

Celestial Spells				
Lvl	Spell Name	Source	Effect	Encant
1	Disarm	8 th ed PHB	Target must drop a specified hand held item	I summon a force to disarm your <item>
1	Endow	8th ed PHB	Grants 2 extra points of damage to next swing	I grant you the power of an endow
1	Improved Hearth	PTSV2	Builds a hearth for 1 hour – indoors only	With eldritch force I build an improved hearth
1	Light	8th ed PHB	Creates a light	I grant you the power of a light
1	Magic Missile	8th ed PHB	Causes 4 points of eldritch damage	I call forth a magic missile (4)
1	Shield	8th ed PHB	Grants 2 extra points of armor	With eldritch force I grant you a shield
2	Delayed Endow	8th ed PHB	Grants 2 extra points of damage to one swing of choice	I grant you the power of a delayed endow
2	Detect Magic	8th ed PHB	Reveals only presence of magic on one item	I call forth mystic power to detect magic
2	Lightning Bolt	8th ed PHB	Causes 8 points of eldritch lightning damage	I call forth a lightning bolt (8)
2	Magic Armor	8th ed PHB	Protect vs next physical attack	I grant you the power of a magic armor
2	Pin	8th ed PHB	Roots the targets right foot in place	With mystic force I pin you
2	Repel	8th ed PHB	Pushes the target back 10ft – must keep palm out	With mystic force i repel you
3	Greater Shield	8th ed PHB	Grants 4 extra points of armor	With eldritch force I grant you a greater shield
3	Ice Bolt	8th ed PHB	Causes 12 points of eldritch cold damage	I call forth an ice bolt (12)
3	Refit Armor	PTSV2	Refits as normal refit skill	I summon a force to refit this armor
3	Shatter	8th ed PHB	Destroys item up to a shield in size	I summon a force to shatter your <item>
4	Awaken	8th ed PHB	Awakens target	I command you to awaken
4	Bind	8th ed PHB	Binds the targets arms to their side	With mystic force I bind you
4	Calm	PTSV2	Calms target for 10 minutes	I command you to be calm
4	Courage	PTSV2	Removes fear from the target	I rid you of your fear
4	Elemental Blade	PTSV1	Adds 4 points of elemental damage for 1 swing	I grant you the power of an elemental blade
4	Flame Blade	8th ed PHB	Adds 4 points of fire damage for 1 swing	I grant you the power of a flame blade
4	Flame Bolt	8th ed PHB	Causes 16 points of eldritch flame damage	I call forth a flame bolt (16)
4	Shun	8th ed PHB	Pushes the target back 10ft	I command you to shun me
5	Release	8th ed PHB	Release a target from bind, pin, web, and confine effects	With mystic force I release you
5	Shield Magic	8th ed PHB	Protect vs next magical attack	I call forth mystic power to shield magic
5	Silence	8th ed PHB	Target cannot speak for 10 minutes	I command you to silence
5	Silver Aura	PTSV2	Swing silver with weapon as a critical attack	I grant you the power of a silver aura
5	Stone Bolt	PTSV1	Causes 20 points of eldritch stone damage	I call forth a stone bolt (20)
5	Web	8th ed PHB	Immobilizes target while in line of sight	With mystic force I web you
6	Circle of Harmony	PTSV2	Builds a hearth for 1 hour	With eldritch force I build a circle of harmony
6	Destroy	8th ed PHB	Destroys item up to a door in size	I summon a force to destroy your <item>
6	Elemental Shield	8th ed PHB	Protect vs elemental attack	I grant you the power of an elemental shield
6	Enchanted Blade	PTSV1	Swing magic with weapon as a critical attack	I grant you the power of an enchanted blade
6	Enflame	8th ed PHB	Enflames a hand-held item for 16 points of damage to wielder	I summon a force to enflame <item>
6	Lightning Storm	8th ed PHB	Causes 24 points of eldritch lightning damage	I call forth a lightning storm (24)
6	Sleep	8th ed PHB	Puts target to sleep for 10 minutes	I command you to sleep
7	Charm	8th ed PHB	Target views caster as best friend for 1 hour	I command you to be charmed
7	Extended Hearth	PTSV2	Creates a hearth out of a circle of power or ward	With eldritch force I build an extended hearth
7	Guardian of the Four	PTSV2	Protect vs elemental attack – stackable	I grant you the power of a <flame, ice, lightning, or stone> shield
7	Ice Storm	8th ed PHB	Causes 28 points of eldritch cold damage	I call forth an ice storm (28)
7	Mystic Lock	PTSV2	Magically locks a box or chest	With eldritch force I build a mystic lock
