

# Vindragard - Known Spells

## Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	9	5	5	4	4	3	2	0	0	0
PER DAY	6	8	8	7	7	7	5	0	0	0

### 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