

Hall of Judgement: Sample Characters

Lisbet Vinsdottir.....	250-Point Human Wrestler
Garja Harsdottir	250-Point Half-Elf Wizard
Jóngeirr Leonhardsson	250-Point Human Barbarian
Guðmunder Björgólfsson	245-Point Human Knight
Horie	250-Point Human Martial Artist
Kamilah, Daughter of Sabah.....	247-Point Cat-Folk Holy Warrior
Ragnar Ragnarsonsson.....	245-Point Dwarf Knight
Rangold Starrisdottir	250-Point Eldhuð Bard
Pálmi Makantisson.....	250-Point Human Cleric
Gareth “the Egg Man” Badapple	247-Point Halfling Scout
Tomas Hildirsson	249-Point Half-Elf Thief
Vrin Iken “the Firebrand”	250-Point Halfling Wizard
Hrothgirr Riffinbruður	249-Point Human Druid
Caecilia Schwertfeger	250-Point Dwarf Wizard
Skaði Tómurmakki.....	247-Point Human Swashbuckler
Viggo Wigland	247-Point Human Cleric

Garja Harsdottir Half-elf Wizard Spells

Spell Name	Class	Skill Level	Time to Cast	Duration	Cost to Cast	Cost to Maintain	Ref
Analyze Magic	Info Knowledge	16	1 hr	Instant	8	-	M102, S42
Cold	Regular Fire	16	1 min	1 min	Varies	Varies	M74, S29
Concussion	Missile Air/Sound	16	1-3 sec	Instant	2-2xMagery	-	M26, S15
Continual Light	Regular Light & Darkness	16	1 sec	2d days	2 moon, 4 torch, 6 day	-	M110, S46
Create Air	Area Air	16	1 sec	5 sec	1	-	M23, S16
Create Earth	Regular Earth	16	1 sec	1 day	2/25 cu ft	-	M51, S27
Create Fire	Area Fire	16	1 sec	1 min	2	Half	S29, S29
Create Water	Regular Water	16	1 sec	1 day	2/gal	-	M184, S68
Detect Magic	Regular Knowledge	16	5 sec	Instant	2	-	M101, S43
Earth to Stone	Regular Earth	16	1 sec	Permanent	3/25 cu ft #	-	M51, S27
Freeze	Regular Water	16	10 sec	Permanent	Varies	-	M185, S68
Frostbite	Regular Water	16	3 sec	Permanent	1-3	-	M189, S69
Great Haste	Regular Movement	15	3 sec	10 sec	5	-	M146, S57
Haste	Regular Movement	16	2 sec	1 min	2/pt	Half	M142, S57
Heat	Regular Fire	16	1 min	1 min	Varies	Varies	M74, S31
Identify Spell	Info Knowledge	16	1 sec	Instant	2	-	M102
Ignite Fire	Regular Fire	16	1 sec	1 sec	1-4	Same	M72, S31
Lend Energy	Regular Healing	16	1 sec	Permanent	1/pt	-	M89, S37
Light	Regular Light & Darkness	16	1 sec	1 min	1	1	M110, S47
Mage Sight	Regular Knowledge	16	1 sec	1 min	3	2	M102, S44
Mystic Mist	Area Protection	16	5 min	10 hr	1	Same	M168, S64
Purify Air	Area Air	16	1 sec	Instant	1	-	M23, S16
Purify Water	Special Water	16	5-10/gal#	Permanent	1/gal	-	M184, S70
Recover Energy	Special Healing	16	1 sec	Special	0	0	M89, S38
Seek Earth	Info Earth	16	10 sec	Instant	3	-	M50, S28
Seek Water	Info Water	16	1 sec	Instant	2	-	M184, S70
Shape Air	Regular Air	16	1 sec	1 min	1-10	-	M24, S17
Shape Earth	Regular Earth	16	1 sec	1 min	1/25 cu ft	Same	M50, S28
Shape Fire	Area Fire	16	1 sec	1 min	2	Half	M72, S31
Shape Water	Regular Water	16	2 sec	1 min	1#	1	M185, S70
Shield	Regular Protection	16	1 sec	1 min	2 per DB	Half	M167, S65
Sound	Regular Sound	16	1 sec	Varies	Varies	1/ min	M171, S67
Stone Missile	Missile Earth	16	1-3 sec	Instant	1-Magery	-	M52, S28
Thunderclap	Regular Sound	16	1 sec	Instant	2	-	M171, S67

