

**CLERICS** - Spells listed in italics are non-standard; those in [square brackets] are available only to particular religions.

Number	1st Level	2nd Level	3rd Level	4th Level	5th Level	6th Level	7th Level
1	<u>Bless</u>	<u>Augury</u>	<u>Animate Dead</u>	<i>[Air Walk]</i>	<u>Atonement</u>	<u>Aerial Servant</u>	<u>Astral Spell</u>
2	<u>Command</u>	<u>Chant</u>	<u>Continual Light</u>	<u>Cure Serious Wounds</u>	<u>Commune</u>	<u>Animate Object</u>	<u>Control Weather</u>
3	<u>Create Water</u>	<u>Detect Charm</u>	<u>Create Food &amp; Water</u>	<u>Detect Lie</u>	<u>Cure Critical Wounds</u>	<u>Blade Barrier</u>	<u>Earthquake</u>
4	<u>Cure Light Wounds</u>	<u>Find Traps</u>	<u>Cure Blindness</u>	<u>Divination</u>	<u>Dispel Evil</u>	<u>Conjure Animals</u>	<u>Gate</u>
5	<u>Detect Evil</u>	<u>Hold Person</u>	<u>Cure Disease</u>	<i>[Dream Message]</i>	<u>Flame Strike</u>	<u>Find The Path</u>	<u>Holy (Unholy) Word</u>
6	<u>Detect Magic</u>	<u>Know Alignment</u>	<i>[Dark Sense]</i>	<u>Exorcise</u>	<i>[Gift Of Chaos]</i>	<u>Heal</u>	<i>[Huorn]</i>
7	<u>Light</u>	<u>Resist Fire</u>	<u>Dispel Magic</u>	<u>Lower Water</u>	<i>[Lune Hound]</i>	<i>[Immortality]</i>	<i>[Soothing Song]</i>
8	<u>Protection From Evil</u>	<u>Silence 15' Radius</u>	<u>Feign Death</u>	<u>Neutralize Poison</u>	<i>[Lune Spot]</i>	<u>Part Water</u>	<i>[Mass Curing]</i>
9	<u>Purify Food &amp; Drink</u>	<u>Slow Poison</u>	<i>[Fireblade]</i>	<i>[Permanent Sanctuary]</i>	<u>Plane Shift</u>	<i>[Ring of Truth]</i>	<u>Regenerate</u>
10	<u>Remove Fear</u>	<u>Snake Charm</u>	<u>Glyph Of Warding</u>	<u>Prot. From Evil 10' r.</u>	<u>Quest</u>	<u>Speak With Monsters</u>	<u>Restoration</u>
11	<u>Resist Cold</u>	<u>Speak With Animals</u>	<u>Locate Object</u>	<u>Speak With Plants</u>	<u>Raise Dead</u>	<u>Stone Tell</u>	<u>Resurrection</u>
12	<u>Sanctuary</u>	<u>Spiritual Hammer</u>	<i>[Lune Steed]</i>	<u>Sticks To Snakes</u>	<i>[Rest In Peace]</i>	<u>Word Of Recall</u>	<i>[Screaming Death]</i>
13	<i>Hold Undead</i>	<i>[Dexterity]</i>	<u>Prayer</u>	<u>Tongues</u>	<u>True Seeing</u>		<i>[Spell Absorption]</i>
14		<i>[Envenom]</i>	<u>Remove Curse</u>	<i>Destroy Undead</i>			<i>[Spell Reflection]</i>
15		<i>[Freezing Grasp]</i>	<u>Speak With Dead</u>				<u>Symbol</u>
16		<i>[Swear Oath]</i>	<i>[Sunburst]</i>				<u>Wind Walk</u>
17		<i>Turn Undead</i>	<i>[Water Walk]</i>				
18			<i>Destroy Lesser Undead</i>				

**DRUIDS (Clerics)**

Number	1st Level	2nd Level	3rd Level	4th Level	5th Level	6th Level	7th Level
1	<u>Animal Friendship</u>	<u>Barkskin</u>	<u>Call Lightning</u>	<u>Animal Summoning I</u>	<u>Animal Growth</u>	<u>Animal Summoning III</u>	<u>Animate Rock</u>
2	<u>Detect Magic</u>	<u>Charm Person/Mammal</u>	<u>Cure Disease</u>	<u>Call Woodland Beings</u>	<u>Animal Summoning II</u>	<u>Anti-Animal Shell</u>	<u>Chariot Of Sustarre</u>
3	<u>Detect Snares &amp; Pits</u>	<u>Create Water</u>	<u>Hold Animal</u>	<u>Control Temperature</u>	<u>Anti-Plant Shell</u>	<u>Conjure Fire Elemental</u>	<u>Confusion</u>
4	<u>Entangle</u>	<u>Cure Light Wounds</u>	<u>Neutralize Poison</u>	<u>Cure Serious Wounds</u>	<u>Commune With Nature</u>	<u>Cure Critical Wounds</u>	<u>Conjure Earth Element</u>
5	<u>Faerie Fire</u>	<u>Feign Death</u>	<u>Plant Growth</u>	<u>Dispel Magic</u>	<u>Control Winds</u>	<u>Feeblemind</u>	<u>Control Weather</u>
6	<u>Invisibility To Animals</u>	<u>Fire Trap</u>	<u>Protection From Fire</u>	<u>Hallucinatory Forest</u>	<u>Insect Plague</u>	<u>Fire Seeds</u>	<u>Creeping Doom</u>
7	<u>Locate Animals</u>	<u>Heat Metal</u>	<u>Pyrotechnics</u>	<u>Hold Plant</u>	<u>Pass Plant</u>	<u>Transport Via Plants</u>	<u>Finger Of Death</u>
8	<u>Pass Without Trace</u>	<u>Locate Plants</u>	<u>Snare</u>	<u>Plant Door</u>	<u>Sticks To Snakes</u>	<u>Turn Wood</u>	<u>Fire Storm</u>
9	<u>Predict Weather</u>	<u>Obscurement</u>	<u>Stone Shape</u>	<u>Produce Fire</u>	<u>Trans Rock To Mud</u>	<u>Wall Of Thorns</u>	<u>Reincarnate</u>
10	<u>Purify Water</u>	<u>Produce Flame</u>	<u>Summon Insects</u>	<u>Prot. From Lightning</u>	<u>Wall Of Fire</u>	<u>Weather Summoning</u>	<u>Trans Metal To Wood</u>
11	<u>Shillelagh</u>	<u>Trip</u>	<u>Tree</u>	<u>Repel Insects</u>			
12	<u>Speak With Animals</u>	<u>Warp Wood</u>	<u>Water Breathing</u>	<u>Speak With Plants</u>			

**MAGIC-USERS** Illusionist spells are incorporated into the list and marked \*. Spells in [square brackets] are restricted to specialists in particular schools of magic.

Number	Cantrips (0th Level)	1st Level	2nd Level	3rd Level	4th Level
1	<u>Bluelight</u>	<u>Affect Normal Fires</u>	<u>Audible Glamour</u>	<i>Blindness*</i>	<u>Charm Monster</u>
2	<u>Bug/Debug</u>	<u>Burning Hands</u>	<u>Change Self*</u>	<u>Blink</u>	<u>Confusion</u>
3	<u>Change</u>	<u>Charm Person</u>	<u>Continual Light</u>	<i>Blur*</i>	<i>[Create Ghoul]</i>
4	<u>Clean/Dirty</u>	<u>Comprehend Languages</u>	<i>[Colour Spray*]</i>	<u>Clairaudience</u>	<i>[Cure Disease]</i>
5	<u>Dim</u>	<u>Dancing Lights</u>	<i>[Create Skeleton]</i>	<u>Clairvoyance</u>	<u>Dig</u>
6	<u>Distract</u>	<u>Detect Illusion*</u>	<u>Darkness 15' Radius</u>	<i>Continual Darkness*</i>	<u>Dimension Door</u>
7	<u>Dry/Dampen</u>	<u>Detect Magic</u>	<u>Detect Evil</u>	<i>[Create Zombie]</i>	<u>Enchanted Weapon</u>
8	<u>Firefinger</u>	<u>Enlarge/Reduce</u>	<u>Detect Invisibility</u>	<i>Deafness*</i>	<u>Extension I</u>
9	<u>Flavour</u>	<u>Erase</u>	<u>E.S.P.</u>	<i>Dispel Illusion*</i>	<u>Fear</u>
10	<u>Freshen/Spoil</u>	<i>[Evil Eye]</i>	<i>Fog Cloud*</i>	<u>Dispel Magic</u>	<u>Fire Charm</u>
11	<u>Gather/Spill</u>	<u>Feather Fall</u>	<u>Fools Gold</u>	<u>Explosive Runes</u>	<u>Fire Shield</u>
12	<u>Haunt</u>	<u>Find Familiar</u>	<u>Forget</u>	<u>Feign Death</u>	<u>Fire Trap</u>
13	<u>Odour</u>	<u>Friends</u>	<u>Invisibility</u>	<u>Fireball</u>	<u>Fumble</u>
14	<u>Palm/Present</u>	<i>Gaze Reflection*</i>	<u>Knock</u>	<u>Flame Arrow</u>	<u>Hallucinatory Terrain</u>
15	<u>Reaction</u>	<u>Hold Portal</u>	<u>Leomund's Trap</u>	<u>Fly</u>	<u>Ice Storm</u>
16	<u>Smokepuff</u>	<i>[Hypnotism*]</i>	<u>Levitate</u>	<u>Gust Of Wind</u>	<i>Illusionary Script*</i>
17	<u>Sprout</u>	<u>Identify</u>	<u>Locate Object</u>	<u>Haste</u>	<i>Improved Invisibility*</i>
18	<u>Stitch/Ravel</u>	<u>Jump</u>	<u>Magic Mouth</u>	<u>Hold Person</u>	<i>Improved Phantasmal Force*</i>
19	<u>Tie/Untie</u>	<u>Light</u>	<u>Mirror Image</u>	<i>Hypnotic Pattern*</i>	<u>Massmorph</u>
20	<u>Unbolt</u>	<i>Mage Armour</i>	<i>Protection From Cantrips</i>	<u>Infravision</u>	<i>Minor Creation*</i>
21	<u>Warm/Chill</u>	<u>Magic Missile</u>	<i>Protection From Skeletons</i>	<u>Invisibility 10' Radius</u>	<u>Minor Globe Of Invulnerability</u>
22		<u>Mending</u>	<i>Protection From Zombies</i>	<u>Leomund's Tiny Hut</u>	<u>Monster Summoning II</u>
23		<u>Message</u>	<u>Pyrotechnics</u>	<u>Lightning Bolt</u>	<i>[Paralyzation*]</i>
24		<u>Nystul's Magic Aura</u>	<u>Ray Of Enfeeblement</u>	<i>Misdirection*</i>	<u>Plant Growth</u>
25		<u>Protection From Evil</u>	<u>Rope Trick</u>	<u>Monster Summoning I</u>	<u>Polymorph Other</u>
26		<u>Push</u>	<u>Scare</u>	<i>Non-Detection*</i>	<u>Polymorph Self</u>
27		<u>Read Magic</u>	<i>[Shadow Weapon]</i>	<u>Phantasmal Force</u>	<i>Protection From Were-type</i>
28		<u>Shield</u>	<i>[Speak With The Dead]</i>	<u>Protection From Evil 10' Radius</u>	<i>Protection From Undead</i>
29		<u>Shocking Grasp</u>	<u>Shatter</u>	<i>Prot. from Lesser Demons</i>	<u>Rary's Mnemonic Enhancer</u>
30		<u>Sleep</u>	<u>Stinking Cloud</u>	<i>Prot. from Lesser Devils</i>	<u>Remove Curse</u>
31		<u>Spider Climb</u>	<u>Strength</u>	<u>Protection From Normal Missiles</u>	<i>Shadow Monsters*</i>
32		<u>Tenser's Floating Disc</u>	<i>[Viscid Glob]</i>	<u>Slow</u>	<u>Wall Of Fire</u>
33		<u>Unseen Servant</u>	<u>Web</u>	<u>Suggestion</u>	<u>Wall Of Ice</u>
34		<u>Ventriloquism</u>	<u>Wizard Lock</u>	<u>Tongues</u>	<u>Wizard Eye</u>
35		<i>[Wall Of Fog*]</i>		<u>Water Breathing</u>	
36		<u>Write</u>		<i>Wrathform</i>	

Number	5th Level	6th Level	7th Level	8th Level	9th Level
1	<u>Airy Water</u>	<u>Anti-Magic Shell</u>	<u>Bigby's Grasping Hand</u>	<u>Antipathy/Sympathy</u>	<u>Astral Spell</u>
2	<u>Animal Growth</u>	<u>Bigby's Forceful Hand</u>	<u>Cacodemon</u>	<u>Bigby's Clenched Fist</u>	<u>Bigby's Crushing Hand</u>
3	<u>Animate Dead</u>	<u>Conjure Animals*</u>	<u>Charm Plants</u>	<u>Clone</u>	<u>Gate</u>
4	<u>Bigby's Interposing Hand</u>	<u>Control Weather</u>	<i>[Control Undead]</i>	<u>Glassteel</u>	<u>Imprisonment</u>
5	<i>[Chaos*]</i>	<u>Death Spell</u>	<u>Delayed Blast Fireball</u>	<u>Incendiary Cloud</u>	<u>Longevity</u>
6	<u>Cloudkill</u>	<i>Demi-Shadow Monsters*</i>	<i>Demi-Shadow Magic*</i>	<u>Mass Charm</u>	<u>Meteor Swarm</u>
7	<u>Conjure Elemental</u>	<u>Disintegrate</u>	<u>Drawmij's Instant Summons</u>	<u>Maze</u>	<u>Monster Summoning VII</u>
8	<u>Cone Of Cold</u>	<i>Dispel Exhaustion*</i>	<u>Duo-Dimension</u>	<u>Mind Blank</u>	<u>Power Word, Kill</u>
9	<u>Contact Other Plane</u>	<u>Enchant An Item</u>	<u>Limited Wish</u>	<u>Monster Summoning VI</u>	<u>Prismatic Sphere</u>
10	<u>Distance Distortion</u>	<u>Extension III</u>	<u>Mass Invisibility</u>	<u>Otto's Irresistible Dance</u>	<i>Prot. from Arch-Devils</i>
11	<i>Emotion*</i>	<u>Geas</u>	<u>Monster Summoning V</u>	<u>Permanency</u>	<i>Prot. from Demon Lords</i>

12	<a href="#">Extension II</a>	<a href="#">Glasse</a>	<a href="#">Mordenkainen's Sword</a>	<a href="#">Polymorph Any Object</a>	<a href="#">Shape Change</a>
13	<a href="#">Feeblemind</a>	<a href="#">Globe Of Invulnerability</a>	<a href="#">Permanent Illusion*</a>	<a href="#">Power Word, Blind</a>	<a href="#">Temporal Stasis</a>
14	<a href="#">Hold Monster</a>	<a href="#">Guards And Wards</a>	<a href="#">Phase Door</a>	<a href="#">Prismatic Spray*</a>	<a href="#">Time Stop</a>
15	<a href="#">Leomund's Secret Chest</a>	<a href="#">Invisible Stalker</a>	<a href="#">Power Word, Stun</a>	<a href="#">Prismatic Wall*</a>	<a href="#">Wish</a>
16	<a href="#">Magic Jar</a>	<a href="#">Legend Lore</a>	<a href="#">Programmed Illusion*</a>	<a href="#">Protection From Magic</a>	
17	<a href="#">Major Creation*</a>	<a href="#">Lower Water</a>	<a href="#">Prot. from Greater Demons</a>	<a href="#">Protection From Possession</a>	
18	<a href="#">Monster Summoning III</a>	<a href="#">Mass Suggestion*</a>	<a href="#">Prot. from Greater Devils</a>	<a href="#">Serten's Spell Immunity</a>	
19	<a href="#">Mordenkainen's Faithful Hound</a>	<a href="#">Monster Summoning IV</a>	<a href="#">Prot. from Shape-Changers</a>	<a href="#">Symbol</a>	
20	<a href="#">Passwall</a>	<a href="#">Move Earth</a>	<a href="#">Reverse Gravity</a>	<a href="#">Trap The Soul</a>	
21	<a href="#">[Phantasmal Killer*]</a>	<a href="#">Otiluke's Freezing Sphere</a>	<a href="#">Shades*</a>		
22	<a href="#">Prot. from Elemental-type</a>	<a href="#">Part Water</a>	<a href="#">Simulacrum</a>		
23	<a href="#">Prot. from Lycanthropes</a>	<a href="#">Project Image</a>	<a href="#">Statue</a>		
24	<a href="#">Prot. from Petrification</a>	<a href="#">Prot. from All Elementals</a>	<a href="#">Vanish</a>		
25	<a href="#">Spectral Force*</a>	<a href="#">Reincarnation</a>	<a href="#">Veil*</a>		
26	<a href="#">Stone Shape</a>	<a href="#">Repulsion</a>	<a href="#">Vision*</a>		
27	<a href="#">Summon Shadow*</a>	<a href="#">Shadow Door*</a>	<a href="#">[Wall Of Tentacles]</a>		
28	<a href="#">Telekinesis</a>	<a href="#">Shadow Magic*</a>			
29	<a href="#">Teleport</a>	<a href="#">Spiritwrack</a>			
30	<a href="#">Transmute Rock To Mud</a>	<a href="#">Stone To Flesh</a>			
31	<a href="#">Wall Of Force</a>	<a href="#">Tenser's Transformation</a>			
32	<a href="#">Wall Of Iron</a>	<a href="#">True Sight*</a>			
33	<a href="#">Wall Of Stone</a>				
34					
35					
36					

**SPELL EXPLANATIONS** Changes by SJW are annotated: Newly-added text is in italics (like this); Old, deleted text is struck-out (~~like this~~).

Each spell is presented here in exactly the same format. The spell is first identified by name and type of magic it involves. (*Some spells are listed as restricted to specialists in particular schools of magic: this restriction does not arise from The System, but is enforced by the Mages of Pandaria.*) Thereafter its casting time, components, ~~level~~, range (distance it can be cast), area of effect, duration, and saving throw are shown. Finally, an explanation of the spell and a description of its effects are given in some detail.

Casting Time shows the number of *actions*, melee rounds, or *seconds* (segments) of a melee round, required to cast the spell. Remember that there are *12 seconds* (segments) to a melee round, *5* melee rounds in a minute, and *10* minutes to a turn. Some spells require additional time and preparation. Components, as previously mentioned, are verbal (V), somatic (S), and/or material (M). This indicates which are part of the spell.

Range is shown in *feet* ~~inches~~ (See DISTANCE) or as "touch", which indicates the caster must physically contact the recipient of the spell with his or her hand.

Area of Effect shows how large an area the spell covers, or how many persons or creatures it will affect.

Duration is given as number of turns, rounds, or simply "instantaneous", as in the case of a Lightning Bolt which lasts only a brief moment. (See TIME.)

Saving Throw tells whether a saving throw is possible, and if it is possible, whether success negates (neg.) the spell or reduces its effects by 50% (½) *and also the relevant characteristic, if applicable.*

18JUL12 – Bookmarks reinstated, and links to each spell from the lists. Phew!

13JUL12 – Remove 'half-effect' definitions of earlier Magic System version; Add RuinQuest saving throws and other defence details.

04-13JUL12 – Reformat from HTML to ODF, suitable for editing and creation of PDF versions.

02FEB09 - Reinstated AD&D PHB versions, but incorporating Pandarian interpretations, additions and (some) modifications.

07MAR08 - Combined cleric, druid and magic-user spells into one document for ease of reference/publication; separated barbarian spells and psionics.

28FEB08 - Emotion raised to 5th level, Improved Invisibility & Shadow Monsters reduced to 4th level; Specialist clerical miracles added.

27FEB08 - Reformatted for printing; Illusionist spells incorporated into Magic-User list; Psionics added.

09DEC07 - Barbarian/Nomad Battle Magic and Rune Magic added (adapted from RQ2).

29SEP07 - Non-standard religion miracles added to clerical spells list.

24SEP07 - SJW changes documented; some non-offensive spells per-intensity-level effects increased to remain significant.

12SEP07 - Half-effects listed, for failed magical casting rolls or casting clerical miracles on non-worshippers.

11SEP07 - Saving throw targets listed.

07SEP07 - Convert terminology: 'experience levels' to 'intensity/miracle levels', 'armour class' to 'armour points', 'to hit' to 'attack chance', etc. [italics only]

06SEP07 - For non-offensive spells interpret 'rounds' as 'minutes' (and in some cases 'segments' as 'rounds') [italics only].

06SEP07 - Charm Person upgraded to 2nd level and shortened in duration; Suggestion downgraded to 1st level and save made easier.

05SEP07 - Adaptations to spells for manufacture of magical items etc (Ready Magic, Write, Enchanted Weapon, Enchant An Item, Guards And Wards, Magic Jar).

04SEP07 - New Magic-User spells added, for specialists in Necromancy and Abjuration (as per scrolls) and some others.

04SEP07 - Illusionist spells incorporated into main Magic-User list: duplicates eliminated; Illusions raised one/two levels; some restricted to Illusionists.

03SEP07 - Translate old-style 'inch' measurements to feet (1" = 10ft) [this is not considered a change and so is not italicized].

03SEP07 - Casting Times action-equivalents added (under 1 round = Standard action; 1 round = Full Round action; other = as given) and details reformatted.

02SEP07 - Cantrips (zero-level magic-user spells) added.

01SEP07 - Spells lists created as in original AD&D (1st ed.) but with americanisms and some other spelling errors corrected.

## CLERIC SPELLS

[LEVEL ONE](#)

[LEVEL TWO](#)

[LEVEL THREE](#)

[LEVEL FOUR](#)

[LEVEL FIVE](#)

[LEVEL SIX](#)

[LEVEL SEVEN](#)

### Notes Regarding Cleric Spells:

All material components required for the various spells are used by completion of the spell in question with the notable exceptions of standard religious items, i.e. religious symbols and prayer beads or similar devices.

~~The reversal of some spells might well place the cleric in a questionable position with respect to alignment. The use of spells which promote weal must be shunned by evil clerics in many cases.~~

Likewise, spells which are baneful may be used only at peril by clerics of good alignment. Incautious use of spells will change the cleric's alignment, if such usage continues unchecked, and it is up to the player to guard his or her character's alignment with care. In any event, the cleric must decide which application of a reversible spell will be used prior to learning it i.e. it is not possible to have one spell both ways. In like manner, the mere request for a spell (or its opposite) through prayer will not guarantee that the spell will be given to the cleric. As the spell level becomes higher, confidence will decrease that that deity will concur.

Miracles available to clerics vary by religion; their use will not usually endanger the caster's alignment.

Your Dungeon Master might alter the material components of spells, require only religious adjuncts as material, or just do away with them. Consult your referee in this regard and ask his ruling and reasoning.

## Cleric - First Level Spells:

### Bless (Conjuration/Summoning) Reversible

Casting: Full Round (V, S, M) Range: 60ft Area of Effect: 50ft x 50ft Duration: 6 melee rounds Saving Throw: None

Explanation/Description: Upon uttering the Bless spell, the caster raises the morale of friendly creatures by +1. Furthermore, it raises their *damage "to hit"* dice rolls by +1. A blessing, however, will affect only those not already engaged in melee combat. ~~This spell can be reversed by the cleric to a curse upon enemies which lowers morale and "to hit" by -1.~~ The caster determines at what range (up to 60ft) he or she will cast the spell, and it then affects all creatures in an area 50ft square centred on the point the spell was cast upon. In addition to the verbal and somatic gesture components, the Bless

requires holy water -while the Curse requires the sprinkling of specially polluted water. [SJW Change: Not reversible.]

#### **Command** (Enchantment/Charm)

Casting: *Standard* (1 segment, V) Range: 10ft Area of Effect: One creature Duration: 1 round Saving Throw: Special (*WIS v WIS+INT bonus if positive; Negates*)

Explanation/Description: This spell enables the cleric to issue a command of a single word. The command must be uttered in a language which the spell recipient is able to understand. The individual will obey to the best of his/her/its ability only so long as the command is absolutely clear and unequivocal, i.e. "Suicide!" could be a noun, so the creature would ignore the command. A command to "Die!" would cause the recipient to fall in a faint or cataleptic state for 1 round, but thereafter the creature would be alive and well. Typical command words are: back, halt, flee, run, stop, fall, fly, go, leave, surrender, sleep, rest, etc. Undead are not affected by a command. ~~Creatures with intelligence of 13 or more, and creatures with 6 or more hit dice (or experience levels) are entitled to a saving throw versus magic. (Creatures with 13 or higher intelligence and 6 hit dice/levels do not get 2 saving throws!)~~ Positive *Positive INT bonus applies to saving throws.* [SJW Change: For fairness, everyone gets a save; INT bonus reminiscent of the non-standard original version.]

#### **Create Water** (Alteration) Reversible

Casting: Full Round (V, S, M) Range: 10ft Area of Effect: Up to 27 cubic feet Duration: Permanent Saving Throw: None

Explanation/Description: When the cleric casts a Create Water spell, four gallons of water are generated for every *miracle*-level of the caster, i.e. a 2nd *miracle*-level cleric creates eight gallons of water, a 3rd level twelve gallons, a 4th level sixteen gallons, etc. The water is clean and drinkable (it is just like rain water). Reversing the spell, Destroy Water, obliterates without trace (such as vapour, mist, fog or steam) a like quantity of water. Created water will last until normally used or evaporated, spilled, etc. Water can be created or destroyed in an area as small as will actually contain the liquid or in an area as large as 27 cubic feet (one cubic yard). The spell requires at least a drop of water to create, or a pinch of dust to destroy, water. Note that water cannot be created within a living thing.

#### **Cure Light Wounds** (Necromantic) Reversible

Casting: *Standard* (5 segments, V, S) Range: Touch Area of Effect: Character touched Duration: Permanent Saving Throw: None

Explanation/Description: Upon laying his or her hand upon a creature, the cleric causes from 1 to 8 (*d8*) hit points of wound or other injury damage to the creature's body to be healed. This healing will not affect creatures without corporeal bodies, nor will it cure wounds of creatures not living or those which can be harmed only by iron, silver, and/or magical weapons. Its reverse, Cause Light Wounds, operates in the same manner; and if a person is avoiding this touch, a melee combat *attack* is rolled to determine if the cleric's hand strikes the opponent and causes such a wound. Note that cured wounds are permanent only insofar as the creature does not sustain further damage, and that caused wounds will heal - or can be cured - just as any normal injury will. Caused light wounds are 1 to 8 hit points of damage.

#### **Detect Evil** (Divination) Reversible

Casting: Full Round (V, S, M) Range: 120ft Area of Effect: 10ft path Duration: 1 turn + ½ turn/level Saving Throw: None

Explanation/Description: This is a spell which discovers emanations of evil, or of good in the case of the reverse spell, from any creature or object. For example, evil alignment or an evilly cursed object will radiate evil, but a hidden trap or an unintelligent viper will not. The duration of a Detect Evil (or Detect Good) spell is 1 turn + ½ turn (*5 minutes*) per *maximum miracle*-level of the cleric. Thus a cleric of 1st *miracle*-level can cast a spell with a 1½ turn duration, at 2nd level a 2 turn duration, 2½ at 3rd, etc. The spell has a path of detection 10ft wide in the direction in which the cleric is facing. It requires the use of the cleric's holy (or unholy) symbol as its material component, with the cleric holding it before him or her.

#### **Detect Magic** (Divination)

Casting: Full Round (V, S, M) Range: 30ft Area of Effect: 10ft path, 30ft long Duration: 1 turn Saving Throw: None

Explanation/Description: When the Detect Magic spell is cast, the cleric detects magical radiations in a path 10ft wide, and up to 30ft, long, in the direction he or she is facing. The caster can turn 60° per round. Note that stone walls of 1' or more thickness, solid metal of but 1/12' thickness, or 3' or more of solid wood will block the spell. The spell requires the use of the cleric's holy (or unholy) symbol.

#### **Hold Undead** (Necromancy)

Casting: *Standard* (5 segments, V, S, M) Range: 60ft Area of Effect: One to three undead creatures Duration: 1 Turn Saving Throw: Neg. (*WISvWIS*)

Explanation/Description: This spell holds immobile, and freezes in place, from 1-3 undead creatures. Those affected have their feet rooted to the spot, but can move arms and other parts: Defence is halved, but they can still attack anything within reach, parry, cast spells, etc. If the spell is cast at three creatures, each gets a saving throw at the normal score; if only two creatures are being enspelled, each makes their saving throw at -1 on their die; if the spell is cast at but one creature, the saving throw die is at -2. Undead making their saving throws are totally unaffected by the spell. The spell caster needs to boldly present their holy symbol as the material component of this spell. [SJW: Similar to Hold Person..]

#### **Light** (Alteration) Reversible

Casting: *Standard* (4 segments, V, S) Range: Touch 420ft Area of Effect: 20ft radius globe Duration: 6 turns + 1 turn/level Saving Throw: None (*WISvWIS if cast on creature*)

Explanation/Description: This spell causes excitation of molecules so as to make them brightly luminous. The Light thus caused is equal to torch light in brightness, but its sphere is limited to 40ft in diameter. It lasts for the duration indicated (7 turns at 1st *miracle* level, 8 at 2nd, 9 at 3rd, etc.) or until the caster utters a word to extinguish the light. The Light spell is reversible, causing darkness in the same area and under the same conditions, except the blackness persists for only one half the duration that light would last. If this spell is cast upon a creature, the applicable magic resistance and saving throw dice rolls must be made. Success indicates that the spell affects the area immediately behind the creature, rather than the creature itself. In all other cases, the spell takes effect where the caster directs as long as he or she has a line of sight or unobstructed path for the spell; light can spring from air, rock, metal, wood, or almost any similar substance. [SJW Change: Touch-range only, because it should not be an attack spell.]

#### **Protection From Evil** (Abjuration) Reversible

Casting: *Standard* (4 segments, V, S, M) Range: Touch Area of Effect: Creature touched Duration: 5 minutes/level Saving Throw: None

Explanation/Description: When this spell is cast, it acts as if it were a magical armour upon the recipient. The protection encircles the recipient at a one *inch* foot distance, thus preventing bodily contact by creatures of an enchanted or conjured nature such as aerial servants, demons, devils, djinn, efreet, elementals, imps, invisible stalkers, night hags, quasits, salamanders, water weirds, wind walkers, and xorn. Summoned animals or monsters are similarly hedged from the protected creature. Furthermore, any and all attacks launched by evil creatures incur a penalty of -2 from dice rolls to damage ~~to~~ the protected creature, and any saving throws caused by such attacks are made at +2 on the protected creature's dice. This spell can be reversed to become Protection From Good, although it still keeps out enchanted evil creatures as well. To complete this spell, the cleric must trace a 3' diameter circle upon the floor (or ground) with holy water for Protection From Evil, with blood for Protection From Good - or in the air using burning incense or smouldering dung with respect to evil/good. [SJW Change: Reduces damage, not 'to hit', because it's easier and is more like 'magical armour'.]

#### **Purify Food & Drink** (Alteration) Reversible

Casting: Full Round (V, S) Range: 30ft Area of Effect: 1 cubic foot/level, 10ft square area Duration: Permanent Saving Throw: None

Explanation/Description: When cast, the spell will make spoiled, rotten, poisonous or otherwise contaminated food and/or water pure and suitable for eating and/or drinking. Up to 1 cubic foot of food and/or drink can be thus made suitable for consumption. The reverse of the spell putrefies food and drink, even spoiling holy water. Unholy water is spoiled by pure water.

#### **Remove Fear** (Abjuration) Reversible

Casting: *Standard* (4 segments, V, S) Range: Touch Area of Effect: Creature touched Duration: Special (*1 Turn*) Saving Throw: None (*WISvWIS for Cause*)

Explanation/Description: By touch, the cleric instils courage in the spell recipient, raising the creature's saving throw against magical fear attacks by +4 on dice rolls for 1 turn. If the recipient has already been affected by fear, and failed the appropriate saving throw, the touch allows another saving throw to be made, with a bonus of +1 on the dice for every *miracle*-level of the caster, i.e. a 2nd *miracle*-level cleric gives a +2 bonus, a 3rd level +3, etc. An *attack* dice roll must be made to touch an unwilling recipient. The reverse of the spell, Cause Fear, causes the victim to flee in panic at maximum movement speed away from the caster for 1 round per *miracle*-level of the cleric causing such fear. Of course, Cause Fear can be countered by Remove Fear and vice versa.

#### **Resist Cold** (Alteration)

Casting: Full Round (V, S, M) Range: Touch Area of Effect: Creature touched Duration: 1 turn/level Saving Throw: None

Explanation/Description: When this spell is placed on a creature by a cleric, the creature's body is inured to cold. The recipient can stand zero degrees Fahrenheit without discomfort, even totally nude. Greater cold, such as that produced by a sword of cold, ice storm, cold wand, or white dragon's breath, must be saved against. All saving throws against cold are made with a bonus of +3, and damage sustained is one-half (if the saving throw is not made) or one-quarter (if the saving throw is made) of damage normal from that attack form. The resistance lasts for 1 turn per *miracle*-level of the caster. A pinch of sulphur is necessary to complete this spell.

