

# A list of spells and talents for TFT

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## Spells

### IQ 8

- Blur (T) 1 ST + 1/turn
- Detect Magic (T) 1 ST
- Drop Weapon (T) variable ST
- Image (C) 1 ST
- Light (T) 1 ST
- Magic Fist (M) 1 ST/1d-2
- Slow Movement (T) 2 ST
- Staff (S) 5 ST

### IQ 9

- Aid (T) 1 ST/aid
- Avert (T) 2 ST + 1/turn
- Clumsiness (T) 1 ST/2 DX
- Confusion (T) 1 ST/2 IQ
- Dark Vision (T) 3 ST
- Darkness (S) 1 ST/megahex
- Detect Life (S) 2 ST + 1/megahex
- Fire (C) 1 ST
- Look Your Best (T) 1 ST/hr
- Reveal Magic (S) 1 ST/turn
- Summon Scout (C) 1 ST + 1/min
- Summon Wolf (C) 2 ST + 1/turn
- Turn Missiles (T) 1 ST + 1/turn

### IQ 10

- Adhesion (S) 1 ST
- Clearheadedness (T) 1 ST
- Close Vision (T) 1 ST/30 min
- Dazzle (S) 3 ST
- Detect Enemies (S) 3 ST + 2 ST/additional MH range
- Dispel Missiles (T) 1 ST + 1/turn
- Far Vision (T) 1 ST
- Lock/Knock (T) 2 ST
- Meal (C) 2 ST/person fed
- Minor Medicament (T) 2 ST
- Shadow (C) 1 ST
- Shock Shield (T) 2 ST + 1/turn
- Speed Movement (T) 2 ST + 1/turn
- Staff to Snake 1 ST
- Stalwart (T) 3 ST
- Summon Myrmidon (C) 2 ST + 1/turn
- Trailtwister (S) 4 ST

- Trip (T) variable ST
- Ward (S) 2 ST

### IQ 11

- Acid Touch (T) 1 ST + 1/turn
- Control Animal (T) 2 ST + 1/turn
- Create Wall (C) 2 ST
- Delete Writing (T) 1 ST
- Destroy Creation (T) 1 ST
- Ferment (T) variable ST
- Great Voice (T) 1 ST/min
- Illusion (C) 2 ST
- Persuasiveness (T) 2 ST + 1/min

- Whisper (T) 2 ST/min

- Reveal/Conceal (T) variable ST
- Reverse Missiles (T) 2 ST + 1/turn
- Rope (C) 2 ST/min
- Scour (T) 1 ST
- Silent Movement (T) 1 ST + 1/turn
- Sleep (T) 3 ST
- Staff II/Manastaff (S) 5 ST
- Summon Bear (C) 4 ST + 1/turn

### IQ 12

- 3-Hex Fire (C) 2 ST
- 3-Hex Shadow (C) 2 ST
- Analyze Magic (T) 4 ST
- Blast (S) 2 ST
- Break Weapon (T) 3 ST
- Breathe Fire (T) variable ST
- Cleanse Poison (T) 4 ST
- Drain Strength (S) No ST
- Eyes-Behind (T) 3 ST + 1/turn

- Fireball (M) 1 ST/1d-1
- Freeze (T) 4 ST
- Friendship (S) 2 ST/+1 reaction
- Invisibility (T) 3 ST + 1/turn
- Mage Sight (T) 2 ST + 1/additional min
- Magic Rainstorm (C) 4 ST
- Pathfinder (S) 3 ST
- Repair (T) 6 ST
- Soothe (T) 1 ST

### IQ 13

- 3-Hex Wall (C) 4 ST
- 4-Hex Image (C) 2 ST
- Control Elemental (T) 3 ST + 1/additional min
- Control Person (T) 3 ST + 1/turn
- Curse (T) 2 ST/-1 modifier
- Fireproofing (T) 3 ST + 1/turn
- Flight (T) 3 ST + 1/turn
- Open Tunnel (T) 10 ST

- Scrying (S) variable ST
- Slippery Floor (T) 3 ST
- Staff III/Staff of Striking (S) 5 ST
- Sticky Floor (T) 3 ST
- Stone Flesh (T) 2 ST + 1/turn
- Stop (T) 3 ST
- Summon Gargoyle (C) 4 ST + 1/turn
- Telekinesis (T) 2 ST/turn

#### IQ 14

- 4-Hex Illusion (C) 3 ST
- Dispel Illusions (S) 5 ST
- Duplicate Writing (T) 2 ST
- Explosive Gem (S) 5 ST/die
- Fresh Air (T) 2 ST + 1/min
- Glamor (T) 10 ST
- Lightning (M) 1 ST/die
- Remove Thrown Spell (T) 2 ST
- Restore Device (T) variable ST
- Spell Shield (T) 3 ST + 1/turn
- Summon Giant (C) 4 ST + 1/turn
- Summon Lesser Demon (C) 20 ST
- Telepathy (T) 4 ST + 1/turn
- Weapon/Armor Enchantment (T) variable ST

#### IQ 15

- 7-Hex Image (C) 4 ST
- 7-Hex Shadow (C) 3 ST
- Astral Projection (S) 10 ST
- Calling (S) 5 ST
- Create Gate (C) 100 ST
- Giant Rope (C) 5 ST/min
- Hammertouch (T) 1 ST/die
- Iron Flesh (T) 3 ST + 1/turn
- Megahex Avert (T) 3 ST + 1/turn
- Pentagram (C) 5 ST + 1/turn
- Regeneration (T) 30 ST
- Staff IV (S) 5 ST
- Summon Small Dragon (C) 5 ST + 1/turn
- Teleport (S) 1 ST/megahex
- Unnoticeability (T) 3 ST + 1/turn