Rangold Starrisdóttir Eldhuð Bard Spells

Spell Name	Class	Skill Level	Time to Cast	Duration	Cost to Cast	Cost to Maintain	Ref
Analyze Magic	Info Knowledge	15	1 hr	Instant	8	-	M102, S42
Bravery	Area Mind Control	15	1 sec	1 hr	2	-	M134, S53
Command	Blocking Mind Control	15	1 sec	Instant	2	-	M136, S53
Daze	Regular Mind Control	15	2 sec	1 min	3	2	M134, S54
Detect Magic	Regular Knowledge	15	5 sec	Instant	2	-	M101, S43
Fear	Area Mind Control	15	1 sec	10 min	1	-	M134, S54
Foolishness	Regular Mind Control	15	1 sec	1 min	1-5	Half	M134, S54
Forgetfulness	Regular Mind Control	15	10 sec	1 hr	3	3	M135, S54
Identify Spell	Info Knowledge	15	1 sec	Instant	2	-	M102
Mind-Reading	Regular Communication & Empathy	15	10 sec	1 min	4	2	M46, S25
Mind-Sending	Regular Communication & Empathy	15	4 sec	1 min	4	4	M47, S25
Protection from Evil	Regular Protection and Warning	15	1 sec	1 min	1-5	Half	S64, S64
Sense Emotion	Regular Communication & Empathy	15	1 sec	Instant	2	-	S26, S26
Sense Evil	Info/Area Communication & Empathy	15	1 sec	Instant	1/area, min 2	-	M44, S26
Sense Foes	Info/Area Communication & Empathy	15	1 sec	Instant	1/area, min 2	-	M44, S26
Telepathy	Regular Communication & Empathy	14	4 sec	1 min	4	4	M47, S26
Terror	Area Mind Control	15	1 sec	1 sec	4	-	M134, S55
Truthsayer	Info Communication & Empathy	15	1 sec	Instant	2	-	M45, S26

Pálni Makantísson Human Cleric Spells

Spell Name	Class	Skill Level	Time to Cast	Duration	Cost to Cast	Cost to Maintain	Ref
Affect Spirits	Regular Clerical	15	2 sec	1 min	4	2	M151, S59
Awaken	Area Clerical	15	1 sec	Permanent	1	-	M90, S36
Bravery	Area Clerical	15	1 sec	1 hr	2	-	M134, S53
Command	Blocking Clerical	15	1 sec	Instant	2	-	M136, S53
Continual Light	Regular Clerical	15	1 sec	2d days	2 moon, 4 torch, 6 day	-	M110, S46
Create Food	Regular Clerical	15	30 sec	Permanent	Varies	-	M79, S32
Create Water	Regular Clerical	15	1 sec	Permanent	2/gal	-	M184, S68
Cure Disease	Regular Clerical	15	10 min	Permanent	4	-	M91, S36
Detect Magic	Regular Clerical	15	5 sec	Instant	2	-	M101, S43
Final Rest	Regular Clerical	15	10 min	Permanent	20	-	M89, S36
Ice Dagger	Missile Water	15	1-3 sec	Instant	1-Magery	-	M188, S69
Icy Weapon	Regular Water	15	3 sec	1 min	3	1	M185, S69
Lend Energy	Regular Clerical	15	1 sec	Permanent	1/pt	-	M89, S37
Major Healing	Regular Clerical	14	1 sec	Permanent	1-4	-	M91, S37
Protection from Evil	Regular Protection and Warning	15	1 sec	1 min	1-5	Half	S64, S64
Recover Energy	Special Clerical	15	1 sec	Special	0	0	M89, S38
Resist Acid	Regular Clerical	15	1 sec	1 min	2 or 6	Half	M190, S70
Resist Cold	Regular Clerical	15	1 sec	1 min	2	Half	M74, S31
Resist Fire	Regular Clerical	15	1 sec	1 min	2#	Half	M74, S31
Resist Lightning	Regular Clerical	15	1 sec	1 min	2	1	M196, S72
Resist Pain	Regular Clerical	15	1 sec	1 min	4	2	M38, S22
Shield	Regular Clerical	15	1 sec	1 min	2 per DB	Half	M167, S65
Stop Bleeding	Regular Clerical	15	1 sec	Permanent	1 or 10	-	M91, S39