7	Wall of Force	8th ed PHB	Creates an immovable wall of energy the size of a doorway	With eldritch force I build a wall
8	Confine	8th ed PHB	Immobilizes target while in line of sight	With mystic force I confine you
8	Dispel magic	8th ed PHB	Removes all spell effects from target	I call forth mystic power to dispel magic
8	Displacement	PTSV2	Grants caster protection vs next attack of any kind	I grant you the power of displacement
8	Dragons Breath	8th ed PHB	Causes 32 points of eldritch fire damage	I call forth a dragons breath (32)
8	Reflect Magic	8th ed PHB	Returns next spell cast at target to the caster	I call forth mystic power to reflect magic
8	Wizard's Lock	8th ed PHB	Protects building from entry as ward – can be dispelled	With eldritch force I build a wizards lock
9	Banish	8th ed PHB	Returns extraplanar creatures to home plane for 24 hours	With mystic force I banish you
9	Circle of Power	8th ed PHB	Creates a protective circle for one hour	With eldritch force I build a circle of power
9	Doom	LCO PT	Reduces target to -1	I set your doom upon you
9	Duplicate Ward key	8th ed PHB	Creates a duplicate ward key	With eldritch force I build a duplicate ward key
9	Eldritch Blast	PTSV1	Causes 36 points of eldritch damage of type chosen	I call forth a <flame, ice, lightning, or stone> blast (36)
9	Imprison	8th ed PHB	Seals target in an unbreakable bearer for 1 hour	With eldritch force I build a prison
9	Magic Storm	8th ed PHB	While standing still continuous cast 5 magic storm	I call forth a magic storm (5)
9	Ward	8th ed PHB	Protects building from entry – cannot be dispelled	With eldritch force I build a ward ward up

Earth Spells				
Lvl	Spell Name	Source	Effect	Encant
1	Bless	8 th ed PHB	Gives target 2 extra BP	I grant you the power of a bless
1	Calm Animal	PTSV2	Calms animal target for 10 minutes	I command this animal to be calm
1	Cure/Cause Light Wounds	8 th ed PHB	Cures/Inflicts 2 BP to living targets – Cures/Inflicts 4 BP to undead	I call upon <earth/chaos> to <cure/cause> light wounds (2/4)
1	Disarm	8 th ed PHB	Target must drop a specified hand held item	I summon a force to disarm your <item>
1	Improved Hearth	PTSV2	Builds a hearth for 1 hour – indoors only	With eldritch force I build an empowered hearth
1	Light	8th ed PHB	Creates a light	I grant you the power of a light
1	Shun Animal	PTSV2	Pushes animal target back 10 ft	I command this animal to shun me
1	Stabilize	PTSV2	Stabilizes target as per first aid	I call upon the earth to stabilize you
1	Trap/Free Undead	8 th ed PHB	As pin on lesser undead – cannot rip free – releases trapped undead	I call upon <earth/chaos> to <trap/free> undead
2	Cure/Cause Wounds	8 th ed PHB	Cures/Inflicts 4 BP to living targets – Cures/Inflicts 8 BP to undead	I call upon <earth/chaos> to <cure/cause> wounds (4/8)
2	Detect Magic	8th ed PHB	Reveals only presence of magic on one item	I call forth mystic power to detect magic
2	Empathic Healing	PTSV2	Transfers on detrimental effect from target to caster	I call upon the earth to transfer <effect or [X] body>
2	Magic Armor	8th ed PHB	Protect vs next physical attack	I grant you the power of a magic armor
2	Pin	8th ed PHB	Roots the targets right foot in place	With mystic force I pin you
2	Repel	8th ed PHB	Pushes the target back 10ft – must keep palm out	With mystic force i repel you
2	Turn/Control Undead	8 th ed PHB	Lesser undead will flee battle / Control 1 lesser undead – 1 hour	I call upon <earth/chaos> to <turn/control> undead
3	Charm Animal	PTSV2	Animal considers caster best friend for 1 hour	I command this animal to be charmed
3	Cure/Cause Disease	8 th ed PHB	Cures disease / Causes disease – no running lose 1 bp per ½ hour	I call upon <earth/chaos> to <cure/cause> disease
3	Greater Bless	8 th ed PHB	Give 4 extra BP	I grant you the power of a greater bless
3	Harm/Help Undead	8 th ed PHB	Causes or heals 18 BP to undead	I call upon <earth/chaos> to <harm/help> undead (8)
3	Shatter	8th ed PHB	Destroys item up to a shield in size	I summon a force to shatter your <item>
3	Weakness/Remove Weakness	8 th ed PHB	Target swings 4 less weapon damage / removes weakness	I <curse/rid> you <with/of> weakness
