

Astrologian Spell List

0-LEVEL ASTROLOGIAN SPELLS

- Burst of Light:** Dazzles one creature (-1 on attack rolls).
- Dancing Lights:** Creates torches or other lights.
- Daze:** A single humanoid creature with 4 HD or less loses its next action.
- Detect Magic:** Detects all spells and magic items within 60 ft.
- Guidance:** +1 on one attack roll, saving throw, or skill check.
- Know Direction:** You discern north.
- Mending:** Makes minor repairs on an object.
- Message:** Whisper conversation at distance.
- Purify Food and Drink:** Purifies 1 cu. ft./level of food or water.
- Read Magic:** Read magical scrolls.
- Resistance:** Subject gains +1 on saving throws.
- Spark:** Ignites flammable objects.
- Torchlight:** Object shines like a torch.

1ST-LEVEL ASTROLOGIAN SPELLS

- Anticipate Peril:** Target gains a bonus on one initiative check.
- Comprehend Languages:** You understand all spoken and written languages.
- Crafter's Knowledge:** Target gains a +5 insight bonus on its next Craft skill check.
- Cure:** Heals 1d6 damage + Wisdom modifier + 1 per level (max of +5).
- Deprotect:** Target is inflicted with a -2 penalty to AC.
- Deshell:** Target is inflicted with a -2 penalty to saving throws versus spells, spell-like abilities, and supernatural abilities.
- Detect Secret Doors:** Reveals hidden doors within 60 ft.
- Detect Snares and Pits:** Reveals natural or primitive traps.
- Embrace Destiny:** Roll d20; use the roll before the spell ends to replace another d20 roll before the die is rolled.
- Endure Elements:** Subject is protected from hot and cold environments.
- Fearna:** Target is cured of Fear effect.
- Flare Burst:** As *burst of light*, but all creatures within 10 ft.
- Identify:** Gives +10 bonus to identify magic items.
- Know the Enemy:** Gain +10 on a monster Knowledge check.
- Mage Armor:** Gives subject +4 armor bonus.
- Mount:** Summons a yellow chocobo to serve the caster as a mount.
- Protect:** Subject gains a +2 deflect bonus to AC.
- Regen:** Subject gains Fast Healing 2.
- Sanctuary:** Opponents can't attack you, and you can't attack.
- Shell:** Subject gains a +2 resistance bonus to saving throws versus spells, spell-like abilities, and supernatural abilities.
- Shield:** Invisible disc gives +4 to AC, negates an amount of *ruin* damage.
- Starsight:** Gives bonus on Knowledge (geography) and Survival checks.
- True Strike:** +20 on your next attack roll.

2ND-LEVEL ASTROLOGIAN SPELLS

- Aid:** Subject gains a bonus to attack rolls and saves versus fear plus temporary hit points.
- Augury:** Learns whether an action will be good or bad.
- Blindna:** Target is cured of Blind status.
- Burst of Radiance:** Fills area with shimmering light, blinding (or dazzling) creatures for 1d4 rounds and damaging evil creatures.

Cure II: Heals for 3d6 + Wisdom modifier + 1 per level (max of +10).

Detect Curse: As *detect magic*, but it detects cursed items and creatures rather than magic.

Detect Disease: Detect the presence of disease and further details about the disease.

Detect Magic, Greater: As *detect magic*, but learn more information.

Dwarf's Endurance, Lesser: Subject gains a +4 enhancement bonus to Constitution.

Elemental Resistance: Subject gains elemental resistance of a chosen type.

Elvaan's Splendor, Lesser: Subject gains a +4 enhancement bonus to Charisma.

Endure Elements, Communal: As *endure elements*, but may divide the duration among creatures touched.

Float: Subject floats a couple of feet off the ground.

False Future: Target is shown a false future and is reposition 5 ft.

Future's Boon: On any d20 roll, roll two dice and takes the better result.

Galka's Strength, Lesser: Subject gains a +4 enhancement bonus to Strength.

Guiding Star: Know approximate distance from where you cast this spell.

Levitate: Subject is able to move up or down up to 20 feet each round.

Mithra's Grace, Lesser: Subject gains a +4 enhancement bonus to Dexterity.

Moogles' Wisdom, Lesser: Subject gains a +4 enhancement bonus to Wisdom.

