

Appendix: Spells

Spells with a ^ don't have an ORC equivalent.

Spell	Rank	Effect
Acid Splash	0	●● Ranged 6 strike: 5 acid damage. <i>Heighten</i> : +5 damage at ranks 3, 5, 7 and 9.
Chill Touch	0	●● Touch strike: 5 void damage (living creature) or the target is off-guard (undead creature). <i>Heighten</i> (+2): +5 damage (living creature).
Daze	0	●● Ranged 12: 5 mental damage (Will half; on a critical failure the target is also stunned). <i>Heighten</i> (+2): +5 damage.
Electric Arc	0	●● Ranged 6 (one or two targets): 5 electricity damage (Reflex half). <i>Heighten</i> (+2): +5 damage.
Guidance	0	● Ranged 6: The creature gets a +1 status bonus on their next saving throw.
Inspire Courage	0	● Emanation 6: You and allies receive a +1 bonus to attack rolls until the start of your next turn.
Produce Flame	0	●● Melee or Ranged 6 strike: 5 fire damage. <i>Heighten</i> (+2): +5 damage.
Gale Blast	0	●● Emanation 1: 4 bludgeoning damage and pushed 1 square (Fortitude half, negates pushed). <i>Heighten</i> (+2): +4 damage.
Ray of Enfeeblement	0	●● Ranged 6: The target is rattled (Fortitude negates).
Ray of Frost	0	●● Ranged 24 strike: 5 cold damage. On a critical success, the target is also encumbered. <i>Heighten</i> (+2): +5 damage.
Shield	0	● Self: You gain the Shield Block reaction until the start of your next turn. Shield Block ♣ Take slashing, piercing or bludgeoning damage: Reduce damage by 5.
Tanglefoot	0	●● Range 6 strike: The target is encumbered (on a critical hit, immobilized.)
Telekinetic Projectile	0	●● Ranged 6 spell attack: 5 bludgeoning, piercing or slashing damage. <i>Heighten</i> : +5 damage at ranks 2, 4, 6 and 8.
Wilding Word	0	●● Ranged 6 (animal, plant or fungus only): the target cannot use hostile actions against the caster (condition; Will negates). Condition ends immediately if the creature is the target of any hostile action from the caster.
Animal Allies	1	●● Emanation 1: 8 piercing damage (Reflex half). <i>Heighten</i> : +8 damage per rank.
Bane	1	●● Emanation 2: the target is rattled (Will negates). ● <i>Sustain</i>
Burning Hands	1	●● Cone 3: 7 fire damage (Reflex half). <i>Heighten</i> : 10 damage at rank 2, +15 damage at ranks 4, 6 and 8.
Call of the Grave[^]	1	●● Ranged 6: the target is sickened (Fortitude negates).
Charm	1	●● Ranged 6; the target cannot use hostile actions against the caster (condition; Will negates). Condition ends immediately if the creature is the target of any hostile action from the caster.
Color Spray	1	●● Spray 3: Target is slowed and rattled (Will: just rattled).
Counter Performance	1	♣ Self or an ally subject to an effect that requires a Will save: Caster makes a Performance check. Target(s) of the effect can use the Performance check as their Will save result if it is better.
Cry of Destruction	1	●● Cone 3: 5 sonic damage. <i>Heighten</i> (+1): +5 damage.
Fear	1	●● Ranged 6: Target is pushed 1 and rattled (Will negates rattled). <i>Heighten</i> (3 rd): Target up to five creatures.
Glutton's Jaws[^]	1	● Self: Gain the following action until the end of the encounter: Jaws ● Melee strike: 10 damage; you gain 5 temporary HP. <i>Heighten</i> : +5 damage and +5 temporary HP at ranks 4 and 7.
Grease	1	●● Blast 2 within 6: The area becomes greasy until the end of the encounter. Creatures who move into or through the area fall prone (Reflex negates).
Grim Tendrils	1	●● Line 6 spell: the target takes 7 void damage (Fortitude negates). <i>Heighten</i> : +7 damage per rank.
Harm	1	● Melee: 5 void damage (Fortitude half). ● Ranged 6: 5 void damage (Fortitude half). <i>Heighten</i> (either): +5 damage per rank.
Heal	1	● Melee: Heal 5 damage. <i>Heighten</i> : Heal +5 damage per rank. ● Ranged 6: Heal 10 damage. <i>Heighten</i> : Heal +10 damage per rank.
Illusory Disguise[^]	1	●● Self: You cannot be the target of a melee or ranged attack until the end of your turn. If you make an attack or use a power that requires a creature to make a saving throw, this spell ends immediately. Otherwise, you can sustain it.

