GET MEDITATION (1ST SPELL OF MENTAL) TO REGEN FATIGUE

\+ means easier to save against

\- means harder to save against

Assume buff and debuff effects do not stack

Spell ID	Spell Name	School	Target	Type	Cost	Effect	Range	Radius	Save	Notes
0	Disarm	Conveyance	Single Enemy	Debuff	5	Weapon dropped	20		DX -0	NPCs without gauntlets have max hand to hand damage of 10 (if they have the strength to bring it to 10), so this is very useful vs NPCs. Easy to overlook.
1	Unlocking Cantrip	Conveyance	Locked Object	Misc	10	Unlock. MA vs Lock difficulty.	20			
2	Kinesis	Conveyance	Single Enemy	Damage & Useful	15	Knockback and 1-20 scaled damage	15		None	Knockback is very useful in combat because the enemy wastes their turn walking instead of attacking.
3	Warp	Conveyance	Tile Empty	Misc	25	Teleport to tile				
4	Teleportation	Conveyance	Map Location	Misc	50	Teleport to map location				Location must be known (already marked on map)
5	Identify	Divination	Item Unidentified	Misc	5	Identify item				Formerly named Divine Magick. Now conveniently a 1st level spell.
6	See Contents	Divination	Container	Misc	10	Reveal contents as if opened				
7	Read Aura	Divination	Single Target	Misc	15	See stats of target creature (its character sheet)				Very useful for the curious, even more useful for anyone modding the game
8	Sense Hidden	Divination	Self	Misc	25	Reveals invis				Not useful. Almost no invisibility in the entire game.
9	Sense Alignment	Divination	Self	Misc	5	Alignment of creatures shown when selected				Replaces race icon in selection info box with an alignment indicating icon
10	Zephyr's Blessing	Air	All Allies	Buff	5	HP+20%				
11	Poison Vapours	Air	Aoe Ranged, Enemies	Damage & Debuff	15	2-20 initial damage, poisons. 1-16 maintained damage	15	1	CN -0	Poison can reduce speed by 8. Maintained damage not useful in turn based combat (once every 48 turns?)
12	Call Winds	Air	Aoe Self	Useful	20	Knockback creatures away from caster		5	CN -5	Knockback is very useful in combat because the enemy wastes their turn walking instead of attacking.
13	Gaseous Form	Air	Self	Buff	35	Speed +10, DR 95, damage 0				
14	Suffocate	Air	Single Enemy	Damage & Debuff	50	100 damage and entangles target	10		ST -5	Cannot be used on an already entangled target. So, this spell can't be directly cast on the same target twice. To cast this spell on the same target again, cancel the maintain first and recast
15	Stone Skin	Earth	Single Target	Buff	5	DR +20				
16	Stone Throw	Earth	Single Target	Damage	4	1 - 8 damage	10		DX -5	
17	Golem	Earth	Tile Empty	Summon	50	Rock Sprite summon. ST 12 DX8 HP50 DR35 MR/FR/ER20 5-15 dmg casts Stone Throw	10			Perhaps not good enough
18	Stone Form	Earth	Self	Buff	75	All resists 95, speed cannot go above 1				
19	Petrify	Earth	Single Target	Debuff	100	Petrifies target for about 10 real time seconds (extreme amount of turn based turns)	10		CN -5	Petrified targets cannot be damaged and are immune to most effects. Can still be knockbacked and blinded, perhaps some other strange effects go through.
20	Blazing Speed	Fire	Single Target	Buff	5	Speed +4				
21	Wall of Fire	Fire	Tile	Damage Aoe Maintained	25	Creates fire in a 5 tile straight line. 10+14 start damage, 10+14 damage per turn. Only harms enemies	10		None	Unlike wall of force, wall of fire does not prevent movement. It only deals damage to creatures on top of the fire.
22	Fireball	Fire	Aoe Ranged, Enemies	Damage Aoe	8	1 - 15 aoe fire damage.	10	2	CN -5	Most efficient ranged aoe damage
23	Self Immolation	Fire	Self	Buff	75	FR 95, Dex Minimum 19, Speed +4, Hand to hand attacks +15 fire damage. Attackers take 5 damage per hit.				Uses the Body of Fire spell flag, which means it will not stack with Sharpen which uses the same flag to give the 15 damage and 5 per attacker.
