

Spells of Command

Level 1

Awaken	BMR=1,	D=N/A,	R=Lvl*RF
Sleep	BMR=1,	D=C.Lvl*TF,	R=Lvl*RF
Words of Command	BMR=1,	D=C.Lvl*TF,	R=Lvl*RF
Charm Person	BMR=1,	D=Lvl*TF,	R=Lvl*RF
Friends	BMR=1,	D=Lvl*TF,	R=Lvl*RF

Level 2

Forget	BMR=2,	D=N/A,	R=RF
Charm Small Animals	BMR=2,	D=Lvl*TF,	R=Lvl*RF
Clumsiness	BMR=2,	D=C.Lvl*TF,	R=Lvl*TF
Fumble	BMR=2,	D=N/A,	R=Lvl*TF
Hold Small Animals	BMR=2,	D=C.Lvl*TF,	R=Lvl*RF

Level 3

Command Small Animals	BMR=3,	D=Lvl*TF,	R=Lvl*RF
Hold Large Animals	BMR=3,	D=C.Lvl*TF,	R=Lvl*RF
Demoralise	BMR=3,	D=Lvl*TF,	R=C.Lvl*RF

Level 4

Command Large Animals	BMR=4,	D=Lvl*TF,	R=Lvl*RF
Hold Person	BMR=4,	D=C.Lvl*TF,	R=Lvl*RF
Summon Animals	BMR=4,	D=I,	R=Lvl*RF
Word of Power 'Deafen'	BMR=4,	D=C.Lvl*TF,	R=C.Lvl*RF

Level 5

Hold Monster	BMR=5,	D=C.Lvl*TF,	R=Lvl*RF
Word of Power 'Stun'	BMR=5,	D=C.Lvl*TF,	R=C.Lvl*RF

Level 6

Courage	BMR=6,	D=C.Lvl*TF,	R=Lvl*RF
Confusion	BMR=6,	D=C.Lvl*TF,	R=Lvl*RF
Love	BMR=6,	D=C.Lvl*TF,	R=Lvl*RF
Hate	BMR=6,	D=C.Lvl*TF,	R=Lvl*RF
Mesmerism	BMR=6,	D=C.Lvl*TF,	R=Lvl*RF

Level 7

Geas	BMR=7,	D=Spec,	R=C.Lvl*RF
Word of Power 'Weaken'	BMR=7,	D=C.Lvl*TF,	R=Lvl*RF

Level 8

Amnesia	BMR=8,	D=C.Lvl*TF, R=Lvl*RF	
Word of Power 'Blind'	BMR=8,	D=C.Lvl*TF, R=Lvl*RF	

Level 9

Enchanted Sleep	BMR=9,	D=Spec,	R=C.Lvl*RF
Great Command	BMR=9,	D=Spec,	R=C.Lvl*RF

Work of Power 'Blast'

BMR=9,

$D=C.Lvl*TF,$

$R=Lvl*RF$

Level 10

Word of Power 'Air'

BMR=10,

$D=C.Lvl*TF,$

$R=Lvl*RF$

Word of Power 'Fire'

BMR=10,

$D=C.Lvl*TF,$

$R=Lvl*RF$

Word of Power 'Earth'

BMR=10,

$D=C.Lvl*TF,$

$R=Lvl*RF$

Word of Power 'Water'

BMR=10,

$D=C.Lvl*TF,$

$R=Lvl*RF$

Spells of Alteration

Level 1

Comprehend Languages	BMR=3,	D=C.Lvl*TF,	R=RF
Reduce / Enlarge	BMR=3,	D=C.Lvl*TF,	R=C.Lvl*RF
Erase	BMR=3,	D=P,	R=RF
Hold Portal	BMR=3,	D=Lvl*TF,	R=C.Lvl*RF
Mending	BMR=3,	D=P,	R=RF
Noise	BMR=3,	D=C.Lvl*TF,	R=C.Lvl*RF

Level 2

Knock	BMR=4,	D=P,	R=C.Lvl*RF
Dullsound	BMR=4,	D=C.Lvl*TF,	R=C.Lvl*RF
Farssee	BMR=4,	D=C.Lvl*TF,	R=C.Lvl*RF
Farhear	BMR=4,	D=C.Lvl*TF,	R=C.Lvl*RF
Armour	BMR=4,	D=C.Lvl*TF,	R=C.Lvl*RF

Level 3

Healing / Hurt	BMR=5,	D=P,	R=C.Lvl*RF
Growth / Diminish	BMR=5,	D=C.Lvl*TF,	R=C.Lvl*RF
Haste / Slow	BMR=5,	D=C.Lvl*TF,	R=C.Lvl*TF
Strength / Weakness	BMR=5,	D=C.Lvl*TF,	R=C.Lvl*TF
Tongues	BMR=5,	D=C.Lvl*TF,	R=C.Lvl*TF