#### **Sanctuary** (Abjuration)

Casting: *Standard* (4 segments, V, S, M) Range: Touch Area of Effect: One creature Duration: 2 minutes + 1 minute/level Saving Throw: None Neg. (*WISvWIS*)

Explanation/Description: When the cleric casts a Sanctuary spell, any opponent must make a saving throw versus magic in order to strike or otherwise attack him or her. If the saving throw is not made, the creature will attack another and totally ignore the cleric protected by the spell. If the saving throw is made, the cleric is subject to normal attack process including dicing for weapons to hit, saving throws, damage. Note that this spell does not prevent the operation of area attacks (Fireball, Ice Storm, etc.). During the period of protection afforded by this spell, the cleric cannot take offensive action, but he or she may use non-attack spells or otherwise act in any way which does not violate the prohibition against offensive action. This allows the cleric to heal wounds, for example, or to Bless,

perform an Augury, Chant, cast a Light in the area (not upon an opponent!), and so on. The components of the spell include the cleric's holy/unholy symbol and a small silver mirror. [SJW: *The save isn't a change; the original was a typo.*]

## Cleric - Second Level Spells:

### Augury (Divination)

Casting: 2 Rounds (V, S, M) Range: 0 Area of Effect: Special Duration: Special Saving Throw: None

Explanation/Description: The cleric casting an Augury spell seeks to divine whether an action in the immediate future (within 3 turns) will be for the benefit of, or harmful to, the party. The base chance for correctly divining the Augury is 70%, plus 2% 4% for each *miracle*-level of the cleric casting the spell, i.e. 74% at 1st *miracle*-level, 72% 74% at 2nd, etc. Your referee will determine any adjustments due far the particular conditions of each Augury. For example, assume that a party is considering the destruction of a weird seal which closes a portal. Augury is used to find if weal or woe will be the ultimate result to the party. The material component for Augury is a set of gem-inlaid sticks, dragon bones, or similar tokens, or the wet leaves of an infusion which remain in the container after the infused brew is consumed. If the last method is used, a crushed pearl of at least 100 g.p. value must be added to the concoction before it is consumed. [SJW Change: *Increase modifiers (+2% per-level), to remain similar to original.*]

### Chant (Conjuration/Summoning)

Casting: 1 Turn (V, S) Range: 0 Area of Effect: 30ft radius Duration: Time of chanting Saving Throw: None

Explanation/Description: By means of the chant, the cleric brings into being a special favour upon himself or herself and his or her party, and causes harm to his or her enemies. Once the Chant spell is begun completed, all attacks; damage and saving throws made by those in the area of effect who are friendly to the cleric are at +1 ~~while those of the cleric's enemies are at -1~~. This bonus ~~penalty~~ continues as long as the cleric continues to chant the mystic syllables and is stationary. An interruption, however, such as an attack which succeeds and causes damage, grappling the chanter, or a magical silence, will break the spell. [SJW Change: *Enemy unaffected.*]

### Detect Charm (Divination) Reversible

Casting: Full Round (V, S) Range: 30ft Area of Effect: One creature Duration: 1 turn Saving Throw: None

Explanation/Description: When used by a cleric, this spell will detect whether or not a person or monster is under the influence of a Charm spell. Up to 10 creatures can be thus checked before the spell wanes. The reverse of the spell protects from such detection, but only a single creature can be so shielded.

### Dexterity (Alteration) [SJW Special: Law/Jesters]

Casting: 1 Turn (V, S, M) Range: Touch Area of Effect: Person touched Duration: 6 turns/level Saving Throw: None

Explanation/Description: Application of this spell increases the dexterity of the character by a number of points. Benefits of the Dexterity spell last for the duration of the magic. The amount of additional dexterity accruing to a character upon whom this spell is cast equals the *miracle*-level of the caster. The material component of this spell is smouldering incense. [SJW: *Similar to the 2nd level Magic-User spell, Strength.*]

### Envenom (Evocation) [SJW Special: Loviatar]

Casting: Standard (2 segments. V, S, M) Range: Touch Area of Effect: Personal Weapons Duration: 1 minute/level Saving Throw: None

Explanation/Description: By means of this spell, any weapons touched/carried by the priest instantly become coated with poison. If some poison is in their possession, this may optionally be used, and will last as long as normal. Otherwise, a magical venom appears upon the weapons, which lasts for the spell duration (effects: d6 (or d3) for 3 rnds).

### Find Traps (Divination)

Casting: Standard (5 segments. V, S) Range: 30ft Area of Effect: 10ft path Duration: 5 turns Saving Throw: None

Explanation/Description: When a cleric casts a Find Traps spell, all traps - concealed normally or magically - of magical or mechanical nature become visible to him or her. Note that this spell is directional. and the caster must face the desired direction in order to determine if a trap is laid in that particular direction.

### Freezing Grasp (Alteration) [Loviatar] [SJW Special]

Casting: Standard (5 segments. V, S, M) Range: Touch Area of Effect: Creature touched Duration: One touch Saving Throw: None

Explanation/Description: The caster of this spell develops a powerful super-cooled chill on one hand which can cause freezing damage to the creature touched. The Freezing Grasp delivers from 1 to 8 hit points damage (d8), plus 1 hit point per *miracle*-level of the caster, i.e. a 2nd *miracle*-level spell would freeze for 3 to 10 hit points of damage. While the caster must only come close enough to his or her opponent to lay a hand on the opponent's body or upon a thermal conductor which touches the opponent's body, a like touch from the opponent does not discharge the spell (c.f. 1st level Magic-User spell, Shocking Grasp).

### Hold Person (Enchantment/Charm)

Casting: Standard (5 segments. V, S, M) Range: 60ft Area of Effect: One to three creatures Duration: 4 rounds + 1 round/level Saving Throw: Neg. (WIS/WIS)

Explanation/Description: This spell holds immobile, and freezes in place, from 1-3 humans or humanoid creatures (see below) for 5 or more melee rounds. *Those affected have their feet rooted to the spot, but can move arms and other parts: Defence is halved, but they can still attack anything within reach, parry, cast spells, etc.* The *miracle*-level of the cleric casting the Hold Person spell dictates the length of time the effect will last. The basic duration is 5 melee rounds at 1st level, 6 rounds at 2nd level, 7 rounds at 3rd level, etc. If the spell is cast at three persons, each gets a saving throw at the normal score; if only two persons are being enspelled, each makes their saving throw at -1 on their die; if the spell is cast at but one person, the saving throw die is at -2. Persons making their saving throws are totally unaffected by the spell. Creatures affected by a Hold Person spell are: brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, and troglodytes. The spell caster needs a small, straight piece of iron as the material component of this spell. [SJW Change: *Immobilizing victims totally is too lethal.*]

### Know Alignment (Divination) Reversible

Casting: Full Round (V, S) Range: 10ft Area of Effect: One creature/round Duration: 1 turn Saving Throw: None

Explanation/Description: A Know Alignment spell enables the cleric to exactly read the aura of a person - human, semi-human, or non-human. This will reveal the exact alignment of the person. Up to 10 persons can be examined with this spell. The reverse totally obscures alignment, even from this spell, of a single person for 1 turn, two persons for 5 minutes, etc. Certain magical devices will negate the ability to Know Alignment.

### Resist Fire (Alteration)

Casting: Standard (5 segments. V, S, M) Range: Touch Area of Effect: Creature touched Duration: 1 turn/level Saving Throw: None

Explanation/Description: When this spell is placed upon a creature by a cleric, the creature's body is toughened to withstand heat, and boiling temperature is comfortable. The recipient of the resist fire spell can even stand in the midst of very hot or magical fires such as those produced by red-hot charcoal, a large amount of burning oil, flaming swords, fire storms, fire balls, meteor swarms, or red dragon's breath - but these will affect the creature, to some extent. The recipient of the spell gains a bonus of +3 an saving throws against such attack forms, and all damage sustained is reduced by 50%; therefore, if the saving throw is not made, the creature sustains one-half damage, and if the saving throw is made only one-quarter damage is sustained. Resistance to fire lasts for 1 turn for each *miracle*-level of the cleric placing the spell. The caster needs a drop of mercury as the material component of this spell.

### Silence, 15' Radius (Alteration)

Casting: Standard (5 segments. V, S) Range: 0 420ft Area of Effect: 30' diameter sphere Duration: 2 minutes/level Saving Throw: None

Explanation/Description: Upon casting this spell, complete silence prevails in the area of its effect. All sound is stopped, so all conversation is impossible, spells cannot be cast and no noise whatsoever issues forth. ~~The spell can be cast into the air or upon an object.~~ The spell of Silence lasts for 2 minutes for each *miracle*-level of the cleric, i.e. 2 minutes at 1st *miracle*-level, 4 at 2nd, 6 at 3rd, 8 at 4th and so forth. The spell can *only* be cast upon the cleric a creature, and the effect will then radiate from the ~~caster creature~~ and move as *he/she* it moves. ~~If the creature is unwilling, it saves against the spell, and if the saving throw is made, the spell effect locates about one foot behind the target creature.~~ [SJW Change: *Must be centred on the caster and moves with them, so it's less offensive.*]

### Slow Poison (Necromantic)

Casting: Standard (1 segment. V, S, M) Range: Touch Area of Effect: Creature touched Duration: 1 hour/level Saving Throw: None

Explanation/Description: When this spell is placed upon a poisoned individual it greatly slows the effects of any venom, even causing a supposedly dead individual to have life restored if it is cast upon the victim within a number of turns less than or equal to the *miracle*-level of the cleric after the poisoning was suffered. i.e. a victim poisoned up to 5 turns previously could be temporarily saved by a 5th or higher *miracle*-level cleric who cast Slow Poison upon the victim. While this spell does not neutralize the venom, it does prevent it from substantially harming the individual for the duration of its magic, but each turn the poisoned creature will lose 1 hit point from the effect of the venom (although the victim will never go below 1 hit point while the Slow Poison spell's duration lasts). Thus, in the example above, the victim poisoned 5 turns previously has only 4 ~~4~~ hit points, so when the 5th *miracle*-level cleric casts the spell, the victim remains with 1 hit point until the spell duration expires, and hopefully during that period a full cure can be accomplished. The material components of this spell are the cleric's holy/unholy symbol and a bud of garlic which must be crushed and smeared on the

victim's bare feet.

### Snake Charm (Enchantment/Charm)

Casting: *Standard* (5 segments. V, S) Range: 30ft Area of Effect: Special Duration: Special Saving Throw: None

Explanation/Description: When this spell is cast, a hypnotic pattern is set up which causes one or more snakes to cease all activity except a semi-erect postured swaying movement. If the snakes are charmed while in a torpor, the duration of the spell is 3 to 6 turns (d4 + 2); if the snakes are not torpid, but are not aroused and angry, the charm lasts 1 to 3 turns; if the snakes are angry and/or attacking, the Snake Charm spell will last from 5 to 8 *minutes* (d4+4). The cleric casting the spell can charm snakes whose hit *dice points* are less than or equal to the *miracle-level* ~~those~~ of the cleric. ~~On the average, a 1st level cleric could charm snakes with a total of 4 or 5 hit points; a 2nd level cleric 9 hit points, a 3rd level 13 or 14 hit points, etc.~~ The hit *dice points* can represent a single snake or several of the reptiles, but the total hit *dice points* cannot exceed *the miracle-level* ~~those~~ of the cleric casting the spell.

### Speak With Animals (Alteration)

Casting: *Standard* (5 segments. V, S) Range: 0 Area of Effect: One animal within 30ft radius of cleric Duration: 2 *minutes*/level Saving Throw: None

Explanation/Description: By employing this spell, the cleric is empowered to comprehend and communicate with any warm or cold-blooded animal which is not mindless (such as an amoeba). The cleric is able to ask questions, receive answers, and generally be on amicable terms with the animal. This ability lasts for 2 *minutes* for each *miracle-level* of the cleric employing the spell. Even if the bent of the animal is opposite to that of the cleric (evil/good, good/evil), it and any others of the same kind with it will not attack while the spell lasts. If the animal is neutral or of the some general bent as the cleric (evil/evil, good/good), there is a possibility that the animal, and its like associates, will do some favour or service for the cleric. This possibility will be determined by the referee by consulting a special reaction chart, using the charisma of the cleric and his actions as the major determinants. Note that this spell differs from [Speak With Monsters](#) (q.v.), for it allows conversation only with basically normal, non-fantastic creatures such as apes, bears, cats, dogs, elephants, and so on.

### Spiritual Hammer (Invocation)

Casting: *Standard* (5 segments. V, S, M) Range: 30ft Area of Effect: One opponent Duration: 1 round/level Saving Throw: *None Special*

Explanation/Description: ~~By calling upon his or her deity, the cleric casting a Spiritual Hammer spell brings into existence a field of force which is shaped vaguely like animates a hammer. This area of force is hammer-sized, and as long as the cleric who invoked it concentrates upon the hammer, it will strike at any opponent within its range as desired by the cleric. The force area strikes as a magical weapon equal to one plus per 3 miracle-levels of the spell caster for purposes of being able to strike creatures, although it has no magical plusses whatsoever "to hit", and the damage it causes when it scores a hit is exactly the same as a normal war hammer, i.e. d8 +6 versus opponents of man-size or smaller, 1-4 upon larger opponents. Furthermore, the hammer strikes at exactly the same skill level as the cleric controlling it, just as if the cleric was personally wielding the weapon. As soon as the cleric ceases concentration, the Spiritual Hammer is dispelled. Note: If the cleric is behind an opponent, the force can strike from this position, thus gaining all bonuses for such an attack and negating defensive protections such as shield and dexterity. The material component of this spell is a normal war hammer which the cleric must hurl towards opponents whilst uttering a plea to his or her deity. The hammer ~~disappears~~ falls when the spell is ~~east~~ ended. (Some religions vary the weapon). [SJW Change: The thrown hammer, or other weapon, does the attacking, and does not vanish afterwards.]~~

### Swear Oath (Abjuration) [Law/Judges] [SJW Special]

Casting: 1 Minute (5 rounds. V, S, M) Range: 30ft Area of Effect: 1 Person Duration: Special Saving Throw: None

Explanation/Description: Cast upon someone who has just sworn an oath. If they break it, whatever they swore by will turn against them, with effects typically similar to [Bestow Curse](#) but lasting until the oath is properly fulfilled, the caster releases them or it is removed. Material component is the priest's holy symbol.

### Turn Undead (Necromancy)

Casting: *Standard* (5 segments. V, S, M) Range: 60ft Area of Effect: One to three undead creatures Duration: 1 Turn Saving Throw: Neg. (WISvWIS)

Explanation/Description: This spell turns away 1-3 undead creatures. Those affected flee from the caster for the duration. If the spell is cast at three creatures, each gets a saving throw at the normal score; if only two creatures are being enspelled, each makes their saving throw at -1 on their die; if the spell is cast at but one creature, the saving throw die is at -2. Undead making their saving throws are totally unaffected by the spell. The spell caster needs to boldly present their holy symbol as the material component of this spell. [SJW: Similar to Hold Person..]

## Cleric - Third Level Spells:

### Animate Dead (Necromantic)

Casting: Full Round (V, S, M.) Range: 10ft Area of Effect: Special Duration: Permanent Saving Throw: None

Explanation/Description: This spell creates the lowest of the undead monsters, skeletons or zombies, from the bones or bodies of dead humans. The effect is to cause these remains to become animated and obey the commands of the cleric casting the spell. The skeletons or zombies will follow, remain in an area and attack any creature (or just a specific type of creature) entering the place, etc. The spell will animate the monsters until they are destroyed or until the magic is dispelled. (See [Dispel Magic](#) spell). The cleric is able to animate 1 skeleton or 1 zombie for each *miracle-level* he or she has attained. Thus, a 2nd *miracle-level* cleric can animate 2 of these monsters, a 3rd level 3, etc. The act of animating dead is not basically a good one, and it must be used with careful consideration and good reason by clerics of good alignment. It requires a drop of blood, a piece of human flesh, and a pinch of bone powder or a bone shard to complete the spell. [SJW Note: There is a limit to how many such creatures the caster can keep under control.]

### Continual Light (Alteration) Reversible

Casting: *Standard* (6 segments. V, S) Range: *Touch* 420ft Area of Effect: 60ft radius globe Duration: *Special Permanent* Saving Throw: None

Explanation/Description: This spell is similar to a Light spell, except that it lasts until negated (by a Continual Darkness or Dispel Magic spell) and its brightness is very great, being nearly as illuminating as full daylight. It can be cast ~~into air, only onto an object, or at a creature. If the object is a holy symbol the spell can last indefinitely by being refreshed at weekly services to the relevant deity; otherwise the light will cease after one week. In the third case, the Continual Light affects the space about one foot behind the creature if the latter makes its saving throw. Note that this spell will blind a creature if it is successfully cast upon the visual organs, for example.~~ Its reverse causes complete absence of light. [SJW Change: *Touch-range* only, and only on an object, because it should not be an attack spell; Must be treated respectfully if it is going to last.]

### Create Food & Water (Alteration)

Casting: 1 Turn (V, S) Range: 10ft Area of Effect: 1 cubic foot/level Duration: Permanent Saving Throw: None

Explanation/Description: When this spell is cast, the cleric causes food and/or water to appear. The food thus created is highly nourishing, and each cubic foot of the material will sustain three human-sized creatures or one horse-sized creature for a full day. For each *miracle-level* the cleric has attained, 1 cubic foot of food and/or water is created by the spell, i.e. 2 cubic feet of food are created by a 2nd *miracle-level* cleric, 3 by a 3rd, 4 by a 4th, and so on; or the 2nd *miracle-level* cleric could create 1 cubic foot of food and 1 cubic foot of water, etc.

### Cure Blindness (Abjuration) Reversible

Casting: Full Round (V, S) Range: Touch Area of Effect: Creature touched Duration: Permanent Saving Throw: None (WISvWIS for Cause)

Explanation/Description: By touching the creature afflicted, the cleric employing the spell can permanently cure most forms of blindness. Its reverse, Cause Blindness, requires a successful touch upon the victim, and if the victim then makes the saving throw, the effect is negated.

### Cure Disease (Abjuration) Reversible

Casting: 1 Turn (V, S) Range: Touch Area of Effect: Creature touched Duration: Permanent Saving Throw: None

Explanation/Description: The cleric cures most diseases - including those of a parasitic, bacterial, or viral nature - by placing his or her hand upon the diseased creature. The affliction rapidly disappears thereafter, making the cured creature whole and well in from 1 turn to 1 week, depending on the kind of disease and the state of its advancement when the cure took place. The reverse of the Cure Disease spell is Cause Disease. To be effective, the cleric must touch the intended victim, and the victim must fail the saving throw. The disease caused will begin to affect the victim in 1-6 turns, causing the afflicted creature to lose 1 hit point per turn, and 1 point of strength per hour, until the creature is at 10% of original hit points and strength, at which time the afflicted is weak and virtually helpless.

### Dark Sense (Alteration) [Melkor] [SJW Special]

Casting: Full Round (V, S, M) Range: Touch Area of Effect: Creature touched Duration: 1 hour/level Saving Throw: None

Explanation/Description: By means of this spell the priest enables the recipient of Dark Sense to 'see' up to 60ft, using a kind of sonar similar to that of bats. The effect can be spoiled by magical Silence but not Darkness. The material component of this spell is the priest's Unholy Symbol.

### Destroy Lesser Undead (Necromancy)

Casting: *Standard* (5 segments. V, S, M) Range: 60ft Area of Effect: One to three undead creatures Duration: Instant Saving Throw: Neg. (WISvWIS)

*Explanation/Description: This spell can destroy up to 3 lesser undead creatures – skeletons or zombies only. If the spell is cast at three creatures, each gets a saving throw at the normal score; if only two creatures are being enspelled, each makes their saving throw at -1 on their die; if the spell is cast at but one creature, the saving throw die is at -2. Undead making their saving throws are totally unaffected by the spell. The spell caster needs to boldly present their holy symbol as the material component of this spell. [SJW: Similar to Hold Person.]*

#### **Dispel Magic** (Abjuration)

Casting: *Standard* (6 segments, V, S) Range: 60ft Area of Effect: 30ft cube Duration: Permanent Saving Throw: None

*Explanation/Description: When a cleric casts this spell, it neutralizes or negates the magic it comes in contact with as follows: A Dispel Magic will not affect a specially enchanted item such as a scroll, magic ring, wand, rod, staff, miscellaneous magic item, magic weapon, magic shield, or magic armour. It will destroy magic potions (they are treated as 1/2th their spell-level for purposes of this spell), remove spells cast upon persons or objects, or counter the casting of spells in the area of effect. The base chance for success of a Dispel Magic spell is 50%. For every miracle-level of the character casting the Dispel Magic above that of the creature whose magic is to be dispelled (or above the efficiency level of the object from which the magic is issuing), the base chance increases by 10% 5%, so that if there are 5 +0 levels of difference, there is a 100% chance. For every level below the experience/efficiency level of the creature magic/object, the base chance is reduced by 5% 2%. Note that this spell can be very effective when used upon charmed and similarly beguiled creatures. It is automatic in negating the spell caster's own magic. [SJW Change: Increase modifiers (+10%-5% per-level), to remain similar to original.]*

#### **Feign Death** (Necromantic)

Casting: *Standard* (2 segments, V, S, M) Range: Touch Area of Effect: One person Duration: 1 turn + 1 minute/level Saving Throw: None

*Explanation/Description: Except as noted above, this spell is the same as the third level magic-user spell, [Feign Death](#) (q.v.). Note that a character of any level may be affected by the cleric casting this spell, and that the material components are a pinch of graveyard dirt and the cleric's holy/unholy symbol.*

#### **Glyph of Warding** (Abjuration-Evocation)

Casting: *1 Turn* (Special, V, S, M) Range: Touch Area of Effect: 25 sq. feet per miracle-level Duration: Permanent until discharged Saving Throw: Special (*DEXx5 Halves, or by spell*)

*Explanation/Description: A Glyph of Warding is a powerful inscription magically drawn to prevent unauthorized or hostile creatures from passing, entering, or opening. It can be used to guard a small bridge, ward an entry, or as a trap on a chest or box. When the spell is cast, the cleric weaves a tracery of faintly glowing lines around the warding sigil. For every square foot of area to be protected, 1 round segment of time is required to trace the warding lines from the glyph, plus the initial round segment during which the sigil itself is traced. A maximum of a 5' x 5' area per miracle-level can be warded. When the spell is completed, the glyph and tracery become invisible, but any creature touching the protected area without first speaking the name of the glyph the cleric has used to serve as a ward will be subject to the magic it stores. Saving throws apply, and will either reduce effects by one-half or negate them according to the glyph employed. The cleric must use incense to trace this spell, and then sprinkle the area with powdered diamond (at least 2,000 g.p. worth) if it exceeds 50 square feet. Typical glyphs shock for d6 2 points of electrical damage per miracle-level of the spell caster, explode for a like amount of fire damage, paralyze, blind, or even drain a life energy level (if the cleric is of high enough level to cast this glyph). [SJW Change: Variable damage (d6 per level), for consistency with similar evocation effects.]*

#### **Locate Object** (Divination) Reversible

Casting: *1 Turn* (V, S, M) Range: 60ft + 10ft/level Area of Effect: Special Duration: 1 minute/level Saving Throw: None

*Explanation/Description: This spell aids in location of a known or familiar object. The cleric casts the spell, slowly turns, and knows when he or she is facing in the direction of the object to be located, provided the object is within range, i.e. 70ft for 1st miracle-level clerics, 80ft for 2nd, 90ft for 3rd, etc. The casting requires the use of a piece of lodestone. The spell will locate such objects as apparel, jewellery, furniture, tools, weapons, or even a ladder or stairway. By reversal (Obscure Object), the cleric is able to hide an object from location by spell, crystal ball, or similar means. Neither application of the spell will affect a living creature.*

#### **Lune Steed** (Conjuration/Summoning) [Hecate] [SJW Special]

Casting: *1 Turn* (V, S, M) Range: 10ft Area of Effect: Special Duration: 1 hour/level Saving Throw: None

*Explanation/Description: Summons a Nightmare which will serve the caster as a steed for the duration of the spell.*

#### **Prayer** (Conjuration/Summoning)

Casting: *Standard* (6 segments, V, S, M) Range: 0 Area of Effect: 60ft radius Duration: 1 round/level Saving Throw: None

*Explanation/Description: This spell exactly duplicates the effects of a Chant with regard to bonuses of +1 for friendly attacks damage and saving throws and -1 on like enemy dice. However, once the Prayer is uttered, the cleric can do other things, unlike a Chant which he or she must continue to make the spell effective. The cleric needs a silver holy symbol, prayer beads, or a similar device as the material component of this spell. [SJW Change: Enemy unaffected.]*

#### **Remove Curse** (Abjuration) Reversible

Casting: *Standard* (6 segments, V, S) Range: Touch Area of Effect: Special Duration: Permanent Saving Throw: Special (*Neg., WISvWIS @-5 for Bestow Curse*)

*Explanation/Description: Upon casting this spell, the cleric is usually able to remove a curse - whether it be on an object, a person, or in the form of some undesired sending or evil presence. Note that the Remove Curse spell will not affect a cursed shield, weapon or suit of armour, for example, although the spell will typically enable the person afflicted with any such cursed item to be rid of it. The reverse of the spell is not permanent: the Bestow Curse lasts for 1 turn for every miracle-level of the cleric using the spell. It will lower one ability of the victim to 3 (your DM will determine which by random selection) 50% of the time; *disadvantage attacks and* reduce the victim's "to hit" and saving throw probabilities by -4 25% of the time; or make the victim 50% likely per turn to drop whatever he, she, or it is holding (or simply do nothing in the case of creatures not using tools) 25% of the time. It is possible for a cleric to devise his or her own curse, and it should be similar in power to those shown. Consult your referee. The target of a Bestow Curse spell must be touched. If the victim is touched, a saving throw is still applicable; and if it is successful, the effect is negated.*

#### **Speak With The Dead** (Necromantic)

Casting: *1 Turn* (V, S, M) Range: 1 Area of Effect: One creature Duration: Special Saving Throw: None

*Explanation/Description: Upon casting a Speak With The Dead spell, the cleric is able to ask several questions of a dead creature in a set period of time and receive answers according to the knowledge of that creature. Of course, the cleric must be able to converse in the language which the dead creature once used. The length of time the creature has been dead is a factor, since only higher level clerics can converse with the long-dead. Likewise, the number of questions which can be answered and the length of time in which the questions can be asked are dependent upon the miracle-level of the cleric. The cleric needs a holy symbol and burning incense in order to cast this spell upon the body, remains, or portion thereof. [SJW Change: Increase effectiveness by level, to remain similar to original.]*

Miracle Level of Experience	Maximum Length of Time Dead	Time Questioned	Number of Questions
up to 3rd 7th	1 week	1 minute	2
4th 7th - 8th	1 month	3 minutes	3
5th 9th - 12th	1 year	1 turn	4
6th 13th - 15th	10 years	2 turns	5
7th 16th - 20th	100 years	3 turns	6
8th 21st and up	1,000 years	6 turns	7

#### **Sunburst** (Evocation) [Ammonites only] [SJW Special]

Casting: *Standard* (3 segments, V, S, M) Range: 60ft + 10ft/level Area of Effect: 20ft radius sphere Duration: Instantaneous Saving Throw: 1/2 (DEXx5)

*Explanation/Description: This miracle produces a flash which bursts into a sphere of blazing golden sunlight at the required range. Any undead caught in the burst suffer d6 damage per miracle-level of the casting priest. Any creatures in or closely facing the area must also save (INTx5) or be blinded for 1 minute, including all types of undead, even those lacking visual organs.*

#### **Water Walk** (Alteration) [Valar/Ulmo] [Unearthed Arcana/D&D3.5]

Casting: *Standard* (7 segments, V, S, M) Range: Touch Area of Effect: 1 Creature/level Duration: 1 Turn/level Saving Throw: None

*Explanation/Description: recipient creatures can tread upon any liquid as if it were firm ground. Water, mud, snow, quicksand, running water, ice, and even lava can be traversed easily since the subject's feet hover an inch or so above the surface. (Creatures crossing molten lava may still take damage from the heat). the creatures can walk, run, charge or otherwise move across the surface as if it were normal ground. Material component is the priest's holy symbol.*

#### **Wind Wall** (Evocation) [Ukko] [Tome of Magic/D&D3.5]

Casting: *Standard* (5 segments, V, S, M) Range: 100ft + 20ft/level Area of Effect: 2ft thick, 20ft/lvl long, 10t/lvl high Duration: 1 minute/level Saving Throw: None

*Explanation/Description: This spell creates an invisible curtain of vertical wind of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle or tear papers and similar materials from unsuspecting hands (DEX/20). Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upwards when caught in a Wind Wall. Arrows and bolts are deflected upward so as to miss, while any other ranged weapon passing through will be deflected 30% of the time (massive ranged weapons such as giant-hurled boulders, are not affected). Gases, most breath weapons, and creatures in gaseous form cannot pass through (though it is no barrier to incorporeal creatures). While the wall must be vertical, it may be shaped as desired, to create square or cylindrical walls or a solid cylinder of wind. Material components are the priest's holy symbol, a fan and an exotic feather.*

## Cleric - Fourth Level Spells:

### **Air Walk (Alteration) [Ukko] [Unearthed Arcana]**

Casting: *Standard (1 segment, V, S, M)* Range: Touch Area of Effect: One creature Duration: 6 turns + 1 turn/level Saving Throw: None

Explanation/Description: This spell enables the cleric to tread upon air just as if it were solid ground. Moving upward is similar to walking up a hill, and the more steep the ascent the slower the rate of movement: Ascending at a 45° angle is done at one-half normal movement, a 60° angle reduces movement to one-fourth of normal, and traveling straight upward can be done at one-eighth the normal rate. Similarly, rapid descent is possible, almost as if the cleric were running downhill; invert the above proportions, so that traveling straight downward can be done at eight times the normal movement rate (or, of course, at any slower rate the traveller desires). An Air Walking creature is always in control of his or her movement rate; someone traveling at a rapid rate can "stop on a copper piece" to avoid crashing into the ground or some other solid object. Someone attempting to Air Walk while a Gust Of Wind spell is in effect in the same area will move at one-half the usual rate if going into the Gust, or twice the usual rate if traveling in the same direction. The spell can be placed upon any creature touched, up to and including one of giant size. For example, the caster could place the spell upon a trained horse and ride it through the air. Of course, an animal not accustomed to such movement would panic, so the steed would certainly need careful and lengthy training. The material components for the spell are the cleric's holy/unholy symbol and a bit of thistle-down.

### **Cure Serious Wounds (Necromantic) Reversible**

Casting: *Standard (7 segments, V, S)* Range: Touch Area of Effect: Creature touched Duration: Permanent Saving Throw: None

Explanation/Description: This spell is a more potent version of the [Cure Light Wounds](#) spell (q.v.). Upon laying his or her hand upon a creature, the cleric causes from 3 to 17 (2d8+1) hit points of wound or other injury damage to the creature's body to be healed. This healing will affect only those creatures listed in the Cure Light Wounds spell explanation. Cause Serious Wounds, the reverse of the spell, operates similarly to the Cause Light Wounds spell, the victim having to be touched first, and if the touch is successful, it will inflict 3 to 17 hit points.

### **Destroy Undead (Necromancy)**

Casting: *Standard (5 segments, V, S, M)* Range: 60ft Area of Effect: One to three undead creatures Duration: Instant Saving Throw: Neg. [WISvWIS]

Explanation/Description: This spell can destroy up to 3 undead creatures of any type. If the spell is cast at three creatures, each gets a saving throw at the normal score; if only two creatures are being enspelled, each makes their saving throw at -1 on their die; if the spell is cast at but one creature, the saving throw die is at -2. Undead making their saving throws are totally unaffected by the spell. The spell caster needs to boldly present their holy symbol as the material component of this spell. [SJW: As Hold Person..]

### **Detect Lie (Divination) Reversible**

Casting: *Standard (7 segments, V, S, M)* Range: 30ft Area of Effect: One person Duration: 1 minute/level Saving Throw: None

Explanation/Description: When the cleric employs this spell, the recipient is immediately able to determine if truth is being spoken. The spell lasts one minute for each miracle-level of the cleric casting the Detect Lie. Gold dust is necessary for this spell. Its reverse, Undetectable Lie, makes bald-face untruths seem reasonable, or simply counters the Detect Lie spell powers. The reverse spell requires brass dust as its material component.

### **Divination (Divination)**

Casting: 1 Turn (V, S, M) Range: 0 Area of Effect: Special Duration: Special Saving Throw: None

Explanation/Description: Similar to an Augury spell, a Divination spell is used to determine information regarding an area. The area can be a small woods, large building, or section of a dungeon level. In any case, its location must be known. The spell gives information regarding the relative strength of creatures in the area: whether a rich, moderate or poor treasure is there; and the relative chances for incurring the wrath of evil or good supernatural, super powerful beings if the area is invaded and attacked. The base chance for correct Divination is 60%, plus 5% 4% for each miracle-level of the cleric casting the spell, i.e. 80% at 4th miracle-level, 85% 65% at 5th level, 90% 66% at 6th, etc. The Dungeon Master will make adjustments to this base chance considering the facts regarding actual area being divined. If the result is not correct, inaccurate information will be obtained. The material components of the Divination are a sacrificial creature, incense, and the holy symbol of the cleric. If an unusually potent Divination is attempted, sacrifice of particularly valuable gems or jewellery and/or magic items may be required. [SJW Change: Increase modifiers (+5% per-level), to make it better than the original.]

### **Dream Message (Illusion) [Valar/Irmo] [D&D3.5]**

Casting: 1 minute (5 rounds, V, S) Range: Unlimited Area of Effect: Creature touched Duration: Special Saving Throw: None

Explanation/Description: The caster, or a messenger touched by them, sends a phantasmal message to others in the form of a dream. The messenger enters a trance, appears in the recipient's dream and delivers the message. The message can be of any length and the recipient remembers it perfectly upon waking, but the communication is only one-way. Once the message is delivered, the messenger's mind returns instantly to their body. The duration is the time required to enter the recipient's dream and deliver the message. If the recipient is awake when the spell begins, the messenger can choose to wake (ending the spell, or remain in the trance until the recipient goes to sleep. The messenger is unaware of their own surroundings while in the trance. If the messenger is disturbed during the trance, the spell ends. Creatures who do not sleep or dream cannot be contacted by this spell; but elves can be contacted at any time.

### **Exorcise (Abjuration)**

Casting: 1-100+ turns (V, S, M) Range: 1 Area of Effect: One creature or object Duration: Permanent Saving Throw: None

Explanation/Description: The spell of Exorcism will negate possession of a creature or an object by any outside or supernatural force. This includes control of a creature by some force in an object, possession by [Magic Jar](#) (q.v.) spell, demonic possession, curse and even charm, for the Exorcise spell is similar to a Dispel Magic spell. Furthermore, it will affect a magical item if such is the object of the exorcism. Thus a soul object of any sort which comes under successful Exorcism will make the life force of the creature concerned wholly inhabit its nearest material body, wholly and completely. (Cf. ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL, Demon.) The Exorcise spell, once begun, cannot be interrupted, or else it is spoiled and useless. The base chance for success is a random 1% to 100%. Each turn of Exorcism the dice are rolled, and if the base chance number, or less, is rolled, the spell is successful. Base chance of success is modified by -1% for each level of difference between the cleric's miracle-level and the hit dice level of the possessor or level of possessing magic, where the smaller number is the cleric's level. In the obverse, a +1% cumulative is added. The referee can determine base chance according to the existing circumstances if he or she so desires. Material components for this spell are the holy object of the cleric and holy water (or unholy, in the case of evil clerics, with respect to object and water). A religious artifact or relic can increase the chance of success by from 1% to 50%, according to the power of the artifact or relic.

