

Alarm

Abjuration

Level: Brd1, Rgr1, Sor1, Wiz1

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Close (16,5 m)

Target: 20-ft.-radius emanation
centered on a point in space

Duration: 26 hours [D]

Saving Throw: None

Spell Resistance: No

Effect: Wards an area for 26 hours.

RSRD, SpellsA-B.rtf

Arcane Mark

Universal

Level: Sor0, Wiz0

Components: V, S

Casting Time: 1 standard action

Range: 0 ft.

Target: One personal rune or mark, all of which must fit within 1 sq. ft.

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Effect: Inscribes a personal rune [visible or invisible].

RSRD, SpellsA-B.rtf

Baleful Polymorph

Transmutation

Level: Adp5, Drd5, Sor5, Wiz5

Components: V, S

Casting Time: 1 standard action

Range: Close (16,5 m)

Target: One creature

Duration: Permanent

Saving Throw: Fortitude negates, Will partial; see text

Spell Resistance: Yes

Effect: Transforms subject into harmless animal.

RSRD, SpellsA-B.rtf

Chain Lightning

Evocation [Electricity]

Level: Air6, Sor6, Wiz6

Components: V, S, F

Casting Time: 1 standard action

Range: Long (276 m)

Target: One primary target, plus 13 secondary targets [each of which must be within 30 ft. of the primary target]

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Effect: 13d6 damage; 13 secondary bolts each deal half damage.

RSRD, SpellsC.rtf

Chill Touch

Necromancy

Level: Sor1, Wiz1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Up to 13 Creatures touched

Duration: Instantaneous

Saving Throw: Fortitude partial or Will negates; see text

Spell Resistance: Yes

Effect: 13 touches deal 1d6 damage and possibly 1 Str damage.

RSRD, SpellsC.rtf

Dancing Lights

Evocation [Light]

Level: Beg0, Brd0, Sor0, Wiz0

Components: V, S

Casting Time: 1 standard action

Range: Medium (69 m)

Target: Up to four lights, all within a 10-ft.-radius area

Duration: 13 minute [D]

Saving Throw: None

Spell Resistance: No

Effect: Creates torches or other lights.

RSRD, SpellsD-E.rtf

Detect Magic

Divination

Level: Adp0, Beg0, Brd0, Clr0, Drd0,
Sor0, Wiz0

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Target: Cone-shaped emanation

Duration: Concentration, up to 13
minutes [D]

Saving Throw: None

Spell Resistance: No

Effect: Detects spells and magic items
within 60 ft.

RSRD, SpellsD-E.rtf

Enervation

Necromancy

Level: Sor4, Wiz4

Components: V, S

Casting Time: 1 standard action

Range: Close (16,5 m)

Target: Ray of negative energy

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Effect: Subject gains 1d4 negative levels.

RSRD, SpellsD-E.rtf

Fear

Necromancy [Fear, Mind-Affecting]

Level: Brd3, Sor4, Wiz4

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Target: Cone-shaped burst

Duration: 13 rounds or 1 round; see
text

Saving Throw: Will partial

Spell Resistance: Yes

Effect: Subjects within cone flee for 13
rounds.

RSRD, SpellsF-G.rtf

Fireball

Evocation [Fire]

Level: Sor3, Wiz3

Components: V, S, M

Casting Time: 1 standard action

Range: Long (276 m)

Target: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Effect: 10d6 fire damage, 20-ft. radius.

RSRD, SpellsF-G.rtf

Globe of Invulnerability

Abjuration

Level: Sor6, Wiz6

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Target: 10-ft.-radius spherical
emanation, centered on you

Duration: 13 rounds [D]

Saving Throw: None

Spell Resistance: No

Effect: As lesser globe of invulnerability,
plus 4th-level spell effects.

RSRD, SpellsF-G.rtf

Haste

Transmutation

Level: Beg3, Brd3, Sor3, Wiz3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (16,5 m)

Target: 13 creatures, no two of which
can be more than 30 ft. apart

Duration: 13 rounds

Saving Throw: Fortitude negates
(harmless)

Spell Resistance: Yes (harmless)

Effect: 13 creatures moves faster, +1
on attack rolls, AC, and Reflex
saves.