Level 4

Shape Change	BMR=6,	D=Lvl*TF,	R=C.Lvl*TF
Warding	BMR=6,	D=Spec,	R=C.Lvl*TF

Level 5

Regeneration	BMR=7,	D=P,	R=C.Lvl*TF
Telekinesis	BMR=7,	D=C.Lvl*TF,	R=C.Lvl*TF
Passwall	BMR=7,	D=C.Lvl*TF,	R=C.Lvl*TF

Level 6

Disintegrate	BMR=8,	D=P,	R=C.Lvl*TF
Petrification	BMR=8,	D=P,	R=C.Lvl*TF

Level 7

Vitality	BMR=9,	D=C.Lvl*TF,	R=C.Lvl*TF
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Level 8

Longevity	BMR=10,	D=C.Lvl*TF,	R=C.Lvl*TF
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Spells of Summoning

Summon

- Elemental; Fire
 Air
 Earth
 Water
- Demon
- Undead
- Spirit

Banish

- Elemental; Fire
 Air
 Earth
 Water
- Any Demon
- Undead
- Spirit

Binding

- Elemental; Fire
 Air
 Earth
 Water
- Demon
- Undead
- Spirit

Summoning spells have a variable casting level, 1-10, indicating the 'level' of creature summoned.

The BMR of Summoning spells is the Casting level, +1 if an Elemental, Undead or Ancestor Spirit, +2 if a Demon.

Banishment spells likewise have a variable level, indicating the most powerful creature they can affect.

The BMR for Banishment is equal to the Casting Level.

Binding Spells again have a variable Level, with a BMR of Casting Level + 2.

Duration for Summoning and Banishment is Instant, for Binding it is TF*Lvl Years.

Range for Summoning, Banishment & Binding is RF.

Spells of Illusion

Level 1

Blurred Image	BMR=1,	D=C.Lvl*TF,	R=C.Lvl*TF
Detect Illusion	BMR=1,	D=C.Lvl*TF,	R=C.Lvl*TF
Dancing Lights	BMR=1,	D=Lvl*TF,	R=C.Lvl*TF
Sleight of Hand	BMR=1,	D=C.Lvl*TF,	R=S
Audible Glamour	BMR=1,	D=C.Lvl*TF,	R=C.Lvl*TF
Illusion I	BMR=1,	D=C.Lvl*TF,	R=C.Lvl*TF

Level 2

Illusionary Script	BMR=2,	D=Spec,	R=RF
Glamour	BMR=2,	D=Lvl*TF,	R=C.Lvl*RF
Disguise	BMR=2,	D=Lvl*TF,	R=C.Lvl*RF
Fools Gold	BMR=2,	D=Spec,	R=RF
Magic Mouth	BMR=2,	D=Spec,	R=RF
Colour Spray	BMR=2,	D=C.Lvl*TF,	R=C.Lvl*RF
Illusion II	BMR=2,	D=C.Lvl*TF,	R=C.Lvl*TF

Level 3

Hypnotic Spiral	BMR=3,	D=Spec,	R=C.Lvl*RF
Invisibility	BMR=3,	D=Spec,	R=C.Lvl*RF

Level 4

Hallucinatory Terrain	BMR=4,	D=Lvl*TF,	R=Lvl*RF
Shadow Monsters	BMR=4,	D=C.Lvl*TF,	R=C.Lvl*RF
Illusion III	BMR=4,	D=C.Lvl*TF,	R=C.Lvl*RF

Level 5

Nightmare	BMR=5,	D=Spec,	R=C.Lvl*RF
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Level 6

Illusion IV	BMR=6,	D=C.Lvl*TF,	R=C.Lvl*RF
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Spells of Detection

Level 1

Detect Life	BMR=1,	D=Lvl*TF,	R=Lvl*RF
Detect Altitude/Depth	BMR=1,	D=Lvl*TF ,	R=Lvl*RF
Detect Traps, Large	BMR=1,	D=Lvl*TF,	R=Lvl*RF
Detect Magic	BMR=1,	D=Lvl*TF,	R=C.Lvl*RF
Detect Metal	BMR=1,	D=Lvl*TF,	R=C.Lvl*RF
Find Direction	BMR=1,	D=Lvl*TF,	R=Lvl*RF

Level 2

Detect Invisible	BMR=2,	D=Lvl*TF,	R=Lvl*RF
Detect Law/Chaos	BMR=2,	D=Lvl*TF,	R=Lvl*RF
Detect Enemies	BMR=2,	D=Lvl*TF,	R=Lvl*TF
Detect Gems	BMR=2,	D=Lvl*TF,	R=C.Lvl*RF
Detect Observation	BMR=2,	D=Lvl*TF,	R=Lvl*RF
Detect Traps	BMR=2,	D=Lvl*TF,	R=Lvl*RF

Level 3

Detect Scrying	BMR=3,	D=Lvl*TF,	R=Lvl*TF
Locate Object	BMR=3,	D=Lvl*TF,	R=Lvl*TF
Locate Person	BMR=3,	D=Lvl*TF,	R=Lvl*TF