Mount, Communal: As *mount*, but summons up to 6 yellow chocobos and may divide the duration among chocobos summoned.

Panacea: Target is cured of Poison status.

Paralyna: Target is cured of Paralyzed status.

Restore: Subject is healed of 1d4 temporary ability damages and fatigue.

See Invisibility: Caster is granted the ability to see invisible beings and objects.

Shooting Star: You cause a fiery hot stone to fall from the sky doing 2d6 per level damage to a single target.

Silence: Target is inflicted with Silence status.

Status: Caster can monitor the touched subjects of their relative positions and general condition.

Switch Fate: Steal the initiative score of an opponent.

Tarutaru's Cunning, Lesser: Subject gains a +4 enhancement bonus to Intelligence.

Vox: Target is cured of Silence status.

3RD-LEVEL ASTROLOGIAN SPELLS

Alter Fortune: Cause one creature to reroll any die roll.

Barrier: Subject gains damage reduction 5/-.

Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.

Cleanse: Target is cured of Diseased status.

Cross: Target is cured of Cursed status.

Cura: Allies heal for 1d6 per level.

Cure III: Heals 5d6 damage + Wisdom modifier + 1 per level (max of +15).

Daylight: Touched object sheds bright light in a 60-ft.-radius.

Deprotect II: Target is inflicted with a -4 penalty to AC.

Deprotectra: Targets are inflicted with a -2 penalty to AC.

Deshell II: Target is inflicted with a -4 penalty to saving throws versus spells, spell-like abilities, and supernatural abilities.

Deshellra: Targets are inflicted with a -2 penalty to saving throws versus spells, spell-like abilities, and supernatural abilities.

Dispel: Cancels one magical spell or effect.

Elemental Resistance, Communal: As *elemental resistance*, but may divide the duration among creatures touched.

Fly: Subject gains a flying speed of 20 feet.

Harrowing: You use a Harrow deck to tell a fortune for yourself or someone else.

Haste: Subject becomes hasted.

Heroism: Subject gains +2 bonus on attack rolls, saves, skill checks.

Locate Object: Senses direction toward object (specific or type).

Locate Weakness: You roll damage twice when you roll damage for a critical hit and take the best damage.

Magic Vestment: Armor or shield gains +1 enhancement bonus per four levels.

NulStatus I: Subject gains a protection that negates a status effect.

Protect II: Subject gains a +4 deflect bonus to AC.

Protectra: Allies gain a +2 deflect bonus to AC.

Regen II: Subject gains Fast Healing 4.

Renew: Allies gain Fast Healing 2.

Rescue: You pull an ally adjacent to you.

Scrying: Spies on subject from a distance.

Severed Fate: A target becomes shaken and can not use hero points for 10 minutes per level.

Shell II: Subject gains a +4 resistance bonus to saving throws versus spells, spell-like abilities, and supernatural abilities.

Shellra: Allies gain a +2 resistance bonus to saving throws versus spells, spell-like abilities, and supernatural abilities.

Slow: Target is inflicted with Slow status.

Torchlight, Greater: As *torchlight*, but permanent.

Unravel Destiny: A target suffers penalties to checks depending on how many hero points it has, and takes damage if it uses them.

4TH-LEVEL ASTROLOGIAN SPELLS

Cure IV: Heals 7d6 damage + Wisdom modifier + 1 per level (max of +20).

Dazera: As *daze*, but all within 30 feet.

Debilitating Portent: Inflicts an ill fate on a creature, halving its damage when it attacks or casts a spell.

Discern Lies: Reveals deliberate falsehoods.

Divination: Provides useful advice for specific proposed actions.

Dwarf's Endurance: Subject gains a +6 enhancement bonus to Constitution.

Elvaan's Splendor: Subject gains a +6 enhancement bonus to Charisma.

Esuna: Subject is cured of a negative status effect of 3rd level or lower.

Floatga: As *float*, but multiple creatures.

Galka's Strength: Subject gains a +6 enhancement bonus to Strength.

Mithra's Grace: Subject gains a +6 enhancement bonus to Dexterity.

Moogles' Wisdom: Subject gains a +6 enhancement bonus to Wisdom.

Protection from Elements: Subject gains temporary immunity to a chosen element.

Raise: Subject is raised from the dead.

Restora: As *restore*, except it also dispels temporarily negative levels or one permanent negative level.