4	Awaken	8th ed PHB	Awakens target	I command you to awaken
4	Bind	8th ed PHB	Binds the targets arms to their side	With mystic force I bind you
4	Calm	PTSV2	Calms target for 10 minutes	I command you to be calm
4	Courage	PTSV2	Removes fear from the target	I rid you of your fear
4	Cure/Cause Serious Wounds	8 th ed PHB	Cures/Inflicts 8 BP to living targets – Cures/Inflicts 16 BP to undead	I call upon <earth/chaos> to <cure/cause> serious wounds (8/16)
4	Poison Shield	8 th ed PHB	Protect vs poison attack	I grant you the power of a poison shield
4	Sanctuary/Desecrate	8 th ed PHB	Protects against all non-ranged attacks from undead/living creatures	I call upon earth to grant you a sanctuary / I call upon chaos to desecrate you
4	Shun	8th ed PHB	Pushes the target back 10ft	I command you to shun me
5	Purify/Taint Blood	8 th ed PHB	Removes all poisons / unable to use in-game skills – loose 1 BP from max every 15 min	I call upon <earth/chaos> to <purify/taint> your blood
5	Release	8th ed PHB	Release a target from bind, pin, web, and confine effects	With mystic force I release you
5	Shield Magic	8th ed PHB	Protect vs next magical attack	I call forth mystic power to shield magic
5	Silence	8th ed PHB	Target cannot speak for 10 minutes	I command you to silence
5	Web	8th ed PHB	Immobilizes target while in line of sight	With mystic force I web you
6	Circle of Harmony	PTSV2	Builds a hearth for 1 hour	With eldritch force I build a circle of harmony
6	Cure/Cause Critical Wounds	8 th ed PHB	Cures/Inflicts 16 BP to living targets – Cures/Inflicts 32 BP to undead	I call upon <earth/chaos> to <cure/cause> critical wounds (16/32)
6	Destroy	8th ed PHB	Destroys item up to a door in size	I summon a force to destroy your <item>
6	Elemental Shield	8th ed PHB	Protect vs elemental attack	I grant you the power of an elemental shield
6	Sleep	8th ed PHB	Puts target to sleep for 10 minutes	I command you to sleep
7	Charm	8th ed PHB	Target views caster as best friend for 1 hour	I command you to be charmed
7	Curse/Remove Curse	8 th ed PHB	Take x2 damage / removes curse	I curse you with destruction / I rid you of your curse
7	Destroy/Create Undead	8 th ed PHB	Destroys 1 lesser undead – greater take 48 damage / Create undead from corpse	I call upon <earth/chaos> to <destroy/create> undead
7	Extended Hearth	PTSV2	Creates a hearth out of a circle of power or ward	With eldritch force I build an extended hearth
7	Invigorate	PTSV2	Cures drain effect on target	I rid you of your drain
7	Restore/Wither Limbs	PTSV1	Withers 1 limb / restores all 4 limbs	I call upon <earth/chaos> to <restore/wither> your <limb>
7	Tarry	PTSV2	Extends death count by 5 minutes	I grant you the gift of tarrying
8	Confine	8th ed PHB	Immobilizes target while in line of sight	With mystic force I confine you
8	Corruption	PTSV2	Fully restores all health to undead or chaos healed targets in 1 minute	I call upon chaos to corrupt you
8	Cure/Cause Mortal Wounds	8 th ed PHB	Cures/Inflicts 24 BP to living targets – Cures/Inflicts 48 BP to undead	I call upon <earth/chaos> to <cure/cause> mortal wounds (24/48)
8	Dispel Magic	8th ed PHB	Removes all spell effects from target	I call forth mystic power to dispel magic
8	Paralyze/Unparalyze	8 th ed PHB	Immobilizes target while in line of sight / frees target from paralyze	I <curse/rid> you <with/of> paralysis
8	Reflect Magic	8th ed PHB	Returns next spell cast at target to the caster	I call forth mystic power to reflect magic
8	Regeneration	PTSV2	Fully restores all health to living targets in 1 minute	I call upon the earth to regenerate you
9	Banish	8th ed PHB	Returns extraplanar creatures to home plane for 24 hours	With mystic force I banish you
9	Circle of Power	8th ed PHB	Creates a protective circle for one hour	With eldritch force I build a circle of power
9	Inspiration	PTSV2	Refreshes 1 daily use skill already spent	I grant you the gift of renewal of a single skill
9	Life/Death	8 th ed PHB	Returns dying target to life / forces a spirit to leave body as a killing blow	I grant you the gift of <life/death>