RSRD, SpellsH-L.rtf

Invisibility

Illusion (Glamer)

Level: Adp2, Asn2, Beg2, Brd2, Sor2,
Trickery2, Wiz2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal or touch

Target: You or a creature or object
weighing no more than 1300 lbs

Duration: 13 minutes [D]

Saving Throw: Will negates (harmless)
or Will negates (harmless, object)

Spell Resistance: Yes (harmless) or
Yes (harmless, object)

Effect: Subject is invisible for 13
minutes or until it attacks.

RSRD, SpellsH-L.rtf

Light

Evocation [Light]

Level: Adp0, Brd0, Clr0, Drd0, Sor0,
Wiz0

Components: V, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 130 minutes [D]

Saving Throw: None

Spell Resistance: No

Effect: Object shines like a torch.

RSRD, SpellsH-L.rtf

Lightning Bolt

Evocation [Electricity]

Level: Adp3, Sor3, Wiz3

Components: V, S, M

Casting Time: 1 standard action

Range: 120 ft.

Target: 120-ft. line

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Effect: Electricity deals 10d6 damage.

RSRD, SpellsH-L.rtf

Mage Armor

Conjuration (Creation) [Force]

Level: Beg1, Sor1, Wiz1

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 13 hours [D]

Saving Throw: Will negates (harmless)

Spell Resistance: No

Effect: Gives subject +4 armor bonus.

RSRD, SpellsM-O.rtf

Mage Hand

Transmutation

Level: Brd0, Sor0, Wiz0

Components: V, S

Casting Time: 1 standard action

Range: Close (16,5 m)

Target: One nonmagical, unattended object weighing up to 5 lb.

Duration: Concentration

Saving Throw: None

Spell Resistance: No

Effect: 5-pound telekinesis.

RSRD, SpellsM-O.rtf

Magic Missile

Evocation [Force]

Level: Sor1, Wiz1

Components: V, S

Casting Time: 1 standard action

Range: Medium (69 m)

Target: Up to five creatures, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Effect: 5 missiles that do 1d4+1 damage each.

RSRD, SpellsM-O.rtf

Mirror Image

Illusion (Figment)

Level: Adp2, Beg2, Brd2, Sor2, Wiz2

Components: V, S

Casting Time: 1 standard action

Range: Personal; see text

Target: You

Duration: 13 minutes [D]

Saving Throw: None

Spell Resistance: No

Effect: Creates decoy duplicates of you
[1d4 +4, max 8].

RSRD, SpellsM-O.rtf

Read Magic

Divination

Level: Adp0, Beg0, Brd0, Clr0, Drd0,
Pld1, Rgr1, Sor0, Wiz0

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 130 minutes

Saving Throw: None

Spell Resistance: No

Effect: Read scrolls and spellbooks.

RSRD, SpellsP-R.rtf

Shield

Abjuration [Force]

Level: Sor1, Wiz1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 13 minutes [D]

Saving Throw: None

Spell Resistance: No

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

RSRD, SpellsS.rtf

Teleport

Conjuration (Teleportation)

Level: Sor5, Travel5, Wiz5

Components: V

Casting Time: 1 standard action

Range: Personal and touch

Target: You and touched objects or
other touched willing creatures

Duration: Instantaneous

Saving Throw: None and Will negates
(object)

Spell Resistance: No and Yes (object)

Effect: Instantly transports you as far as
1300 miles.

RSRD, SpellsT-Z.rtf

Touch of Fatigue

Necromancy

Level: Adp0, Sor0, Wiz0

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 13 rounds

Saving Throw: Fortitude negates

Spell Resistance: Yes

Effect: Touch attack fatigues target.

RSRD, SpellsT-Z.rtf

Vampiric Touch

Necromancy

Level: Sor3, Wiz3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous/1 hour; see
text

Saving Throw: None

Spell Resistance: Yes

Effect: Touch deals 6d6 damage; caster
gains damage as hp.

RSRD, SpellsT-Z.rtf