Level 4

See Invisible	BMR=4,	D=Lvl*TF,	R=Lvl*RF
Detect Truth/Lie	BMR=4,	D=Lvl*TF,	R=Lvl*RF

Spells of Necromancy

Level 1

Create Zombie	BMR=1,	D=P,	R=C.Lvl*RF
Create Skeleton	BMR=2,	D=P,	R=C.Lvl*RF

Level 2

Create Greater Zombie	BMR=2,	D=P,	R=C.Lvl*RF
Command Undead	BMR=2,	D=C.Lvl*TF,	R=C.Lvl*RF
Fear	BMR=3,	D=C.Lvl*TF,	R=C.Lvl*RF
Shadow Claw	BMR=4,	D=C.Lvl*TF,	R=C.Lvl*RF

Level 3

Create Greater Skeleton	BMR=3,	D=P,	R=C.Lvl*RF
Speak with Dead	BMR=3,	D=C.Lvl*TF,	R=RF
Bind Undead	BMR=4,	D=P,	R=C.Lvl*RF
Create Ghoul	BMR=3,	D=P,	R=C.Lvl*RF
Feign Death	BMR=4,	D=Spec,	R=S

Level 4

Terror	BMR=4,	D=C.Lvl*TF,	R=C.Lvl*RF
Create Mummy	BMR=4,	D=P,	R=C.Lvl*RF
Undead Form	BMR=5,	D=Spec,	R=S
Drain Life	BMR=6,	D=C.Lvl*TF,	R=RF

Level 5

Command Great Undead	BMR=5,	D=C.Lvl*TF,	R=C.Lvl*RF
Death Trance	BMR=6,	D=Spec,	R=C.Lvl*RF

Level 6

Paralysis	BMR=6,	D=Lvl*TF,	R=C.Lvl*RF
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Level 7

Vampire	BMR=7,	D=P,	R=S
Sever Spirit	BMR=8,	D=P,	R=C.Lvl*RF

Level 8

Clone	BMR=8,	D=P,	R=RF
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Ancient Lore

Level 1

Feather Fall	BMR=1,	D=TF,	R=RF
Shield	BMR=1,	D=C.Lvl*TF,	R=C.Lvl*RF

Level 2

Levitate	BMR=2,	D=Lvl*TF,	R=C.Lvl*RF
Rope Trick	BMR=4,	D=C.Lvl*TF,	R=C.Lvl*RF
Empathic Cure	BMR=1,	D=P,	R=RF
Find Familiar	BMR=3,	D=P,	R=S
Web	BMR=3,	D=C.Lvl*TF,	R=C.Lvl*RF
Extension I	BMR=2,	D=I,	R=S

Level 3

Astral Vision	BMR=2,	D=C.Lvl*TF,	R=Spec
Communicate	BMR=3,	D=C.Lvl*TF,	R=Spec
Fly	BMR=3,	D=Lvl*TF,	R=C.Lvl*RF
Astral Warding	BMR=2,	D=Spec,	R=C.Lvl*RF
Portal	BMR=2,	D=C.Lvl*TF,	R=C.Lvl*RF

Level 4

Astral Projection	BMR=3,	D=C.Lvl*TF,	R=Spec
Mind Link	BMR=4,	D=C.Lvl*TF,	R=Lvl*RF
Extension II	BMR=4,	D=I	R=S

Level 5

Project Self	BMR=3,	D=C.Lvl*TF,	R=Spec
Teleport	BMR=4,	D=I,	R=Spec
Curse	BMR=6,	D=Spec,	R=RF

Level 6

Extension III	BMR=6,	D=I,	R=S
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Level 7

Finger of Death	BMR=7,	D=P,	R=C.Lvl*RF
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Spells of Divination

Level 1

Augury	BMR=3,	D=Spec,	R=S
Identify	BMR=3,	D=Spec,	R=S
Legend Lore	BMR=3,	D=Spec,	R=S

Level 2

Predict Weather	BMR=4,	D=I,	R=S
Find The Path	BMR=4,	D=C.Lvl*TF,	R=C.Lvl*RF

Level 3

Clairaudience	BMR=5,	D=C.Lvl*TF,	R=Spec
Clairvoyance	BMR=5,	D=C.Lvl*TF,	R=Spec
Divination	BMR=5,	D=Spec,	R=S

Level 4

Spirit Guide	BMR=6,	D=C.Lvl*TF,	R=Spec
Vision	BMR=6,	D=C.Lvl*TF,	R=Spec

Level 5

Commune with Nature	BMR=7,	D=C.Lvl*TF,	R=C.Lvl*RF
Truesight	BMR=7,	D=Lvl*TF,	R=C.Lvl*RF

Level 6

Stonetell	BMR=8,	D=C.Lvl*TF.	R=C.Lvl*RF
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