

Book of Cantrips				
firebolt	N/A	Fire	N/A	
Icicle	N/A	Ice	N/A	
Mage Bolt	N/A	Arcane	N/A	
Minor Magic	N/A		N/A	
Sun Spot	N/A		N/A	
			N/A	
			N/A	
			N/A	
			N/A	
			S+	dex
			A	
			B	
			B/C	
			S+	

Nature				
Name	Usage	Spell Type	Scaling	Resistance
Entangling Roots	12	Nature	-	Speed
Lightning Bolt	14	Nature	B	
Lightning Strike	20	Nature	A	
Pillar of Lightning	30	Nature	S	Dexterity
Mist	12	Nature	Healing(B) or Damage(A)	
Rejuvenation	20	Nature	Healing(A)	-
Nature's Blessing	25	Nature	Healing(S)	-
Nature's Wrath	25	Nature	Damage(S)	-
Aspect	18	Nature	-	-

Nature				
Shock	2	Nature	-	To Hit
Aqua Shot	2	nature		To Hit
Enchanted Water	2	Nature		
Create Water	2	nature		

Gust	5	nature		might
Book of Wind				
Twister	20	Nature	B	Might
Pillar of Wind	20	Nature	C	Might
Wind Wall	15	Nature		
Lift	20			
Cloud Burst	25	Nature	D + Weapon base damage	
BOOK OF Lightning				
EMP	15	Nature	D	Will
Gounding	20	Nature	B	Dex halves
Bolt of Zeus	30	Nature	S	
Storm	30	Nature	B	
Arc Lightning	20	Nature	B	

BOOK OF Water				
Soothing Rain	15	Nature	C	
Horn of Pleanty	25	Nature	B healing	
Invigorate	15	Nature		
Aqua Armor	30	Nature		

Dense Fog	20	Nature	Heals B, Damages B	
BOOK OF THE Wild				
Grow	20	Nature	-	-
Recede	20	Nature	-	-
Natures Vengeance	30	Nature	A	
Uproot	20	Nature	B	

Divine				
Name	Usage	Spell Type	Scaling	Resistance
Heaven's Weaver	12	Divine	Damage(A)	-
Heaven's Light	12	Divine	Healing(A)	-
Hellfire	20	Divine		-
Unwilling Beacon	20	Divine	Healing(S)	-
Giveth	10	Divine	-	-

Taketh Away	10	Divine		
Divine				
beam of	2	Divine		
Light	2			
Shining				
Light				

A small bolt of fire energy hits opponenet dealing 1d4 plus magic bonus (max 10)		
A small icicle hits opponenet dealing 1d4 plus magic bonus (max 10)		
A small bolt of magical energy hits opponenet dealing 1d4 plus magic bonus (max 10)		
Allows you to perform minor feats/tricks of magic and illusion (Prestidigitation)		
Create a burst of light that disorients the opponenet giving them -1 to all attacks on their next turn		
Repair any hand heald object/weapon. Does not return any magical properties to the item		
Create a connection with up to 8 people that allows conversation that cannot be heard by anyone other than those 8		
Send your minds eye (and ears) to a location. The exact location must be known by the caster and the caster cannot select a person or an object, it must be a place.		
Move objects, the larger the object the higher the magic skill check must be		
Fire a beam of energy from the casting agent dealing great damage in a line. Successful dex save halves the damage. This spell takes up one standard and one move action.	50. ft.	2d12
Light and warmth an entire shelter/ 35 ft. radius even in the coldest conditions		
Send a 15 ft. wide, 30 ft. long wave of lava from the casting agent damaging all in the wave. The field of lava pursists for 5 rounds damaging any in it/passing through it for 1d12. Any standing in the lava when it hardens after 5 rounds must make a might save to free their feet.		1d12
Send a blast of steam from the casting agent that scorches and binds an enemy for 2 rounds.		1d8
Create a wall of fire 30 ft. long and 5ft wide. Deals B damage to anyone the wall is cast on and C damage to anyone who passes through		1d6
Send a beam of concentrated fire that damages one enemy up to 50 ft. away		2d12

Description	Range	Base Damage
If the save fails, the target is rooted in place for 1d4 turns.	75ft	
A small orb of lightning launches from your hand, striking the target.	75ft	1d6
Call a small bolt of lightning from the sky, striking your target.	100ft	1d8
A pillar of lightning slams down on the target area, dealing Damage(S) to all targets in a 10ft radius. A passed (Dexterity) save halves the damage taken.	100ft	1d10
A small mist surrounds the target, either damaging or healing them.	30ft	1d6
Heal a target or yourself.	30ft	1d8
Heal a target or yourself.	30ft	1d10
Deal damage to a target.	35ft	2d6
Give yourself one of the following Buffs, these buffs do not stack, and last for 5 minutes. Casting this spell a second time will get rid of the previous Buff.		
Boar - Add +4 to your Might Bonus		
Mongoose - Add +4 to your Dexterity Bonus		
Cheetah - Add +4 to your Speed.		
Turtle - Add +4 to your Defense.		

