

Tarrant's Spell Book

<i>Spell Name</i>	<i>School</i>	<i>Comp</i>	<i>Cast Time</i>	<i>Range</i>	<i>Duration</i>	<i>Save</i>	<i>SR</i>	<i>Description</i>
--- 0-Level Spells (Cantrips) ---								
Acid Splash	con(creation)[acid]	vs	1a	Close	Inst	None	No	Orb does 1d3 acid damage
Arcane Mark	uni	vs	1a	0 ft	Perm	None	No	Inscribes a personal rune (visible or invisible)
Dancing Lights	evo[light]	vs	1a	Med	1 min(D)	None	No	Creates torches or other lights
Daze	en(comp)[mind]	vsm	1a	Close	1 rd	Will neg	Yes	Humanoid creature of 4 HD or less loses next action
Detect Magic	div	vs	1a	60 ft	[c]->14 min(D)	None	No	Detects spells and magic items within 60 ft
Detect Poison	div	vs	1a	Close	Inst	None	No	Detects poison in one creature or object
Disrupt Undead	nec	vs	1a	Close	Inst	None	Yes	Deals 1d6 damage to one undead
Flare	evo[light]	v	1a	Close	Inst	Fort neg	Yes	Dazzles one creature (-1 on attack rolls)
Ghost Sound	ill(figment)	vsm	1a	Close	14 rd(D)	Will dis	No	Figment sound
Light	evo[light]	vm/df	1a	Touch	140 min(D)	None	No	Object shines like a torch
Mage Hand	tra	vs	1a	Close	[c]	None	No	5-pound telekinesis
Mending	tra	vs	1a	10 ft	Inst	Will neg(h,o)	Yes (h,o)	Makes minor repairs on an object
Message	tra[lang]	vsf	1a	Med	140 min	None	No	Whispered conversation at distance
Open/Close	tra	vsf	1a	Close	Inst	Will neg(o)	Yes(o)	Opens or closes small or light things
Prestidigitation	uni	vs	1a	10 ft	1 hour	See text	No	Performs minor tricks
Ray of Frost	evo[cold]	vs	1a	Close	Inst	None	Yes	Ray deals 1d3 cold damage
Read Magic	div	vsf	1a	Personal	140 min			Read scrolls and spellbooks
Resistance	abj	vsm/df	1a	Touch	1 min	Will neg(h)	Yes(h)	Subject gains +1 on saving throws
Touch of Fatigue	nec	vsm	1a	Touch	14 rd	Fort neg	Yes	Touch attack fatigues target
--- 1st-Level Spells ---								
Feather Fall	tra	v	1 fa	Close	Land or 14 rd	Will neg(h,o)	Yes(o)	Objects or creatures fall slowly
Mage Armor	con(creation)[force]	vsf	1a	Touch	14 hrs(D)	Will neg(h)	No	Gives subject +4 armor bonus
Magic Missile	evo[force]	vs	1a	Med	Inst	None	Yes	5 missiles deal(s) 1d4+1 damage ea
Shield	abj[force]	vs	1a	Personal	14 min(D)			Invisible disc gives +4 to AC, blocks magic missile
--- 2nd-Level Spells ---								
--- 3rd-Level Spells ---								
--- 4th-Level Spells ---								
--- 5th-Level Spells ---								
--- 6th-Level Spells ---								
--- 7th-Level Spells ---								
--- 8th-Level Spells ---								
--- 9th-Level Spells ---								