Pain M: Triggered rune wracks nearby creatures with pain.
Waves of Fatigue: Several targets become fatigued.

TRANSMUTATION

Animal Growth: One animal/two levels doubles in size.
Baleful Polymorph: Transforms subject into harmless animal.
Fabricate: Transforms raw materials into finished items.
Overland Flight: You fly at a speed of 40 ft. and can hustle over long distances.
Passwall: Creates passage through wood or stone wall.
Telekinesis: Moves object, attacks creature, or hurls object or creature.
Transmute Mud to Rock: Transforms two 10-ft. cubes per level.
Transmute Rock to Mud: Transforms two 10-ft. cubes per level.

UNIVERSAL

Permanency X: Makes certain spells permanent.

6TH-LEVEL WIZARD SPELLS

ABJURATION

Antimagic Field: Negates magic within 10 ft.
Dispel Magic, Greater: As dispel magic, but +20 on check.
Globe of Invulnerability: As lesser globe of invulnerability, plus 4th-level spell effects.
Guards and Wards: Array of magic effects protect area.
Repulsion: Creatures can't approach you.

CONJURATION

Acid Fog: Fog deals acid damage.
Planar Binding: As lesser planar binding, but up to 12 HD.
Summon Monster VI: Calls extraplanar creature to fight for you.
Wall of Iron M: 30 hp/four levels; can topple onto foes.

DIVINATION

Analyze Dweomer F: Reveals magical aspects of subject.
Legend Lore M F: Lets you learn tales about a person, place, or thing.
True Seeing M: Lets you see all things as they really are.

ENCHANTMENT

Geas/Quest: As lesser geas, plus it affects any creature.
Heroism, Greater: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
Suggestion, Mass: As suggestion, plus one subject/level.
Symbol of Persuasion M: Triggered rune charms nearby creatures.

EVOCAATION

Chain Lightning: 1d6/level damage; 1 secondary bolt/level each deals half damage.
Contingency F: Sets trigger condition for another spell.
Forceful Hand: Hand pushes creatures away.
Freezing Sphere: Freezes water or deals cold damage.

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ILLOUSION

Mislead: Turns you invisible and creates illusory double.

Permanent Image: Includes sight, sound, and smell.

Programmed Image M: As major image, plus triggered by event.

Shadow Walk: Step into shadow to travel rapidly.

Veil: Changes appearance of group of creatures.

NECROMANCY

Circle of Death M: Kills 1d4/level HD of creatures.

Create Undead M: Creates ghouls, ghosts, mummies, or mohrgs.

Eyebite: Target becomes panicked, sickened, and comatose.

Symbol of Fear M: Triggered rune panics nearby creatures.

Undeath to Death M: Destroys 1d4/level HD of undead (max 20d4).

TRANSMUTATION

Bear's Endurance, Mass: As bear's endurance, affects one subject/level.

Bull's Strength, Mass: As bull's strength, affects one subject/ level.

Cat's Grace, Mass: As cat's grace, affects one subject/level.

Control Water: Raises or lowers bodies of water.

Disintegrate: Makes one creature or object vanish.

Eagle's Splendor, Mass: As eagle's splendor, affects one subject/level.

Flesh to Stone: Turns subject creature into statue.

Fox's Cunning, Mass: As fox's cunning, affects one subject/ level.

Mage's Lucubration: Wizard only. Recalls spell of 5th level or lower.

Move Earth: Digs trENCHANTMENTEs and build hills.

Owl's Wisdom, Mass: As owl's wisdom, affects one subject/ level.

Stone to Flesh: Restores petrified creature.

Transformation M: You gain combat bonuses.

7TH-LEVEL WIZARD SPELLS

ABJURATION

Banishment: Banishes 2 HD/level of extraplanar creatures.

Sequester: Subject is invisible to sight and scrying; renders creature comatose.

Spell Turning: Reflect 1d4+6 spell levels back at caster.

CONJURATION

Instant Summons M: Prepared object appears in your hand.

Mage's Magnificent Mansion F: Door leads to extradimensional mansion.

Phase Door: Creates an invisible passage through wood or stone.

Plane Shift F: As many as eight subjects travel to another plane.

Summon Monster VII: Calls extraplanar creature to fight for you.

Teleport, Greater: As teleport, but no range limit and no off-target arrival.

Teleport Object: As teleport, but affects a touched object.

DIVINATION

Arcane Sight, Greater: As arcane sight, but also reveals magic effects on creatures and objects.

Scrying, Greater: As scrying, but faster and longer.

Vision M X: As legend lore, but quicker and strenuous.

ENCHANTMENT

Hold Person, Mass: As hold person, but all within 30 ft.

Insanity: Subject suffers continuous confusion.

Power Word Blind: Blinds creature with 200 hp or less.

LANDS OF VELOSS CAMPAIGN SETTING

Symbol of Stunning M: Triggered rune stuns nearby creatures.

EVOCAATION

Delayed Blast Fireball: 1d6/level fire damage; you can postpone blast for 5 rounds.

Forcecage M: Cube or cage of force imprisons all inside.

Grasping Hand: Hand provides cover, pushes, or grapples.

Mage's Sword F: Floating magic blade strikes opponents.