Send a small bolt of electricity out to deal 1d4 +magic bonus (max 10) nature damage		
high pressure jet of water deals 1d4 +magic bonus (max 10) damage		
Enchant water to heal 1d4 + magic stat bonus (Max +10)		
Create up to 5 Gallons of pure water		

quick burst of wind pushes single enemy back 10 ft.		
Form a small tornado that travels toward enemies and pushes them back 20 ft, damaging on the way	30 ft. diameter	1d8
A barrier of wind surrounds the caster and is pushed out damaging and pushing surrounding enemies 20 ft. away if they fail the might check	20 ft. radius	1d8
Fast breeze prevents arrows and other small projectiles from passing	30 ft. can	
Use the power of wind to fly short distances. When the distance is reached, the air gently places down the person. Can carry up to one other person	travel up to 300 ft.	
wind swirls around the casters melee weapon and the weapon gains 20 ft. range. Damage at ranged combat is D + Weapon base damage. In melee range the weapon gains a D cooling buff.	20 ft.	
Sends a pulse of electric energy at the enemy that stuns for 1d4 rounds and deals damage. On a successful will save, damage is halved and the stun is voided		1d6
Send a bolt of lightening in the ground at caster location that spreads 20 ft. dealing damage to all enemies in surrounding area.		1d10
Throw a large bolt of lightening at an enemy dealing massive damage	40 ft.	1d12
Send a bolt of lightening into the sky creating a storm. At the beginning of the next turn, for 1d4 rounds a successful magic check causes a bolt of lightening to fall from the storm on target enemy		3d6
Arc of lightning hits an enemy and then deals half damage to all enemies in a 15 foot radius from the original enemy.		2d6

Soft Rainfall heals all in a 25 ft. radius		2d6
Create enchanted water to heal		100 base healing
Create enchanted water that can buff in different ways. either +2 to attack, +2 damage, +2 Defense Rating, or -2 damage taken		
Wrap body in water giving enemies an automatic 25% miss chance		

Creates a 15 ft. radius area of dense fog that impairs vision, but heals allys and self and damages enemies. Lasts for 1d4 rounds.		1d4 base damage
Cause the trees and grass in a 25 ft. radius to grow to an unpassable terrain for 3 rounds. Enemies caught in the radius are stuck in the woods until the terrain recedes. They are unable to attack but they are also unable to be attacked.		
Causes trees and grasses to move back and open a path that is passable. The path is 10 ft wide and 50 ft long. Continuing the path further than that will cost 10 more magic for each 50 ft.		
Vines, roots, leaves, and other foliage spring to life and attack all enemies in a 30 ft. radius		1d10
Roots spring up from from the ground creating hard to pass terrain that halves movement speed and damages all in the roots. Failing a dex save forces person to trip	25 ft.	1d8

Description	Range	
Deal damage to all enemy targets with 25ft	-	1d6
Heal all friendly targets within 25ft	-	1d6
Creates a small flame barrier around yourself for five rounds, causing any enemy that attacks you to suffer damage(B).	-	
Target (Ally/self/enemy) unwillingly errupts with Holy Light, healing any of YOUR allies within 10ft of them for healing(S)	45ft	1d8
Place One of the following buffs on a party member. These Buffs do not stack with one another, and do stack with (Aspect). Any number of Party Members can have one of these buffs. These buffs last 5 minutes.	40ft	
+4 to Hit		
+4 to Damage		
+4 to Spell Hit		
+4 to Spell Damage or Healing		

Place One of the following debuff on enemy, these debuffs do not stack and they last for 5 rounds	40ft	
-2 to Hit		
-4 to Damage		
-2 to Spell Hit		
-4 to Spell Damage or Healing		
Small beam of light jumps from divine agent and damages for 1d4 + Magic bonus (max 10)		
Heal allys in a 10 ft. radius 1d4 + magic bonus (max 10)		