### **Lower Water (Alteration) Reversible**

Casting: 1 Turn (V, S, M) Range: 120ft Area of Effect: 10ft x 10ft square 20ft/level square Duration: 1 turn/level Saving Throw: None

Explanation/Description: The cleric casting a lower water spell causes water or similar fluid in the area of effect to sink away. Lowering is 10% 5% of original effect for every miracle-level of the cleric, i.e. 40% at 4th 8th level, 45% at 9th, 50% at 5th 10th, etc. The effect of the spell lasts for 1 turn for each miracle-level of the cleric casting it. Likewise, the area of effect increases by miracle-level, a 4th an 8th miracle-level cleric affecting an area of 80ft x 80ft, a 5th 9th level an area of 100ft x 100ft 90ft x 90ft, and so forth. Material components of this spell are the cleric's religious symbol and a pinch of dust. The reverse of the spell causes the water or similar fluid to return to its normal highest level, plus one foot for every miracle-level of the cleric casting it. [SJW Change: Increase effects (10% lower & 20ft square, per level), to remain similar to the original.]

### **Neutralize Poison (Alteration) Reversible**

Casting: *Standard (7 segments, V, S)* Range: Touch Area of Effect: Creature touched or 1 cubic foot of substance/2 levels Duration: Permanent Saving Throw: None (CONx5 for Poison)

Explanation/Description: By means of a Neutralize Poison spell, the cleric detoxifies any sort of venom in the creature or substance touched. Note that an opponent, such as a poisonous reptile or snake (or even an venomous weapon of an opponent) unwilling to be so touched requires the cleric to score a hit in melee combat. Effects of the spell are permanent only with respect to poison existing in the touched creature at the time of the touch, i.e. creatures (or objects) which generate new poison will not be permanently detoxified. The reversed spell, Poison, likewise requires an attack (a "to hit" touch which succeeds), and the victim is allowed a saving throw versus poison. If the latter is unsuccessful, the victim is killed by the poison.

### **Permanent Sanctuary (Abjuration) [Ammonite Healers] [SJW Special]**

Casting: 1 Hour (V, S, M) Range: Touch Area of Effect: 1 person Duration: Permanent Saving Throw: N/A

Explanation/Description: The effects of this miracle are the same as [Sanctuary](#) but last permanently - unless the recipient attacks any living thing, in which case the spell is broken. It can only be cast on worshippers of Ammon, and is normally reserved for Healers. The material component is a font of Holy Water, in which the recipient must be immersed at some point during casting.

### **Protection From Evil, 10' Radius (Abjuration) Reversible**

Casting: *Standard (7 segments, V, S, M)* Range: Touch Area of Effect: 20' diameter sphere Duration: 1 turn/level Saving Throw: None

Explanation/Description: The globe of protection of this spell is identical in all respects to a [Protection From Evil](#) (q.v.) spell except that it encompasses a much larger area and the duration of the Protection From Evil, 10' Radius spell is greater. To complete this spell, the cleric must trace a circle 20' in diameter using holy water or blood, incense or smouldering dung as according to the Protection From Evil spell.

### **Speak With Plants (Alteration)**

Casting: 1 Turn (V, S, M) Range: 0 Area of Effect: 60ft diameter circle Duration: 1 *minute*/level Saving Throw: None

Explanation/Description: When cast, a Speak With Plants spell enables the cleric to converse, in very rudimentary terms, with all sorts of living vegetables. Thus, the cleric can question plants as to whether or not creatures have passed through them, cause thickets to part to enable easy passage, require vines to entangle pursuers, and similar things. The spell does not enable the cleric to animate non-ambulatory vegetation. The power of the spell lasts for 1 *minute* for each *miracle*-level of the cleric who cast it. All vegetation within the area of effect are under command of the spell. The material components for this spell are a drop of water, a pinch of dung, and a flame.

#### **Sticks To Snakes** (Alteration) Reversible

Casting: *Standard* (7 segments. V, S, M) Range: 30ft Area of Effect: 10ft cube Duration: 2 *minutes*/level Saving Throw: None

Explanation/Description: By means of this spell the cleric is able to change 1 stick to a snake for each *miracle*-level he or she has attained, i.e. a 9th *miracle*-level cleric can change 9 sticks into 9 snakes. These snakes will attack as commanded by the cleric. There must, of course, be sticks or similar pieces of wood (such as torches, spears, etc.) to turn into snakes. Note that magical items such as staves and spears which are enchanted are not affected by the spell. Only sticks within the area of effect will be changed. The probability of a snake thus changed being venomous is 5% per *miracle*-level of the spell caster, so that there is a 55% probability of any given snake created by the spell being poisonous when sticks are turned to snakes by an 11th *miracle*-level cleric, 60% at 12th level, etc. The effect lasts for 2 *minutes* for each level of experience of the spell caster. The material components of the spell are a small piece of bark and several snake scales. The reverse changes snakes to sticks for the duration appropriate, or it negates the Sticks To Snakes spell according to the *miracle*-level of the cleric countering the spell, i.e. a 10th *miracle*-level cleric casting the reverse spell can turn only 10 snakes back to sticks.

#### **Tongues** (Alteration) Reversible

Casting: *Standard* (7 segments. V, S) Range: 0 Area of Effect: 60ft diameter circle Duration: 1 turn Saving Throw: None

Explanation/Description: This spell enables the cleric to speak the language of any creature inside the spell area, whether it is a racial tongue or an alignment language. The reverse of the spell cancels the effect of the Tongues spell or confuses verbal communication of any sort within the area of effect.

## Cleric - Fifth Level Spells:

#### **Atonement** (Abjuration)

Casting: 1 Turn (V, S, M) Range: Touch Area of Effect: One person Duration: Permanent Saving Throw: None

Explanation/Description: This spell is used by the cleric to remove the onus of unwilling or unknown deeds from the person who is the subject of the Atonement. The spell will remove the effects of magical alignment change as well. The person for whom Atonement is being made must be either truly repentant or not in command of his or her own will so as to be able to be repentant. Your referee will judge this spell in this regard, noting any past instances of its use upon the person. Deliberate misdeeds and acts of knowing and wilful nature cannot be atoned for with this spell. The material components of this spell are the cleric's religious symbol, prayer beads or wheel or book, and burning incense.

#### **Commune** (Divination)

Casting: 1 Turn (V, S, M) Range: 0 Area of Effect: Special Duration: Special Saving Throw: None

Explanation/Description: By use of a Commune spell the cleric is able to contact his or her divinity - or agents thereof - and request information in the form of questions which can be answered by a simple "yes" or "no". The cleric is allowed one such question for every *miracle*-level he or she has attained. The answers given will be correct. It is probable that the referee will limit the use of Commune spells to one per adventure, one per week, or even one per month, for the "gods" dislike frequent interruptions. The material components necessary to a Commune spell are the cleric's religious symbol, holy/unholy water, and incense.

#### **Cure Critical Wounds** (Necromantic) Reversible

Casting: *Standard* (8 segments. V, S) Range: Touch Area of Effect: Creature touched Duration: Permanent Saving Throw: None

Explanation/Description: The Cure Critical Wounds spell is a very potent version of the [Cure Light Wounds](#) spell (q.v.). The cleric lays his or her hand upon a creature and heals from 6 to 27 (3d8+3) hit points of damage from wounds or other damage. The spell does not affect creatures excluded in the Cure Light Wounds spell explanation. Its reverse, Cause Critical Wounds, operates in the same fashion as other Cause Wounds spells, requiring a successful touch to inflict the 6-27 hit points of damage. Caused wounds heal as do wounds of other sorts.

#### **Dispel Evil** (Abjuration) Reversible

Casting: *Standard* (8 segments. V, S, M) Range: Touch Area of Effect: Creature touched Duration: 1 round/level Saving Throw: Neg. (WISvWIS)

Explanation/Description: The cleric using this spell causes summoned creatures of evil nature, or monsters enchanted and caused to perform evil deeds, to return to their own plane or place. Examples of such creatures are: aerial servants, demons, devils, djinn, efreet, elementals, and invisible stalkers. Note that this spell lasts for 1 melee round for each *miracle*-level of the caster, and while the spell is in effect all creatures which could be affected by it attack at a -7 penalty on their "to hit" damage dice when engaging the spell caster. The reverse of the spell, Dispel Good, functions against summoned or enchanted creatures of good alignment or sent to aid the cause of good. The material components for this spell are the cleric's religious object and holy/unholy water. *[SJW Interpretation: Discharged when any suitable target creature is touched; penalty applies on all such attacks until then.]*

#### **Flame Strike** (Evocation)

Casting: *Standard* (8 segments. V, S, M) Range: 60ft Area of Effect: 10ft diameter by 30ft high column Duration: 1 segment Saving Throw: ½ (DEXx5)

Explanation/Description: When the cleric calls down a Flame Strike spell, a column of fire roars downward in the exact location called for by the caster. If any creature is within the area of effect of a Flame Strike, it must make a saving throw. Failure to make the save means the creature has sustained 6-48 (6d8) hit points of damage; otherwise, 3-24 (3d8) hit points of damage are taken. The material component of this spell is a pinch of sulphur.

#### **Gift Of Chaos** (Alteration) [Chaos] [SJW Special]

Casting: 1 Turn (V, S, M) Range: 0 Area of Effect: 1 Creature Duration: Permanent Saving Throw: None

Explanation/Description: Bestows a random 'chaotic feature'. To followers of Chaos, such gifts are an honour to bear; their removal would be blasphemy (e.g. via Remove Curse). They are normally given only to exceptionally devout Chaots as a reward, but may be given to anyone anytime just for a joke. d20: 1,2:Random Stat +/-d6; 3,4:Extra Appendage; 5,6:Warped Appendage; 7:Breath Weapon; 8:Magic Resistance dx100%; 9:Regenerate as Troll; 10:Skin Armour 2d6AP but allergic to metal; 11:Random Insanity; 12:Exploding Head (as Fireball, d6/level); 13:Size +/-d100%; 14:Displacer Effect; 15:Gain/lose Sense; 16+:Other. Chaotic features are always obvious. Material components are a Holy Symbol, Holy Water and a Chaos Altar.

#### **Insect Plague** (Conjuration/Summoning)

Casting: 1 Turn (V, S, M) Range: 360ft Area of Effect: 360ft diameter, 60ft high cloud Duration: 1 turn/level Saving Throw: None

Explanation/Description: When this spell is cast by the cleric, a horde of creeping, hopping, and flying insects swarm in a thick cloud. These insects obscure vision, limiting it to 30ft. Creatures within the Insect Plague sustain 1 hit point of damage for each melee round they remain in it due to the bites and stings of the insects, regardless of armour class. The referee will cause all creatures with fewer than five hit dice to check morale. Creatures with two or fewer hit dice will automatically move at their fastest possible speed in a straight line in a random direction until they are not less than 240ft distant from the cloud of insects. Creatures with fewer than five hit dice which fail their morale check will behave likewise. Heavy smoke will drive off insects within its bounds. Fire will also drive insects away; a Wall of Fire in a ring shape will keep the Insect Plague outside its confines, but a Fireball will simply clear insects from its blast area for 1 turn. Lightning and cold/ice act likewise. The plague lasts for 1 turn for each *miracle*-level of the cleric casting the spell, and thereafter the insects disperse. The insects swarm in an area which centres around a summoning point determined by the spell caster, which point can be up to 360ft distant from the cleric. The Insect Plague does not move thereafter for as long as it lasts. Note that the spell can be countered by casting a Dispel Magic upon the summoning point. A cube of force (a special magic item) would keep insects away from a character seeking the centre of the swarm, but invisibility would afford no protection. The material components of this spell are a few grains of sugar, some kernels of grain, and a smear of fat.

#### **Lune Spot** (Enchantment/Charm) [Hecate] [SJW Special]

Casting: Full Round (V, S, M) Range: 10ft Area of Effect: 10ft diameter sphere Duration: 1 round/level Saving Throw: Special

Explanation/Description: This magic creates a 10ft-diameter glowing red ball of light that rolls in the direction initially indicated by the caster. It rolls 60ft per round (12" rate) and rebounds from solid barriers in a random direction. Anyone caught in the spot (DEXx5 to dive clear) is immediately struck by Lunacy (treat as Confusion, which lasts for the duration) but must also save (WISvWIS) against permanent insanity.

#### **Plane Shift** (Alteration)

Casting: *Standard* (8 segments. V, S, M) Range: Touch Area of Effect: Creature touched (special) Duration: Permanent Saving Throw: None

Explanation/Description: When the Plane Shift spell is cast, the cleric moves himself or herself or some other creature to another plane of existence. The recipient of the spell will remain in the new plane until sent forth by some like means. If several persons link hands in a circle, up to seven can be affected by the Plane Shift at the same time. The material component of this spell is a small, forked metal rod - the exact size and metal type dictating to which plane of existence the spell will send the affected creature(s) to. (Your referee will determine specifics regarding how and what planes are reached.) An unwilling victim must be touched in order to be sent thusly; and in addition, the creature also is allowed a saving throw, and if the latter is successful the effect of the spell is negated.

### Quest (Enchantment/Charm)

Casting: *Standard* (V, S, M. 8 segments) Range: 60ft Area of Effect: One creature Duration: Until fulfilled Saving Throw: Neg. (*WIS*/*WIS*)

Explanation/Description: The Quest is a spell by means of which the cleric requires the affected creature to perform a service and return to the cleric with proof that the deed was accomplished. The Quest can, for example, require the location and return of some important or valuable object, the rescue of a notable person, the release of some creature, the capture of a stronghold, the slaying of a person, the delivery of some item, and so forth. If the Quest is not properly followed due to disregard, delay, or perversion, the creature affected by the spell loses 1 from its saving throw dice for each day of such action, and this penalty will not be removed until the Quest is properly discharged or the cleric cancels it. (There are certain circumstances which will temporarily suspend a Quest, and other which will discharge or cancel it; your Dungeon Master will give you appropriate information as the need to know arises.) The material component of this spell is the cleric's religious symbol.

### Raise Dead (Necromantic) Reversible

Casting: Full Round (V, S) Range: 30ft Area of Effect: One person Duration: Permanent Saving Throw: Special

Explanation/Description: When the cleric casts a Raise Dead spell, he or she can restore life to a dwarf, gnome, half-elf, halfling, or human. The length of time which the person has been dead is of importance, as the cleric can raise dead persons only up to a certain point, the limit being 1 day for each *miracle*-level of the cleric, i.e. a 9th *miracle*-level cleric can raise a person dead for up to 9 days. Note that the body of the person must be whole, or otherwise missing parts will still be missing when the person is brought back to life. Also, the resurrected person must make a special saving throw (*CON*x5) to survive the ordeal or lose a point of constitution (see CHARACTER ABILITIES, Constitution). *The soul must be free and willing to return. Also note that characters cannot be returned to life a number of times greater than their level.* Furthermore, the raised person is weak and helpless in any event, and he or she will need one full day of rest in bed for each day he or she was dead. The somatic component of the spell is a pointed finger. The reverse of the spell, Slay Living, allows the victim a saving throw (*CON*x5), and if it is successful, the victim sustains damage equal only to that caused by a Cause Serious Wounds spell. i.e. 3-17 hit points. An evil cleric can freely use the reverse spell; a good cleric must exercise extreme caution in its employment, being absolutely certain that the victim of the Slay Living spell is evil and that his or her death is a matter of great necessity and for good, otherwise the alignment of the cleric will be sharply changed. Note that newly made undead, excluding skeletons, which fall within the days of being dead limit are affected by Raise Dead spells cast upon them. The effect of the spell is to cause them to become resurrected dead, providing the level constitution permits survival; otherwise, they are simply dead. [*SJW Change: No resurrection survival, but roll required to avoid losing Con; and characters cannot be raised/resurrected more times than their level.*]

### Rest In Peace (Necromancy) [Ammonite/Healers] [*SJW Special*]

Casting: Full Round (5 segments. V, S) Range: 30ft Area of Effect: 1 Undead Duration: Permanent Saving Throw: Special (*CON*x5)

Explanation/Description: Similar to Slay Living, but affects an undead creature. Note that the saving throw is harder, as it is not 'lethal' - the target being already dead. If the save is made, 2d8+1 damage still applies.

### True Seeing (Divination) Reversible

Casting: *Standard* (8 segments. V, S, M) Range: Touch Area of Effect: 120ft sight range Duration: 1 minute/level Saving Throw: None

Explanation/Description: When the cleric employs this spell, all things within the area of the True Seeing effect appear as they actually are. Secret doors become plain. The exact location of displaced things is obvious. Invisible things and those which are astral or ethereal become quite visible. Illusions and apparitions are seen through. Polymorphed, changed, or magicked things are apparent. Even the aura projected by creatures becomes visible, so that the cleric is able to know whether they are good or evil or between. The spell requires an ointment for the eyes. The ointment is made from very rare mushroom powder, saffron, and fat. The reverse of the spell, False Seeing, causes the person to see things as they are not, rich being poor, rough smooth, beautiful ugly. The ointment for the reverse spell is concocted of oil, poppy dust, and pink orchid essence. For both spells, the ointment must be aged for 1-6 months.

## Cleric - Sixth Level Spells:

### Aerial Servant (Conjuration/Summoning)

Casting: *Standard* (8 segments. V, S) Range: 10ft Area of Effect: Special Duration: 1 day/level Saving Throw: None

Explanation/Description: This spell summons an invisible Aerial Servant (see ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL) to do the bidding of the cleric who conjured it. The creature does not fight, but it obeys the command of the cleric with respect to finding and returning with whatever object or creature that is described to it. Of course, the object or creature must be such as to allow the aerial servant to physically bring it to the cleric or his or her assign. The spell caster should keep in mind the consequences of having an aerial servant prevented, for any reason, from completion of the assigned duty. The spell lasts for a maximum of 1 day for each *miracle*-level of the cleric who cast it. The aerial servant returns to its own plane whenever the spell lapses, its duty is fulfilled, it is dispelled, the cleric releases it, or the cleric is slain. The cleric must have a Protection From Evil spell, or be within a magic circle, thaumaturgic triangle, or pentagram when summoning an aerial servant unless the cleric has his or her religious symbol or a religious artifact or relic to use to control the creature. Otherwise, the creature will slay its summoner and return from whence it came. The aerial servant will always attack by complete surprise when sent on a mission, and gain the benefit of 4 free melee rounds unless the creature involved is able to detect invisible objects, in which case a six-sided die is rolled, and 1 = 1 free round, 2 = 2 free rounds, 3 = 3 free rounds, 4 = 4 free rounds, and 5 or 6 = 0 free rounds (the opponent is not surprised at all). Each round the aerial servant must dice to score a hit, and when a hit is scored, it means the aerial servant has grabbed the item or creature it was sent to take and bring back to the cleric. If a creature is involved, the aerial servant's strength is compared to the strength of the creature to be brought. If the creature in question does not have a strength rating, roll the appropriate number of the correct type of hit dice for the aerial servant and for the creature it has grabbed. The higher total is the stronger.

### Animate Object (Alteration)

Casting: *Standard* (8 segments. V, S) Range: 30ft Area of Effect: 2+ cubic foot/level Duration: 1 minute/level Saving Throw: None

Explanation/Description: This powerful spell enables the cleric casting it to imbue inanimate objects with mobility and a semblance of life. The animated object, or objects, then attack whomever or whatever the cleric first designates. The object can be of any material whatsoever - wood, metal, stone, fabric, leather, ceramic, glass, etc. The speed of movement of the object is dependent upon its means of propulsion and its weight. A large wooden table would be rather heavy, but its legs would give it speed. A rug could only slither along. A jar would roll. Thus a large stone pedestal would rock forward at 10ft per round, a stone statue would move at 40ft per round, a wooden statue 80ft per round, an ivory stool of light weight would move at 120ft. Slithering movement is about 10ft to 20ft per round, rolling 30ft to 60ft per round. The damage caused by the attack of an animated object is dependent upon its form and composition. Light, supple objects can only obscure vision, obstruct movement, bind, trip, smother, etc. Light, hard objects can fall upon or otherwise strike for 1-2 hit points of damage or possibly obstruct and trip as do light, supple objects. Hard, medium weight objects can crush or strike for 2-8 hit points of damage, those larger and heavier doing 3-12, 4-16, or even 5-20 hit points of damage. The frequency of attack of animated objects is dependent upon their method of locomotion, appendages, and method of attack. This varies from as seldom as once every five melee rounds to as frequently as once per melee round. The armour class of the object animated is basically a function of material and movement ability with regard to hitting. Damage is dependent upon the type of weapon and the object struck. A sharp cutting weapon is effective against fabric, leather, wood and like substances. Heavy smashing and crushing weapons are useful against wood, stone, and metal objects. Your referee will determine all of these factors, as well as how much damage the animated object can sustain before being destroyed. The cleric can animate 2+ cubic foot of material for each *miracle*-level he or she has attained. Thus, a 7th-14th *miracle*-level cleric could animate one or more objects whose solid volume did not exceed 14 cubic feet, i.e. a large statue, two rugs, three chairs, or a dozen average crocks. [*SJW Change: Increase volume (2 cu ft per level), to remain similar to the original.*]

### Blade Barrier (Evocation)

Casting: *Standard* (9 segments. V, S) Range: 30ft Area of Effect: Special Duration: 3 minutes/level Saving Throw: None

Explanation/Description: The cleric employs this spell to set up a wall of circling, razor-sharp blades. These whirl and flash in endless movement around an immobile point. Any creature which attempts to pass through the Blade Barrier suffers 8-64 (8d8) hit points of damage in doing so. The barrier remains for 3 minutes for every *miracle*-level of the cleric casting it. The barrier can cover any area from as small as 5' square to as large as 20ft square, i.e. 20'x20' under ground ~~60'x60' outdoors.~~

### Conjure Animals (Conjuration/Summoning)

Casting: *Standard* (9 segments. V, S) Range: 30ft Area of Effect: Special Duration: 2 minutes/level Saving Throw: None

Explanation/Description: The Conjure Animals spell enables the cleric to summon a mammal, or several of them, to his locale in order that the creature(s) can attack the cleric's opponents. The conjured animal(s) remain in the cleric's locale for 2 minutes for each *miracle*-level of the cleric conjuring it (them), or until slain. The spell caster can, by means of his incantation, call up one or more mammals with hit dice whose total does not exceed twice his or her *miracle*-level. Thus, a cleric of 6th-12th *miracle*-level could conjure one mammal with 12 hit dice, two with 6 hit dice each, three with 4 hit dice each, 4 with a hit dice each, six with 2 hit dice each, or 12 with 1 hit die each. For every +1 (hit point) of a creature's hit dice, count 1/4 of a hit die, i.e. a creature with 4+3 hit dice equals a 4 3/4 hit die creature. The creature(s) summoned by the spell will unflinchingly attack the opponent(s) of the cleric by whom the spell was cast. [*SJW Change: Increase hit dice (2 per level), to remain similar to the original.*]

### Find The Path (Divination) Reversible

Casting: 3 Rounds (V, S, M) Range: Touch Area of Effect: Creature touched Duration: 1 turn/level Saving Throw: None

Explanation/Description: By use of this spell, the cleric is enabled to find the shortest, most direct route that he or she is seeking, be it the way to or from or out of a locale. The locale can be outdoors or underground, a trap or even a Maze spell. The spell will enable the cleric to select the correct direction which will eventually lead him or her to egress, the exact path to follow (or actions to take), and this knowledge will persist as long as the spell lasts, i.e. 1 turn for each *miracle*-level of the cleric casting find the path. The spell frees the cleric, and those with him or her from a Maze spell in a single melee round and will continue to do so as long as the spell lasts. The material component of this spell is a set of divination counters of the sort favoured by the cleric - bones, ivory counters, sticks, carved runes, or whatever. The reverse, Lose The Path, makes the creature touched totally lost and unable to find its way for the duration of the spell, although it can be led, of course.

### Heal (Necromantic) Reversible

Casting: Full Round (V, S, 1 round) Range: Touch Area of Effect: Creature touched Duration: Permanent Saving Throw: None

Explanation/Description: The very potent Heal spell enables the cleric to wipe away disease and injury in the creature who receives the benefits of the spell. It will completely cure any and all diseases and/or blindness of the recipient and heal all hit points of damage suffered due to wounds or injury, ~~save 1 to 4 (d4)~~. It dispels a Feeblemind spell. Naturally, the effects can be negated by later wounds, injuries, and diseases. The reverse, Harm, infects the victim with a disease and causes loss of all hit points, as damage, *taking it down to 0hp* ~~save 1 to 4 (d4)~~, if a successful touch is inflicted. For creatures not affected by the Heal (or Harm) spell, see [Cure Light Wounds](#).

### Lune Hound (Conjuration/Summoning) [Hecate] [SJW Special]

Casting: 1 Hour (V, S, M) Range: 10ft Area of Effect: Special Duration: 1 Moon Saving Throw: None

Explanation/Description: Summons a Hell Hound which will serve the caster until the next new moon.

### Part Water (Alteration)

Casting: 1 Turn (V, S, M) Range: 20ft/level Area of Effect: Special Duration: 1 turn/level Saving Throw: None

Explanation/Description: By employing a Part Water spell, the cleric is able to cause water or similar liquid to move apart, thus forming a trough. The depth and length of the trough created by the spell is dependent upon the *miracle*-level of the cleric, and a trough *6ft deep by 2ft by 30ft* ~~3' deep by 1' by 10ft (10' or 10 yards)~~ is created per *miracle*-level, i.e. at ~~12th~~ *6th miracle*-level the cleric would part water 36' deep by 12' wide by *180ft* ~~(240' or 240 yards)~~ long. The trough will remain as long as the spell lasts or until the cleric who cast it opts to end its effects (cf. [Dispel Magic](#)). The material component of this spell is the cleric's religious symbol. [SJW Change: Increase effects (6x2x30 per level), to remain similar to the original. (I think this one was actually wrong before, too!)]

### Ring Of Truth (Divination) [Law/Judges] [SJW Special]

Casting: Full Round (V, S, M) Range: 0 Area of Effect: 60ft radius Duration: 1 turn/level Saving Throw: None

Explanation/Description: Anyone in the area who tells a lie or attempts to hide, sneak or steal will be revealed and highlighted with a glow, similar to [Faerie Fire](#), which lasts for the full duration of the spell even if they subsequently leave the Ring. Also, if the caster states their intention to reveal the perpetrator of a specified criminal/faithless act immediately prior to casting the spell, any guilty parties will be similarly illuminated. The Ring of Truth does not move with the caster, and if he/she leaves the area the spell is broken. The material component is two silver rings.

### Speak With Monsters (Alteration)

Casting: Standard (9 segments, V, S) Range: 0 Area of Effect: 30ft radius Duration: 1 minute/level Saving Throw: None

Explanation/Description: When cast, the Speak With Monsters spell allows the cleric to converse with any type of creature which has any form of communicative ability. That is, the monster will understand the intent of what is said to it by the cleric. The creature or creatures thus spoken to will be checked by your referee in order to determine reaction. All creatures of the same type as that chosen by the cleric to speak to can likewise understand if they are within range. The spell lasts for 1 *minute* per *miracle*-level of the cleric casting it, and during its duration conversation can take place as the monster is able and desires.

### Stone Tell (Divination)

Casting: 1 Turn (V, S) Range: Touch Area of Effect: One cubic yard of stone Duration: 1 turn Saving Throw: None

Explanation/Description: When the cleric casts a Stone Tell upon an area, the very stones will speak and relate to the caster who or what has touched them as well as telling what is covered, concealed, or simply behind the place they are. The stones will relate complete descriptions as required. The material components for this spell are a drop of mercury and a bit of clay.

### Word Of Recall (Alteration)

Casting: Standard (1 segment, V) Range: 0 Area of Effect: Special Duration: Special Saving Throw: None

Explanation/Description: The Word Of Recall spell takes the cleric instantly back to his or her sanctuary when the word is uttered. The sanctuary must be specifically designated in advance by the cleric. It must be a well known place, but it can be any distance from the cleric, above or below ground. Transportation by the Word Of Recall spell is infallibly safe. The cleric is able to transport, in addition to himself or herself, ~~250 gold pieces 50lbs~~ weight cumulative per *miracle*-level. Thus, a ~~15th~~ *6th miracle*-level cleric could transport his or her person and ~~3,750 (375 pounds) gold pieces 300lbs~~ weight in addition; this extra matter can be equipment, treasure, or living material such as another person. [SJW Change: Increase weight limit (50lbs per level), to remain similar to the original.]

## Cleric - Seventh Level Spells:

### Astral Spell (Alteration)

Casting: 3 Turns (V, S) Range: Touch Area of Effect: Special Duration: Special Saving Throw: None

Explanation/Description: By means of the Astral Spell a cleric is able to project his or her astral body into the Astral Plane, leaving his or her physical body and material possessions behind on the Prime Material Plane, (the plane on which the entire universe and all of its parallels have existence). Only certain magic items which have multi-planed existence can be brought into the Astral Plane. As the Astral Plane touches upon all of the first levels of the Outer Planes, the cleric can travel astrally to any of these Outer Planes as he or she wills. The cleric then leaves the Astral Plane, forming a body on the plane of existence he or she has chosen to enter. It is also possible to travel astrally anywhere in the Prime Material Plane by means of the Astral Spell, but a second body cannot be formed on the Prime Material Plane. As a general rule, a person astrally projected can be seen only by creatures on the Astral Plane. At all times the astral body is connected to the material by a silvery cord. If the cord is broken, the affected person is killed, astrally and materially, but generally only the psychic wind can normally cause the cord to break. When a second body is formed on a different plane, the silvery cord remains invisibly attached to the new body, and the cord simply returns to the latter where it rests on the Prime Material Plane, reviving it from its state of suspended animation. Although astrally projected persons are able to function on the Astral Plane, their actions do not affect creatures not existing on the Astral Plane. The spell lasts until the cleric desires to end it, or until it is terminated by some outside means (Dispel Magic or destruction of the cleric's body on the Prime Material Plane). The cleric can take up to five other creatures with him or her by means of the Astral Spell, providing the creatures are linked in a circle with the cleric. These fellow travellers are dependent upon the cleric and can be stranded. Travel in the Astral Plane can be slow or fast according to the cleric's desire. The ultimate destination arrived at is subject to the conceptualization of the cleric. (See APPENDIX IV, THE KNOWN PLANES OF EXISTENCE, for further information on the Astral Plane and astral projection.)

### Control Weather (Alteration)

Casting: 1 Turn (V, S, M) Range: 0 Area of Effect: 4-16 square miles Duration: 4-48 hours Saving Throw: None

Explanation/Description: The Control Weather spell allows a cleric to change the weather in the area he or she is in at the time the spell is cast. The spell will affect the weather for from 4 to 48 hours (4d12) in an area of from 4 to 16 square miles (4d4). It requires 1 turn to cast the spell, and an additional 1 to 4 (d4) turns for the effects of the weather to be felt. The Control Weather spell will not radically change the temperature, i.e. from below zero to a 100 degree temperature heat wave. The weather control possible depends upon the prevailing conditions:

CLEAR WEATHER	HOT WEATHER	CALM
Very clear	Warm weather	Dead calm
Light clouds or hazy	Sweltering heat	Light breeze
PARTLY CLOUDY WEATHER	WARM WEATHER	LIGHT WIND
Clear weather	Hot weather	Calm
Cloudy	Cool weather	Strong wind
Mist/light rain/small hail	COOL WEATHER	STRONG WIND
Sleet/Light snow	Warm weather	Light wind
CLOUDY WEATHER	Cold weather	Gale
Partly cloudy	COLD WEATHER	GALE
Deep clouds	Cool weather	Strong wind
Fog	Arctic cold	Storm
Heavy rain/Large hail		STORM
Driving sleet/Heavy snow		Gale
		Hurricane-Typhoon

All three aspects of the weather (clouds/precipitation, temperature, and wind) can be controlled, but only as shown. For example, a day which is clear, warm, and with light wind can be controlled to become hazy, hot, and calm. Contradictions are not possible - fog and strong wind, for example. Multiple Control Weather spells can be used only in succession. The material components for this spell are the cleric's religious symbol, incense, and prayer beads or similar prayer object. Obviously, this spell functions only in areas where there are appropriate climatic conditions.

### Earthquake (Alteration)

Casting: 1 Turn (V, S, M) Range: 20ft Area of Effect: 5ft diameter/level Duration: 1 *minute* Saving Throw: None

Explanation/Description: When this spell is cast by a cleric, a local tremor of fairly high strength rips the ground. The shock is over in one *minute*. The Earthquake affects all terrain, vegetation,

structures, and creatures in its locale. The area of effect of the Earthquake spell is circular, the diameter being ~~5ft~~ 10ft for every ~~miracle~~-level of experience of the cleric casting it, i.e. a ~~20th~~ 7th ~~miracle~~-level cleric casts an Earthquake spell with a ~~400ft~~ 70ft diameter area of effect:

Effects are as follows:

#### TERRAIN

Cave or cavern	- Collapses roof
Cliffs	- Crumble causing landslide
Ground	- Cracks open, causing creatures to fall in and be killed as follows: - Size S - 1 in 4 (d4) - Size M - 1 in 6 (d6) - Size L - 1 in 8 (d8)

Marsh	- Drains water off to form muddy, rough ground
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#### VEGETATION

Tunnel	- Caves in
Small growth	- No effect
Trees	- 1 in 3 are uprooted and fall

#### STRUCTURES

All structures	- Sustain from 5 to 60 points (5d12) of structural damage; those taking full damage are thrown down in rubble
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#### CREATURES

See above

The material components for this spell are a pinch of dirt, a piece of rock, and a lump of clay.

#### Gate (Conjuration/Summoning)

Casting: *Standard* (5 segments, V, S) Range: 30ft Area of Effect: Special Duration: Special Saving Throw: None

Explanation/Description: The casting of a Gate spell has two effects: first, it causes an ultra-dimensional connection between the plane of existence the cleric is in and that plane on which dwells a specific being of great power, the result enabling the being to merely step through the gate or portal, from its plane to that of the cleric; second, the utterance of the spell attracts the attention of the dweller on the other plane. When casting the spell, the cleric must name the demon, devil, demi-god, god, or similar being he or she desires to make use of the Gate and come to the cleric's aid. There is a 100% certainty that something will step through the gate. The actions of the being which comes through will depend on many factors, including the alignment of the cleric, the nature of those in company with him or her, and who or what opposes or threatens the cleric. Your Dungeon Master will have a sure method of dealing with the variables of the situation. The being gated in will either return immediately (very unlikely) or remain to take action.