Shieldra: As *shield*, except it affects up to 5 creatures that grants an invisible disc that gives +4 to AC, negates an amount of *ruin*, *ruinra*, and *ruinga* damage.

Silencega: As *silence*, except all within 30 feet.

Starry Eye: Invisible floating eye moves 30 ft./round.

Status, Greater: As *Status*, but can also cast a limited selection of spells through the link.

Stona: Target is cured of Petrify status.

Stoneskin: Subject gains damage reduction 10/-.

Tarutaru's Cunning: Subject gains a +6 enhancement bonus to Intelligence.

Tongues: Subject gains the ability to speak and understand the language of any intelligent creature.

Vanish: Subject becomes invisible.

5TH-LEVEL ASTROLOGIAN SPELLS

Anticipatory Strike: Turn your next turn right now, even interrupting other actions.

Bless: Allies heal for 1d6 per level and receive Fast Healing 2.

Breath of Life: Dead creature is brought back to life, healing for 5d8 points of damage + 1 per level.

Commune: Deity answers one yes-or-no question/level.

Curaga: Allies heal for 1d8 per level.

Deprotect III: Target is inflicted with a -6 penalty to AC.

Protectra II: Targets are inflicted with a -4 penalty to AC.

Deshell III: Target is inflicted with a -6 penalty to saving throws versus spells, spell-like abilities, and supernatural abilities.

Deshellra II: Targets are inflicted with a -4 penalty to saving throws versus spells, spell-like abilities, and supernatural abilities.

Flight: Caster gains a flying speed of 40 feet.

Gravity: Target loses half of current hit points.

NulStatus II: Subject gains a protection that negates a status effect.

Protect III: Subject gains a +6 deflect bonus to AC.

Protection from Elements, Communal: As *protection from elements*, but may divide the duration among creatures touched.

Protectra II: Allies gain a +4 deflect bonus to AC.

Prying Eyes: 1d4 + 1/level floating eyes scout for you.

Regen III: Subject gains Fast Healing 6.

Renew II: Allies gain Fast Healing 4.

Restoraga: As *restore*, except it also dispels all temporarily and permanent negative levels.

Second Chance: Caster can reroll one attack roll, saving throw, ability check, or skill check.

Shell III: Subject gains a +6 resistance bonus to saving throws versus spells, spell-like abilities, and supernatural abilities.

Shellra II: Allies gain a +4 resistance bonus to saving throws versus spells, spell-like abilities, and supernatural abilities.

Stoneskin, Communal: As *stoneskin*, but may divide the duration among creatures touched.

Tongues, Communal: As *tongues*, but may divide the duration among creatures touched.

6TH-LEVEL ASTROLOGIAN SPELLS

Analyze Dweomer: Reveals magical aspects of subject.

Arise: Subject is raised from death, to full health.

Auto-Cure: Subject is healed once by a *cure III* spell upon being hit.

Dispel, Greater: As *dispel*, but with multiple targets.

Dwarf's Endurance, Mass: As *dwarf's endurance*, but all allies within 30 feet.

Elvaan's Splendor, Mass: As *elvaan's splendor*, but all allies within 30 feet.

Esunaga: Allies are cured of a negative status effect of 3rd level or lower.

Find the Path: Shows most direct way to a location.

Galka's Strength, Mass: As *galka's strength*, but all allies within 30 feet.

Hastega: As *haste*, except all allies within 30 feet.

Heroism, Greater: Subject gains +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

Legend Lore: Lets you learn tales about a person, place, or thing.

Magic Status: As *status*, except that you also know the name and caster level of any spell cast upon your allies.

Mithra's Grace, Mass: As *mithra's grace*, but all allies within 30 feet.

Moogle's Wisdom, Mass: As *moogle's wisdom*, but all allies within 30 feet.

NulStatusra: Subjects gain a protection that negates a status effect.

Slowga: As *slow*, except all enemies within 30 feet.

Tarutaru's Cunning, Mass: As *tarutaru's cunning*, but all allies within 30 feet.

True Seeing: Lets you see all things as they really are.

Vanish, Greater: As *vanish*, except that it doesn't end if the subject attacks.

7TH-LEVEL ASTROLOGIAN SPELLS

Auto-Raise: Subject is raised by a *raise* spell upon death.