Vrin Iken "The Firebrand" Halfling Wizard Spells

Spell Name	Class	Skill Level	Time to Cast	Duration	Cost to Cast	Cost to Maintain	Ref
Analyze Magic	Info Knowledge	17	1 hr	Instant	8	-	M102, S42
Apportation	Regular Movement	17	1 sec	1 min	Varies	-	M142, S56
Burning Touch	Melee Fire	20	1 sec	Instant	1-3	-	M79, B29
Create Fire	Area Fire	20	1 sec	1 min	2	Half	S29, S29
Deflect Missile	Blocking Movement/Protection	17	1 sec	Instant	1	-	M143, S56
Detect Magic	Regular Knowledge	17	5 sec	Instant	2	-	M101, S43
Ethereal Body	Regular Deathly (Gray)	16	30 sec	10 sec	8	4	M146, S57
Explosive Fireball	Missile Fire	20	1-3 sec	Instant	2-2xMagery#	-	M75, S29
Extinguish Fire	Regular Fire	20	1 sec	Permanent	3	-	M72, S30
Fireball	Missile Fire	20	1-3 sec	Instant	1-Magery	-	M74, S30
Fireproof	Area Fire	20	5 min	1 day	3#	Same	M73, S30
Flame Jet	Regular Fire	20	1 sec	1 sec	1-3	Same	M73, S30
Flaming Missiles	Regular Fire	20	3 sec	1 min	4#	Half	M75, S30
Flaming Weapon	Regular Fire	20	2 sec	1 min	4	1	M75, S30
Flight	Regular Movement	16	2 sec	1 min	5	3	M145, S57
Great Haste	Regular Movement	16	3 sec	10 sec	5	-	M146, S57
Haste	Regular Movement	17	2 sec	1 min	2/pt	Half	M142, S57
Heat	Regular Fire	17	1 min	1 min	Varies	Varies	M74, S31
Identify Spell	Info Knowledge	17	1 sec	Instant	2	-	M102
Ignite Fire	Regular Fire	20	1 sec	1 sec	1-4	Same	M72, S31
Lend Energy	Regular Healing	17	1 sec	Permanent	1/pt	-	M89, S37
Levitation	Regular Movement	17	2 sec	1 min	1 per 80 lbs	Half	M143, S57
Mage Sight	Regular Knowledge	17	1 sec	1 min	3	2	M102, S44
Might	Regular Body Control	17	1 sec	1 min	2/+ST	Same	M37, S21
Mystic Mist	Area Protection	17	5 min	10 hr	1	Same	M168, S64
Recover Energy	Special Healing	17	1 sec	Special	0	0	M89, S38
Resist Fire	Regular Fire	20	1 sec	1 min	2#	Half	M74, S31
Seek Magic	Info Knowledge	17	10 sec	Instant	6	-	M102, S45
Shape Fire	Area Fire	20	1 sec	1 min	2	Half	M72, S31
Shield	Regular Protection	17	1 sec	1 min	2 per DB	Half	M167, S65

Hrothgirr Riffinbruður Human Druid Spells

Spell Name	Class	Skill Level	Time to Cast	Duration	Cost to Cast	Cost to Maintain	Ref
Animal Control (Bird)	Regular Druid	16	1 sec	1 min	3	2	M30, S17
Animal Control (Mammal)	Regular Druid	16	1 sec	1 min	5	3	M30, S17
Beast Link	Regular Druid	16	5 sec	Until next call	3	-	M30, S18
Beast Possession	Regular Druid	16	5 sec	1 min	6	2	M32, S18
Beast Seeker	Info Druid	16	1 sec	Instant	3	-	M32, S18
Beast Soother	Regular Druid	16	1 sec	Permanent	1 to 3	-	M29, S18
Beast Speech	Regular Druid	16	1 sec	1 min	4	2	M31, S18
Beast Summoning	Regular Druid	16	1 sec	1 min	3	2	M30, S18
Create Animal	Regular Druid	16	1 sec/cost	1 min	Varies	Half	M98, S19
Lightning	Missile Druid	16	1-3 sec	Instant	1-Magery	-	M196, S71
Master	Regular Blocking Druid	16	1 sec	Indefinite	2	-	M30, S19
Mystic Mist	Area Druid	16	5 min	10 hr	1	Same	M168, S64
Pathfinder	Info Druid	16	10 sec	Instant	4	-	M105, S44
Protect Animal	Area Druid	16	1 min	1 min	1	1	M32, S19
Purify Food	Regular Druid	16	1 sec	Permanent	1/lb	-	M78, S33
Purify Water	Special Druid	16	5-10/gal#	Permanent	1/gal	-	M184, S70
Repel Animal (Bird)	Area Druid	16	10 sec	1 hr	3	-	M31, S19
Repel Animal (Mammal)	Area Druid	16	10 sec	1 hr	5	-	M31, S19
Rider	Regular Druid	16	1 sec	5 min	2	1	M31, S19
Rider Within	Regular Druid	16	3 sec	1 min	4	1	M31, S20
Warmth	Regular Clerical	16	10 sec	1 hr	2	1	M74, S32
Windstorm	Area Druid	16	Instant	1 min	2	Half	M25, S17