#### Holy (Unholy) Word (Conjuration/Summoning)

Casting: *Standard* (V, 3 segments) Range: 0 Area of Effect: 30ft radius Duration: Special Saving Throw: None

Explanation/Description: The utterance of a Holy (Unholy) Word has tremendous power. It drives off evil (good) creatures from other planes, forcing them to return to their own plane(s) of existence. It further affects other creatures of differing alignment as follows:

Creature's Hit Dice or Level	General	Move	Attack Dice	Spells
less than 4	kills	-	-	-
4 to 7+	paralyzes 1-4 turns	-	-	-
8 to 11+	stuns 2-8 rounds	-50%	-4	-
12 or more	deafens 1-4 rounds	-25%	-2	50% chance of failure

Affected creatures must be within the 60ft diameter area of effect centring on the cleric casting the spell.

#### Mass Curing (Necromancy) [Ammonite Healers] [SJW Special]

Casting: *Full Round* (V, S) Range: 0 Area of Effect: 20ft radius of caster Duration: Permanent Saving Throw: N/A

Explanation/Description: All living creatures in the area receive d8 points of healing - all undead take d8 damage, with no saving throw.

#### Immortality (Necromancy) [Melkor] [SJW Special]

Casting: 1 Hour (V, S, M) Range: Touch Area of Effect: Creature touched Duration: Permanent Saving Throw: None

Explanation/Description: This miracle halts the ageing process. This great honour is reserved for high nobility and the most favoured of followers of Melkor. Over a period of many years, the recipient becomes pale and drawn, slipping ever more into evil ways and fading from earthly sight. Eventually they turn into a Nazgul (eastern vampire), completely subject to the will of the Lord of Darkness. The material component of this spell is the priest's Unholy Symbol and altar.

#### Huorn (Conjuration/Summoning) [Valar/Yavanna] [SJW Special]

Casting: 1 hour (V, S, M) Range: Touch Area of Effect: One tree / level Duration: 1 Day Saving Throw: None

Explanation/Description: By means of this spell, the caster can animate trees touched during casting; up to one tree per miracle-level can be affected. The trees will be able to move and act (c.f. Treant/Ent) and will obey the commands of the caster. At the end of the spell duration (i.e. 24 hours later) they will revert to tree form, putting down roots wherever they may be. The material component is the priest's holy symbol.

#### Regenerate (Necromantic) Reversible

Casting: 5 Rounds (V, S, M) Range: Touch Area of Effect: Creature touched Duration: Permanent Saving Throw: None

Explanation/Description: When a Regenerate spell is cast, body members (fingers, toes, hands, feet, arms, legs, tails, or even the heads of multi-headed creatures), bones, or organs will grow back. The process of regeneration requires but 1 minute if the member(s) severed is (are) present and touching the creature, 2-8 turns otherwise. The reverse, Wither, causes the member or organ touched to shrivel and cease functioning in 1 minute, dropping off into dust in 2-8 turns. As is usual, creatures must be touched in order to have harmful effect occur. The material components of this spell are a prayer device and holy/unholy water.

#### Restoration (Necromantic) Reversible

Casting: 3 Rounds (V, S) Range: Touch Area of Effect: Creature touched Duration: Permanent Saving Throw: None

Explanation/Description: When this spell is cast, the life energy level of the recipient creature is restored, so that previously drained characteristics are raised upwards by one. This subsumes previous life energy level drain of the creature by some force or monster. Thus, if a 10th-level strength character had been struck by a wight and drained to 9th-level strength, the Restoration spell would bring the character up to exactly the number of experience points necessary to restore him or her to 10th-level strength once again, and restoring additional hit dice (or hit points) and level functions accordingly. Restoration is only effective if the spell is cast within 1 day/miracle-level of the cleric casting it of the recipient's loss of life energy. The reverse, Energy Drain, draws away a life energy level, permanently draining the victim's strength by one (cf. such "undead" as spectre, wight, vampire). The Energy Drain requires the victim to be touched. A Restoration spell will restore the intelligence of a creature affected by a Feeblemind spell (q.v.). [SJW Note: Levels are not drained under the System, so only characteristics such as strength and constitution are affected.]

#### Resurrection (Necromantic) Reversible

Casting: 1 Turn (V, S, M) Range: Touch Area of Effect: Person touched Duration: Permanent Saving Throw: None (or CONx5)

Explanation/Description: The cleric employing this spell is able to restore life and complete strength to the person he/she bestows the Resurrection upon. The person can have been dead up to 10 years cumulative per miracle-level of the cleric casting the spell, i.e. a 49th 7th miracle-level cleric can resurrect the bones of a person dead up to 70 490 years. See [Raise Dead](#) for limitations on what persons can be raised. The reverse, Destruction, causes the victim of the spell to be instantly dead and turned to dust. Destruction requires a touch, either in combat or otherwise, and a saving throw applies. The material components of the spell are the cleric's religious symbol and holy/unholy water. Employment of this spell makes it impossible for the cleric to cast further spells or engage in combat until he or she has had one day of bed rest for each level of experience of the person brought back to life or destroyed. The caster also ages 3 years, or more if non-human. [SJW Change: No resurrection survival; characters cannot be raised/resurrected more times than their level; caster ages. Save applies to Destruction.]

#### Screaming Death (Conjuration/Summoning) [Loviatar] [SJW Special]

Casting: Full round (V, S, M) Range: 10ft/level Area of Effect: 40ft x 40ft Duration: Special Saving Throw: Special

Explanation/Description: By invoking this spell, the priest projects extreme pain into the area of effect. Each creature there takes 1hp damage per round, until a grand total of 100hp has been inflicted: there is no saving throw against this effect. Victims must make a saving throw (CONx5) or will be unable to do anything except writhe helplessly in agony. Creatures are only affected for as long as they remain within the area. Once the last point of damage is inflicted the pain ceases; but note that the spell will persist until it has done so. Material component is a vial of holy water and a vial of dragon venom.

#### Soothing Song (Enchantment/Charm) [Ammonite Healers] [SJW Special]

Casting: *Standard* (7 segments, V) Range: 0 Area of Effect: 60ft radius of caster Duration: Special Saving Throw: None

*Explanation/Description: The cleric's chanting banishes pain, fear, anger, hunger, etc and imbues all present with feelings of goodwill. Undead are deactivated. Combat is unjustifiable. The effects continue for as long as the priest chants, up to 1 minute per miracle-level, and for as long again after they cease. Faint echoes of a heavenly choir can almost be heard.*

### **Spell Absorption (Abjuration) [Hecate] [SJW Special]**

Casting: Full Round (V, S, M) Range: 0 Area of Effect: Caster Duration: 2 minutes/level Saving Throw: None

*Explanation/Description: This spell nullifies spells which target the recipient, who can absorb and use their power (but note that area-effect and touch-range spells are not affected). This power (intensity/miracle level) can be used by the priest to cast/invoke his own spells/miracles. They can thus gain power greater than their normal limit, but any excess power dissipates when the duration lapses. (c.f. Rod of Absorption).*

### **Spell Reflection (Abjuration) [Hecate] [SJW Special]**

Casting: Full Round (V, S, M) Range: Touch Area of Effect: 1 Person Duration: 2 minutes/level Saving Throw: None

*Explanation/Description: This spell can reflect spells which target the recipient, rebounding them partially back upon the attacker (but note that area-effect and touch-range spells are not affected). Any such spell will be partially reflected, according to a d100% roll. Each full 10% reduction gives a +1 saving throw bonus, and proportionally reduces spell effects such as damage and duration. (c.f. Ring of Spell Turning).*

### **Symbol (Conjuration/Summoning)**

Casting: Standard (3 segments. V, S, M) Range: Touch Area of Effect: Special Duration: 1 turn/level Saving Throw: Neg. (Varies by type)

*Explanation/Description: The cleric casting this spell inscribes a symbol in the air or upon any surface, according to his or her wish. The symbol glows for 1 turn for each miracle-level of the cleric casting it. The particular symbol used can be selected by the cleric at the time of casting, selection being limited to:*

*HOPELESSNESS - Creatures seeing it must turn back in dejection and/or surrender to capture or attack unless they save versus magic. Its effects last for 3 to 12 turns. (WISvWIS)*

*PAIN - Creatures affected suffer -4 on "to hit" dice and -2 on dexterity ability score disadvantage (half chance) on all skills due to wracking pains. The effects last for 2-20 turns. (CONx5)*

*PERSUASION - Creatures seeing the symbol become of the same alignment as and friendly to the cleric who scribed the symbol for from 1 to 20 turns unless a saving throw versus magic is made. (WISvWIS)*

The material components of this spell are mercury and phosphorus. (Cf. eighth level magic-user [Symbol](#) spell.)

### **Wind Walk (Alteration)**

Casting: 1 Turn (V, S, M) Range: Touch Area of Effect: Special Duration: 6 turns/level Saving Throw: None

*Explanation/Description: This spell enables the cleric, and possibly one or two other persons, to alter the substance of his or her body to cloud-like vapours. A magical wind then wafts the cleric along at a speed of up to 600ft per turn, or as slow as 60ft per turn, as the spell caster wills. The Wind Walk spell lasts as long as the cleric desires, up to a maximum duration of 6 turns (one hour) per miracle-level of the caster. For every 8 levels of experience miracle-level the cleric has attained -up to 24-, he or she is able to touch another and carry that person -or those two persons-, along with the Wind Walk. Persons wind walking are not invisible but appear misty and are transparent. If fully clothed in white they are 80% likely to be mistaken for clouds, fog, vapours, etc. The material components of this spell are fire and holy/unholy water.*

## **DRUID SPELLS**

[LEVEL ONE](#)

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### **Notes Regarding Druid (Cleric) Spells:**

The religious symbol of druids is mistletoe. Of lesser importance is holly. Some magical power resides in oak leaves. All of the druidic spells with a material component assume the use of mistletoe, as gathered by the druid character in the manner described hereafter. Lesser mistletoe, as well as holly and oak leaves, will reduce spell effectiveness as follows:

ITEM	SPELL RANGE	SPELL DURATION	AREA OF EFFECT
Lesser mistletoe	100%	75%*	100%
Borrowed mistletoe	75%*	50%**	100%
Holly	75%*	50%**	75%*
Oak leaves	50%**	50%**	50%**

\* or + 1 on saving throw, if any, if category is not applicable

\*\* or +2 on saving throw, if any, if category is not applicable

Greater mistletoe, that is, mistletoe which is properly harvested by the druid, must be gathered by the druid as follows. On Midsummer's Eve, the druid must locate his mistletoe, cut it with a gold or silver sickle and catch it in a bowl before it touches the ground.

Lesser mistletoe is that which is not harvested on the eve of midsummer, or that which the druid takes in a way which is not prescribed (such as picking by hand).

Borrowed mistletoe is any mistletoe which is not personally harvested by the druid.

Holly and oak leaves must be gathered by the druid, but these may be picked or gathered in any manner.

## **Druid - First Level Spells:**

### **Animal Friendship (Enchantment/Charm)**

Casting: 6 Turns (V, S, M) Range: 10ft Area of Effect: One animal Duration: Permanent Saving Throw: Neg. (WISvWIS)

*Explanation/Description: By means of this spell the druid is able to show any animal which is of at least animal intelligence (but not above semi-intelligent rating) that the druid is disposed to be its friend. If the animal does not make its saving throw versus magic immediately when the spell is begun, it will stand quietly while the druid finishes the spell. Thereafter, it will follow the druid about, and he or she can teach it 3 specific "tricks" or tasks for each point of intelligence it possesses. (Typical tasks are those taught a dog or similar pet, i.e. they cannot be complex.) Training for each such "trick" must be done over a period of 1 week, and all must be done within 3 months of acquiring the creature. During the training period the animal will not harm the druid, but if the creature is left alone for more than 3 days it will revert to its natural state and act accordingly. The druid may use this spell to attract up to 2 hit dice of animal(s) per miracle-level he or she possesses. This also means that the druid can never have more hit dice of animals so attracted and trained than are equal to or less than twice his or her miracle-levels. Only neutral animals can be attracted, befriended, and trained. The material components of this spell are mistletoe and a piece of food attractive to the animal subject.*

### **Detect Magic (Divination)**

Casting: Standard (3 segments. V, S, M) Range: 0 Area of Effect: 10ft path, 40ft long Duration: 12 minutes Saving Throw: None

*Explanation/Description: Except as noted above, this spell is the same as the first level cleric [spell](#) of the same name.*

### **Detect Snares & Pits (Divination)**

Casting: Standard (3 segments. V, S, M) Range: 0 Area of Effect: 10ft path, 40ft long Duration: 4 minutes/level Saving Throw: None

*Explanation/Description: Upon casting this spell, the druid is able to Detect Snares & Pits along the 10ft wide by 40ft long area of effect path and thus avoid such deadfalls. Note that in the underground only simple pits, not all forms of traps, would be detected by means of this spell. Outdoors, the spell detects all forms of traps - deadfalls, missile trips, snares, etc. The spell lasts 4 minutes for each miracle-level of the druid casting it, i.e. 4 minutes at the 1st miracle-level, 8 at the 2nd, 12 (1 turn plus 2 minutes) at the 3rd, etc.*

### **Entangle (Alteration)**

Casting: Standard (3 segments. V, S, M) Range: 80ft Area of Effect: 40ft diameter Duration: 1 turn Saving Throw: ½ (STRx5)

*Explanation/Description: By means of this spell the druid is able to cause plants in the area of effect to entangle creatures within the area. The grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures, thus holding them fast for the duration of the spell. If any creature in the area of effect makes its saving throw, the effect of the spell is to slow its movement by 50% for the spell duration.*

### **Faerie Fire (Alteration)**

Casting: Standard (3 segments. V) Range: 80ft Area of Effect: 12 linear feet/level within a 40ft radius Duration: 4 minutes/level Saving Throw: None

*Explanation/Description: When the druid casts this spell, he or she outlines an object or creature with a pale glowing light. The completeness of the lining is dependent upon the number of linear feet the druid is able to affect, about 12' per miracle-level (i.e. one 6' man or two 3' kobolds). If there is sufficient power, several objects or creatures can be covered by the Faerie Fire, but one must be fully*

outlined before the next is begun, and all must be within the area of effect. Outlined objects or creatures (including those otherwise invisible) are visible at 80ft in the dark, 40ft if the viewer is near a bright light source. Outlined creatures are easier to strike, thus opponents gain *advantage* (x2) on attacks rolls +2 on "to hit" dice. The Faerie Fire can be blue, green, or violet according to the word of the druid at the time he or she casts the spell. The Faerie Fire does not itself cause any harm to the object or creature lined.

#### Invisibility To Animals (Alteration)

Casting: *Standard* (4 segments. S, M) Range: Touch Area of Effect: Creature touched Duration: 1 turn + 1 *minute*/level Saving Throw: None

Explanation/Description: When an Invisibility To Animals spell is cast by a druid, the recipient of the magic becomes totally undetectable with respect to normal animals with intelligence under 6.

Normal animals includes giant-sized varieties, but it excludes any with magical abilities or powers. The magicked individual is able to walk amongst animals or pass through them as if he or she did not exist. For example, this individual could stand before the hungriest of lions or a tyrannosaurus rex and not be molested or even noticed. However, a nightmare, hell hound, or winter wolf would certainly be aware of the individual. The material component of this spell is holly rubbed over the individual.

#### Locate Animals (Divination)

Casting: Full Round (V, S, M) Range: 0 Area of Effect: 20ft path, 20ft long/level Duration: 1 *minute*/level Saving Throw: None

Explanation/Description: The druid with a Locate Animals spell is able to determine the direction and distance of any of the desired animals within the area of effect. The sought after animal can be of any sort, but the druid must concentrate on the sort desired. The cleric faces in a direction, thinks of the animal desired, and he or she then knows if any such animal is within spell range. During a round of spell effect duration, the druid must face in only one direction, i.e., only a 20ft wide path can be known. The spell lasts 1 *minute* per *miracle*-level of the druid, while the length of the path is 20ft per *miracle*-level.

#### Pass without Trace (Enchantment/Charm)

Casting: Full Round (V, S, M) Range: Touch Area of Effect: Creature touched Duration: 1 turn/level Saving Throw: None

Explanation/Description: When this spell is cast, the recipient can move through any type of terrain - mud, snow, dust, etc. - and leave neither footprint nor scent. Thus, tracking a person or other creature covered by this dweomer is impossible. The material components of this spell are a leaf of mistletoe (which must be burned thereafter and the ashes powdered and scattered) and a sprig of pine or evergreen. Note: The area which is passed over will radiate a dweomer for 6-36 turns after the affected creature passes.

#### Predict Weather (Divination)

Casting: Full Round (V, S, M) Range: 0 Area of Effect: Nine square miles Duration: 2 hours/level Saving Throw: None

Explanation/Description: When a Predict Weather spell is cast by a druid, he or she gains 100% accurate knowledge of the weather (sky, temperature, precipitation) in a nine square mile area centring on the druid. For each *miracle*-level of the druid casting the spell, two hours advance weather can be forecast. Thus, at 1st *miracle*-level the druid knows what the weather will be for two hours; at second *miracle*-level he or she knows the weather for 4 hours in advance, etc.

#### Purify Water (Alteration) Reversible

Casting: Full Round (V, S) Range: 40ft Area of Effect: 1 cubic foot/level, 10ft square area Duration: Permanent Saving Throw: None

Explanation/Description: This spell makes dirty, contaminated water clean and pure, suitable for consumption. Up to one cubic foot per *miracle*-level of the druid casting the spell can be thus purified. The reverse of the spell, Contaminate Water, works in exactly the same manner, and even holy/unholy water can be spoiled by its effects.

#### Shillelagh (Alteration)

Casting: *Standard* (1 segment. V, S, M) Range: Touch Area of Effect: One normal oaken club Duration: 1 *minute*/level Saving Throw: None

Explanation/Description: This spell enables the druid to change his own oaken cudgel into a magical weapon which is +1 to hit and inflicts 2-8 + 1/*miracle*-level extra hit points of damage on opponents up to man-sized, 2-5 hit points of damage on larger opponents. The druid must wield the shillelagh, of course. The material components of this spell are an oaken club, any mistletoe, and a shamrock leaf. [S/JW Change: Slightly better damage by level seems reasonable.]

#### Speak With Animals (Alteration)

Casting: *Standard* (3 segments. V, S) Range: 0 Area of Effect: One animal type in 40ft radius of druid Duration: 2 *minutes*/level Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the second level cleric [spell](#) of the same name.

## Druid - Second Level Spells:

#### Barkskin (Alteration)

Casting: *Standard* (3 segments. V,S,M) Range: Touch Area of Effect: Creature touched Duration: 4 *minute* + 1 *minute*/level Saving Throw: None

Explanation/Description: When the druid casts the Barkskin spell upon a creature, its armour class improves 1 *point* ~~place~~ because the creature's skin becomes as tough as bark. In addition, saving throws versus all attack forms except magic increase by +1. This spell can be placed on the druid casting it or on any other creature he or she touches. In addition to mistletoe, the caster must have a handful of bark from an oak as the material component of the spell.

#### Charm Person Or Mammal (Enchantment/Charm)

Casting: *Standard* (4 segments. V, S) Range: 80ft Area of Effect: One person or mammal Duration: 1 *hour*/level ~~Special~~ Saving Throw: Neg. (WISvWIS)

Explanation/Description: This spell will affect any single person or mammal it is cast upon. The creature then will regard the druid who cast the spell as a trusted friend and ally to be heeded and protected. The spell does not enable the druid to control the charmed creature as if it were an automaton, but any word or action of the druid will be viewed in its most favourable way. Thus, a charmed creature would not obey a suicide command, but might believe the druid if assured that the only chance to save the druid's life is if the creature holds back an onrushing red dragon for "just a *minute* or two". Note also that the spell does not empower the druid with linguistic capabilities beyond those he or she normally possesses. ~~The duration of the spell is a function of the charmed creature's~~

~~intelligence, and it is tied to the saving throw. The spell may be broken if a saving throw is made, and this saving throw is checked on a periodic basis according to the creature's intelligence:~~

Intelligence Score	Period Between Checks
3 or less	3 months
4 to 6	2 months
7 to 9	1 month
10 to 12	3 weeks
13 to 14	2 weeks
15 to 16	1 week
17	3 days
18	2 days
19 or more	1 day

If the druid harms, or attempts to harm, the charmed creature by some overt action, or if a Dispel Magic (q.v.) is successfully cast upon the charmed creature, the charm will be broken automatically.

The spell affects all mammalian animals and persons. The term person includes all bipedal human and humanoid creatures of approximately man-size, or less than man-size, including those affected by the [Hold Person](#) spell (q.v.). If the recipient of the Charm Person/Charm Mammal spell makes its saving throw versus the spell, its effect is negated. [S/JW Change: Much reduced duration, as D&D3.5.]

#### Create Water (Alteration)

Casting: 1 Turn (V, S) Range: 10ft Area of Effect: 1 cubic foot/level Duration: Permanent Saving Throw: None

Explanation/Description: The druid can create pure, drinkable water by means of a Create Water spell. He or she creates 1 cubic foot of water for each *miracle*-level attained. The water can be created at a maximum distance of 10ft from the druid.

#### Cure Light Wounds (Necromantic) Reversible

Casting: *Standard* (4 segments. V, S, M) Range: Touch Area of Effect: Character touched Duration: Permanent Saving Throw: None

Explanation/Description: With the exception of the fact that the druid must have mistletoe (of any sort) to effect this spell, it is the same as the first level cleric [Cure Light Wounds](#) spell.

#### Feign Death (Necromantic)

Casting: *Standard* (3 segments, V, S, M) Range: 10ft Area of Effect: One creature Duration: 4 *minutes* +2 *minutes/level* Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the third level magic-user [Feign Death](#) spell (q.v.). The material component is a piece of dead oak leaf (in addition to mistletoe, of course).

#### Fire Trap (Evocation)

Casting: 1 Turn (V, S, M) Range: Touch Area of Effect: Object touched Duration: Permanent until discharged Saving Throw: ½ (*DEXx5*)

Explanation/Description: This spell is the same as the fourth level magic-user [Fire Trap](#) spell (q.v.) except as shown above and for the fact that the material components are holly berries and a stick of charcoal to trace the outline of the closure.

#### Heat Metal (Alteration) Reversible

Casting: *Standard* (4 segments, V, S, M) Range: 40ft Area of Effect: Special Duration: 7 rounds Saving Throw: ~~None~~ ½ (*CONx5*)

Explanation/Description: By means of the Heat Metal spell, the druid is able to excite the molecules of ferrous metal (iron, iron alloys, steel) and thus cause the affected metal to become hot. On the first round of the spell, the effect is merely to cause the metal to be very warm and uncomfortable to touch, and this is also the effect on the last melee round of the spell's duration. The second and sixth (next

to the last) round effect is to cause blisters and damage; the third, fourth, and fifth rounds the metal becomes searing hot, causing disability and damage to exposed flesh, as shown below:

Metal Temperature	Damage	Per Round of Exposure	Disability
very warm (1 & 7)	none		none
hot (2 & 6)	1-4 hit points		none
searing (3, 4, 5)	2-8 hit points		hands or feet 2-8 days
			head 1-4 turns unconsciousness
			body 1-4 days

Note also that materials such as wood, leather, or flammable cloth will smoulder and burn if exposed to searing hot metal, and such materials will then cause searing damage to exposed flesh on the next round, Fire resistance (potion or ring) or a Protection From Fire spell totally negates the effects of a Heat Metal spell, as will immersion in water or snow, or exposure to a cold or [Ice Storm](#) spell (qq.v.). For each *miracle*-level of the druid casting the spell, he or she is able to affect the metal of one man-sized creature, i.e. arms and armour, or a single mass of metal equal to 50 *lbs* in weight, cumulative. The reverse, Chill Metal, counters a Heat Metal spell or else causes metal to act as follows:

Metal Temperature	Damage	Per Round of Exposure	Disability
cold (1 & 7)	none		none
icy (2 & 6)	1-2 hit points		none
freezing (3, 4, 5)	1-4 hit points		amputation of fingers, toes, nose, or ears

The Chill Metal spell is countered by a Resist Cold spell, or by any great heat, i.e. proximity to a blazing fire (not a mere torch), a magical flaming sword, a Wall Of Fire, etc. [*SJW Change: Saving throws allowed to reduce damage.*]

#### Locate Plants (Divination)

Casting: Full Round (V, S, M) Range: 0 Area of Effect: 10ft diameter/level circle Duration: 1 turn/level Saving Throw: None

Explanation/Description: When this spell is used by a druid, he or she is able to locate any desired type of plant within the area of effect. Note: the plant type must be singular and concentrated upon. The spell's area of effect centres on, and moves with, the druid.

#### Obscurement (Alteration)

Casting: *Standard* (4 segments, V, S) Range: 0 Area of Effect: Special Duration: 4 *minutes/level* Saving Throw: None

Explanation/Description: This spell causes a misty vapour to arise around the druid. It persists in this locale for 4 *minutes* per *miracle*-level of the druid casting the spell, and it reduces visibility of any sort (including infravision) to 2' to 8' (2d4). The area of effect is a cubic progression based on the druid's *miracle*-level, a 10ft cube at 1st *miracle*-level, a 20ft cube at 2nd level, a 30ft cube at 3rd level, and so on. Underground, the height of the vapour is restricted to 10ft, although the length and breadth of the cloud is not so limited. A strong wind will cut the duration of an Obscurement spell by 75%.

#### Produce Flame (Alteration)

Casting: *Standard* (4 segments, V, S, M) Range: 0 Area of Effect: Special Duration: 2 *minutes/level* Saving Throw: None

Explanation/Description: A bright flame, equal in brightness to a torch, springs forth from the druid's palm when he or she casts a Produce Flame spell. This magical flame lasts for 2 *minutes* for each *miracle*-level of the druid casting the spell. The flame does not harm the druid's person, but it is hot, and it will cause combustion of inflammable materials (paper, cloth, dry wood, oil, etc.). The druid is capable of hurling the magical flame as a missile, with a range of 40ft. The flame will flash on impact, igniting combustibles within a 3' diameter of its centre of impact, and then extinguish itself. The druid can cause it to go out any time he or she desires, but fire caused by the flame cannot be so extinguished.

#### Trip (Enchantment/Charm)

Casting: *Standard* (5 segments, V, S, M) Range: Touch Area of Effect: One 10' long object Duration: 1 turn/level Saving Throw: Neg. (*DEXx5*)

Explanation/Description: The spell caster must use a length of vine, a stick, pole, rope, or similar object to cast this magic upon. The Trip spell causes the object to rise slightly off the ground or floor it is resting on and trip creatures crossing it if they fail to make their saving throw versus magic. Note that only as many creatures can be tripped as are actually stepping across the magicked object, i.e. a 3' long piece of rope could trip only 1 man-sized creature. Creatures moving at a very rapid pace (running) when tripped will take 1-6 (d6) hit points of damage and be stunned for 2-5 (d4+1) rounds if the surface they fall upon is very hard, but if it is turf or non-hard they will merely be stunned for 2-5 segments. Very large creatures such as elephants will not be at all affected by a Trip. The object magicked will continue to trip all creatures passing over it, including the spell caster, for as long as the spell duration lasts. Creatures aware of the object and its potential add +4 to their saving throw when crossing it. The object is 80% undetectable without magical means of detection.

#### Warp Wood (Alteration)

Casting: *Standard* (4 segments, V, S, M) Range: 10ft/level Area of Effect: Special Duration: Permanent Saving Throw: None

Explanation/Description: When this spell is cast the druid causes a volume of wood to bend and warp, permanently destroying its straightness, form and strength. The range of a Warp Wood spell is 10ft for each *miracle*-level of the druid casting it. It affects approximately a fifteen inch shaft of wood of up to one inch diameter per *miracle*-level of the druid. Thus, at 1st *miracle*-level, a druid might be able to warp a hand axe handle, or four crossbow bolts, at 5th level he or she could warp the shaft of a typical magic spear. Note that boards or planks can also be affected, causing a door to be sprung or a boat or ship to leak.

## Druid - Third Level Spells:

#### Call Lightning (Alteration)

Casting: 1 Turn (V, S, M) Range: 0 Area of Effect: 720ft diameter Duration: 1 turn/level Saving Throw: ½ (*DEXx5*)

Explanation/Description: When a Call Lightning spell is cast, there must be a storm of some sort in the area - a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado. The druid is then able to call down belts of lightning from sky to ground. Each bolt will cause damage equal to 2 eight-sided dice (2d8) plus 1 like die (d8) for each *miracle*-level of the druid casting the spell. Thus, a 4th *miracle*-level druid calls down a six-die (6d8) bolt. The bolt of lightning flashes down in a perpendicular stroke at whatever distance the spell caster decides, up to the 360ft radial distance maximum. Any creature within a 10ft radius of the path or the point where the lightning strikes will take full damage, unless a saving throw is made, in which case only one-half damage is taken. Full/half damage refers to the number of hit dice of the lightning bolt, i.e. if it is of eight dice strength, the victim will take either eight dice (8d8) or four dice (4d8), if the saving throw is made, of damage. The druid is able to call one bolt of lightning every 10 *minutes* (1 turn), to a maximum number of turns equal to the *miracle*-level he or she has attained, i.e. 1 bolt/turn for each *miracle*-level. Note: This spell is normally usable outdoors only.

#### Cure Disease (Necromantic) Reversible

Casting: Full Round (V, S, M) Range: Touch Area of Effect: Creature touched Duration: Permanent Saving Throw: None

Explanation/Description: This spell is the same as the 3rd level cleric [Cure Disease](#) spell (q.v.), with the exception that the druid must have mistletoe to effect it. It is reversible to Cause Disease also.

#### Hold Animal (Enchantment/Charm)

Casting: *Standard* (5 segments. V, S, M) Range: 80ft Area of Effect: One to four animals Duration: 2 rounds/level Saving Throw: Neg. (*WISvWIS, modified*)

Explanation/Description: By means of this spell the druid holds one to four animals rigid. Animals affected are normal or giant-sized mammals, birds, or reptiles, but not monsters such as centaurs, gorgons, harpies, naga, etc. That is, apes, bears, crocodiles, dogs, eagles, foxes, giant beavers, and similar animals are subject to this spell. The hold lasts for 2 melee rounds per *miracle*-level of the druid casting it. It is up to the druid as to how many animals he or she wishes to hold with the spell, but the greater the number, the better chance each will have of not being affected by the spell. Note that a maximum body weight of 400 pounds (100 pounds with respect to non-mammals)/animal/*miracle*-level of the druid can be affected, i.e. an 8th level druid can affect up to four 3,200 pound mammals or a like number of 800 pound non-mammals such as birds or reptiles. Each animal gets a saving throw: if only 1 is the subject of the spell, it has a penalty of -4 on its die roll to save; if 2 are subject, they each receive a penalty of -2 on their die rolls; if 3 are subject, they each receive a penalty of -1 on their die rolls; if 4 are subject, each makes a normal saving throw.

#### **Neutralize Poison** (Alteration) Reversible

Casting: *Standard* (5 segments. V, S) Range: Touch Area of Effect: Creature touched Duration: Permanent Saving Throw: None

Explanation/Description: This spell is the same as the 4th level cleric [Neutralize Poison](#) spell (q.v.).

#### **Plant Growth** (Alteration)

Casting: Full Round (V, S, M) Range: 160ft Area of Effect: 20ft x 20ft square area/level Duration: Permanent Saving Throw: None

Explanation/Description: When a Plant Growth spell is cast by the druid, he or she causes normal vegetation a grow, entwine, and entangle to form a thicket or jungle which creatures must hack or force a way through at a movement rate of 10ft per, or 20ft per with respect to larger than man-sized creatures. Note that the area must have brush and trees in it in order to allow this spell to go into effect. Briars, bushes, creepers, lianas, roots, saplings, thistles, thorn, trees, vines, and weeds become so thick and overgrown in the area of effect as to form a barrier. The area of effect is 20ft x 20ft square per *miracle*-level of the druid, in any square or rectangular shape that the druid decides upon at the time of the spell casting. Thus an 8th *miracle*-level druid can affect a maximum area of 160ft x 160ft square, a 320ft x 80ft rectangle, a 640ft x 40ft rectangle, 1280ft x 20ft rectangle, etc. The spell's effects persist in the area until it is cleared by labour, fire, or such magical means as a [Dispel Magic](#) spell (q.v.)

#### **Protection From Fire** (Abjuration)

Casting: *Standard* (5 segments. V, S, M) Range: Touch Area of Effect: Creature touched Duration: Special Saving Throw: None

Explanation/Description: The effect of a Protection From Fire spell differs according to the recipient of the magic - the druid or some other creature. If the spell is cast upon the druid, it confers complete invulnerability to normal fires (torches, bonfires, oil fires, and the like) and to exposure to magical fires such as demon fire, burning hands, fiery dragon breath, Fireball, Fire Seeds, Fire Storm, Flame Strike, hell hound breath, Meteor Swarm, pyrohydra breath, etc. until an accumulation of 12 hit points of potential damage per *miracle*-level of the druid has been absorbed by the Protection From Fire spell, at which time the spell is negated. Otherwise the spell lasts for 1 turn per *miracle*-level of the druid. If the spell is cast upon another creature, it gives invulnerability to normal fire, gives a bonus of +4 on saving throw die rolls made versus fire attacks, and reduces damage sustained from magical fires by 50%.

#### **Pyrotechnics** (Alteration)

Casting: *Standard* (5 segments. V, S) Range: 160ft Area of Effect: 10 or 100 times the fire source Duration: Special Saving Throw: None

Explanation/Description: A Pyrotechnics spell can have either of two effects. It produces a flashing and fiery burst of glowing, coloured aerial fireworks which lasts 1 *round* per *miracle*-level of the druid casting the spell and temporarily blinds those creatures in the area of effect or under it or within 120ft of the area (and in any event in unobstructed line of sight); or it causes a thick writhing stream of smoke to arise from the fire source of the spell and form a choking cloud which lasts for 1 *minute* per *miracle*-level of the druid casting it, covering a roughly globular area from the ground or floor up (or conforming to the shape of a confined area), which totally obscures vision beyond 2'. The spell requires a fire of some sort in range. The area of Pyrotechnics effect is 10 times the volume of the fire source with respect to fireworks, 100 times with respect to smoke. In either case, the fire source is immediately extinguished by the employment of the spell.