Bind: Subject is bound to an area for the *Warp* spell to use.

Bless II: Allies heal for 1d8 per level and receive Fast Healing 4.

Circle of Clarity: Emanation hampers illusions and stealth.

Deprotect IV: Target is inflicted with a -8 penalty to AC.

Deprotectra III: Targets are inflicted with a -6 penalty to AC.

Deshell IV: Target is inflicted with a -8 penalty to saving throws versus spells, spell-like abilities, and supernatural abilities.

Deshellra III: Targets are inflicted with a -6 penalty to saving throws versus spells, spell-like abilities, and supernatural abilities.

Esuna, Greater: As *esuna*, but affects all magical status effects of 6th level or lower.

Fate of One: Reroll any roll you just failed.

Full-Cure: Subject is cured of all damage.

Fly, Mass: As *fly*, except all creatures within 30 feet.

Graviga: As *gravity*, but all within 30 feet.

Jolting Portent: You inflict a vengeful fate on a creature, dealing electricity damage each time it attacks or casts a spell.

NulStatus III: Subject gains a protection that negates a status effect.

Protect IV: Subject gains a +8 deflect bonus to AC.

Protectra III: Allies gain a +6 deflect bonus to AC.

Reflect: Reflect 1d4+6 spell levels back at caster.

Regen IV: Subject gains Fast Healing 8.

Renew III: Allies gain Fast Healing 6.

Scrying, Greater: As *scrying*, but faster and longer.

Shell IV: Subject gains a +8 resistance bonus to saving throws versus spells, spell-like abilities, and supernatural abilities.

Shellra III: Allies gain a +6 resistance bonus to saving throws versus spells, spell-like abilities, and supernatural abilities.

Vanishga: As *vanish*, except all allies within 30 feet.

Vision: As *legend lore*, but quicker.

8TH-LEVEL ASTROLOGIAN SPELLS

Antimagic Field: Negates magic within 10 ft.

Arisega: As *arise*, except all allies within 30 feet.

Discern Location: Reveals exact location of creature or object.

Magic Barrier: Subject becomes immune to magical effects up to 4th level spells.

Moment of Prescience: You gain +1/level insight bonus on single attack roll, check, or save.

Prediction of Failure: Target is permanently shaken and sickened.

Prying Eyes, Greater: As *prying eyes*, but eyes have true seeing.

Regenerate: Subject's severed body members, broken bones, and ruined organs grow back.

Reverse Gravity: Objects and creatures fall upward.

Sunburst: Blinds all within 10 ft., deals 6d6 damage.

Warp: Subject is teleported to his *Bind* point.

9TH-LEVEL ASTROLOGIAN SPELLS

Basuna: As *esuna*, but affects all magical status effects.

Black Hole: A hole in space crushing and pulling creatures into it.

Deprotect V: Target is inflicted with a -10 penalty to AC.

Deprotectra IV: Targets are inflicted with a -8 penalty to AC.

Deshell V: Target is inflicted with a -10 penalty to saving throws versus spells, spell-like abilities, and supernatural abilities.

Deshellra IV: Targets are inflicted with a -8 penalty to saving throws versus spells, spell-like abilities, and supernatural abilities.

Esunaga, Greater: As *greater esuna*, but cures all magical status effects of 7th level or lower on all allies.

Foresight: “Sixth sense” warns of impending danger.

Full-Cure, Mass: As *full-cure*, except all allies within 30 feet.

Full-Life: Subject is raised from death to full maximum hit points.

Hasteja: As *hastega*, but grants an enhanced version of haste.

NulStatus IV: Subject gains a protection that negates a status effect.

NulStatusga: Subjects gain a protection that negates a status effect.

Protect V: Subject gains a +10 deflection bonus to AC.

Protectra IV: Allies gain a +8 deflection bonus to AC.

Reflectga: As *reflect*, except all allies within 30 feet.

Regen V: Subject gains Fast Healing 10.

Renew IV: Allies gain Fast Healing 8.

Shell V: Subject gains a +10 resistance bonus to saving throws versus spells, spell-like abilities, and supernatural abilities.

Shellra IV: Allies gain a +8 resistance bonus to saving throws versus spells, spell-like abilities, and supernatural abilities.

Slowja: As *slowga*, but affects an enhanced version of slow.