24	Inferno	Fire	Aoe Self	Damage Aoe	75	75 - 105 fire damage randomized, in a radius centered on the caster. Enemies only.		6	WP -5	More efficient than tsunami because you have to walk in the middle of enemies to use it, using up speed to do so and making it more dangerous.
25	Tidal Force	Water	Single Target	Buff	5	Crit chance +35%, Crit effect +35				Helps quite a lot. Doesn't help much if the subject has low combat skills. Stunning crits from melee are particularly helpful.
26	Flood	Water	Aoe Ranged, Enemies	Damage Aoe Maintained	25	5+10+10 start damage, and 10+10 damage per turn. Only +10 start damage and 10 damage per turn if the enemy saves	15	5	CN -5	Cast and cancel to use as just an aoe damage spell. Enemies typically flee the area, wasting part of their turn. The large amount of visual effects can overload the game sometimes and cause crashing! So do be careful. Some computers may be more susceptible to this than others.
27	Acid Rain	Water	Aoe Ranged, Enemies	Damage Aoe Maintained	25	5-20 MA scaled damage +10+10 on start, 10+10 damage per turn. Only +10 start damage and 10 damage per turn if enemy saves	10	1	CN -5	Cast and cancel to use as just an aoe damage spell. Enemies typically flee the area, wasting part of their turn. Less efficient than fireball because of the fleeing and turn based damage.
28	Rushing Waters	Water	Party	Buff	50	All party members speed +4				
29	Tsunami	Water	Aoe Ranged, Enemies	Damage Aoe	150	100 - 200 randomized damage and does knockback	15	5	CN -5	Knockback is very useful in combat because the enemy wastes their turn walking instead of attacking.
30	Shield of Protection	Force	Single Target	Buff	5	PR FR ER +50				
31	Jolt	Force	Aoe Self	Damage Aoe	10	2 - 20 scaled elec damage centered in a radius around the caster			CN -10	More efficient than fireball because you have to walk in the middle of enemies to use it, using up speed to do so and making it more dangerous.
32	Wall of Force	Force	Tile Empty	Useful	15	Creates a wall in a 5 tile straight line which blocks movement	15	5 wall		Most enemies are melee only, which means if you wall yourself off, they cannot attack you. Possibly imbalanced.
33	Bolt of Lightning	Force	Single Enemy	Damage	8	10 - 25 scaled elec damage	10		CN -5	
34	Disintegrate	Force	Single Enemy	Damage	75	75 - 175 randomized elec damage with no save	19		None	Doesn't remove creature from the game anymore (that would be ridiculously imbalanced)
35	Meditation	Mental	Party	Healing (fatigue)	4	2-8 scaled fatigue heal to all party members per real time second. Paralyzes all party members.				ESSENTIAL TO ENJOY MAGE. Fatigue healing items and effects were removed for balance, so this is the method to regain fatigue when out of combat. Not for use in combat,enemies will kill you while you're paralyzed
36	Stun	Mental				Disabled				
37	Amnesia	Mental	Single Enemy	Debuff	25	Willpower -18. Used to stop enemies from casting spells.	10		WP -5	
38	Mental Combat	Mental	Single Enemy	Damage & Debuff	100	CURRENTLY DISABLED. Every real time second, target is stunned and takes 1-40 scaled damage while caster is stunned and takes 1-25 scaled damage	8			I could only get this to work as a maintain, which means the effects do not hit every turn, only every real time second (which is many many turns). Currently not functional in turn based combat. The maintain will continue even after target death, so cancel it manually or it will keep going until you die as well (or run out of fatigue).
39	Mind Control	Mental	Single Enemy	Debuff / Summon	150	Enemy is mind controlled, acting as a party member	10		WP +5	Possibly imbalanced, even at 150 cost
40	Resist Magick	Meta	Single Target	Buff	5	MR minimum becomes 50				Waste of a cast if target's MR is already 50 or more
41	Disperse Magick	Meta	Single Target	Debuff / Useful	10	Cancels effects on the target				
42	Dweomer Shield	Meta				Disabled				
43	Bonds of Magick	Meta				Disabled				
44	Reflection Shield	Meta				Disabled				
45	Sharpen	Morph	Single Target	Buff	5	Damage +50%, hand to hand +15 fire damage, attackers take 5 damage				Damage +50% seems to only work on targets with high normal damage variability (low st and big difference between min and max damage). Other effects still quite useful. Uses the Body of Fire spell flag, which Self Immolation also uses, so the two will not work together
46	Soften	Morph	Aoe Ranged, Enemies	Debuff	20	DR -50	15	5	CN -5	
47	Shrink	Morph	Aoe Ranged, Enemies	Debuff	20	Damage -50% to enemies in the target area	15	5	CN -5	Damage -50% seems to only work on targets with high normal damage variability (low st and big difference between min and max damage).