#### **Snare** (Enchantment/Charm)

Casting: 3 Rounds (V, S, M) Range: Touch Area of Effect: 2' diameter circle plus 1/6' per level of the spell caster Duration: Permanent until triggered Saving Throw: None

Explanation/Description: This spell enables the druid to make a snare which is 90% undetectable without magical aid. The snare can be made from any supple vine, a thong, or a rope. When the Snare spell is cast upon it, the cordlike object blends with the background of its location. One end of the snare is tied in a loop which will contract about 1 or more of the limbs of any creature stepping inside the circle (note that the head of a worm or snake could also be thus ensnared). If a strong and supple tree is nearby, the snare will be fastened to it, and the dweomer of the spell will cause it to bend and then straighten when the loop is triggered, thus causing 1-6 hit points of damage to the creature trapped, and lifting off the ground by the trapped member(s) (or strangling it if the head/neck triggered the snare). If no such sapling or tree is available, the cord-like object will tighten upon the member(s) and then enwrap the entire creature, doing no damage, but tightly binding it. The snare is magical, so for 1 hour it is breakable only by storm giant or greater strength (23); each hour thereafter, the snare material loses magic so as to become 1 point more breakable per hour - 22 after 2 hours, 21 after 3, 20 after 4 - until 6 full hours have elapsed. At that time, 18 strength will break the bonds. After 12 hours have elapsed, the materials of the snare lose all of the magical properties, and the loop opens, freeing anything it had held. The druid must have a snake skin and a piece of sinew from a strong animal to weave into the cord-like object from which he or she will make the snare. Only mistletoe is otherwise needed.

#### **Stone Shape** (Alteration)

Casting: Full Round (V, S, M) Range: Touch Area of Effect: Three cubic feet plus one cubic foot per level Duration: Permanent Saving Throw: None

Explanation/Description: This spell is exactly the same as the fifth level magic-user spell, [Stone Shape](#) (q.v.), except as noted above and for the requirement of mistletoe as an additional component to enable a druid to cast the spell.

#### **Summon Insects** (Conjuration/Summoning)

Casting: Full Round (V, S, M) Range: 30ft Area of Effect: Special Duration: 1 round/level Saving Throw: None

Explanation/Description: When a Summon Insects spell is cast by a druid, he or she attracts flying insects 70% of the time. The exact insects called will be bees, biting flies, hornets, or wasps if flying insects are indicated, or biting ants or pinching beetles if non-flying insects are determined. A cloud of the flying type, or a swarm of the crawling sort, will appear after the spell is cast. They will attack any creature the druid points to. The attacked creature will sustain 2 hit points of damage per melee round, and it can do nothing but attempt to fend off these insects during the time it is so attacked. The summoned insects can be caused to attack another opponent, but there will be at least a 1 round delay while they leave the former recipient and attack the new victim, and crawling insects can travel only about 12' per round (maximum speed over smooth ground). It is possible in underground situations that the druid could summon 1-4 giant ants by means of the spell, but the possibility is only 30% unless giant ants are nearby. The materials needed for this spell are mistletoe, a flower and a bit of mud or wet clay.

#### **Tree** (Alteration)

Casting: *Standard* (5 segments. V, S, M) Range: 0 Area of Effect: Personal Duration: 6 turns + 1 turn/level Saving Throw: None

Explanation/Description: By means of this spell the druid is able to assume the form of a small living tree or shrub or that of a large dead tree trunk with but a few limbs. Although the closest inspection will not reveal that this plant is actually a druid, and for all normal tests he or she is, in fact, a tree or shrub, the druid is able to observe all that goes on around his or her person just as if he or she were in human form. The spell caster may remove the dweomer at any time he or she desires, instantly changing from plant to human form, and having full capability of undertaking any action normally possible to the druid. Note that all clothing and gear worn/carried change with the druid. The material components of this spell are mistletoe and a twig from a tree.

#### **Water Breathing** (Alteration) Reversible

Casting: *Standard* (5 segments. V, S, M) Range: Touch Area of Effect: Creature touched Duration: 6 turns/level Saving Throw: None

Explanation/Description: The recipient of a Water Breathing spell is able to freely breathe underwater for the duration of the spell, i.e. 6 turns for each *miracle*-level of the druid casting the spell. The reverse, Air Breathing, allows water breathing creatures to comfortably survive in the atmosphere for an equal duration.

## **Druid - Fourth Level Spells:**

#### **Animal Summoning I** (Conjuration/Summoning)

Casting: *Standard* (6 segment. V, S, Ms) Range: 40ft/level Area of Effect: Special Duration: Special Saving Throw: None

Explanation/Description: By means of this spell, the druid calls up to eight animals of whatever sort the druid names when the summoning is made, if such type are within spell range. These animals can have no more than four hit dice each. The animals summoned will aid the druid by whatever means they possess, staying until a fight is over, a specific mission is finished, the druid is safe, he or she sends them away, etc. The druid may try three times to summon three different sorts of animals, i.e. suppose that wild dogs are first summoned to no avail, then hawks are unsuccessfully called, and finally the druid calls for wild horses which may or may not be within summoning range. Your referee will determine probabilities if the presence of a summoned animal type is not known. Other than various sorts of giant animals, fantastic animals or monsters cannot be summoned lay this spell, i.e. no chimeras, dragons, gorgons, manticores, etc.

#### **Call Woodland Beings** (Conjuration/Summoning)

Casting: *1-2 Turns* (Special. V, S, M) Range: 120ft + 10ft/level Area of Effect: Special Duration: Special Saving Throw: Neg. (*WISx5 at -4*)

Explanation/Description: By means of this spell the druid is able to summon certain woodland creatures to his or her location. Naturally, this spell will only work outdoors, but not necessarily only in

wooded areas. The druid begins the incantation, and the spell must be continued uninterrupted until some called creature appears or 2 turns have elapsed. (The verbalization and somatic gesturing are easy, so this is not particularly exhausting to the spell caster.) Only 1 type of the following sorts of beings can be summoned by the spell, and they will come only if they are within the range of the call:

2-8 brownies	1-4 satyrs
1-4 centaurs	1-6 sprites
1-4 dryads	1 treant
1-8 pixies	1 unicorn

(Your referee will consult his outdoor map or base the probability of any such creature being within spell range upon the nature of the area the druid is in at the time of spell casting.)

The creature(s) called by the spell are entitled to a saving throw versus magic (at -4) to avoid the summons. Any woodland being answering the call will be favourably disposed to the spell caster and give whatever aid it is capable of. However, if the caller or members of the caller's party are of evil alignment, the creatures are entitled to another saving throw versus magic (this time at +4) when they come within 10ft of the druid or other evil character with him or her, and these beings will seek immediately to escape if the saving throw is successful. In any event, if the druid requests that the summoned creatures engage in combat on behalf of the druid, they are required to make a loyalty reaction score based on the druid's charisma and whatever dealings he or she has had with the called creature(s). The material components of this spell are a pinecone and 8 holly berries.

#### **Control Temperature, 10' Radius** (Alteration)

Casting: *Standard* (6 segments, V, S, M) Range: 0 Area of Effect: 20' diameter sphere Duration: 4 turns + 1 turn/level Saving Throw: None

Explanation/Description: When this spell is cast by the druid, the temperature surrounding the druid can be altered by 9 degrees Fahrenheit (5°C) per *miracle*-level of the spell caster, either upwards or downwards. Thus, a 10th *miracle*-level druid could raise the surrounding temperature from 1 to 90 degrees (1-50°C) or lower it by from 1 to 90 degrees (1-50°C). The spell lasts for a number of turns equal to 4 plus the *miracle*-level of the druid, i.e. when cast by a 10th *miracle*-level druid the spell persists for 14 turns.

#### **Cure Serious Wounds** (Necromantic) Reversible

Casting: *Standard* (6 segments, V, S, M) Range: Touch Area of Effect: creature touched Duration: Permanent Saving Throw: None

Explanation/Description: This spell is the same as the 4th level cleric [Cure Serious Wounds](#) spell (q.v.), with the exception of the fact that the spell requires the use of any sort of mistletoe.

#### **Dispel Magic** (Abjuration)

Casting: *Standard* (6 segments, V, S, M) Range: 80ft Area of Effect: 40ft cube Duration: Permanent Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the 3rd level cleric [Dispel Magic](#) spell (q.v.).

#### **Hallucinatory Forest** (Illusion/Phantasm) Reversible

Casting: *Standard* (6 segments, V, S, M) Range: 80ft Area of Effect: 400ft square/level Duration: Permanent Saving Throw: None

Explanation/Description: By casting this spell the druid causes the appearance of an Hallucinatory Forest to come into existence. The illusionary forest appears to be perfectly natural and is indistinguishable from a real forest. Other druids - as well as such creatures as centaurs, dryads, green dragons, nymphs, satyrs, and treants - will recognize the forest for what it is. All other creatures will believe it is there, and movement and order of march will be affected accordingly. The Hallucinatory Forest will remain until it is magically dispelled by a reverse of the spell or a Dispel Magic. The area shape is either rectangular or square, in general, at least 400ft deep, and in whatever location the druid casting the spell desires. The forest can be of less than maximum area if the druid wishes. One of its edges will appear up to 80ft away from the druid, according to the desire of the spell caster. (*Cf. The [magic-user](#) and [illusionist](#) variants.*)*[SJW Change: Area increased by factor of ten, to a more realistic size for a forest.]*

#### **Hold Plant** (Enchantment/Charm)

Casting: *Standard* (8 segments, V, S, M) Range: 80ft Area of Effect: Special Duration: 1 *minute*/level Saving Throw: Neg. (*WISx5, modified*)

Explanation/Description: The Hold Plant spell affects vegetable matter as follows: 1) it causes ambulatory vegetation to cease moving; 2) it prevents vegetable matter from entwining, grasping, closing, or growing; 3) it prevents vegetable matter from making any sound or movement which is not caused by wind. The spell effects apply to all forms of vegetation, including parasitic and fungoid types, and those magically animated or otherwise magically empowered. It affects such monsters as green slime, moulds of any sort, shambling mounds, shriekers, treants, etc. The duration of a Hold Plant spell is 1 *minute* per *miracle*-level of the druid casting the spell. It affects from 1 to 4 plants - or from 4 to 16 square yards of small ground growth such as grass or mould. If but one plant (or 4 square yards) is chosen as the target for the spell by the druid, the saving throw of the plant (or area of plant growth) is made at a -4 on the die; if two plants (or 8 square yards) are the target, saving throws are at -2; if three plants (or 12 square yards) are the target, saving throws are at -1; and if the maximum of 4 plants (or 16 square yards of area) are the target, saving throws are normal.

#### **Plant Door** (Alteration)

Casting: *Standard* (6 segments, V, S, M) Range: Touch Area of Effect: Special Duration: 1 turn/level Saving Throw: None

Explanation/Description: The Plant Door spell opens a magical portal or passageway through trees, undergrowth, thickets, or any similar growth - even growth of a magical nature. The Plant Door is open only to the druid who cast the spell, druids of a higher level, or dryads. The door even enables the druid to enter into a solid tree trunk and remain hidden there until the spell ends. If the tree is cut down or burned, the druid must leave before the tree falls or is consumed, or else he or she is killed also. The duration of the spell is 1 turn per *miracle*-level of the druid casting it. If the druid opts to stay within an oak, the spell lasts 9 times longer, if an ash tree it lasts 2 times as long. The path created by the spell is up to 4' wide, 8' high and 12'/level of experience of the druid long.

#### **Produce Fire** (Alteration) Reversible

Casting: *Standard* (6 segments, V, S, M) Range: 40ft Area of Effect: 12' square Duration: 1 *minute* Saving Throw: None

Explanation/Description: By means of this spell the druid causes a common-type fire of up to 12' per side in area boundary. While it lasts but a single *minute*, the fire produced by the spell will cause 1-4 hit points of damage *per round* on creatures within its area; and it will ignite combustible materials such as cloth, oil, paper, parchment, wood and the like so as to cause continued burning. The reverse, Quench Fire will extinguish any normal fire (coals, oil, tallow, wax, wood, etc.) within the area of effect.

#### **Protection From Lightning** (Abjuration)

Casting: *Standard* (6 segments, V, S, M) Range: Touch Area of Effect: Creature touched Duration: Special Saving Throw: None

Explanation/Description: This spell is exactly the same as the 3rd level [Protection From Fire](#) spell (q.v.) except that it applies to electrical/lightning attacks.

#### **Repel Insects** (Abjuration-Alteration)

Casting: Full Round (V, S, M) Range: 0 Area of Effect: 10' radius of the spell caster Duration: 1 turn/level Saving Throw: None

Explanation/Description: When this spell is cast the druid creates an invisible barrier to all sorts of insects, and normal sorts will not approach within 10' of the druid while the spell is in effect although any giant insects with 2 or more hit dice will do so if they make a saving throw versus magic, and even those which do so will sustain 1-6 hit points of damage from the passing of the magical barrier. Note that the spell does not in any way affect arachnids, myriapods, and similar creatures - it affects only true insects. The material components of the Repel Insects spell are mistletoe and one of the following: several crushed marigold flowers, a whole crushed leek, 7 crushed stinging nettle leaves or a small lump of resin from a camphor tree.

#### **Speak With Plants** (Alteration)

Casting: 1 Turn (V, S, M) Range: 0 Area of Effect: 80ft diameter circle Duration: 2 *minutes*/level Saving Throw: None

Explanation/Description: Except as noted above, and that the material component is that typically druidic (mistletoe, etc.), the spell is the same as the 4th level cleric spell [Speak With Plants](#).

## **Druid - Fifth Level Spells:**

#### **Animal Growth** (Alteration) Reversible

Casting: *Standard* (7 segments, V, S, M) Range: 80ft Area of Effect: Up to 8 animals in a 20ft square area Duration: 2 *minutes*/level Saving Throw: None

Explanation/Description: When this spell is cast, the druid causes all animals, up to a maximum of 8, within a 20ft square area to grow to twice their normal size. The effects of this growth are doubled hit dice (~~with resultant improvement in attack potential~~) and doubled damage in combat. The spell lasts for 2 *minutes* for each *miracle*-level of the druid casting the spell. Note that the spell is particularly useful in conjunction with a Charm Person/Mammal or a Speak With Animals spell. The reverse reduces animal size by one half, and likewise reduces hit dice, attack damage, etc.

#### **Animal Summoning II** (Conjuration/Summoning)

Casting: *Standard* (7 segments, V, S, M) Range: 60ft/level Area of Effect: Special Duration: Special Saving Throw: None

Explanation/Description: This spell is the same in duration and effect as the 4th level [Animal Summoning I](#) spell, except that up to six animals of no more than eight hit dice each can be called, or 12 animals of no more than four hit dice each can be called.

### Anti-Plant Shell (Abjuration)

Casting: *Standard* (7 segments, V, S, M) Range: 0 Area of Effect: 16' diameter hemisphere Duration: 1 turn/level Saving Throw: None

Explanation/Description: The Anti-Plant Shell spell creates an invisible barrier which keeps out all creatures or missiles of living vegetable material. Thus, the druid (and any creatures within the shell) is protected from attacking plants or vegetable creatures such as shambling mounds or treants. The spell lasts for one turn per *miracle*-level of the druid.

### Commune With Nature (Divination)

Casting: 1 Turn (V, S, M) Range: 0 Area of Effect: Special Duration: Special Saving Throw: None

Explanation/Description: This spell enables the druid to become one with nature in the area, thus being empowered with knowledge of the surrounding territory. For each *miracle*-level of the druid, he or she may "know" one fact, i.e. the ground ahead, left or right, the plants ahead, left or right, the minerals ahead, left or right, the water courses/bodies of water ahead, left or right, the people dwelling ahead, left or right, etc. The spell is effective only in outdoors settings, and operates in a radius of one half mile for each *miracle*-level of the druid casting the Commune With Nature spell.

### Control Winds (Alteration)

Casting: *Standard* (7 segments, V, S, M) Range: 0 Area of Effect: 40ft/level radius hemisphere Duration: 1 turn/level Saving Throw: None

Explanation/Description: By means of a Control Winds spell the druid is able to alter wind force in the area of effect. For every *miracle*-level of his or her *capability* experience, the druid is able to increase or decrease wind force by 6-3 miles per hour. Winds in excess of 30 miles per hour drive small flying creatures (those eagle-sized and under) from the skies and severely inhibit missile discharge. Winds in excess of 45 miles per hour drive even man-sized flying creatures from the skies. Winds in excess of 60 miles per hour drive all flying creatures from the skies and uproot trees of small size, knock down wooden structures, tear off roofs, etc. Winds in excess of 75 miles per hour are of hurricane force and cause devastation to all save the strongest stone constructions. A wind above 30 miles per hour makes sailing difficult, above 45 miles per hour causes minor ship damage, above 60 miles per hour endangers ships, and above 75 miles per hour sinks ships. There is an "eye" of 40ft radius around the druid where the wind is calm. A higher level druid can use a Control Winds spell to counter the effects of a like spell cast by a lower level druid (cf. [Control Weather](#)). The spell remains in force for 1 turn for each *miracle*-level of the druid casting it. Once the spell is cast, the wind force increases by 6-3 miles per hour per round until maximum speed is attained. When the spell is exhausted, the force of the wind diminishes at the same rate. Note that while the spell can be used in underground places, the "eye" will shrink in direct proportion to any confinement of the wind effect, i.e. if the area of effect is a 480ft radius, and the confined space allows only a 460ft radius, the "eye" will be 20ft radius; and any space under 440ft radius will completely eliminate the "eye" and subject the spell caster to the effects of the wind. *[SJW Change: Increase wind-speed modification (+/-6mph), to remain similar to original.]*

### Insect Plague (Conjuration/Summoning)

Casting: 1 Turn (V, S, M) Range: 320ft Area of Effect: 320ft diameter, 40ft high cloud Duration: 1 turn/level Saving Throw: None

Explanation/Description: Except as noted above, and other than the fact that the material component needed for the spell is mistletoe or the holly or oak leaves substitute, the spell is the same as the 5th level cleric [Insect Plague](#) spell (q.v.).

### Pass Plant (Alteration)

Casting: *Standard* (7 segments, V, S, M) Range: Touch Area of Effect: Special Duration: Special Saving Throw: None

Explanation/Description: By using this spell, a druid is able to enter a tree and move from inside it to another of the same type which lies in approximately the direction desired by the spell user and is

within the range shown below:

Type of Tree	Range of Area of Effect
Oak	600ft
Ash	540ft
Yew	480ft
Elm	420ft
Linden	360ft
deciduous	300ft
coniferous	240ft
other	180ft

The tree entered and that receiving the druid must be of the same type, living, and of girth at least equal to the druid. Note that if the druid enters a tree, suppose an ash, and wishes to pass north as far as possible (540ft), but the only appropriate ash in range is south, the druid will pass to the ash in the south. The Pass Plant spell functions so that the movement takes only one *second segment* (6 seconds) of a round. The druid may, at his or her option, remain within the receiving tree for a maximum of 1 *minute* per *miracle*-level. Otherwise, he or she may step forth immediately. Should no like tree be in range, the druid simply remains within the tree, does not pass elsewhere, and must step forth in the applicable number of *minutes*. (See [Plant Door](#) for effects of chopping or burning such a tree.)

### Sticks to Snakes (Alteration) Reversible

Casting: *Standard* (7 segments, V, S, M) Range: 40ft Area of Effect: 10ft cube Duration: 2 *minutes*/level Saving Throw: None

Explanation/Description: Except as noted above, and for the fact that the material component of the spell is typical for druids, this is the same as the 4th level cleric [Sticks To Snakes](#) spell (q.v.).

### Transmute Rock to Mud (Alteration) Reversible

Casting: *Standard* (7 segments, V, S, M) Range: 60ft Area of Effect: 20ft cube/level Duration: Special Saving Throw: None

Explanation/Description: This spell turns natural rock of any sort into an equal volume of mud. The depth of the mud can never exceed one-half its length and/or breadth. If it is cast upon a rock, for example, the rock affected will collapse into mud. Creatures unable to levitate, fly, or otherwise free themselves from the mud will sink and suffocate, save for lightweight creatures which could normally pass across such ground. The mud will remain until a *Dispel Magic* spell or a reverse of this spell, *Mud To Rock*, restores its substance - but not necessarily its form. Evaporation will turn the mud to normal dirt, from 1 to 6 days per cubic 10ft being required. The exact time depends on exposure to sun, wind and normal drainage. The *Mud To Rock* reverse will harden normal mud into soft stone (sandstone or similar mineral) permanently unless magically changed.

### Wall of Fire (Evocation)

Casting: *Standard* (7 segments, V, S, M) Range: 80ft Area of Effect: Special Duration: Special Saving Throw: None 1/2 (DEXx5)

Explanation/Description: The Wall Of Fire spell brings forth a blazing curtain of magical fire of shimmering colour - yellow-green or amber in case of druidical magic. The Wall Of Fire inflicts 4 to 16 hit points of damage, plus 1 hit point of damage per *miracle*-level of the spell caster, upon any creature passing through it. Creatures within 10ft of the wall take 2-8 hit points of damage, those within 20ft, take 1-4 hit points of damage. Creatures especially subject to fire may take additional damage, and undead always take twice normal damage. Only the side of the wall away from the spell caster will inflict damage. The opaque Wall Of Fire lasts for as long as the druid concentrates on maintaining it, or 1 *minute* per *miracle*-level of the druid in the event he or she does not wish to concentrate upon it. The spell creates a sheet of flame up to 20ft square per level of the spell caster, or as a ring with a radius of up to 5ft per *miracle*-level from the druid to its flames, and a height of 20ft. The former is stationary, while the latter moves as the druid moves. *[SJW Change: Saving throws allowed, for less damage.]*

## Druid - Sixth Level Spells:

### Animal Summoning III (Conjuration/Summoning)

Casting: *Standard* (8 segments, V, S, M) Range: 80ft/level Area of Effect: Special Duration: Special Saving Throw: None

Explanation/Description: This spell is the same in duration and effect as the 4th level [Animal Summoning I](#) spell except that up to 4 animals of no more than 16 hit dice each can be summoned, or eight of no more than 8 hit dice, or 16 creatures of no more than 4 hit dice each can be summoned.

### Anti-Animal Shell (Abjuration)

Casting: Full Round (V, S, M) Range: 0 Area of Effect: 20' diameter hemisphere Duration: 1 turn/level Saving Throw: None

Explanation/Description: By casting this spell the druid brings into being a hemispherical force field which prevents the entrance of any sort of animal matter of normal (not magical) nature. Thus, a giant would be kept out, but undead could pass through the shell of force, as could such monsters as aerial servants, demons, devils, etc. The Anti-Animal Shell lasts for 1 turn for each *miracle*-level the druid has attained.

### Conjure Fire Elemental (Conjuration/Summoning) Reversible

Casting: 6 Rounds (V, S, M) Range: 80ft Area of Effect: Special Duration: 1 turn/level Saving Throw: None

Explanation/Description: Upon casting a Conjure Fire Elemental spell, the druid opens a special gate to the Elemental Plane of Fire, and a strong fire elemental (see *ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL*) is summoned to the vicinity of the spell caster. It is 85% likely that a 16 die elemental will appear, 9% likely that 2 to 4 salamanders (q.v.) will come, a 4% chance exists that an efreeti (q.v.) will come, and a 2% chance exists that a huge fire elemental of 21 to 24 hit dice (d4 + 20) will appear. Because of the relationship of druids to natural and elemental forces, the conjuring druid need not fear that the elemental force summoned will turn on him or her, so concentration upon the activities of the fire elemental (or other creature summoned) or the protection of a magic circle is not necessary. The elemental summoned will help the druid however possible, including attacking opponents of the druid. The fire elemental or other creature summoned remains for a

maximum of 1 turn per *miracle*-level of the druid casting the spell - or until it is sent back by attack, a Dispel Magic spell or the reverse of the spell (Dismiss Fire Elemental). Only a druid can dismiss summoned salamanders, efreeti, or ultra-powerful elemental.

### Cure Critical Wounds (Necromantic) Reversible

Casting: *Standard* (8 segments, V, S, M) Range: Touch Area of Effect: Creature touched Duration: Permanent Saving Throw: None

Explanation/Description: This spell is the same as the 5th level cleric [Cure Critical Wounds](#) spell (q.v.), with the exception of the fact that the spell requires the use of any sort of mistletoe.

### Feeblemind (Enchantment/Charm)

Casting: *Standard* (8 segments, V, S) Range: 60ft Area of Effect: One creature Duration: Permanent Saving Throw: Neg. (*WISvWIS, modified*)

Explanation/Description: A spell which is solely for employment against those persons or creatures who use magic spells, Feeblemind causes the victim's brain to become that of a moronic child. The victim remains in this state until a Heal, Restoration or Wish spell is used to do away with the effects. The spell is of such a nature that the probability of it affecting the target creature is generally

enhanced, i.e. saving throws are lowered.

Type of Spells Used by Target Creature	Saving Throw Adjustment
Cleric	+1
Druid	-1
Magic-user (human)	-5
Illusionist	-4
Combination or non-human	-2

Note that the spell has no material component.

### Fire Seeds (Conjuration)

Casting: 1 Full Round/seed (V, S, M) Range: 40ft Area of Effect: Special Duration: Special Saving Throw: *None or 1/2 (DEXx5)*

Explanation/Description: The spell of Fire Seeds creates special missiles or timed incendiaries which burn with great heat. The druid may hurl these seeds up to 40ft or place them to ignite upon a command word. Acorns become fire seed missiles, while holly berries are used as the timed incendiaries. The spell creates up to four acorn fire seeds or eight holly berry fire seeds. The acorns burst upon striking their target, causing 2 to 16 hit points (2d8) of damage and igniting any combustible materials within a 10ft diameter of the point of impact. Although the holly berries are too light to make effective missiles, they can be placed, or tossed up to 6' away, to burst into flame upon a word of command. The berries ignite causing 1 to 8 hit points (d8) of damage to any creature in a 5ft diameter burst area, and their fire ignites combustibles in the burst area. The command range for holly berry fire seeds is 40ft. All fire seeds lose their power after the expiration of 1 turn per *miracle*-level of the druid casting the spell, i.e. a 4<sup>th</sup> 6<sup>th</sup> *miracle*-level druid has fire seeds which will remain potent for a maximum of 4<sup>th</sup> 6 turns after their creation. Targets of acorn fire seeds must be struck by the missile. If a saving throw is made, creatures within the burst area take only one-half damage, but creatures struck directly always take full damage. Note that no mistletoe or other material components beyond acorns or holly berries are needed for this spell.

### Transport Via Plants (Alteration)

Casting: *Standard* (3 segments, V, S) Range: Touch Area of Effect: Special Duration: Special Saving Throw: None

Explanation/Description: By means of this spell, the druid is able to enter any large plant and pass any distance to a plant of the same species in a single round regardless of the distance separating the two. The entry plant must be alive. The destination plant need not be familiar to the druid, but it also must be alive. If the druid is uncertain of the destination plant, he or she need merely determines direction and distance, and the Transport Via Plants spell will move him or her as near as possible to the desired location. There is a basic 20% chance, reduced 1% per level of experience of the druid, that the transport will deliver the druid to an allied species of plant from 1 to 100 miles removed from the desired destination plant. If a particular destination plant is desired, but the plant is not living, the spell fails, and the druid must come forth from the entrance plant within 24 hours. Harm to a plant housing a druid can affect the druid (cf. [Plant Door](#)). *This spell also works for transport via trees/stones at druidic holy sites, and in such places distance is not a limiting factor - transport is possible to any site along the same ley-line. [SJW Change: Transport between holy sites and along ley-lines seems nicely druidic.]*

### Turn Wood (Alteration)

Casting: *Standard* (8 segments, V, S, M) Range: 0 Area of Effect: 120ft wide path, 20ft long/level Duration: 4 minutes/level Saving Throw: None

Explanation/Description: When this spell is cast, waves of force roll forth from the druid, moving in the direction he or she faces, and causing all wooden objects in the path of the spell to be pushed away from the druid to the limit of the area of effect. Wooden objects above three inches diameter which are fixed firmly will not be affected, but loose objects (movable mantlets, siege towers, etc.) will move back. Objects under 3 inches diameter which are fixed will splinter and break and the pieces will move with the wave of force. Thus, objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts will be pushed back, dragging those carrying them with them; and if a spear is planted in order to prevent this forced movement, it will splinter. The Turn Wood spell lasts for 4 minutes per *miracle*-level of the druid casting it, and the waves of force will continue to sweep down the set path for this period. The wooden objects in the area of effect are pushed back at a rate of 40ft per melee round. The length of the path is 20ft per *miracle*-level of the druid, i.e. a 4<sup>th</sup> 7<sup>th</sup> *miracle*-level druid casts a Turn Wood spell with an area of effect 120ft wide by 280ft 140ft long, and the spell would last for 56 28 minutes (5-6 2.8 turns). As usual, the above assumes the druid is using greater mistletoe when casting the spell. Note that after casting the spell the path is set, and the druid may then do other things or go elsewhere without affecting the spell's power.

### Wall Of Thorns (Conjuration/Summoning)

Casting: *Standard* (8 segments, V, S, M) Range: 80ft Area of Effect: 400ft 10ft cube/level Duration: 1 turn/level Saving Throw: None

Explanation/Description: The Wall Of Thorns spell creates a barrier of very tough, pliable green angled brush bearing needle-sharp thorns as long as a person's finger. Any creature breaking through (or merely impacting upon) the Wall Of Thorns takes 8 20 hit points of damage, reduced by their armour plus an additional amount of hit points equal to the creature's armour class, i.e. 10 or fewer additional hit points of damage, with negative armour classes subtracting from the base 8 hit points of damage. Any creature within the area of effect of the spell when it is cast is considered to have impacted on the wall of thorns and in addition must break through to gain movement space. The damage is based on each 10ft thickness of the barrier. If the Wall Of Thorns is chopped at, it will take at least 4 turns to cut a path through a 10ft thickness. Normal fire will not harm the barrier, but magical fires will burn away the barrier in 2 turns with the effect of creating a wall of fire while doing so (see [Wall Of Fire](#) spell.) The nearest edge of the Wall Of Thorns appears up to 80ft distant from the druid, as he or she desires. The spell lasts for 1 turn for each *miracle*-level of the druid casting it, and covers an area of ten cubic inches one ten-foot cube per *miracle*-level of the caster in whatever form the caster desires. Thus a 4<sup>th</sup> 6<sup>th</sup> *miracle*-level druid could create a Wall Of Thorns 70ft 30ft long by 20ft high (or deep) by 10ft deep (or high), a 10ft high by 10ft wide by 440ft 60ft long wall to block a dungeon passage, or any other sort of shape that suited his or her needs.

### Weather Summoning (Conjuration/Summoning)

Casting: 1 Turn (V, S, M) Range: 0 Area of Effect: Special Duration: Special Saving Throw: None

Explanation/Description: The druidic Weather Summoning spell is similar to the [Control Weather](#) spell (q.v.) of clerical nature. By casting the spell, the druid calls forth weather commensurate with the climate and season of the area he or she is in at the time. Thus, in spring a tornado, thunderstorm, cold, sleet storm, or hot weather could be summoned. In summer a torrential rain, heat wave, hail storm, etc. can be called for. In autumn, hot or cold weather, fog, sleet, etc. could be summoned. Winter allows great cold, blizzard, or thaw conditions to be summoned. Hurricane-force winds can be summoned near coastal regions in the late winter or early spring. The summoned weather is not under the control of the druid. It might last but a single turn in the case of a tornado, or for hours or even days in other cases. The area of effect likewise varies from about 1 square mile to 100 or more square miles. Note that several druids can act in concert to greatly affect weather, controlling winds and/or working jointly to summon very extreme weather conditions. Within 4 turns after the spell is cast, the trend of the weather to come will be apparent, i.e., clearing skies, gusts of warm or hot air, a chill breeze, overcast skies, etc. Summoned weather will arrive 6 to 17 turns (d12 + 5) after the spell is cast. Anything less than greater mistletoe as the material component will sharply curtail the weather extremes desired.

## Druid - Seventh Level Spells:

### Animate Rock (Alteration)

Casting: *Standard* (9 segments, V, S, M) Range: 40ft Area of Effect: 2 cubic feet/level Duration: 1 minute/level Saving Throw: None

Explanation/Description: By employing an Animate Rock spell, the druid causes a lithic object of a size up to that indicated to move (see [Animate Object](#), the sixth level cleric spell.) The animated stone object must be separate, i.e. not a piece of a huge boulder or the like. It will follow the desire of the druid casting the spell - attacking, breaking objects, blocking - while the magic lasts. It has no intelligence nor volition of its own, but it follows instructions exactly as spoken. Note that only one set of instructions for one single action (the whole being simply worded and very brief - 12 words or so), can be given to the rock animated. The rock remains animated for 1 minute per *miracle*-level of the spell caster, and the volume of rock which can be animated is also based on the *miracle*-level of the druid - 2 cubic feet of stone per level, i.e. 24 cubic feet at the 4<sup>th</sup> 6<sup>th</sup> *miracle*-level.

### Chariot Of Sustarre (Evocation)

Casting: 1 Turn (V, S, M) Range: 10ft Area of Effect: Special Duration: 6 turns + 1 turn/level Saving Throw: None

Explanation/Description: When this spell is cast by a druid, it brings forth a large flaming chariot pulled by two fiery horses which appear in a clap of thunder amidst cloud-like smoke. This vehicle moves at 240ft on the ground, 480ft flying, and it can carry the druid and up to 8 other man-sized creatures whom he or she first touches so as to enable these creatures to be able to ride aboard this

burning transport. Creatures other than the druid and his or her designated passengers will sustain damage equal to that of a [Wall Of Fire](#) spell if they are within 5' of the horses or chariot, voluntarily or involuntarily. The druid controls the chariot by verbal command, causing the flaming steeds to stop or go, walk, trot, run or fly, turning left or right as he or she desires. Note that the Chariot Of Sustarre is a physical manifestation, and can sustain damage. The vehicle and steeds are struck only by magical weapons or by water one quart of which will cause 1 hit point of damage), they ~~are armour class 2 have 8 armour points~~, and each requires 30 hit points of damage to dispel. Naturally, fire has absolutely no effect upon either the vehicle or its steeds, but magical fires will affect the riders if they are exposed to them (other than those of the chariot itself). In addition to mistletoe, the druid casting this spell must have a small piece of wood, 2 holly berries, and a fire source at least equal too torch.