Caecilia Schwertfeger Dwarf Wizard Spells

Spell Name	Class	Skill Level	Time to Cast	Duration	Cost to Cast	Cost to Maintain	Ref
Analyze Magic	Info Knowledge	16	1 hr	Instant	8	-	M102, S42
Apportation	Regular Movement	16	1 sec	1 min	Varies	-	M142, S56
Armor	Regular Protection	16	1 sec	1 min	2 per DR	Half	M167, S63
Aura	Info Knowledge	16	1 sec	Instant	3	-	M101, S42
Counterspell	Regular Wizardly	16	5 sec	Instant	Half countered spell	-	S51, S51
Create Earth	Regular Earth	16	1 sec	1 day	2/25 cu ft	-	M51, S27
Detect Magic	Regular Knowledge	16	5 sec	Instant	2	-	M101, S43
Dispel Magic	Area Meta	16	sec=cost	Permanent	3	-	M126, S51
Earth to Stone	Regular Earth	16	1 sec	Permanent	3/25 cu ft #	-	M51, S27
Earth Vision	Regular Earth/	16	1 sec	30 sec	2/10 yds#	Same	M51, S27
Entombment	Regular Earth	16	3 sec	Permanent	10#	-	M53, S27
Glue	Area Movement	16	1 sec	10 min	3	Same	M142, S57
Grease	Area Movement	16	1 sec	10 min	3	Same	M142, S57
Haste	Regular Movement	16	2 sec	1 min	2/pt	Half	M142, S57
Identify Spell	Info Knowledge	16	1 sec	Instant	2	-	M102
Ignite Fire	Regular Fire	16	1 sec	1 sec	1-4	Same	M72, S31
Know Location	Info Knowledge	16	10 sec	Instant	2	-	M103, S43
Lend Energy	Regular Healing	16	1 sec	Permanent	1/pt	-	M89, S37
Levitation	Regular Movement	16	2 sec	1 min	1 per 80 lbs	Half	M143, S57
Light	Regular Light &	16	1 sec	1 min	1	1	M110, S47
Mage Sight	Regular Knowledge	16	1 sec	1 min	3	2	M102, S44
Measurement	Area/Info Knowledge	16	1 sec	Instant	1	-	M100, S44
Purify Water	Special Water	16	5-10/gal#	Permanent	1/gal	-	M184, S70
Quick March	Regular Movement	16	1 min	1 day	4	-	M144, S58
Seek Earth	Info Earth	16	10 sec	Instant	3	-	M50, S28
Seek Water	Info Water	16	1 sec	Instant	2	-	M184, S70
Shape Earth	Regular Earth	16	1 sec	1 min	1/25 cu ft	Same	M50, S28
Shield	Regular Protection	16	1 sec	1 min	2 per DB	Half	M167, S65
Stone Missile	Missile Earth	16	1-3 sec	Instant	1-Magery	-	M52, S28
Tell Position	Info Knowledge	16	1 sec	Instant	1	-	M101, S45
Umbrella	Regular Protection/	16	2 sec	10 min	1	1	M185, S70

Viggo Wigland Human Cleric Spells

Spell Name	Class	Skill Level	Time to Cast	Duration	Cost to Cast	Cost to Maintain	Ref
Affect Spirits	Regular Clerical	15	2 sec	1 min	4	2	M151, S59
Armor	Regular Clerical	15	1 sec	1 min	2 per DR	Half	M167, S63
Cleansing	Regular Clerical	15	2 sec	Permanent	2/4/6	-	M94, S36
Continual Light	Regular Clerical	15	1 sec	2d days	2 moon, 4 torch, 6 day	-	M110, S46
Detect Magic	Regular Clerical	15	5 sec	Instant	2	-	M101, S43
Dispel Possession	Regular Clerical	15	10 sec	Instant	10	-	M49, S24
Flaming Weapon	Regular Clerical	15	2 sec	1 min	4	1	M75, S30
Great Healing	Regular Clerical	14	1 min	Permanent	20	-	M91, S37
Major Healing	Regular Clerical	14	1 sec	Permanent	1-4	-	M91, S37
Minor Healing	Regular Clerical	15	1 sec	Permanent	1-3	-	M91, S37
Neutralize Poison	Regular Clerical	15	30 sec	Permanent	5	-	M92, S37
Protection from Evil	Regular Protection and Warning	15	1 sec	1 min	1-5	Half	S64, S64
Purify Food	Regular Clerical	15	1 sec	Permanent	1/lb	-	M78, S33
Purify Water	Special Clerical	15	5-10/gal#	Permanent	1/gal	-	M184, S70
Recover Energy	Special Clerical	15	1 sec	Special	0	0	M89, S38
See Secrets	Regular Clerical	15	5 sec	1 min	5	2	M107, S44
Shield	Regular Clerical	15	1 sec	1 min	2 per DB	Half	M167, S65
Stop Bleeding	Regular Clerical	15	1 sec	Permanent	1 or 10	-	M91, S39
Sunbolt	Missile Clerical	15	1-3 sec	Instant	1-3xMagery	-	M114, S48
Turn Spirit	Regular Clerical	15	1 sec	10 sec	4	2	M151, S61
Warmth	Regular Clerical	15	10 sec	1 hr	2	1	M74, S32