		● <i>Sustain</i>
Illusory Object	1	●● Blast 2 within 24: Must target unoccupied spaces. The area becomes your choice of concealing or obstructing terrain. Any creature adjacent to the area can make a Will save as a free action to dispel the spell.
Magic Missile	1	● Ranged 24: 4 force damage. ●● Ranged 24 (two missiles): 4 force damage per missile. <i>Heighten (+2)</i> : +1 missile.
Magic Weapon	1	●● Touch: The target gets a +2 bonus on their next attack roll.
Needle of Vengeance	1	● Ranged 6: The next time the target attacks the caster, it takes 10 mental damage.
Nymph's Token	1	● Touch: An ally receives a +1 bonus to Will saves until the end of the encounter. While they are under the effects of this spell, you can cast spells that have a range of melee or touch on them at a range of 6 squares.
Shocking Grasp	1	●● Touch strike: 13 electricity damage.
Sleep	1	●● Blast 1 within 6: The target is stunned (Will negates). If it is the target of hostile action, the condition ends immediately. <i>Heighten (4th)</i> : The targets also fall prone.
True Strike	1	● Self: The next attack you make this turn, roll the attack roll twice and use the better result.
Calm Emotions	2	●● Blast 2 within 24: the target cannot use hostile actions (condition; Will negates). Condition ends immediately if the creature is the target of any hostile action.
Entangle	2	●● Blast 4 within 24: The area becomes difficult terrain until the end of the encounter and the caster gains the following action. Command Tangle ●: Creatures in the area are encumbered (Reflex negates; on a critical failure, they are instead immobilized).
Glitterdust	2	●● Blast 2 within 24: The target stops being invisible (if it was), cannot become invisible for the rest of the encounter and is rattled (Reflex negates).
Hideous Laughter	2	●● Ranged 6: Target must be living. The target is slowed (Will negates; on a critical failure the target also falls prone).
Invisibility	2	●● Touch: The target becomes invisible until the end of the encounter or until they take a hostile action. <i>Heighten (4th)</i> : The target does not cease to be invisible when they take a hostile action.
Resist Energy	2	●● Touch: The target gets resist 5 to one of acid, cold, electricity, fire or sonic until the end of the encounter. <i>Heighten</i> : 2 targets, resist 10 at rank 4; 5 targets, resist 15 at rank 7.
See Invisibility	2	● Self: The caster gains See Invisibility.
Touch of Idiocy	2	●● Touch: The target is sickened (Will negates).
Tree Shape	2	●● Self: The caster's AC becomes 20 while the spell is sustained. <i>Sustain</i> ●●
Enthrall	3	⌚ A creature within sight could have chosen the caster as a target but did not: The creature must choose the caster as a target (it may choose other targets as well if it is eligible to).
Fireball	3	●● Blast 4 within 20: 20 fire damage (Reflex half). <i>Heighten</i> : +5 damage per rank.
Levitate	3	●● Touch: The target gains fly speed until end of target's next turn. Alternatively, can move a touched object up or down 2. This generally has no effect, unless a specific scenario suggests otherwise.
Wall of Thorns	3	●● Ranged 12: Place up to 3 thorny barriers (2 squares long by 1 square wide) in a straight line. Creatures entering or passing through the barrier take 8 piercing damage. Each thorny barrier has Armor 10, hardness 10 and 20 hit points. If the caster casts this spell again, remove thorny barriers from previous casting. <i>Heightened (4th)</i> : Damage of 10 instead. <i>Heightened (+2 ranks after 4th)</i> : Damage +5; HP +10.
Dimension Door	4	●● Self: Teleport 24 to an unoccupied space in sight.
Fly	4	●● Self or touch: The target gains a Fly speed.
Ice Storm [^]	4	●● Blast 4 within 24: 20 cold and bludgeoning damage (Reflex half). The area of effect becomes difficult terrain until the end of the encounter. <i>Heighten (+1)</i> : +5 damage.
Stoneskin	4	●● Touch: The target gains resist 5 bludgeoning, piercing and slashing damage until the end of the encounter. <i>Heighten (+2)</i> : Resist +5.
Suggestion	4	●● Range 6: The target is slowed and on its next activation, it does what the caster wants, but cannot take any hostile actions (Will negates).
Cone of Cold	5	●● Cone 6: 40 cold damage (Reflex half). <i>Heighten (+1)</i> : +5 damage.
Crushing Despair	5	●● Cone 4: The target is slowed (Will negates). <i>Heighten (7th)</i> : The area becomes Cone 6.

Tree Stride	5	●● Self: Must be adjacent to a tree or other Medium or larger plant. Teleport to any other tree or other Medium or larger plant (whether or not in sight).
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