#### Confusion (Enchantment/Charm)

Casting: *Standard* (9 segments. V, S, M) Range: 80ft Area of Effect: Up to 40ft by 40ft Duration: 1 round/level Saving Throw: Special (*WIS* vs *WIS* at -2)

Explanation/Description: This spell causes Confusion in one or more creatures within spell range. Confused creatures will react as follows:

Die Roll	Action
01-10	Wander away for 1 turn
11-60	Stand confused for 1 round
61-80	Attack nearest creature for 1 round
81-00	Attack druid or his party for 1 round

The spell lasts for 1 melee round for each *miracle*-level of the spell caster. It will affect 2 to 8 creatures, plus a possible additional number of creatures determined by subtracting the level or number of hit dice of the strongest opponent creature within the spell range and area of effect from the one per *miracle*-level of the druid who cast the spell of Confusion. If a positive number results, it is added to the random die roll result for number of creatures affected; a negative number is ignored. All creatures affected will be those closest to the druid within the area of effect. Each affected creature must make a saving throw each round, unless they are caused to "wander away for 1 turn" in which case they will go as far away from the druid as is possible in one turn of normal movement, as conditions permit. All saving throws are at -2. Confused creatures act according to the table of actions shown above, but saving throws and actions are checked at the beginning of each round.

#### Conjure Earth Elemental (Conjuration/Summoning) Reversible

Casting: 1 Turn (V, S, M) Range: 40ft Area of Effect: Special Duration: 1 turn/level Saving Throw: None

Explanation/Description: When a druid casts a Conjure Earth Elemental spell, he or she summons an earth elemental of 16 hit dice to do the druid's bidding. Furthermore, the druid need but command it, and then do as he or she desires, for the elemental does not regard the druid who conjured it with enmity. The elemental remains until destroyed, dispelled, or sent away by dismissal (cf. [Conjure Fire Elemental](#)).

#### Control Weather (Alteration)

Casting: 1 Turn (V, S, M) Range: 0 Area of Effect: 4-32 square miles Duration: 8-96 hours Saving Throw: None

Explanation/Description: The druidic Control Weather spell is more powerful than the clerical spell of the same name ([q.v.](#)). The spell caster is able to change weather by two places from the prevailing conditions if greater mistletoe is used. It otherwise is the same as the 7th level cleric [Control Weather](#) spell.

#### Creeping Doom (Conjuration/Summoning)

Casting: *Standard* (9 segments. V, S, M) Range: 0 Area of Effect: Special Duration: 4 rounds/level Saving Throw: None

Explanation/Description: When the druid utters the spell of Creeping Doom, he or she calls forth a mass of from 500 to 1000 (d6 + 4) venomous, biting and stinging arachnids, insects and myriapods. This carpet-like mass will swarm in an area of 20ft square, and upon command from the druid will creep forth at 10ft per round towards any prey within 80ft, moving in the direction in which the druid commanded. The Creeping Doom will slay any creature subject to normal attacks, each of the small horrors inflicting 1 hit point of damage (each then dies after their attack), to that up to 1,000 hit points of damage can be inflicted on creatures within the path of the Creeping Doom. *Victims are bitten to d20 hit points below zero. (Defence blocks an extra 10/20/100 damage, according to the degree of success).* If the Creeping Doom goes beyond 80ft of the summoner, it loses 50 of its number for each 10ft beyond 80ft, i.e. at 100ft its number has shrunk by 100. There are a number of ways to thwart or destroy the creatures forming the swarm, all of which methods should be obvious. [*SJW Change: Victims must be bitten to below 0hps or they won't die; Defence gives similar protection to hit points in the old days.*]

#### Finger Of Death (Enchantment/Charm)

Casting: *Standard* (5 segments. V, S, M) Range: 60ft Area of Effect: One creature Duration: Permanent Saving Throw: Neg. (*CON* vs 5)

Explanation/Description: The Finger Of Death spell causes the victim's heart to stop. The druid utters the incantation, points his or her index finger at the creature to be slain, and unless the victim succeeds in making the appropriate saving throw, death occurs. A successful saving throw negates the spell.

#### Fire Storm (Evocation) Reversible

Casting: *Standard* (9 segments. V, S, M) Range: 160ft Area of Effect: 2x10ft cubes/level, minimum 46 8x10ft cubes Duration: 1 round Saving Throw: ½ (*DEX* vs 5)

Explanation/Description: When a Fire Storm spell is cast by a druid, a whole area is shot through with sheets of roaring flame which are equal to a [Wall Of Fire](#) (q.v.) in effect. Creatures within the area of fire and 10ft or less from the edge of the affected area receive 2 to 16 hit points of damage plus additional hit points equal to the *miracle*-level of the druid unless they make a saving throw, in which case they take only one-half damage. The area of effect is equal to 2x10ft cubes per *miracle*-level of the druid, i.e. a ~~4th~~ 7th *miracle*-level druid can cast a Fire Storm which measures ~~40ft~~ 70ft by 20ft by 10ft. The height of the storm is 10ft or 20ft; the balance of its area must be in length and width. The reverse spell, Fire Quench, smothers double the area of effect of a Fire Storm with respect to normal fires, and with respect to magical fires it has a 5% 10% chance per *miracle*-level of the caster of extinguishing a magical fire (such as a Fire Storm) of proportions up to the normal area of effect of the non-reversed spell.

#### Reincarnate (Necromantic)

Casting: 1 Turn (V, S, M) Range: Touch Area of Effect: Person touched Duration: Permanent Saving Throw: None

Explanation/Description: Druids have the capability of bringing back the dead in another body if death occurred no more than a week before the casting of the spell. The person reincarnated will recall the majority of his or her former life and form, but the class they have, if any, in their new incarnation might be different indeed. Abilities and speech are likewise often changed. The table below gives

the Reincarnation possibilities of this spell:

Die Roll	Incarnation
01-03	badger
04-08	bear, black
09-12	bear, brown
13-16	boar, wild
17-19	centaur
20-23	dryad
24-28	eagle
29-31	elf
32-34	faun
35-36	fox
37-40	gnome
41-44	hawk
45-58	human
59-61	lynx
62-64	owl
65-68	pixie
69-70	raccoon
71-75	stag
76-80	wolf
81-85	wolverine
86-00	use magic-user <a href="#">reincarnation</a> table

Any sort of player character can be reincarnated. If an elf, gnome or human is indicated, the character must be created. When the corpse is touched, a vision of the new incarnation will appear in the area within 1 to 6 turns (cf. sixth level magic-user spell [Reincarnation](#)). *The new incarnation will be new-born, and the vision will show where it can be found. (The spell can be repeated, to show further such visions if necessary). Casting this spell again while touching the new incarnation accelerates the ageing process so that it reaches maturity within ten minutes - and also awakens the memories of it's previous existence. [SJW Change: Having to find and age the new incarnation seems more fun (and 'realistic') than it just walking in the door.]*

#### Transmute Metal To Wood (Alteration)

Casting: *Standard* (9 segments. V, S, M) Range: 80ft Area of Effect: One metal object Duration: Permanent Saving Throw: Special (*Magic* 10% only)

Explanation/Description: The Transmute Metal To Wood spell allows the druid casting it to change an object from metal to wood. The volume of metal is equal to a maximum weight of 80 ~~gold pieces~~ 8 pounds per *miracle*-level. Magical objects of metal are only 10% likely to be affected by the spell. Note that even a Dispel Magic spell will not reverse the spell effects. Thus, a metal door changed to

wood would be forevermore a wooden door.

# MAGIC-USER SPELLS

[LEVEL ONE](#)   [LEVEL TWO](#)   [LEVEL THREE](#)   [LEVEL FOUR](#)   [LEVEL FIVE](#)   [LEVEL SIX](#)   [LEVEL SEVEN](#)   [LEVEL EIGHT](#)   [LEVEL NINE](#)

## Notes Regarding Magic-User Spells:

Magic-users employ a greater variety of material components than do other character classes employing spells, i.e. clerics and druids. Some of the required components will be difficult to find and/or expensive, but alternative spells can always be chosen.

The relatively short casting time for those spells with a material component assumes that the magic-user has decided upon which spell he or she will employ, and the material or materials needed are at hand in the numerous pockets and folds of the magic-user's garb. ~~If this is not the case, there will be a delay commensurate to the situation. It has been recommended to the referee that actual time relate to the game time in such situations if at all possible. If it takes 6 seconds to decide on which spell to cast, 1 segment of the round is gone. Having to search through a pack to locate some component is as good as wasting 5 segments – 30 seconds.~~

Substitute materials might be allowed. This is up to your Dungeon Master. It should be noted that such substitution could affect spell range, duration, area of effect, effect, etc.

~~In general, reversible or multiple application spells require the magic-user to determine which form he or she is memorizing prior to the adventure. Consult your referee in this regard.~~

*Variable spell effects are usually listed as a certain value "per level". In The System, this means "per level of intensity", i.e. per point of power expended on the spell when it is cast by the magic-user (not their character level). Reversible spells can be cast in either normal or reversed mode as the mage decides at casting time.*

## Cantrips (Zero-Level Spells):

*Casting: Standard (1 segment, V, S) Range: 10ft Area of Effect: 5ft sq. Duration: 1 turn Saving Throw: Neg.*

*Cantrips are minor (0th-level) magical spells. Their effects are small and generally of limited range, area and duration. Saving throws always apply versus the effects. Cantrips normally assist Apprentices with their duties but resourceful Mages may still find useful applications for them. Cantrips are common to all Schools of Magic.*

<b>Bluelight</b>	<i>Creates a small blue glow (5ft r.) and lasts as long as the caster concentrates (walking slowly is possible).</i>
<b>Bug/Debug</b>	<i>Summons a mouse, gnats, bee, wasp, spider or similar pest to a point within 10ft. (Dismiss any similar creepy-crawly).</i>
<b>Change</b>	<i>Slightly alters a small, non-magical object for up to 1 turn (e.g. a coin to a ring, parchment to hanky; etcetera).</i>
<b>Clean/Dirty</b>	<i>Polishes &amp; removes dirt from one object or small area. (Causes dust and grime to appear on one object or small area.)</i>
<b>Dim</b>	<i>Darkens the area for 1 turn, reducing normal lighting by half.</i>
<b>Distract</b>	<i>Everyone in the area must make a saving throw (WIS+10) or glance/look at some nearby irrelevance.</i>
<b>Dry/Dampen</b>	<i>Removes excess moisture from one person, object or small area. (Covers similar person/ object/area with moisture.)</i>
<b>Firefinger</b>	<i>A small flame appears on the caster's finger. Lasts one round.</i>
<b>Flavour</b>	<i>Gives an item of food/drink a taste specified by the caster, which must be well known to them.</i>
<b>Freshen/Spoil</b>	<i>Restores some vitality to food/drink/cut flowers for one hour. (Causes minor spoilage/curdling/wilting of similar item.)</i>
<b>Gather/Spill</b>	<i>Collects one type of small objects (e.g. pins, powder, coins) together into a heap (or container). (Disperses similar).</i>
<b>Haunt</b>	<i>Causes a spooky sound - clank, creak, groan, footsteps, moan, rattle, tap, thump, wail or similar.</i>
<b>Odour</b>	<i>Suffuses one object/area with a smell specified by the caster.</i>
<b>Palm/Present</b>	<i>Teleports a small object from the caster's hand to somewhere on their person. (Teleports object to caster's hand).</i>
<b>Reaction</b>	<i>Makes victim belch/cough/fart/giggle/nod/scratch/sneeze/twitch/wink or yawn if they fail a saving throw.</i>
<b>Smokepuff</b>	<i>A puff of coloured smoke appears as specified by the caster at a range of up to 10ft, then dissipates.</i>
<b>Sprout</b>	<i>Causes dramatic growth of hair, fur, plants, seeds, buds or similar.</i>
<b>Stitch/Ravel</b>	<i>Sews seams in one cloth or leather article. (Unpicks the seams in one non-magical cloth or leather article.)</i>
<b>Tie/Untie</b>	<i>Knots a piece of string/thread/rope as touched by the caster. (Removes knots/tangles from similar rope, etc.)</i>
<b>Unbolt</b>	<i>Creates a force which can affect bolts and similar fastenings. Can work through doors if known or well visualized.</i>
<b>Warm/Chill</b>	<i>Increases temperature of a small area or an item of food/drink to a pleasant level. (Decreases temperature similarly).</i>

## Mag - First Level Spells:

### Affect Normal Fires (Alteration)

*Casting: Standard (1 segment, V, S) Range: 5ft/level Area of Effect: 1' diameter fire Duration: 1 minute/level Saving Throw: None*

*Explanation/Description: This spell enables the magic-user to cause small fires - from as small as a torch or lantern to as large as a normal bonfire of 3' maximum diameter - to reduce in size and light to become match-like or increase in light so as to become as bright as a light spell. Reducing the fire will cut fuel consumption to half normal, and increasing the fire will double consumption. Note that heat output is not altered in either case!*

### Burning Hands (Alteration)

*Casting: Standard (1 segment, V, S) Range: 0 Area of Effect: Special Duration: 1 round Saving Throw: None*

*Explanation/Description: When the magic-user casts this spell, jets of searing flame shoot from his or her fingertips. Hands can only be held so as to send forth a fan-like sheet of flames, as the magic-user's thumbs must touch each other and fingers must be spread. The Burning Hands send out flame jets of 3' length in a horizontal arc of about 120° in front of the magic-user. Any creature in the area of flames takes 1 hit point of damage for each level of *intensity*, and no saving throw is possible. Inflammable materials touched by the fire will burn, i.e. cloth, paper, parchment, thin wood, etc.*

### Charm Person (Enchantment/Charm)

*Casting: Standard (1 segment, V, S) Range: 120ft Area of Effect: One person Duration: 1 hour/level ~~Special~~ Saving Throw: Neg. (WISvWIS)*

*Explanation/Description: Except as shown above, this spell is the same as the second level druid spell, [Charm Person Or Mammal](#) (q.v.), but the magic-user can charm only persons, i.e. brownies, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, and troglodytes. All other comments regarding spell effects apply with respect to persons. [SJW Change: Duration decreased dramatically! NB: Even a friend will not automatically believe everything you say, nor be controlled like an automaton!]*

### Comprehend Languages (Alteration) Reversible

*Casting: Full Round (V, S, M) Range: Touch Area of Effect: One written object or speaking creature Duration: 5 minutes/level Saving Throw: None*

*Explanation/Description: When this spell is cast, the magic-user is able to read an otherwise incomprehensible written message such as a treasure map (but not a magical writing, other than to know it is "magic") or understand the language of a speaking creature. In either case, the magic-user must touch the object to be read or the creature to be understood, and the spell does not enable the spell caster to write or speak the language. The material components of this spell are a pinch of soot and a few grains of salt. The reverse, Confuse Languages, prevents comprehension or cancels a Comprehend Languages spell.*

### Dancing Lights (Alteration)

*Casting: Standard (1 segment, V, S, M) Range: 40ft + 10ft/level Area of Effect: Special Duration: 2 minutes/level Saving Throw: None*

*Explanation/Description: When a Dancing Lights spell is cast, the magic-user creates, at his or her option, from 1 to 4 lights which resemble either A) torches and/or lanterns (and cast that amount of light), B) glowing spheres of light (such as evidenced by will-o-wisps), or C) one faintly glowing, vaguely man-like shape, somewhat similar to that of a creature from the Elemental Plane of Fire. The Dancing Lights move as the spell caster desires, forward or back, straight or turning corners, without concentration upon such movement by the magic-user. The spell will wink out if the range or duration is exceeded. Range is a base of 40ft plus 10ft for each level of *intensity*. Duration is 2 minutes per level of *intensity*. The material component of this spell is either a bit of phosphorus or witchwood or a glowworm.*

### Detect Illusion (Divination) [Incorporated from Illusionist spells list]

*Casting: Standard (1 segment, V, S, M) Range: Touch Area of Effect: Line of sight 10ft wide, 10ft/level long Duration: 3 minutes + 2 minutes/level Saving Throw: None*

*Explanation/Description: By means of this spell the Illusionist is able to see an Illusion and know it for exactly that. Note that it can be used to enable others to see Illusions as unreal if the spell caster*

touches the creature with both hands and the creature looks at the Illusion while so touched. The material component is a piece of yellow tinted crystal, glass, or mica.

### Detect Magic (Divination)

Casting: *Standard* (1 segment, V, S) Range: 0 Area of Effect: 10ft path, 60ft long Duration: 2 *minutes/level* Saving Throw: None

Explanation/Description: The only differences between this spell and the first level cleric [Detect Magic](#) spell are noted above (duration, area of effect, and no material component) [SJW Note: In *Pandaria*, this spell can be reproduced by use of the *Sense Magic* ability of the special magic skill, *Sensitivity*.]

### Enlarge/Reduce (Alteration) Reversible

Casting: *Standard* (1 segment, V, S, M) Range: 5ft/level Area of Effect: Special Duration: 1 turn/level Saving Throw: Neg. (CONx5)

Explanation/Description: This spell causes instant growth of a creature or object. Enlargement causes increase in both size and weight (*n.b. it primarily affects height, or other linear dimension*). It can be cast upon only a single creature or object. Spell range is 5ft for each level of *intensity*, and its duration is 1 turn per level of *intensity*. The effect of the enlargement spell is to increase the size (*i.e. height*) of a living creature (or a symbiotic or community entity, or an object) by 20% per level of *intensity*, with a maximum additional growth of 200%. ~~The effect on objects is one-half that of creatures, i.e. 10% per level to a 100% maximum additional enlargement.~~ The creature or object must be seen in order to effect the spell. The maximum volume of living material which can be initially affected is 10 cubic feet ~~for non-living matter, 5 cubic feet~~ per level of *intensity*. While magical properties are not increased by this spell - a huge +1 sword is still only +1, a staff-sized wand is still only capable of its normal functions, a giant-sized potion merely requires a greater fluid intake to make its magical effects operate, etc. - weight, mass and strength are. Thus, a table blocking a door would be heavier and more effective; a hurled stone would have more mass (and be more hurtful providing enlargement took place just prior to impact): chains would be more massive; doors thicker; a thin line turned to a sizable, longer rope; and so on. Likewise, a person 12' tall would be as an ogre, while an 18' tall person would actually be a giant for the duration of the spell. The reverse spell, *Reduce*, will negate the effects or actually make creatures or objects smaller in the same ratios as the regular spell application functions (*e.g. 1-power Reduce shrinks target to 100/(100+20) = 5/6ths normal height*). Unwilling victims of the spell, or its reverse, are entitled to a saving throw, which, if successful, indicates the magic does not function, and the spell is wasted. The material component of this spell is a pinch of powdered iron. [SJW Changes: Include 'Reduce' in the name to show it is reversible without being learned separately; affect living and non-living material equally, so it is actually useful - and doesn't squeeze people to death in their armour!]

### Erase (Alteration)

Casting: *Standard* (1 segment, V, S) Range: 30ft Area of Effect: One scroll or two facing pages Duration: Permanent Saving Throw: Neg. (Special)

Explanation/Description: The Erase spell removes writings of either magical or mundane nature from a scroll or one or two pages or sheets of paper, parchment or similar surfaces. It will not remove [Explosive Runes](#) or a [Symbol](#) (see these spells hereafter), however. There is a basic chance of 50%, plus 5% 2% per level of *intensity* with respect to magical writings, plus 10% 4% per level for mundane writing, that the spell will take effect. This represents the saving throw, and any percentile dice score in excess of the adjusted percentage chance means the spell fails. [SJW Change: Increase modifiers (+5%/+10% per-level), to remain similar to original.]

### Evil Eye (Necromancy) [Restricted to Necromancers only]

Casting: *Standard* (1 segment, S) Range: 10ft Area of Effect: One Person Duration: 1 day/level Saving Throw: Neg. (WISvWIS)

Explanation/Description: The affected person is afflicted with a minor curse, and suffers -1 on all saving throws for one full day per level of *intensity*. Note there is no verbal or material component and only a very limited somatic component - the caster need but fix the victim with a steely gaze for the spell to be cast.

### Feather Fall (Alteration)

Casting: *Free* (1/10 segment, V, M) Range: 10ft/level Area of Effect: Special Duration: 1 round/level Saving Throw: None

Explanation/Description: When this spell is cast, the creature(s) or object(s) affected immediately assumes the mass of a feathery piece of down. Rate of falling is thus instantly changed to a mere constant 2' per second, or 42' 24ft per round, and no damage is incurred when landing when the spell is in effect. However, when the spell duration ceases, normal rate of fall occurs. The spell can be cast upon the magic-user or some other creature or object up to the maximum range of 10ft per level of *intensity*. It lasts for 1 round for each level of *intensity*. The Feather Fall affects an area of 1 ten-foot cube ~~eubic inch~~, and the maximum weight of creatures and/or objects cannot exceed a combined total equal to a base 2,000 gold pieces 200 lbs weight plus 2,000 gold pieces 200 lbs weight per level of *intensity*. Example: a 2nd level of *intensity* spell has a range of 20ft, a duration of 2 rounds, a weight maximum of 6,000 gold pieces (600 pounds) when employing the spell. The spell works only upon free-falling or propelled objects. It will not affect a sword blow or a charging creature, but it will affect a missile. The material component is a small feather or a piece of down somewhere on the person of the spell caster.

### Find Familiar (Conjuration/Summoning)

Casting: 1-24 hours (V, S, M) Range: 1 mile/level Area of Effect: As spell range Duration: 1 turn/level Saving Throw: Neg. (Specials: WISvWIS)

Explanation/Description: A familiar is of certain benefit to a magic-user, as the creature adds to the spell caster's hit points, it conveys its sensory powers to its master, and it can converse with and will serve as a guard/scout/spy as well. However, the magic-user has no control over what sort of creature will answer the summoning, or if any at all will come, and the power of the conjuration is such that it can be attempted but once per year. At such time as the magic-user determines to find a familiar, he or she must stoke up a brass brazier with charcoal, and when this is burning well, add 100 g.p. worth of incense, herbs (basil, savoury, and catnip for sure), and fat. When these items are burning, the spell caster begins his or her incantation, and it must be continued until the familiar comes or the casting time is finished. Your referee will secretly determine all results. The magic-user has absolutely no control over what sort of a creature appears to become his or her familiar. This will be

determined on the table below:

Die Roll (d20)	Familiar	Sensory Powers
1-4	cat, black	excellent night vision & superior hearing
5-6	crow	excellent vision
7-8	hawk	very superior distance vision
9-10	owl, screech	night vision equals human daylight visual ability, superior hearing
11-12	toad	wide angle vision
13-14	weasel	superior hearing & very superior olfactory power
15	special - see sub-table below for details	
16-20*	no familiar available within spell range	

\* Subtract 1 from the die score for each 3 levels of *intensity* experience of the spell caster, and if the score is 15 or less roll again using d16, and if a 16 is rolled then the result is final.

If a score of 15 is rolled, use the table below for a special familiar:

Alignment of Magic-User	Result of Special Familiar
chaotic evil or neutral chaotic	quasit (see AD&D, MONSTER MANUAL)
chaotic good, neutral, or neutral good	pseudo-dragon (see AD&D, MONSTER MANUAL)
lawful neutral or lawful good	brownie (see AD&D, MONSTER MANUAL)
lawful evil or neutral evil	imp (see AD&D, MONSTER MANUAL)

Normal familiars have 2-4 hit points and armour class of 7 1 hit point and armour/defence totalling 3AP/30% (due to size, speed, etc.). Each is abnormally intelligent and totally faithful to the magic-user whose familiar it becomes. The number of the familiar's hit points is added to the hit point total of the magic-user when it is within 120ft of its master, but if the familiar should ever be killed, the magic-user will permanently lose double that number of hit points.

If a special familiar is indicated, details of the powers it conveys are given in ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL for all except the brownie. This creature becomes a friend and companion to the magic-user, and he or she will gain dexterity equal to the brownie's (18) and the advantage of never being surprised, as well as +2 on all saving throws. Note that special familiars are entitled to a saving throw versus magic when summoned by the spell, and if they succeed, they will ignore the spell, and NO familiar will be available that year to the caster.

A familiar will fight for the life of the magic-user it serves only in a life-and-death situation, and imps and quasits will be 90% likely not to do so at the risk of their own life. [SJW Note: In *Pandaria*, this spell is generally replaced by use of the *Familiarize* ability of the special magic skill, *Ceremony*.]

### Friends (Enchantment/Charm)

Casting: *Standard* (1 segment, V, S, M) Range: 0 Area of Effect: 10ft + 10ft / level radius sphere Duration: 1 minute/level Saving Throw: Special (WISvWIS)

Explanation/Description: A Friends spell causes the magic-user to gain a temporary increase of 2-8 points in charisma - or a temporary lowering of charisma by 1-4 points - depending on whether creatures within the area of effect of the spell make - or fail - their saving throw versus magic. Those that fail their saving throw will be very impressed with the spell caster and desire greatly to be his or her friend and help. Those that do not fail will be uneasy in the spell caster's presence and tend to find him or her irritating. Note that this spell has absolutely no effect on creatures of animal intelligence or lower. The components for this spell are chalk (or white flour), lampblack (or soot), and vermilion applied to the face before casting the spell.

### Gaze Reflection (Alteration) [Incorporated from Illusionist spells list]

Casting: *Standard* (1 segment, V, S) Range: 0 Area of Effect: Special Duration: 1 minute Saving Throw: None

Explanation/Description: The Gaze Reflection spell creates a mirror-like area of air before the Illusionist. Any gaze attack, such as that of a basilisk or a medusa, will be reflected back upon the gazer if it looks upon the spell caster.

### Hold Portal (Alteration)

Casting: *Standard* (1 segment. V) Range: 20ft/level Area of Effect: 80 square feet/level Duration: 1 *minute*/level Saving Throw: None

Explanation/Description: This spell magically bars a door, gate or valve of wood, metal or stone. The magical closure holds the portal fast just as if it were securely stopped and locked. The range of the spell is 2' per level of experience of the caster, and it lasts for 1 *minute* per level. Note that any extra-dimensional creature (demon, devil, elemental, etc.) will shatter such a held portal. A magic-user casting a *counter-spell* of four or more experience levels higher than the spell *easter* can open the held portal at will. A [Knock](#) spell (q.v.) or [Dispel Magic](#) spell (q.v.) will negate the Hold Portal. Held portals can be broken or battered down.

### Hypnotism (Enchantment/Charm) *[Illusionists only] [Incorporated from Illusionist spells list]*

Casting: *Standard* (1 segment. V, S) Range: 30ft Area of Effect: One to six creatures Duration: 1 *minute* + 1 *minute*/level Saving Throw: Neg. (*WIS*v*WIS*)

Explanation/Description: The gestures of the Illusionist, along with his or her droning incantation, cause from 1 to 6 creatures to become susceptible to suggestion (see the third level magic-user [Suggestion](#) spell). The suggestion must be given after the Hypnotism spell is cast, and until that time the success of the spell is unknown. Note that the subsequent suggestion is not a spell, but simply a vocalized urging. Creatures which make their saving throw are not under hypnotic influence.

### Identify (Divination)

Casting: 1 Turn (V, S, M) Range: 0 Area of Effect: One item Duration: 1 *round*/level Saving Throw: Special (*INT*x5)

Explanation/Description: When an Identify spell is cast, one item may be touched and handled by the magic-user in order that he or she may possibly find what dweomer it possesses. The item in question must be held or worn as would be normal for any such object. i.e. a bracelet must be placed on the spell caster's wrist, a helm on his or her head, boots on the feet, a cloak worn, a dagger held, and so on. Note that any consequences of this use of the item fall fully upon the magic-user, although any saving throw normally allowed is still the privilege of the magic-user. For each *round* the spell is in force, it is 15% + 5% per level of *intensity* probable that 1 property of the object touched can become known - possibly that the item has no properties and is merely a ruse (the presence of Nystul's Magic Aura or a Magic Mouth being detected). Each time a property can be known, the referee will secretly roll to see if the magic-user made his or her saving throw versus magic. If the save was successful, the property is known; if it is 1 point short, a false power will be revealed; and if it is lower than 1 under the required score no information will be gained. The item will never reveal its exact plusses to hit or its damage bonuses, although the fact that it has few or many such plusses can be discovered. If it has charges, the object will never reveal the exact number, but it will give information which is +/-25% of actual i.e. a wand with 40 charges could feel as if it had 30, or 50, or any number in between. The item to be identified must be examined by the magic-user within 1 hour per level of *intensity* of the spell used after it has been discovered, or all readable impressions will have been blended into those of the characters who have possessed it since. After casting the spell and determining what can be learned from it, the magic-user loses 8 points of constitution. He or she must rest for 6 turns per 1 point in order to regain them. If the 8 point loss drops the spell caster below a constitution of 3, he or she will fall unconscious, and consciousness will not be regained until full constitution is restored 24 hours later. The material components of this spell are a pearl (of at least 100g.p. value) and an owl feather steeped in wine, with the infusion drunk and a live miniature carp swallowed whole prior to spell casting. If a luckstone is powdered and added to the infusion, probability increases 25% and all saving throws are made at +4. [*SJW Note: In Pandaria, this spell can be reproduced by use of the Identify Magic ability of the special magic skill, Sensitivity.*]

### Jump (Alteration)

Casting: *Standard* (1 segment. V, S, M) Range: Touch Area of Effect: Creature touched Duration: Special Saving Throw: None

Explanation/Description: When this spell is cast, the individual is empowered to leap up to 30' forward or 10' backward or straight upward. Horizontal leaps forward or backward are in only a slight arc - about 2/10' of distance travelled. The Jump spell does not ensure any safety in landing or grasping at the end of the leap. For every 3 additional levels of experience of the magic-user beyond the 1st, he or she is able to empower 1 additional leap, so a 4th level of *intensity* spell which enables the recipient to make 2 leaps, 3 leaps at 7th level, etc. All leaps must be completed within 1 turn after the spell is cast, for after that period has elapsed the spell wears off. The material component of this spell is a grasshopper's hind leg, one for each leap, to be broken when the leap is made. [*SJW Change: One leap allowed per point of power, otherwise intensifying it would be pointless!*]

### Light (Alteration)

Casting: *Standard* (1 segment. V, S) Range: ~~Touch~~ 60ft Area of Effect: 20ft radius globe Duration: 1 turn/level Saving Throw: None

Explanation/Description: With the exceptions noted above, this spell is the same as the first level cleric [Light](#) spell (q.v.). [*SJW Change: Reduced to touch-range, so it can't be used as an attack spell - because that's just silly!*]

### Mage Armour (Conjuration, Abjuration)

Casting: *Standard* (1 segment. V, S, M) Range: 0 Area of Effect: Caster Duration: 1 hour/level Saving Throw: None

Explanation/Description: Surrounds the caster with an invisible but tangible field of force, which protects like armour of 4AP value. Unlike mundane armour, Mage Armour entails no spell-casting penalty, skill reduction or encumbrance. Critical hits still by-pass it, but incorporeal creatures attacks do not automatically pass through it. Material component is a scrap of cured leather.

### Magic Missile (Evocation)

Casting: *Standard* (1 segment. V, S) Range: 60ft + 10ft/level Area of Effect: One or more creatures in a 10 square foot area Duration: Special Saving Throw: None (*Defence* applies)

Explanation/Description: Use of the Magic Missile spell creates one or more magical missiles which dart forth from the magic-user's fingertip and unerringly strike their target. Each missile does ~~2 to 5 hit points (d4+1)~~ of *d3* damage. If the magic-user has multiple missile capability, he or she can have them strike a single target creature or several creatures, as desired. For each level of *intensity*, the range of his or her Magic Missile extends 10ft beyond the 60ft base range. ~~For every 2 levels of experience, and the magic-user gains an additional missile, i.e. 2 at 3rd level, 3 at 5th level, 4 at 7th level, 2 at 2 power, 3 at 3 power, 4 at 4 power, etc. Armour does not protect against Magic Missiles, but they can be dodged using Defence (check separately for each).~~ [*SJW Change: Damage per missile is less but more are gained per level, by a simpler formula.*]

### Mending (Alteration)

Casting: *Standard* (1 segment. V, S, M) Range: 30ft Area of Effect: One object Duration: Permanent Saving Throw: None

Explanation/Description: This spell repairs small breaks in objects. It will weld a broken ring, chain link, medallion or slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or wineskin is completely healed over by a Mending spell. This spell will not repair magic items of any kind. The material components of this spell are two small magnets of any type (lodestone in all likelihood) or two burrs.

### Message (Alteration)

Casting: *Standard* (1 segment. V, S, M) Range: 60ft + 10ft/level Area of Effect: 2½ft path Duration: 5 *rounds* + 1 *round*/level Saving Throw: None

Explanation/Description: When this spell is cast, the magic-user can whisper a message and secretly, or openly, point his or her finger while so doing, and the whispered message will travel in a straight line and be audible to the creature pointed at. The message must fit spell duration, and if there is time remaining, the creature who received the message can whisper a reply and be heard by the spell caster. Note that there must be an open and unobstructed path between the spell caster and the recipient of the spell. The material component of the spell is a short piece of copper drawn fine.

### Nystul's Magic Aura (Illusion/Phantasm)

Casting: Full Round (V, S, M) Range: Touch Area of Effect: Special Duration: 1 day/level Saving Throw: Special (*INT*x5)

Explanation/Description: By means of this spell any one item of a weight of ~~50 g.p.~~ 5 lbs per level of *intensity* can be given an aura which will be noticed if detection of magic is exercised upon the object. If the object bearing the Nystul's Magic Aura is actually held by the creature detecting for a dweomer, he, she or it is entitled to a saving throw versus magic, and if this throw is successful, the creature knows that the aura has been placed to mislead the unwary. Otherwise, the aura is simply magical, but no amount of testing will reveal what the magic is. The component for this spell is a small square of silk which must be passed over the object to bear the aura.