48	Disfigurement	Morph	Single Enemy	Damage & Debuff	35	25-50 scaled damage. ST -10	15		CN -1	Cannot be cast on the same target for about 10 real time seconds. ST -10 effect is PERMANENT, stackable, and unremovable, as far as I know. Tried to make it temporary in many ways but nothing worked.
49	Polymorph	Morph	Single Enemy	Debuff	100	Target turned into a sheep. It can only deal extremely low damage	15		WP -5	Uses the polymorph spell flag, which unequips all worn items, disallows equipping, and auto reequips items from inventory when it ends. May equip items previously unequipped. Will not work on a target who is already under the effects of polymorph, lycanthropy, bear god form, lizard form, gaseous form, stone form, petrify, self immolation, sharpen. Many elementals innately have these spell flags on.
50	Lycanthropy	Nature	Self	Buff	100	Caster shapeshifts into a powerful werewolf. Spd +30, AC +90, INT -12, WP -12, ST DX CN BE +8, Crit chance +80%, Crit Effect +80				Uses the polymorph spell flag, which unequips all worn items, disallows equipping, and auto reequips items from inventory when it ends. May equip items previously unequipped. You still need melee skill to attack well in this form. Requires Int 16 and WP of 18 to maintain. With INT 16 and WP6+ you can actually get a few turns before losing concentration. The WP-12 is to prevent spellcasting (beyond level 1 spells) in this powerful form, and that is also why it must be in the first level spell slot for Nature (otherwise it auto-cancels). The high speed might be possible to abuse in some ways, but was necessary to make the form competetive in combat.
51	Entangle	Nature	Single Enemy	Debuff	5	Target cannot move. Speed -5.	3		ST -1	Very low range. Possibly imbalanced when used with damage over time spells. Sometimes damaging an entangled target can cause it to be released.
52	Lizard Form	Nature	Self	Buff	25	Caster shapeshifts into a lizard man. AC +50, ST +10, DR +25, BE 1				Uses the polymorph spell flag, which unequips all worn items, disallows equipping, and auto reequips items from inventory when it ends. May equip items previously unequipped. You still need melee skill to attack well in this form. Such low beauty can cause npcs to automatically attack you!
53	Tiger Pet	Nature	Tile Empty	Summon	80	Summons a fierce bengal tiger. ST 15 DX 19 HP 125 15-25 damage	10			Quite a good summon. Maybe still a little too good.
54	Bear God Form	Nature	Self	Buff	150	Caster shapeshifts into a golden bear. DR +75, HP+50%, ST+18, DX +9, melee damage 10 normal +15 fire, attackers take 5 damage.				Uses the polymorph spell flag, which unequips all worn items, disallows equipping, and auto reequips items from inventory when it ends. May equip items previously unequipped. You still need melee skill to attack well in this form. Uses the Body of Fire spell flag, which Self Immolation also uses, so the two will not work together. Possibly imbalanced.
55	Harm	Necro Black	Single Enemy	Damage	3	1-8 damage scaled	8		None	Most cost efficient damage spell
56	Conjure Spirit	Necro Black	Single Dead	Misc.	10	Raises the spirit of a corpse for the purpose of dialogue				Important for evil characters who kill important NPCs but still need to talk to them in order to complete quests or the main storyline.
57	Summon Undead	Necro Black	Tile Empty	Summon	50	Summons an undead ally. Ally summoned is dependant upon caster MA.	10			5-20 MA=Decayed Soldier HP 50 ST 11 DX 8 6-12dmg. 25-60 MA=Ragged Fighter HP 75 DR 20 FR/ER/PR/MR 40 ST 16 DX 13 10-20dmg. 65-85 MA=Skeleton Warrior HP 100 ST 19 DX 17 10-20 dmg. 90-100 MA=Undead Champion HP 125 ST 20 DX 9 30-40 dmg.