#### IQ 16

- 7-Hex Fire (C) 4 ST
- 7-Hex Illusion (C) 5 ST
- 7-Hex Wall (C) 6 ST
- Create/Destroy Elemental (S) 10 ST
- Death Spell (T) variable ST
- Long-Distance Telepathy (S) 12 ST
- Megahex Sleep (T) 8 ST
- Summon Dragon (C) 5 ST + 2/turn
- Trance (S) 10 ST
- Write Scroll (S) No ST

#### IQ 17

- Blast Trap (S) variable ST
- Cleansing (T) 20 ST/hex
- Diamond Flesh (T) 4 ST + 1/turn
- Dissolve Enchantment (T) variable ST
- Expunge (S) 125 ST/day for 3 weeks
- Geas (S) 10 ST
- Insubstantiality (T) 4 ST + 2/turn
- Remove Cursed Object (T) 20 ST
- Staff V/Staff of Mastery (S) 5 ST
- Spellsniffer (T) 2 ST + 1/turn
- Summon Demon (C) 30 ST
- The Little Death (T) variable ST

## IQ 18

- Control Gate (C) variable ST
- Lesser Magic Item Creation (S) variable ST
- Megahex Freeze (T) 12 ST
- Shapeshifting (T) variable ST
- Wizard's Wrath (M) 1 ST/1d+1

## IQ 19

- Long-Distance Teleport (S) 20 ST
- Revival (T) 50 ST
- Zombie (T) 1 ST/zombie ST

## IQ 20

- Greater Magic Item Creation (S) variable ST
  - Possession (S) variable ST
  - Word of Command (S) 3 ST
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# Talents

## IQ 7

- Brawling (1)
- Carousing (1)
- Knife (1)
- Sword (2/1 with Knife)
- Ax/Mace (2)
- Pole Weapons (2)
- Bow (2)
- Crossbow (1)
- Shield (1)

## IQ 8

- Area Knowledge (1)
- Boating (1)
- Guns (2)
- Horsemanship (1)
- Literacy\* (1)
- Mundane Talents (variable)
- Quick-Draw (1) Prereq: Weapon talent
- Running (2)
- Seamanship (1)
- Sex Appeal (1)
- Swimming (1)
- Thrown Weapons (2)
- Blowgun (1)
- Bola (1) Prereq: Thrown Weapons
- Boomerang (1) Prereq: Thrown Weapons
- Cestus (1)
- Lasso (1)
- Net and Trident (1) Prereq: Pole Weapons
- Nunchuks (1)
- Quarterstaff (1)
- Sha-ken (1) Prereq: Thrown Weapons
- Whip (1)

## IQ 9

- Acute Hearing (2)
- Alertness (2)
- Animal Handler (2)
- Bard (2)
- Charisma (2)
- Climbing (1)
- Detect Traps (2/1 with Alertness)
- Diving (1) Prereq: Swimming
- Driver (1)
- Missile Weapons (1)
- Pickpocket (1)
- Priest (1)
- Recognize Value (1)
- Silent Movement (2)
- Streetwise (1)
- Toughness (2) Prereq: ST 12/14

## IQ 10

- Acrobatics (2) Prereq: DX 12
- Armourer (1)
- Business Sense (2)
- Diplomacy (1)
- Engineer (2)
- Mimic (1)
- Naturalist (2)
- Poet (1) Prereq: Bard or Literacy
- Remove Trap (1) Prereq: Detect Traps
- Shield Expertise (2) Prereq: Shield Talent
- Tracking (1)
- Unarmed Combat I (1)

## IQ 11

- Architect/Builder (1)
- Courtly Graces (1)
- Detect Lies (2)
- Expert Horsemanship (2) Prereq: Horsemanship
- Fencer (3) Prereq: Sword talent, DX 12
- Goldsmith (2) Prereq: Recognize Value
- Locksmith (1)
- Master Pickpocket(1) Prereqs: Pickpocket and DX 14
- Mechanician (2/1 with Remove Traps)
- Physicker (2/1 with Vet)
- Shipbuilder (2) Prereq: Seamanship
- Tactics (1)
- Two Weapons (2) Prereqs: DX 11 and Weapon Talents
- Unarmed Combat II (1) Prereqs: U.C. I and DX 11
- Vet (2/1 with Physicker) Prereq: Animal Handler
- Weapon Expertise (3) Prereqs: Weapon Talent and DX 12
- Woodsman (1) Prereq: Naturalist
- Writing (1) Prereq: Literacy

## IQ 12

- Assess Value (1) Prereq: Recognize Value
- Captain (2) Prereq: Seamanship and two yrs at sea
- Expert Naturalist (2) Prereq: Naturalist
- Master Armourer (2) Prereq: Armourer
- Master Locksmith (1) Prereqs: Locksmith and DX 13
- Stealth (2) Prereq: Silent Movement
- Unarmed Combat III (2) Prereqs: U.C. II and DX 12
- Ventriloquist (1)

## IQ 13

- Chemist (3)
- Master Fencer (3) Prereqs: Fencer, DX 14
- Master Mechanician (2) Prereq: Mechanician
- Mathematician\* (2) Prereq: Literacy
- Scholar\* (3) Prereq: Literacy
- Strategist (2) Prereq: Tactics and two yrs military experience
- Unarmed Combat IV (3) Prereqs: U.C. III, DX 13, ST 11
- Weapon Mastery (3) Prereqs: Weapon Expertise, DX 14

## IQ 14

- Alchemy\* (3)
- Disguise (2)
- Master Bard (2) Prereq: Bard
- Master Physicker (2) Prereq: Physicker
- Theologian (2) Prereq: Priest
- Unarmed Combat V (4) Prereqs: U.C. IV, DX 14, ST 12