### Protection From Evil (Abjuration) Reversible

Casting: *Standard* (1 segment. V, S, M) Range: Touch Area of Effect: Creature touched Duration: 2 *minutes*/level Saving Throw: None

Explanation/Description: With the differences shown above, and the requirement of powdered iron and silver as the material components for tracing the magic circle for Protection From Evil, the spell is the same as the first level cleric [Protection From Evil](#) spell (q.v.). [*SJW Note: This spell, and similar protections, can last for extended periods if cast in a pre-prepared/inscribed protective diagram.*]

### Push (Conjuration/Summoning)

Casting: *Standard* (1 segment. V, S, M) Range: 10ft + 2½ft/level Area of Effect: Special Duration: Instantaneous Saving Throw: Neg. (*STR*x5)

Explanation/Description: Upon pronouncing the syllables of this spell, the magic-user causes an invisible force to strike against whatever object he or she is pointing at. The force of the Push is not great, being 1 foot-pound per *intensity* level of *power* the magic-user used casting the spell, but it can move small objects up to 1' in a direction directly away from the caster, topple an object under the proper conditions, or cause a creature to lose its balance. An example of the latter use is causing a creature attacking to lose its balance when it is attacking, for if the creature fails its saving throw, it will not be able to attack that round. Of course, the mass of the creature attacking cannot exceed the force of the Push by more than a factor of 50, i.e. a 1st level of *intensity* spell cannot effectively push a creature weighing more than 50 pounds. A Push spell employed against an object held by a creature will cause it to subtract the force of the spell in foot-pounds (1, 2, 3, etc.) from its ~~chance to hit~~ damage or add to opponent saving throws as applicable if the creature fails to make its saving throw against magic when the spell is cast. The material component of this spell is a small pinch of powdered brass which must be blown from the palm prior to pointing at the object of the spell.

### Read Magic (Divination) Reversible

Casting: *Special* (1-round, V, S, M) Range: 0 Area of Effect: Special Duration: *Special* 2 rounds/level Saving Throw: None

Explanation/Description: By means of a Read Magic spell, the magic-user is able to read magical inscriptions on objects—books, scrolls, weapons and the like—which would otherwise be totally unintelligible to him or her. (The personal books of the magic-user, and works already magically read, are intelligible.) This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a curse scroll. Furthermore, once the spell is cast and the magic-user has read the magical inscription, he or she is thereafter able to read that particular writing without recourse to the use of the Read Magic spell. The duration of the spell is 2 rounds per level of experience of the spell-caster. The material component for the spell is a clear crystal or mineral prism. Note that the material is not expended by use. The reverse of the spell, Unreadable Magic, makes such writing completely unreadable to any creature, even with the aid of a Read Magic, until the spell wears off or the magic is dispelled. The material components for the reverse spell are a pinch of dirt and a drop of water.

By means of a Ready Magic spell, the magic-user is able to store a spell, making magic ready for use later. Each casting allows the caster to recharge an empty talisman or charged item with one charge of the required spell. The intensity must be one per level of the spell to be stored. The casting time is 2 turns or more: one turn of initial chanting to prepare for storage, then the spell to be stored is cast, then one more turn of chanting to stabilize the magic. The duration is semi-permanent: the magic will last until it is used. Note that when the spell to be stored is cast, the caster must make an INTx10 roll to guide the magic into the item. (Material components for this variation: A lead-lined room and the item to be recharged).

There are three variations of Ready Magic, by which a potion, talisman or amulet can be created:

**POTION:** Casting the spell while a potion is brewed allows a spell to be stored in the liquid. A laboratory and suitable esoteric ingredients (costing at least 2000sp per level of the spell) are required for this process. From one to four doses will be created, depending upon the skill of the alchemist (fail 1, normal 2 special 3, critical 4, checked at -10% per level of the spell). The stored spell is cast, once per dose, while the liquid finally distils. Note that potions must usually be imbued to trigger the magic (exceptions include Stinking Cloud Bombs and Wrathform Oil), and can take 1-6 rounds to work. Also note that some potions may deteriorate or 'go off' over time. (Additional material component: Liquid brewed with suitable ingredients, as described).

**TALISMAN:** Casting an intensified version of the spell during manufacture of a suitable item, often a small wand, can create a magical talisman. The intensity must be 3 per level of the stored spell. The talisman must be made with appropriate esoteric materials which, if available, will cost at least 2000sp per level of stored spell. In addition, there will be special material components which the mage must gather personally. The caster must make the item in a laboratory, and this takes 1 week per level of the stored spell (guild laboratory rent is 1000sp per week). As soon as the item is finished, the spell to be stored must be cast into it, and the Ready Magic completed. (Additional material component: Item manufactured with suitable ingredients, as described).

**AMULET:** Casting a highly intensified version of the spell during manufacture of a suitable item, usually a large medallion, can create a magical amulet (which protects against evocation magics). The intensity must be 4 per "+" bonus that the amulet is required to have. The amulet must be made with appropriate esoteric materials which, if available, will cost at least 200sp x 10 to-the-power-of-the bonus. In addition, there will be special material components which the mage must gather personally. The caster must make the item in a laboratory, and this takes 1 week per level of the required bonus. As soon as the item is finished, a counter-spelled version of an evocation must be cast into it, and the Ready Magic completed. (Additional material component: Item manufactured with suitable ingredients, as described). [SJW Changes: Read Magic is not used but is replaced with this variant to store magic (and to create potions and talismans/amulets at higher levels).]

### Shield (Evocation)

Casting: *Standard* (1 segment, V, S) Range: 0 Area of Effect: Special Duration: 5 minutes/level Saving Throw: None

Explanation/Description: When this spell is cast, an invisible barrier before the front of the magic-user comes into being. This Shield will totally negate Magic Missile attacks. It provides the equivalent protection of a large shield wielded with 50% skill (18AP, 75% cover) armour class 2 against hand hurled missiles (axes, darts, javelins, spears, etc.), armour class 3 against small device-propelled missiles (arrows, bolts, bullets, manticore spikes, sling stones, etc.), and armour class 4 against all other forms of attack. The Shield also adds +1 to the magic-user's saving throw dice vs. attacks which are basically frontal. Note that all benefits of the spell accrue only to attacks originating from the front facing of the magic-user, where the Shield can move to interpose itself properly. [SJW Change: Altered to parry like a shield normally does, but only at 50% skill so the mage isn't too safe!]

### Shocking Grasp (Alteration)

Casting: *Standard* (1 segment, V, S) Range: Touch Area of Effect: Creature touched Duration: One touch Saving Throw: None

Explanation/Description: When the magic-user casts this spell, he or she develops a powerful electrical charge which gives a jolt to the creature touched. The Shocking Grasp delivers from 1 to 8 hit points damage (d8), plus 1 hit point per level of intensity, i.e. a 2nd level of intensity spell would discharge a shock causing 3 to 10 hit points of damage. While the magic-user must only come close enough to his or her opponent to lay a hand on the opponent's body or upon an electrical conductor which touches the opponent's body, a like touch from the opponent does not discharge the spell.

### Sleep (Enchantment/Charm)

Casting: *Standard* (1 segment, V, S, M) Range: 30ft + 10ft/level Area of Effect: Special Duration: 5 rounds/level Saving Throw: None Neg. (WISvWIS)

Explanation/Description: When a magic-user casts a Sleep spell, he or she will usually cause a comatose slumber to come upon one or more creatures [other than undead and certain other creatures specifically excluded (see ADVANCED DUNGEONS & DRAGONS: MONSTER MANUAL) from the spell's effects]. All creatures to be affected by the Sleep spell must be within a 30ft diameter

circle. The number of creatures which can be affected is a base 1-4(d4), plus 1 per level of intensity at which the spell is cast, a function of their life energy levels, expressed as hit dice and hit points:

Creatures Hit Dice	Number Affected By Sleep Spell
up to 1	4-16 (4d4)
1+1 to 2	2-8 (2d4)
2+1 to 3	1-4 (1d4)
3+1 to 4	1-2 (½d4, round off)
4+1 to 4+4	0-1 (d4, 3 or 4)

The area of effect is determined by the range and area centre decided upon by the spell caster. Slapping or wounding will awaken affected creatures, but noise will not do so. Awakening requires 1 complete melee round. Note that sleeping creatures can be slain automatically at a rate of 1 per slayer per melee round. The material component for this spell is a pinch of fine sand, rose petals, or a live cricket. [SJW Changes: Less creatures affected and a save applies, but simplified. It was too powerful before.]

### Spider Climb (Alteration)

Casting: *Standard* (1 segment, V, S, M) Range: Touch Area of Effect: Creature touched Duration: 1 minute + 1 minute/level Saving Throw: None

Explanation/Description: A Spider Climb spell enables the recipient to climb and travel upon vertical surfaces just as a giant spider is able to do, i.e. at 30ft movement rate, or even hang upside down from ceilings. Note that the affected creature must have bare hands and feet in order to climb in this manner. During the course of the spell the recipient cannot handle objects which weigh less than 5/bs 50 g.p., for such objects will stick to the creature's hands/feet, so a magic-user will find it virtually impossible to cast spells if under a Spider Climb dwomeer. The material components of this spell are a drop of bitumen and a live spider, both of which must be eaten by the spell recipient.

### Tenser's Floating Disc (Evocation)

Casting: *Standard* (1 segment, V, S, M) Range: 20ft Area of Effect: Special Duration: 3 turns + 1 turn/level Saving Throw: None

Explanation/Description: With this spell, the caster creates the circular plane of null-gravity known as Tenser's Floating Disc after the famed wizard of that appellation (whose ability to locate treasure and his greed to recover every copper found are well known). The disc is concave, 3' in diameter, and holds 1,000 g.p. 100 lbs weight per level of intensity the magic-user used casting the spell. The disc floats at approximately 3' above the ground at all times and remains level likewise. It maintains a constant interval of 6' between itself and the magic-user if unbidden. It will otherwise move within its range, as well as along with him at a rate of 60ft, at the command of the magic-user. If the spell caster moves beyond range, or if the spell duration expires, the floating disc winks out of existence and whatever it was supporting is precipitated to the surface beneath it. The material component of the spell is a drop of mercury.

### Unseen Servant (Conjuration/Summoning)

Casting: *Standard* (1 segment, V, S, M) Range: 0 Area of Effect: 30ft radius of spell caster Duration: 6 turns + 1 turn/level Saving Throw: None

Explanation/Description: The Unseen Servant is a non-visible valet, a butler to step and fetch, open doors and hold chairs, as well as to clean and mend. The spell creates a force which is not strong, but which obeys the command of the magic-user. It can carry only light-weight items - a maximum of 200 gold pieces 20 lbs weight suspended, twice that amount moving across a relatively friction-free surface such as a smooth stone or wood floor. It can only open normal doors, drawers, lids, etc. The Unseen Servant cannot fight nor can it be killed, as it is a force rather than a creature. It can be magically dispelled, or eliminated after taking 6 hit points of magical damage. The material components of the spell are a piece of string and a bit of wood.

### Ventriloquism (Illusion/Phantasm)

Casting: *Standard* (1 segment, V, M) Range: 10ft/level, maximum 60ft Area of Effect: One object Duration: 2 minutes + 1 minute/level Saving Throw: None

Explanation/Description: This spell enables the magic-user to make it sound as if his or her voice - or someone's voice or similar sound - is issuing from someplace else, such as from another creature, a statue, from behind a door, down a passage, etc. The spell caster is able to make his or her voice sound as if a different creature were speaking or making the noise; of course, in a language known by him or her, or a sound which the caster can normally make. With respect to such voices and sounds, there is a 10% chance per point of intelligence above 12 of the hearer that the ruse will be recognized. The material component of the spell is a small cone of parchment.

### Wall Of Fog (Alteration) [Illusionists only] [Incorporated from Illusionist spells list]

Casting: *Standard* (1 segment, V, S, M) Range: 30ft Area of Effect: Special Duration: 2-8 minutes + 1 minute/level Saving Throw: None

Explanation/Description: By casting this spell the Illusionist creates a wall of misty vapours in whatever area within the spell range he or she desires. The Wall Of Fog obscures all sight, normal and/or infravision, beyond 2'. The area of effect is a cube of 20ft per side per level of intensity. The misty vapours persist for 3 or more minutes unless blown away by a strong breeze (cf. Gust Of Wind). The material component is a pinch of split dried peas.

### Write (Evocation)

Casting: Full Round (V, S, M) Range: 0 Area of Effect: One magical spell inscription Duration: 1 hour/level Saving Throw: Special (*INTx5 + modifier*)

Explanation/Description: By means of this spell a magic-user might be able to inscribe a spell to make a magical scroll he or she cannot understand at the time (due to level or lack of sufficient intelligence) into the tome or other compilation he or she employs to maintain a library of spells. The magic-user must make a saving throw versus magic to attempt the writing of any spell, +2 if it is only up to 1 level greater than he or she currently uses, 0 at 2 levels higher, and -1 per level from 3 levels higher onwards. If this throw fails, the magic user is subject to 1d4 of damage for every level of the spell he or she was attempting to transcribe into his or her magic book, and furthermore be knocked unconscious for a like number of turns. This damage, if not fatal, can only be healed at the rate of 1-4 points per day, as it is damage to psyche and body. Furthermore, a spell will take 1 hour per level to transcribe in this fashion, and during this period, the magic-user is in a trance state and can always be surprised by any foe. In addition to the writing surface upon which the spell is to be transcribed, the spell caster needs a fine ink composed of rare substances (minimum cost 200 g.p. per bottle, if available at all without manufacture by the magic user).

*WRITE MAGIC: An alternative use of the Write spell allows the caster to create a magical scroll which contains the power of a spell. The scroll will hold the spell until it is read and the power is released. The intensity required is equal to the level of the spell to be contained. The spell to be contained must be cast immediately upon completion of this one. The mage must inscribe the psychophonic formulae of the contained spell upon a roll of fine vellum, parchment or similar material using ink made from suitable esoteric substances. Specifics will vary according to the spell to be contained. The cost of such substances will be at least 1000sp per level of spell to be inscribed. The Mage must also use quills from a magical feathered beast such as a griffin. Excess power will not be contained by the scroll: the contained spell must be cast with the minimum power required (eg 3 for 3rd level spell). (Material components for this variation are: Special Ink, Magical Quill and fine parchment). [SJW Changes: Scroll-writing variation added.]*

## Mage - Second Level Spells:

### Audible Glamour (Illusion/Phantasm)

Casting: Standard (2 segments, V, M) Range: 60ft + 10ft/level Area of Effect: Hearing range Duration: 2 minutes/level Saving Throw: Special (*INTx5*)

Explanation/Description: When the Audible Glamour spell is cast, the magic-user causes a volume of sound to arise, at whatever distance he or she desires (within range), and seeming to recede, close, or remain in a fixed place as desired. The volume of sound caused, however, is directly related to the level of *intensity* the spell-caster. The relative noise is based upon the lowest level at which the spell can be cast, ~~3rd level~~ 2 *intensity*. The noise of the Audible Glamour at this level is that of 4 men, maximum. Each additional ~~experience~~ level adds a like volume, so at ~~4th level~~ 3 *intensity* the magic-user can have the spell cause sound equal to that of 8 men, maximum. Thus, talking, singing, or shouting, and/or walking, marching or running sounds can be caused. The auditory illusion created by an Audible Glamour spell can be virtually any type of sound, but the relative volume must be commensurate with the level of the ~~magic-user~~ casting the spell. A horde of rats running and squeaking is about the same volume as 8 men running and shouting. A roaring lion is equal to the noise volume of 16 men, while a roaring dragon is equal to the noise volume of no fewer than 24 men. If a character states that he or she does not believe the sound, a saving throw is made, and if it succeeds, the character then hears nothing, or possibly just a faint sound. Note that this spell is particularly effective when cast in conjunction with [Phantasmal Force](#) (see below). The material component of the spell is a bit of wool or a small lump of wax.

### Change Self (Illusion/Phantasm) [Incorporated from Illusionist spells list]

Casting: Standard (1 segment, V, S) Range: 0 Area of Effect: The Illusionist Duration: 2-12 minutes + 2 minutes/level Saving Throw: None

Explanation/Description: This spell enables the Illusionist to alter the appearance of his or her form - including clothing and equipment - to appear 1' shorter or taller; thin, fat, or in between; human, humanoid, or any other generally man-shaped bipedal creature. The duration of the spell is 2 to 12 (2d6) *minutes* base plus 2 additional *minutes* per level of *intensity*.

### Colour Spray (Illusion/Phantasm Alteration) [Illusionists only] [Incorporated from Illusionist spells list]

Casting: Standard (1 segment, V, S, M) Range: 10ft/level Area of Effect: 5ft x 20ft x 20ft wedge Duration: 1 segment Saving Throw: Special (*INTx5 at -3/level*)

Explanation/Description: Upon casting this spell, the Illusionist causes a vivid fan-shaped spray of clashing colours to spring forth from his or her hand. From 1 to 6 creatures within the area of effect can be affected (*d6 closest*). ~~Affected creatures are stunned for 1 round, or if they fail a second save they are blinded for 1-4 rounds, or if they fail a third save they are struck unconscious for 2-8 rounds. All saving throws are at -3 per level of intensity. The spell-caster is able to affect 1 level or hit die of creatures for each level of intensity. Affected creatures are struck unconscious for 2 to 8 rounds if their level is less than or equal to that level of intensity; they are blinded for 1 to 4 rounds if their level or number of hit dice is 1 or 2 greater than the level of intensity; and they are stunned (cf. [Power Word, Stun](#), seventh level magic-user spell) for 2 to 8 segments 1 round if their level or number of hit dice is 3 or more greater than the level of intensity. All creatures above the level of the spell-caster and all creatures of 6th level or 6 hit dice are entitled to a saving throw versus the Colour Spray spell.~~ The material components of this spell area pinch each of powder or sand coloured red, yellow and blue. [SJW Change: Illusion/Phantasm, in line with Prismatic spells and D&D3.5; changed to remove dependence on character level/HD.]

### Continual Light (Alteration)

Casting: Standard (2 segments, V, S) Range: Touch ~~60ft~~ Area of Effect: 60ft radius globe Duration: 1 week ~~Permanent~~ Saving Throw: None

Explanation/Description: This spell is the same as the second level cleric spell [Continual Light](#) except that ~~the range is only 60ft, not 120ft, the duration cannot be extended and it cannot be reversed by the caster.~~ [SJW Changes: Reduced to touch-range, so it can't be used as an attack spell - because that's just silly. Duration limited, so as to help avoid 'bucketfuls of Light pebbles' - 'cos that's very silly too!]

### Create Skeleton (Necromancy) [Restricted to Necromancers only]

Casting: 1 Night (V, S, M) Range: Touch Area of Effect: One Individual Duration: Permanent Saving Throw: None

Explanation/Description: Turns one creature into a skeletal undead servitor of the caster. The caster chants over the recipient from dusk to midnight, when he slays it with the dagger. He continues the chant until dawn, while the flesh is boiled off the bones in a specially inscribed cauldron. Power point cost is 2 per Hit Die of the creature. (Material components: Cauldron, water, sacrificial dagger and victim).

### Darkness, 15' Radius (Alteration)

Casting: Standard (2 segments, V, M) Range: 10ft/level Area of Effect: 15ft radius globe Duration: 1 turn + 1 minute/level Saving Throw: None

Explanation/Description: This spell causes total, impenetrable darkness in the area of its effect. Infravision or ultravision are useless. Neither normal nor magical light will work unless a Light or Continual Light spell is used. In the former event, the Darkness spell is negated by the Light spell and vice versa. The material components of this spell area bit of bat fur and either a drop of pitch or a piece of coal.

### Detect Evil (Divination) Reversible

Casting: Standard (2 segments, V, S) Range: 60ft Area of Effect: 10ft path Duration: 5 minutes/level Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the first level cleric [Detect Evil](#) (q.v.).

### Detect Invisibility (Divination)

Casting: Standard (2 segments, V, S, M) Range: 10ft/level Area of Effect: 10ft path Duration: 5 minutes/level Saving Throw: None

Explanation/Description: When the magic-user casts a Detect Invisibility spell, he or she is able to clearly see any objects which are invisible, as well as astral, ethereal, hidden, invisible or out of phase creatures. Detection is in the magic-user's line of sight along a 10ft wide path to the range limit. The material components of this spell are a pinch of talc and a small sprinkling of powdered silver.

### E.S.P. (Divination)

Casting: Standard (2 segments, V, S, M) Range: 5ft/level, 90ft maximum Area of Effect: One creature per probe Duration: 1 minute/level Saving Throw: None

Explanation/Description: When an ESP spell is used, the caster is able to detect the surface thoughts of any creatures in range - except creatures with no mind (as we know it), such as all of the undead. The ESP is stopped by 2 or more feet of rock, 2 or more inches of any metal other than lead, or a thin sheet of lead foil. The magic-user employing the spell is able to probe the surface thoughts of 1 creature per turn, getting simple instinctual thoughts from lower order creatures. Probes can continue on the same creature from round to round. The caster can use the spell to help determine if some creature lurks behind a door, for example, but the ESP will not always reveal what sort of creature it is. The material component of this spell is a copper piece.

### Fog Cloud (Alteration) [Incorporated from Illusionist spells list]

Casting: Standard (2 segments, V, S) Range: 10ft Area of Effect: 40ft wide, 20ft high, 20ft deep cloud Duration: 4 minutes + 1 minute/level Saving Throw: None

Explanation/Description: The Fog Cloud is a billowing mass of misty vapours which is of similar appearance to a [Cloudkill](#) (q.v.), the fog being greenish. The spell caster creates the Fog Cloud and it moves away from him or her at a 10ft per round rate. Although it behaves in most respects just as if it were a Cloudkill, the only effect of the fog is to obscure vision, just as a Wall Of Fog does.

### Fools Gold (Alteration)

Casting: Full Round (V, S, M) Range: 10ft Area of Effect: 1 cubic foot per level of the magic-user Duration: 6 turns/level Saving Throw: *Neg. (Special)*

Explanation/Description: Copper coins can temporarily be changed to gold pieces, or brass items turned to solid gold for the spell duration by means of this dwomeer. Note that a huge amount of copper or brass can be turned to gold by the spell - assume 4,000 g.p. are equal to a cubic foot for purposes of this spell. Any creature viewing Fools Gold is entitled to a saving throw which must be equal to or

less than its intelligence score, but for every level of *intensity with which* the magic-user *powered the spell* the creature must add 1 to his dice score, so it becomes unlikely that Fools Gold will be detected if it was created by a high level caster. If the "gold" is struck hard by an object of cold-wrought iron, there is a slight chance it will revert to its natural state, depending on the material component used to create the "gold": if a 50 g.p. citrine is powdered and sprinkled over the metal to be changed, the chance that cold iron will return it to its true nature is 30%; if a 100 g.p. amber stone is powdered, there is a 25% chance that iron will dispel the dweomer; if a 500 g.p. topaz is powdered, the chance drops to 10%; and if a 1,000 g.p. oriental (corundum) topaz is powdered, there is only a 1% chance that the cold iron will reveal that it is Fools Gold.

#### **Forget** (Enchantment/Charm)

Casting: *Standard* (2 segments, V, S) Range: 30ft Area of Effect: 20ft x 20ft Duration: Permanent Saving Throw: Neg. (*WIS*v*WIS*+)

Explanation/Description: By means of this dweomer the spell caster causes creatures within the area of effect to forget the events of the previous *few minutes* (1 ~~minute~~ of time from the utterance of the spell back). For every ~~3 levels of experience~~ *level of intensity* of the spell ~~caster another~~ *one* minute of past time is forgotten. Naturally, Forget in no way negates any Charm, Suggestions, Geases, Quests, or similar spells, but it is possible that the creature who caused such magic to be placed upon the victim of a Forget spell could be forgotten by this means. From 1-4 individual creatures can be affected by the spell, at the discretion of the caster. If only 1 is to be affected, the recipient saves versus magic at -2 on the dice; if 2 are spell objects, they save at -1; and if 3 or 4 are to be made to forget by this dweomer, they save normally. A clerical Heal or Restoration spell, specially cast for this purpose, will restore the lost memories, as will a Wish, but other means will not serve to do so. [*SJW Change: Forget 1 minute per point of power - much easier.*]

#### **Invisibility** (Illusion/Phantasm)

Casting: *Standard* (2 segments, V, S, M) Range: Touch Area of Effect: Creature touched Duration: Special Saving Throw: None

Explanation/Description: This spell causes the recipient to vanish from sight and not be detectable by normal vision or even infravision. Of course, the invisible creature is not magically silenced with respect to noises normal to it. The spell remains in effect until it is magically broken or dispelled, or the magic-user or the other recipient cancels it or until he, she or it attacks any creature. Thus, the spell caster or recipient could open doors, talk, eat, climb stairs, etc., but if any form of attack is made, the invisible creature immediately becomes visible, although this will allow the first attack by the creature because of the former invisibility. Even the allies of the spell recipient cannot see the invisible creature, or his, her or its gear, unless these allies can normally see invisible things or employ magic to do so. Note that all highly intelligent *or otherwise sensitive* creatures ~~with 10 or more hit dice, or levels of experience, or the equivalent in intelligence/dice levels~~ have a chance to automatically detect invisible objects (*with Spot/Listen/Smell skills*). The material components of the Invisibility spell are an eyelash and a bit of gum arabic, the former encased in the latter.

#### **Knock** (Alteration)

Casting: *Standard* (1 segment, V) Range: 60ft Area of Effect: 70 square feet/level Duration: Special Saving Throw: None

Explanation/Description: The Knock spell will open stuck or held or wizard-locked doors. It will also open barred or otherwise locked doors. It causes secret doors to open. The Knock spell will also open locked or trick-opening boxes or chests. It will loose shackles or chains as well. If it is used to open a wizard-locked door, the Knock does not remove the former spell, but it simply suspends its functioning for 1 turn. In all other cases, the Knock will permanently open locks or welds - although the former could be closed and locked again thereafter. It will not raise bars or similar impediments (such as a portcullis). The spell will perform two functions, but if a door is locked, barred, and held, opening it will require two Knock spells.

#### **Leomund's Trap** (Illusion/Phantasm)

Casting: 3 Rounds (V, S, M) Range: Touch Area of Effect: Object touched Duration: Permanent Saving Throw: None

Explanation/Description: This false trap is designed to fool the dwarf and/or thief attempting to pilfer or otherwise steal the spell caster's goods. It enables the magic-user to place a dweomer upon any small mechanism or device such as a lock, hinge, hasp, screw-on cap, ratchet, etc. Any examination by a character able to detect traps will be ~~100% likely to~~ note the Leomund's Trap and believe it to be real ~~unless they make a critical success with their trap-spotting skill (Spot Hidden). This probability reduces by 4% for each level of experience of the examiner beyond the first.~~ If the supposed "trap" is then to be removed, ~~it is only 20% likely that~~ the creature attempting it will believe he or she has succeeded ~~only if they make a special success with their trap-removal skill (Pick Locks), +4% probability per level of experience of the remover.~~ Of course, the spell is illusory, nothing will happen if the trap is ignored, and its primary purpose is to frighten away thieves or make them waste precious time. The material component of the spell is a piece of iron pyrite touched to the object to be "trapped". Only one Leomund's Trap may be placed within a 50' by 50' area.

#### **Levitate** (Alteration)

Casting: *Standard* (2 segments, V, S, M) Range: 20ft/level Area of Effect: Special Duration: 1 turn/level Saving Throw: Neg. (*WIS*v*WIS*)

Explanation/Description: When a Levitate spell is cast, the magic-user can place it upon his or her person, or upon some other creature, subject to a maximum weight limit of ~~1,000 gold pieces~~ *100lbs* equivalence per level of *intensity*, i.e. a third level magic *intensity* user can Levitate up to 300 pounds (~~3,000 g.p.~~) maximum. If the spell is cast upon the person of the magic-user, he or she can move vertically at a rate of 20' per round. If cast upon another creature, the magic-user can levitate it at a maximum vertical movement of 10' per round. Horizontal movement is not empowered by this spell, but the recipient could push along the face of a cliff, for example, to move laterally. The spell caster can cancel the spell as desired. If the recipient of the spell is unwilling, that creature is entitled to a saving throw to determine if the Levitate spell affects it. The material component of this spell is either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end.

#### **Locate Object** (Divination) Reversible

Casting: *Standard* (2 segments, V, S, M) Range: 20ft/level Area of Effect: Special Duration: 1 minute/level Saving Throw: None

Explanation/Description: This spell is the same as the third level cleric [Locate Object](#) (q.v.) except that its range differs.

#### **Magic Mouth** (Alteration)

Casting: *Standard* (2 segments, V, S, M) Range: Special Area of Effect: One object Duration: Special Saving Throw: None

Explanation/Description: When this spell is cast, the magic-user empowers the chosen object with an enchanted mouth which suddenly appears and speaks the message which the spell caster imparted upon the occurrence of a specified event. The Magic Mouth can speak any message of 25 words or less in a language known by the spell caster, over a 1 turn period from start to finish. It cannot speak magic spells. The mouth moves to the words articulated, so if it is placed upon a statue, for example, the mouth of the statue would actually move and appear to speak. Of course, the Magic Mouth can be placed upon a tree, rock, door or any other object excluding intelligent members of the animal or vegetable kingdoms. The spell will function upon specific occurrence according to the command of the spell caster, i.e. speak to the first creature that touches you - or to the first creature that passes within 30'. Command can be as general or specific and detailed as desired, such as the following: "Speak only when an octogenarian female human carrying a sack of great clusters sits cross legged within 1'." Command range is 5ft per level of *intensity*, so a 6th level magic-user *casting the spell with intensity of 6 power* can command the Magic Mouth to speak at a maximum encounter range of 30ft, i.e. "Speak when a winged creature comes within 3' ". Until the speak command can be fulfilled, the Magic Mouth will remain in effect, thus spell duration is variable. A Magic Mouth cannot distinguish invisible creatures, alignments, level or hit dice, nor class, except by external garb). The material component of this spell is a small bit of honeycomb. [*SJW Note: Magic Mouths judge only by what can be seen. In the example, it would speak only if the female appeared to be octogenarian and great clusters were visible in the sack. The spell can 'see' in normal darkness, as if by infravision/ultravision, but cannot penetrate magical darkness or invisibility; illusions fool it.*]

#### **Protection From Cantrips** (Abjuration)

Casting: *Standard* (2 segments, V, S) Range: Touch Area of Effect: One Individual Duration: 1 hour/level Saving Throw: None

Explanation/Description: *The recipient of this spell will not be affected by any cantrips for the duration.*

#### **Protection From Skeletons** (Abjuration)

Casting: *Standard* (2 segments, V, S, M) Range: 0 Area of Effect: 5ft Radius Duration: 1 minute/level Saving Throw: None

Explanation/Description: *This spell prevents undead/animated skeletons from entering the area surrounding the caster (cf. [Protection From Zombies](#)). Those inside the area are protected from bodily attacks, but not from ranged attacks, spells or attacks with longer-reach weapons. The area moves with the caster but if the caster actively approaches to within range of any hedged creature then the spell is broken. (Material component: Any holy symbol).*

#### **Protection From Zombies** (Abjuration)

Casting: *Standard* (2 segments, V, S, M) Range: 0 Area of Effect: 5ft Radius Duration: 1 minute/level Saving Throw: None

Explanation/Description: *This spell prevents zombies from entering the area surrounding the caster (cf. [Protection From Skeletons](#)). Those inside the area are protected from bodily attacks but not from ranged attacks, spells or attacks with longer-reach weapons. The area moves with the caster but if the caster actively approaches to within range of any hedged creature then the spell is broken. (Material component: Any holy symbol).*

#### **Mirror Image** (Illusion/Phantasm)

Casting: *Standard* (2 segments, V, S) Range: 0 Area of Effect: 6' radius of spell caster Duration: 2 minutes/level Saving Throw: None

Explanation/Description: When a Mirror Image spell is invoked, the spell caster causes ~~from 1 to 4~~ exact duplicates of himself or herself to come into being around his or her person. These images do exactly what the magic-user does, and as the spell causes a blurring and slight distortion when it is effected, it is impossible for opponents to be certain which are the phantasms and which is the actual magic-user. When an image is struck by a weapon, magical or otherwise, it disappears, but any other existing images remain intact until struck. The images seem to shift from round to round, so that if the actual magic-user is struck during one round, he or she cannot be picked out from amongst his or her images the next. ~~To determine the number of images which appear equals the intensity at which the spell is cast, roll percentile dice, and add 1 to the resulting score for each level of experience of the magic-user: 25 or less = 1 mirror image, 26-50 = 2, 51-75 = 3, 75 or more = 4.~~ At the expiration of the spell duration all images wink out.

### Pyrotechnics (Alteration)

Casting: *Standard* (2 segments, V, S) Range: 120ft Area of Effect: 10 or 100 times the fire source used Duration: Special Saving Throw: None  
Explanation/Description: With the exception of the differences noted above, this spell is the same as the third level druid spell [Pyrotechnics](#) (q.v.).

### Ray Of Enfeeblement (Enchantment/Charm)

Casting: *Standard* (2 segments, V, S) Range: 10ft + 2.5ft/level Area of Effect: One creature Duration: 1 round/level Saving Throw: Neg. (*WISvWIS*)  
Explanation/Description: By means of a Ray Of Enfeeblement, a magic-user weakens an opponent, reducing strength - and attacks which rely upon it by 25% or more. For every level of *intensity* beyond the third, there is an additional 2% 5% strength reduction, so that at 4th level of *intensity*, strength loss is 45% 27%. Range and duration of the spell are also dependent upon the level of *intensity*. For example, if a creature is struck by a Ray Of Enfeeblement it will lose the appropriate percentage of hit points of damage it scores on physical attacks (missiles, thrusting/cutting/crushing weapons, biting, clawing, goring, kicking, constriction, etc.). Your referee will determine any other reductions appropriate to the affected creature. If the target creature makes its saving throw, the spell has no effect.

### Rope Trick (Alteration)

Casting: *Standard* (2 segments, V, S, M) Range: Touch Area of Effect: Special Duration: 2 turns/level Saving Throw: None  
Explanation/Description: When this spell is cast upon a piece of rope from 5' to 30' in length, one end of the rope rises into the air until the whole is hanging perpendicular, as if affixed at the upper end. The upper end is, in fact, fastened in an extra-dimensional space, and the spell caster and up to five others can climb up the rope and disappear into this place of safety where no creature can find them. The rope cannot be taken into the extra-dimensional space if six persons have climbed it, but otherwise it can be pulled up. Otherwise, the rope simply hangs in air, and will stay there unless removed by some creature. The persons in the extra-dimensional space must climb down the rope prior to the expiration of the spell duration, or else they are dropped from the height to which they originally climbed when the effect of the spell wears out. The rope can be climbed by only one person at a time. Note that the Rope Trick spell allows climbers to reach a normal place if they do not climb all the way to the rope's upper end, which is in an extra-dimensional space. The material components of this spell are powdered corn extract and a twisted loop of parchment.