Prismatic Spray: Rays hit subjects with variety of effects.

ILLOUSION

Invisibility, Mass: As invisibility, but affects all in range.

Project Image: Illusory double can talk and cast spells.

Shadow CONJURATIONuration, Greater: As shadow CONJURATIONuration, but up to 6th level and 60% real.

Simulacrum M X: Creates partially real double of a creature.

NECROMANCY

Control Undead: Undead don't attack you while under your command.

Finger of Death: Kills one subject.

Symbol of Weakness M: Triggered rune weakens nearby creatures.

Waves of Exhaustion: Several targets become exhausted.

TRANSMUTATION

Control Weather: Changes weather in local area.

Ethereal Jaunt: You become ethereal for 1 round/level.

Reverse Gravity: Objects and creatures fall upward.

Statue: Subject can become a statue at will.

UNIVERSAL

Limited Wish X: Alters reality – within spell limits.

8TH-LEVEL WIZARD SPELLS

ABJURATION

Dimensional Lock: Teleportation and interplanar travel blocked for one day/level.

Mind Blank: Subject is immune to mental/emotional magic and scrying.

Prismatic Wall: Wall's colors have array of effects.

Protection from Spells M F: Confers +8 resistance bonus.

CONJURATION

Incendiary Cloud: Cloud deals 4d6 fire damage/round.

Maze: Traps subject in extradimensional maze.

Planar Binding, Greater: As lesser planar binding, but up to 18 HD.

Summon Monster VIII: Calls extraplanar creature to fight for you.

Trap the Soul M F: Imprisons subject within gem.

DIVINATION

Discern Location: Reveals exact location of creature or object.

Moment of Prescience: You gain insight bonus on single attack roll, check, or save.

Prying Eyes, Greater: As prying eyes, but eyes have true seeing.

ENCHANTMENT

Antipathy: Object or location affected by spell repels certain creatures.

Binding M: Utilizes an array of techniques to imprison a creature.

Charm Monster, Mass: As charm monster, but all within 30 ft.

Demand: As sending, plus you can send suggestion.

Irresistible Dance: Forces subject to dance.

LANDS OF VELOSS CAMPAIGN SETTING

Power Word Stun: Stuns creature with 150 hp or less.

Symbol of Insanity M: Triggered rune renders nearby creatures insane.

Sympathy F: Object or location attracts certain creatures.

EVOCATION

CIENCHANTMENTed Fist: Large hand provides cover, pushes, or attacks your foes.

Polar Ray: Ranged touch attack deals 1d6/level cold damage.

Shout, Greater: Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.

Sunburst: Blinds all within 10 ft., deals 6d6 damage.

ILLOUSION

Scintillating Pattern: Twisting colors confuse, stun, or render unconscious.

Screen: Illusion hides area from vision, scrying.

Shadow Evocation, Greater: As shadow evocation, but up to 7th level and 60% real.

Telekinetic Sphere: As resilient sphere, but you move sphere telekinetically.

NECROMANCY

Clone M F: Duplicate awakens when original dies.

Create Greater Undead M: Create shadows, wraiths, spectres, or devourers.

Horrid Wilting: Deals 1d6/level damage within 30 ft.

Symbol of Death M: Triggered rune slays nearby creatures.

TRANSMUTATION

Iron Body: Your body becomes living iron.

Polymorph Any Object: Changes any subject into anything else.

Temporal Stasis M: Puts subject into suspended animation.

9TH-LEVEL WIZARD SPELLS

ABJURATION

Freedom: Releases creature from imprisonment.

Imprisonment: Entombs subject beneath the earth.

Mage's Disjunction: Dispels magic, disENCHANTMENTants magic items.

Prismatic Sphere: As prismatic wall, but surrounds on all sides.

CONJURATION

Gate X: Connects two planes for travel or summoning.

Refuge M: Alters item to transport its possessor to you.

Summon Monster IX: Calls extraplanar creature to fight for you.

Teleportation Circle M: Circle teleports any creature inside to designated spot.

DIVINATION

Foresight: "Sixth sense" warns of impending danger.

ENCHANTMENT

Dominate Monster: As dominate person, but any creature.

Hold Monster, Mass: As hold monster, but all within 30 ft.

Power Word Kill: Kills one creature with 100 hp or less.

EVOCATION

Crushing Hand: Large hand provides cover, pushes, or crushes your foes.

Meteor Swarm: Four exploding spheres each deal 6d6 fire damage.

ILLOUSION

Shades: As shadow CONJURATIONuration, but up to 8th level and 80% real.

Weird: As phantasmal killer, but affects all within 30 ft.

NECROMANCY

Astral Projection M: Projects you and companions onto Astral Plane.

Energy Drain: Subject gains 2d4 negative levels.

LANDS OF VELOSS CAMPAIGN SETTING

Soul Bind F: Traps newly dead soul to prevent resurrection.

Wail of the Banshee: Kills one creature/level.

TRANSMUTATION

Etherealness: Travel to Ethereal Plane with companions.

Shapechange : Transforms you into any creature, and change forms once per round.

Time Stop: You act freely for 1d4+1 rounds.

UNIVERSAL

Wish X: As limited wish, but with fewer limits.