58	Lifetaker	Necro Black	Aoe Self	Debuff	50	All creatures in range have max hp reduced by 20%, including the caster and party members.		9	WP -1	Particularly useful later on, when some enemies have 300 hp or more. Hp is lowered to the new maximum (-20%), and if the maintain is removed, the hp is still missing, although the max allowed is back to normal.

59	Finger of Death	Necro Black	Single Enemy	Damage	120	200-375 randomized damage.	2		CN -5	Highest damage spell. Almost melee range (rng 2). The spell actually paralyzes the target, plays the effect, removes paralyze and then deals the damage, which is only a consideration in real time combat.	
60	Minor Healing	Necro White	Single Target	Healing	2	5-20 scaled HP heal, heals 50 poison	20			Range limit added, so may not work if you apply the spell to the party member's icon at top left. Also cures poison now, as the cure poison spell was removed.	
61	Divine Intervention	Necro White	Single Target	Healing	100	Full HP heal	20			Replaces cure poison	
62	Major Healing	Necro White	Single Target	Healing	8	20-40 scaled HP heal	20			Range limit added, so may not work if you apply the spell to the party member's icon at top left.	
63	Mass Healing	Necro White	Party	Healing	30	20-50 scaled HP heal on all party members					
64	Resurrect	Necro White	Single Dead	Healing	50	Revive corpse with full HP	20			Items should be auto re-equipped. The scroll for this spell is now much more affordable.	
65	Illuminate	Phantasm	Tile	Buff	3	Creates a light effect on target tile, illuminating the area				Good for removing lighting to-hit penalties in dark areas or at night.	
66	Flash	Phantasm	Aoe Self	Debuff	25	Enemies in the radius centered around the caster are blinded			6 WP -5	Applies the blindness flag, and adds an effect which makes affected creatures' combat skills max at 2 ranks (40%). Easily one of the best debuffs. Imbalanced currently, it's just too good right now.	
67	Blur Sight	Phantasm	Single Target	Buff	5	AC +30				Effect is about equal to taking enemy to-hit, multiply by 0.15 and subtract that amount. I am wording this precisely for a reason.	
68	Agony	Phantasm	Single Enemy	Damage	30	40-80 randomized damage	10		WP -1		
69	Invisibility	Phantasm	Single Target	Buff	30	Target becomes invisible.	10			A lot of activity can break Invisibility, and a lot of monsters seem to notice me while invis (without the PE20 bonus).	
70	Plague of Insects	Summoning	Single Enemy	Debuff	3	Speed -5	15		None		
71	Summon Werewolf	Summoning	Tile Empty	Summon	25	Summons a Lycanthrope	10			HP 50, DR/FR/ER/PR/MR 30, ST 9, DX 11, 10-20 damage. What a little badass	
72	Summon Shiver Beast	Summoning	Tile Empty	Summon	50	Summons a Shiver Beast	10			Red in color. Hp 100, DR 25, FR/ER/PR 15, MR 50, ST 12, DX 14, 20-40 damage	
73	Heligate	Summoning	Tile Empty	Summon	100	Summons a Terror Claw demon	10			HP 410, DR/FR/ER/PR 20, MR 10, ST 20, DX 10, 40-50 damage.	
74	Dragon Call	Summoning	Tile Empty	Summon	200	Summons a Burnowar permanently	10			Green in color. Can be resummoned if it dies, but cannot have more than one at a time. HP 400, DR 30, FR 65, ER/PR/MR 15, ST 20, DX 9, normal damage 10-16 fire damage 40-60.	
75	Magelock	Temporal	Single Object	Misc.	5	Magically locks a container or door. It cannot open.	15				
76	Congeal Time	Temporal	Aoe Self	Debuff	10	Speed of creatures near the caster -25%			WP -5		
77	Hasten	Temporal	Single Target	Buff	10	Speed of target +25%				Best if cast after other speed buffs are applied first	
78	Stasis	Temporal				Disabled					
79	Tempus Fugit	Temporal	All Creatures	Buff & Debuff	150	All allies speed +10, all other creatures speed -10.				One of the best spells in the game.	