### Scare (Enchantment/Charm)

Casting: *Standard* (2 segments, V, S, M) Range: 10ft Area of Effect: One creature Duration: 3-12 rounds Saving Throw: Neg. (*WISvWIS*)  
Explanation/Description: When this spell is directed at any creature with fewer than 6 levels of experience/hit dice, it must save versus magic or fall into a fit of trembling and shaking. The frightened creature will not drop any items held unless it is encumbered. If cornered, the spell recipient will fight, but at a *disadvantage* (half skill) and -1 on "to hit" and damage dice rolls and all saving throws as well. Note that this spell does not have any effect on elves, half-elves, the undead (skeletons, zombies, ghouls, shadows, ghosts, wights, wraiths), larvae, lemures, manes, or clerics of any sort. The material component used for this spell is a bit of bone from an undead skeleton, zombie, ghou, ghost or mummy.

### Shadow Weapon (Necromancy) [Restricted to Necromancers only]

Casting: *Standard* (2 segments, V, S, M) Range: Touch Area of Effect: One weapon Duration: 1 round/level Saving Throw: None  
Explanation/Description: Animates any weapon touched by the caster to attack a single target. The motive poltergeist cannot occupy a weapon in the possession of another being, so such weapons are unaffected. The weapon attacks with a skill equal to weapon base +10% per intensity level but -10% per 2lbs in weapon weight. The weapon can move at the rate of 3" per 10% attack skill total. (Material component: Weapon to be animated).

### Speak With The Dead (Necromancy) [Restricted to Necromancers only]

Casting: 1 Turn (V, S, M) Range: Touch Area of Effect: One dead creature Duration: Special Saving Throw: None  
Explanation/Description: This spell is the same as the third level cleric spell [Speak With The Dead](#) (q.v.).

### Shatter (Alteration)

Casting: *Standard* (2 segments, V, S, M) Range: 60ft Area of Effect: One object Duration: Permanent Saving Throw: Neg. (*Crushing Blow*)  
Explanation/Description: The Shatter spell affects non-magical objects of crystal, glass, ceramic, or porcelain such as vials, bottles, flasks, jugs, windows, mirrors, etc. Such objects are shattered into dozens of pieces by the spell. Objects above 100 gold pieces 10lbs weight equivalence per level of *intensity* are not affected, but all other objects of the appropriate composition must save versus a "crushing blow" or be shattered. The material component of this spell is a chip of mica.

### Stinking Cloud (Evocation)

Casting: *Standard* (2 segments, V, S, M) Range: 30ft Area of Effect: 20ft x 20ft x 20ft cloud Duration: 1 round/level Saving Throw: Special (*CONx5*)  
Explanation/Description: When a Stinking Cloud is cast, the magic-user causes a billowing mass of nauseous vapour to come into being up to 30ft distant from his or her position. Any creature caught within the cloud must save versus poison or be helpless due to nausea from 2 to 5 minutes turns (d4 + 1). Those which make successful saving throws are helpless only for as long as they remain within the cloud, and for the round after they emerge, because of its irritating effects on visual and olfactory organs. The material component of the spell is a rotten egg or several skunk cabbage leaves. [SJW Change: Nausea duration reduced, because the original seemed unreasonably long.]

### Strength (Alteration)

Casting: 1 Turn (V, S, M) Range: Touch Area of Effect: Person touched Duration: 6 turns/level Saving Throw: None  
Explanation/Description: Application of this spell increases the strength of the character by a number of points - or tenths of points after 18 strength is attained and the character is in the fighter class. Benefits of the strength spell last for the duration of the magic. The amount of additional strength accruing to a character upon whom this spell is cast equals the intensity at which the spell is cast depends upon his or her class and is subject to all restrictions on strength due to race, sex or class:

Class	Minimum - Maximum Strength Gain
CLERIC	1-6 (d6)
FIGHTER	1-8 (d8)
MAGIC-USER	1-4 (d4)
THIEF	1-6 (d6)
MONK	1-4 (d4)

If a fighter (paladin or ranger as well) has an 18 strength already, from 10% to 80% is added to his extraordinary strength roll. All strength addition scores above 18 are likewise treated as 1 equalling an extra 10% on the extraordinary strength rating. The material component of this spell is a few hairs or a pinch of dung from a particularly strong animal - ape, bear, ox, etc. [SJW Change: Additional strength depends on spell power, instead of random roll and character class.]

### Viscid Globs (Evocation) [Restricted due to rarity: not available from the Guild of Arcane Lore]

Casting: *Standard* (2 segments, V, S, M) Range: 60ft Area of Effect: 2ft x 2ft each round Duration: 1 round/level Saving Throw: Neg. (*DEXx5+*)  
Explanation/Description: Each round of concentration, the caster exudes a 1ft diameter bubble of goo which wobbles swiftly in a specified direction. Each Viscid Glob will splat over a 2ft x 2ft area and irrevocably stick anything it covers. (The bonds formed are stronger than most materials, including flesh, so very strong creatures might pull themselves apart trying to get free.) The bonds will dissolve if treated with alcohol. If aimed at a creature, it must save (at +1 per 10ft distance) or dodge (with Defence) to avoid being hit - but blobs which miss must impact somewhere. (Any creature struck will have one part of their body stuck to the two adjacent body areas, thus rendering them all largely immobile.) Globs travelling over 60ft range splat immediately. The bonding is instantaneous - the goo dries in a second. (Material component: Some gum, which the caster chews).

### Web (Evocation)

Casting: *Standard* (2 segments, V, S, M) Range: 5ft/level Area of Effect: Special Duration: 2 turns/level Saving Throw: Neg. or ½ (*DEXx5* at -2)  
Explanation/Description: A Web spell creates a many-layered mass of strong, sticky strands similar to spider webs, but far larger and tougher. These masses must be anchored to two or more points - floor and ceiling, opposite walls, etc. - diametrically opposed. The Web spell covers a maximum area of 100 sq.ft per level of *intensity* 8 cubic inches, and the webs must be at least 10ft thick, so a mass 40ft high, 20ft wide, and 10ft deep may be cast. Creatures caught within webs, or simply touching them, become stuck amongst the gluey fibres. Creatures with less than 13 strength must remain fast until freed by another or until the spell wears off. For every full turn entrapped by a Web, a creature has a 5% cumulative chance of suffocating to death. Creatures with strength between 13 and 17 can break through 1 of webs in one minute per turn. Creatures with 18 or greater strength break through 1 of webs per in one round. (N.B. Sufficient mass equates to great strength in this case, and great mass will hardly notice webs.) Strong and huge creatures will break through 1 of webs immediately per segment. It is important to note that the strands of a Web spell are flammable. A magic flaming sword will slash them away as easily as a hand brushes away cobwebs. Any fire - torch, flaming oil, flaming sword, etc. - will set them alight and burn them away in a single round. All creatures within the webs will take 2-8 hit points of damage from the flames, but those freed of the strands will not be harmed. The Web springs from the caster's hand, spreading out as it flies, until it reaches the targetted location. Saving throw is made at -2. If the saving throw versus Web is made, two results may have occurred. If the creature has room to escape then he is assumed to have jumped free. If there is no room to escape then the webs are only ½ strength. The material component of this spell is a bit of spider web. [SJW Changes: Area-effect, not volume, seems more reasonable; similarly they don't cause lethal choking or burn vigorously (but just frazzle).]

### Wizard Lock (Alteration)

Casting: *Standard* (2 segments, V, S) Range: Touch Area of Effect: 30 square feet/level Duration: Permanent Saving Throw: None

Explanation/Description: When a Wizard Lock spell is cast upon a door, chest or portal, it magically locks it. The wizard-locked door or object can be opened only by breaking, a Dispel Magic, a [Knock](#) spell (q.v.), or by a magic-user casting a counter-spell *Wizard Lock* of 4 or more levels higher *intensity* than the one casting the spell. Note that the last two methods do not remove the Wizard Lock, they only negate it for a brief duration. Creatures of extra-dimensional nature do not affect a Wizard Lock as they do a held portal (see [Hold Portal](#)).

## Mag - Third Level Spells:

### Blindness (Illusion/Phantasm) [*Incorporated from Illusionist spells list*]

Casting: *Standard* (2 segments, V) Range: 30ft Area of Effect: One creature Duration: Special Saving Throw: Neg. (INTx5)

Explanation/Description: The Blindness spell causes the recipient creature to become blind and able to see only a greyness before its eyes. Various cure spells will not remove this effect, and only a Dispel Magic or the spell caster can do away with the blindness if the creature fails its initial saving throw versus the spell.

### Blink (Alteration)

Casting: *Standard* (1 segment, V, S) Range: 0 Area of Effect: Personal Duration: 1 minute/level Saving Throw: None

Explanation/Description: By means of this spell, the magic-user causes his or her material form to "blink" out to the *ethereal plane* and back to this plane once again *every few seconds, at random, while in random period and direction during the duration at each minute* the spell is in effect. (Cf. ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL, Blink Dog.) The segment of the round that the spell caster "blinks out" is determined by random roll with 2d4, and during this same segment he or she will appear again 2' distant from his or her previous position. (Direction is determined by roll of d8: 1 = right ahead, 2 = right, 3 = right behind, 4 = behind, 5 = left behind, 6 = left, 7 = left ahead, 8 = ahead.) If some object is already occupying the space where the spell caster is indicated as "blinking" into, his or her form is displaced in a direction away from original (round starting) position for any distance necessary to appear in empty space, but never in excess of an additional 10'. If that extra distance still dictates the magic-user and another solid object are to occupy the same space, the spell caster is then trapped on the ethereal plane. During and after the blink segment of a round, the spell caster can be attacked only by opponents able to strike both locations at once, e.g. a breath weapon, Fireball, and similar wide area attack forms. Those not so able can only strike the magic-user if they managed to attack prior to the "blink" segment. The spell caster is only 50% likely to be struck by any physical (or ethereal) attack, and takes only half damage from other physical effects such as falling, breath weapons, Fireballs and similar attack forms. The spell caster is only 75% likely to be able to perform any acts other than physical attack with a hand-held stabbing or striking weapon during the course of this spell. That is, use of any spell, device, or item might not be accomplished or accomplished in an incorrect manner or in the wrong direction, *including movement (but movement through/into walls and similarly solid objects can not occur)*. Your referee will determine success/failure and the results thereof according to the particular action being performed. [SJW Change: Now compatible with the system, this version is much more usable, useful and hopefully fun too!]

### Blur (Illusion/Phantasm) [*Incorporated from Illusionist spells list*]

Casting: *Standard* (2 segments, V) Range: 0 Area of Effect: The Illusionist Duration: 3 minutes + 1 minute/level Saving Throw: None

Explanation/Description: When a Blur spell is cast, the Illusionist causes the outline of his or her form to become blurred, shifting and wavy. This distortion causes all missile and melee combat attacks to be made at a *disadvantage (i.e. half-chance) -4 on the first attempt and -2 on all successive attacks*. It also allows a +1 on the saving throw die roll for any direct magical attack.

### Clairaudience (Divination)

Casting: *Standard* (3 segments, V, S, M) Range: Special Area of Effect: Special Duration: 1 minute/level Saving Throw: None

Explanation/Description: The Clairaudience spell enables the magic-user to concentrate upon some locale and hear in his or her mind whatever noise is within a 60ft radius of his or her determined Clairaudience locale centre. Distance is not a factor, but the locale must be known, i.e. a place familiar to the spell caster or an obvious one (such as behind a door, around a corner, in a copse of woods, etc.). Only sounds which are normally detectable by the magic-user can be heard by use of this spell. Only metal sheeting or magical protections will prevent the operation of the spell. Note that it will function only on the plane of existence in which the magic-user is at the time of casting. The material component of the spell is a small silver horn of at least 100 g.p. value, and casting the spell causes it to disappear.

### Clairvoyance (Divination)

Casting: *Standard* (3 segments, V, S, M) Range: Special Area of Effect: Special Duration: 1 minute/level Saving Throw: None

Explanation/Description: Similar to the Clairaudience spell, the Clairvoyance spell empowers the magic-user to see in his or her mind whatever is within sight range from the spell locale chosen. Distance is not a factor, but the locale must be known - familiar or obvious. Furthermore, light is a factor whether or not the spell caster has the ability to see into the infrared or ultraviolet spectrums. If the area is dark, only a 10ft radius from the centre of the locale of the spell's area of effect can be clairvoyed; otherwise, the seeing extends to normal vision range. Metal sheeting or magical protections will foil a Clairvoyance spell. The spell functions only on the plane on which the magic-user is at the time of casting. The material component of the spell is a pinch of powdered pineal gland from a human or humanoid creature.

### Continual Darkness (Alteration) [*Incorporated from Illusionist spells list*]

Casting: *Standard* (3 segments, V, M) Range: 60ft Area of Effect: 30ft radius globe Duration: Permanent Saving Throw: None

Explanation/Description: When this spell is cast, a globe of impenetrable darkness is created. The effects of this darkness, as well as the material component of the spell, are the same as the second level magic-user spell, [Darkness, 15' Radius](#) (cf. [Continual Light](#)).

### Create Zombie (Necromancy) [*Restricted to Necromancers only*]

Casting: 1 Night (V, S, M) Range: Touch Area of Effect: One Individual Duration: Permanent Saving Throw: None

Explanation/Description: Turns one creature into a flesh-covered undead servitor of the caster. The procedure is similar to that for [Create Skeleton](#), but it is usual to boil the creature in oil to harden the flesh. Power point cost is 3 per Hit Die of the creature. (Material components: Cauldron, oil, sacrificial dagger and victim).

### Deafness (Illusion/Phantasm) [*Incorporated from Illusionist spells list*]

Casting: *Standard* (2 segments, V, S, M) Range: 60ft Area of Effect: One creature Duration: Special Saving Throw: Neg. (INTx5)

Explanation/Description: The Deafness spell causes the recipient creature to become totally deaf and unable to hear any sounds (cf. [Blindness](#)). This Deafness can be done away with only by means of a Dispel Magic or by the spell caster. The victim is allowed a saving throw. The material component of the spell is beeswax.

### Dispel Illusion (Abjuration) [*Incorporated from Illusionist spells list*]

Casting: *Standard* (3 segments, V, S) Range: 10ft/level Area of Effect: Special Duration: Permanent Saving Throw: None

Explanation/Description: By means of this spell, the spell caster can dispel any Phantasmal Force - with or without Audible Glamour - cast by a non-illusionist; and the spell has the same chance of dispelling any illusion/phantasm spells of another Illusionist as a [Dispel Magic](#) spell (q.v.) does, i.e. 50% base chance adjusted by 2% 5% downward, or 5% 10% upward for each level of *intensity* lesser/greater of the Illusionist casting the Dispel Illusion compared to the *level of intensity* of the spell to be dispelled.

### Dispel Magic (Abjuration)

Casting: *Standard* (3 segments, V, S) Range: 120ft Area of Effect: 30ft cube Duration: Permanent Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the third level cleric spell [Dispel Magic](#) (q.v.).

### Explosive Runes (Alteration)

Casting: *Standard* (3 segments, V, S) Range: Touch Area of Effect: 10ft radius Duration: Special Saving Throw: None or ½ (DEXx5)

Explanation/Description: By tracing the mystic runes upon a book, map, scroll, or similar instrument bearing written information, the magic-user prevents unauthorized reading of such. The explosive runes are difficult to detect, 5% per level of magic-use experience the chance equal only to the Magic skill of the reader - thieves having only a 5% chance in any event. When read, the Explosive Runes detonate, delivering a full 12 to 30 (6d4 + 6) hit points of damage upon the reader, who gets no saving throw, and either a like amount, or half that if saving throws are made, on creatures within the blast radius. The magic-user who cast the spell, as well as any other magic-users he or she instructs, can use the instrument without triggering the runes. Likewise, the magic-user can totally remove them whenever desired. They can otherwise be removed only by a Dispel Magic spell, and the Explosive Runes last until the spell is triggered. The instrument upon which the runes are placed will be destroyed when the explosion takes place unless it is not normally subject to destruction by magical fire.

### Feign Death (Necromancy)

Casting: *Standard* (1 segment, V, S) Range: Touch Area of Effect: Creature touched Duration: 6 minutes + 1 minute/level Saving Throw: None

Explanation/Description: By means of this spell, the caster or any other creature whose levels of experience/hit dice do not exceed the magic-user's own level can be put into a cataleptic state which is

impossible to distinguish from actual death. Although the person/creature affected by the Feign Death spell can smell, hear, and know what is going on, no feeling or sight of any sort is possible; thus, any wounding or mistreatment of the body will not be felt and no reaction will occur and damage will be only one-half normal. In addition, paralysis, poison, or energy level drain will not affect the individual/creature under the influence of this spell, but poison injected or otherwise introduced into the body will become effective when the spell recipient is no longer under the influence of this spell, although a saving throw is permitted. Note that only a willing individual can be affected by Feign Death. The spell caster is able to end the spell effects at any time desired, but it requires 1 full round for bodily functions to begin again. (Cf. *The cleric and druidic versions, which differ only in range and duration*).

#### Fireball (Evocation)

Casting: *Standard* (3 segments, V, S) Range: 100ft + 10ft/level Area of Effect: 20ft radius sphere Duration: Instantaneous Saving Throw: ½ (DEXx5)

Explanation/Description: A Fireball is an explosive burst of flame, which detonates with a low roar, and delivers damage proportionate to the level of *intensity* the magic-user who cast it with, i.e. 1 six-sided die (d6) for each level of *intensity*. Exception: magic Fireball wands deliver 6 die fireballs (6d6), magic staves with this capability deliver 8 die Fireballs, and scroll spells of this type deliver a Fireball of from 5 to 10 dice (d6 + 4) the minimum 3 dice of damage. The burst of the Fireball does not expend a considerable amount of pressure, and the burst will generally conform to the shape of the area in which it occurs, spreading around corners and thus covering most of an area within equal to its normal radius spherical volume. [The area which is covered by the Fireball is a total volume of roughly 33,000 cubic feet (or yards)]. Besides causing damage to creatures, the Fireball ignites all combustible materials within its burst radius, and the heat of the Fireball will melt soft metals such as gold, copper, silver, etc. Items exposed to the spell's effects must be rolled for to determine if they are affected. Items with a creature which makes its saving throw are considered as unaffected. The magic-user points his or her finger and speaks the range (distance and height) at which the Fireball is to burst. A streak flashes from the pointing digit and, unless it impacts upon a material body prior to attaining the prescribed range, flows into the Fireball. If creatures fail their saving throws, they all take full hit point damage from the blast. Those who make saving throws manage to dodge, fall flat or roll aside, taking ½ the full hit point damage - each and every one within the blast area. The material component of this spell is a tiny ball composed of bat guano and sulphur. [SJW Change: Fireballs are restored to their former 20ft-radius glory, and expand around corners, but not to the ludicrously huge original volume.]

#### Flame Arrow (Conjuration/Summoning)

Casting: *Standard* (3 segments, V, S, M) Range: Touch Area of Effect: Each arrow/bolt touched Duration: 1 second/level Saving Throw: None

Explanation/Description: Once the magic-user has cast this spell, he or she is able to touch one arrow or crossbow bolt (quarrel) per second for the duration of the Flame Arrow. Each such missile so touched becomes magic, although it gains no bonuses "to hit". Each such missile must be discharged within 1 round, for after that period flame consumes it entirely, and the magic is lost. Fiery missiles will certainly have normal probabilities of causing combustion, and any creature subject to additional fire damage will suffer +1 hit point of damage from any flame arrow which hits it. The material components for this spell are a drop of oil and a small piece of flint.

#### Fly (Alteration)

Casting: *Standard* (3 segments, V, S, M) Range: Touch Area of Effect: Creature touched Duration: 1 turn/level + 1-6 turns Saving Throw: None

Explanation/Description: This spell enables the magic-user to bestow the power of magical flight. The creature affected is able to move vertically and/or horizontally at a rate of *twice their normal speed*. Assuming 12" normal rate, this gives 120ft (24sq) per full round move (12sq per combat move) (half that if ascending, twice that if descending in a dive), equivalent to 24" movement rate (normally 8mph, but extra effort can double, treble or even quadruple this to 16, 24 or 32mph for limited periods, subject to fatigue). Hovering is possible but only with effort that precludes spell-casting or normal combat (i.e. as a full round action). Otherwise, if airspeed falls below 9" rate (9sq/round) then the flier will stall and fall. Manoeuvrability is good, but the flier cannot turn more than 90° per combat move (i.e. per 4 squares at minimum airspeed of 9"), unless they hover for at least 1 round. The exact duration of the spell is always unknown to the spell caster, as the 1-6 turns variable addition is determined by the Dungeon Master secretly. The material component of the Fly spell is a wing feather of any bird. [SJW Change: Movement rate and limitations are now worked out more fully - but at least you don't need to flap!]

#### Gust Of Wind (Alteration)

Casting: *Standard* (3 segments, V, S, M) Range: 0 Area of Effect: 30ft path, 30ft per level in length Duration: 1 round Saving Throw: None

Explanation/Description: When this spell is cast, a strong puff of air originates from the magic-user and moves in the direction he or she is facing. The force of this Gust Of Wind is sufficient to extinguish candles, torches, and similar unprotected flames. It will cause protected flames - such as those of lanterns - to wildly dance and has a 10% 5% chance per level of *intensity* to extinguish even such lights. It will also fan large fires outwards 1' to 6' in the direction of the wind's movement. It will force back small flying creatures 10ft to 60ft and cause man-sized ones to be held motionless if attempting to move into its force, and similarly slow large flying creatures by 50% for 1 round. It will blow over light objects. Its path is 30ft wide by 30ft of length per level of *intensity* of the Gust Of Wind spell i.e. an 8th level magic-user one cast with 3 power causes a Gust Of Wind which travels 90ft 80ft. The material component of the spell is a legume seed.

#### Haste (Alteration)

Casting: *Standard* (3 segments, V, S, M) Range: 60ft Area of Effect: 40ft x 40ft area, 1 creature/level Duration: 3 minutes + 1 minute/level Saving Throw: None

Explanation/Description: When this spell is cast, affected creatures function at double their normal movement and attack and parry rates. Thus, a creature moving at 30ft and attacking and parrying 1 time per round would move at 60ft and attack and parry 2 times per round. Spell casting is not more rapid. The number of creatures which can be affected is equal to the level of *intensity*, those creatures closest to the spell caster being affected in preference to those farther away, and all affected by Haste must be in the designated area of effect. Note that this spell negates the effects of a [Slow](#) spell (see hereafter). Additionally, this spell ages the recipients due to speeded metabolic processes by 1 year or racial equivalent. Its material component is a shaving of liquorice root.

#### Hold Person (Enchantment/Charm)

Casting: *Standard* (3 segments, V) Range: 120ft Area of Effect: One to four persons Duration: 2 rounds/level Saving Throw: Neg. (WISvWIS, modified)

Explanation/Description: Similar to the second level cleric [Hold Person](#) (q.v.) this spell immobilizes creatures, within range, as designated by the magic-user. If three or four persons are attacked, their saving throws are normal; but if two are attacked, their saving throws are made at -1 and if only one creature is attacked, the saving throw versus the Hold Person spell is made at -3 on the die. Partial negation of a Hold Person spell, such as would be possible by a ring of spell turning, causes the spell to function as a [Slow](#) spell (q.v.) unless the saving throw is successful. Creatures affected by the spell are: brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, and troglodytes.

#### Hypnotic Pattern (Illusion/Phantasm) [Incorporated from Illusionist spells list]

Casting: *Standard* (2 segments, S, M) Range: 0 Area of Effect: 30ft x 30ft square area Duration: Special Saving Throw: Neg. (WISvWIS)

Explanation/Description: When this spell is cast the Illusionist creates a weaving, turning pattern of subtle colours in the air. This Hypnotic Pattern will cause any creature looking at it to become fascinated and stand gazing at it as long as the spell caster continues to maintain the shifting interplay of glowing lines. Note that the spell can captivate a maximum of 24 levels, or hit dice, of creatures, i.e. 24 creatures with 1 hit die each, 12 with 2 hit dice, etc. All creatures affected must be within the area of effect, and each is entitled to a saving throw. The Illusionist need not utter a sound, but he or she must gesture appropriately while holding a glowing stick of incense or a crystal rod filled with phosphorescent material.

#### Infravision (Alteration)

Casting: Full Round (V, S, M) Range: Touch Area of Effect: Creature touched Duration: 2 turns + 6 turns/level Saving Throw: None

Explanation/Description: By means of this spell the magic-user enables the recipient of Infravision to see light in the infrared spectrum. Thus, differences in heat wave radiations can be seen up to 60ft. Note that strong sources of infrared radiation (fire, lanterns, torches, etc.) tend to blind or cast "shadows" just as such light does with respect to normal vision, so the infravision is affected and does not function efficiently in the presence of such heat sources. (Invisible creatures are not usually detectable by infravision, as the infrared light waves are affected by invisibility, just as those of the ultraviolet and normal spectrums are.) The material component of this spell is either a pinch of dried carrot or an agate.

#### Invisibility, 10' Radius (Illusion/Phantasm)

Casting: *Standard* (3 segments, V, S, M) Range: Touch Area of Effect: 10' radius of creature touched Duration: Special Saving Throw: None

Explanation/Description: This spell is essentially the same as [Invisibility](#) (q.v.). Those affected by it cannot see each other. Those affected creatures which attack negate the invisibility only with respect to themselves, not others made invisible, unless the spell recipient causes the spell to be broken.

#### Leomund's Tiny Hut (Alteration)

Casting: *Standard* (3 segments, V, S, M) Range: 0 Area of Effect: 10' diameter sphere Duration: 6 turns/level Saving Throw: None

Explanation/Description: When this spell is cast, the magic-user causes an opaque sphere of force to come into being around his or her person, half of the sphere projecting above the ground or floor surface, the lower hemisphere passing through the surface. This field causes the interior of the sphere to maintain at 70°F. temperature in cold to 0°F., and heat up to 105°F. Cold below 0° lowers inside temperature on a 1° for 1° basis, heat above 105° raises the inside temperature likewise. The Tiny Hut will withstand winds up to 50 m.p.h. without being harmed, but wind force greater than that will destroy it. The interior of the Tiny Hut is a hemisphere, and the spell caster can illuminate it dimly upon command, or extinguish the light as desired. Note that although the force field is opaque from positions outside, it is transparent from within. In no way will Leomund's Tiny Hut provide protection from missiles, weapons, spells, and the like (except by concealment). Up to 6 other man-sized creatures can fit into the field with its creator, and these others can freely pass in and out of the Tiny Hut without harming it, but if the spell caster removes himself from it, the spell will dissipate. The material component for this spell is a small crystal bead which will shatter when spell duration expires or the hut is otherwise dispelled.

#### Lightning Bolt (Evocation)

Casting: *Standard* (3 segments, V, S, M) Range: 0 40ft + 10ft/level Area of Effect: Special Duration: Instantaneous Saving Throw: ½ (DEXx5)

Explanation/Description: Upon casting this spell, the magic user releases a powerful stroke of electrical energy which causes damage equal to 1 six-sided die (d6) for each level of *intensity* to creatures

within its area of effect, or 50% of such damage to such creatures which successfully save versus the attack form. ~~The range of the bolt is the location of the commencement of the stroke, i.e. if shot to 60ft, the bolt would extend from this point to n inches further distance.~~ *The bolt extends from the caster's hand.* The Lightning Bolt will set fire to combustibles, under wooden doors, splinter up to 1' thickness of stone, and melt metals with a low melting point (lead, gold, copper, silver, bronze). Saving throws must be made for objects which withstand the full force of a stroke (cf. [Fireball](#)). The area of the Lightning Bolt's effect is determined by the spell caster, ~~just as its distance is.~~ The stroke can be either a forking bolt 10ft wide and 40ft +10ft/level long, or a single bolt 5ft wide and 80ft +20ft/level long. If a 12th level magic-user cast the spell *using 6 points of power at its maximum range, 160ft in this case*, the stroke would begin at *his hand 160ft* and flash outward from there, as a forked bolt ending at 100ft or a single one ending at 200ft. If the full length of the stroke is not possible due to the interposition of a non-conducting barrier (such as a stone wall), the Lightning Bolt will ~~double and rebound in a random direction towards its caster~~, its length being the normal total from beginning to end of stroke, damage caused to interposing barriers notwithstanding. Example: An 80ft stroke (*intensity 4, forked*) is begun at a range of 40ft, but the possible space in the desired direction is only 35ft; so the bolt ~~begins at the 35ft maximum, and it rebounds 45ft 80ft - perhaps~~ in the direction of its creator! The material components of the spell are a bit of fur and an amber, crystal or glass rod. [ *SJW Change: Lightning Bolts start from the caster and rebound randomly, to avoid tedious 'perfect placement' and yet still give some risk/fun.*]

#### **Misdirection** (Illusion/Phantasm) [*Incorporated from Illusionist spells list*]

Casting: *Standard* (2 segments. V, S) Range: 30ft Area of Effect: Special Duration: 1 *minute*/level Saving Throw: Neg. (*WISvWIS*)

Explanation/Description: By means of this spell the Illusionist misdirects the information from a detection-type spell, i.e. Detect Charm, Detect Evil, Detect Invisibility, Detect Lie, Detect Magic and Detect Snares & Pits. While the detection spell functions, the information it reveals will indicate the wrong area, creature, or the opposite of the truth with respect to Detect Evil or Detect Lie. The Illusionist directs the spell effect upon the creature or item which is the object of the detection spell. If the caster of the detection-type spell fails his or her saving throw, the Misdirection takes place.

#### **Monster Summoning I** (Conjuration/Summoning)

Casting: *Standard* (3 segments. V, S, M) Range: 30ft Area of Effect: Special Duration: 2 *minutes* + 1 *minute*/level Saving Throw: None

Explanation/Description: Within 1-4 rounds of casting this spell, the magic-user will cause the appearance of from 2-8 first level monsters (selected at random by the referee, but whose number may be either randomly determined or selected personally by the referee, according to the strength of the monster randomly determined). These monsters will appear in the spot, within spell range, desired by the magic-user, and they will attack the spell user's opponents to the best of their ability until he or she commands that attack cease, or the spell duration expires, or the monsters are slain. Note that if no opponent exists to fight, summoned monsters can, if communication is possible, and if they are physically capable, perform other services for the summoning magic-user. The material components of this spell are a tiny bag and a small (not necessarily lit) candle. [ *SJW Change: Like other such summonings, this now lasts long enough to be actually useful.*]

#### **Non-detection** (Abjuration) [*Incorporated from Illusionist spells list*]

Casting: *Standard* (3 segments. V, S, M) Range: 0 Area of Effect: 5' radius of spell caster Duration: 1 turn/level Saving Throw: None

Explanation/Description: By casting this spell, the Illusionist makes himself or herself invisible to divination spells such as Clairaudience, Clairvoyance, "Detects", and ESP. It also prevents location by such magic items as crystal balls and ESP medallions. The material component of the spell is a pinch of diamond dust.

#### **Protection From Evil, 10' Radius** (Abjuration) Reversible

Casting: *Standard* (3 segments. V, S, M) Range: Touch Area of Effect: 10' radius sphere around creature touched Duration: 2 *minutes*/level Saving Throw: None

Explanation/Description: This spell is the same as the first level [Protection From Evil](#) spell except with respect to its area of effect. See also the first level cleric [Protection From Evil](#) spell for general information.

#### **Protection From Lesser Demons** (Abjuration)

Casting: *Standard* (3 segments. V, S, M) Range: 0 Area of Effect: 10ft Radius Duration: 1 *minute*/level Saving Throw: None

Explanation/Description: *This spell prevents Lesser Demons (i.e. Type III), and lower demonic creatures, from penetrating the area surrounding the caster either physically or magically. Those inside the area may launch attacks on the hedged creatures. The area moves with the caster, but if the caster actively approaches to within range of any hedged creature then the spell is broken. (Material component: Burning incense).*

#### **Protection From Lesser Devils** (Abjuration)

Casting: *Standard* (3 segments. V, S, M) Range: 0 Area of Effect: 10ft Radius Duration: 1 *minute*/level Saving Throw: None

Explanation/Description: *This spell prevents Lesser Devils, and lower diabolic creatures, from penetrating the area surrounding the caster either physically or magically. Those inside the area may launch attacks on the hedged creatures. The area moves with the caster, but if the caster actively approaches to within range of any hedged creature then the spell is broken. (Material component: Burning incense).*

#### **Protection From Normal Missiles** (Abjuration)

Casting: *Standard* (3 segments. V, S, M) Range: Touch Area of Effect: Creature touched Duration: 1 turn/level Saving Throw: None

Explanation/Description: By means of this spell, the magic-user bestows total invulnerability to hurled and projected missiles such as arrows, axes, bolts, javelins, small stones and spears. Furthermore, it causes a reduction of 1 from each die of damage inflicted by large and/or magical missiles such as ballista missiles, catapult stones, and magical arrows, bolts, javelins, etc. Note, however that this spell does not convey any protection from such magical attacks as Fireballs, Lightning Bolts, or Magic Missiles. The material component of this spell is a piece of tortoise or turtle shell.

#### **Slow** (Alteration)

Casting: *Standard* (3 segments. V, S, M) Range: 90ft + 10ft/level Area of Effect: 40ft x 40ft area, 1 creature/level Duration: 3 rounds + 1 round/level Saving Throw: None

Explanation/Description: A Slow spell causes affected creatures to move and attack at one half of the normal or current rate. Thus, it negates a [Haste](#) spell (q.v.), has cumulative effect if cast upon creatures already slowed, and otherwise affects magically speeded or slowed creatures. The magic will affect as many creatures as the spell caster has *given it levels of intensity*, providing these creatures are within the area of effect determined by the magic-user, i.e. the 40ft x 40ft area which centres in the direction and at the range called for by the caster. The material component of this spell is a drop of treacle.

#### **Suggestion** (Enchantment/Charm)

Casting: *Standard* (3 segments. V, M) Range: 30ft Area of Effect: One creature Duration: 6 turns + 6 turns/level Saving Throw: Neg. (*WISvWIS*)

Explanation/Description: When this spell is cast by the magic-user, he or she influences the actions of the chosen recipient by utterance of a few words - phrases, or a sentence or two - suggesting a course of action desirable to the spell caster. The creature to be influenced must, of course, be able to understand the magic-user's suggestion, i.e., it must be spoken in a language which the spell recipient understands. The suggestion must be worded in such a manner as to make the action sound reasonable; a request asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act will automatically negate the effect of the spell. However, a suggestion that a pool of acid was actually pure water, and a quick dip would be refreshing, is another matter; or the urging that a cessation of attack upon the magic-user's party would benefit a red dragon, for the group could loot a rich treasure elsewhere through co-operative action, is likewise a reasonable use of the spell's power. The course of action of a Suggestion can continue in effect for a considerable duration, such as in the case of the red dragon mentioned above. If the recipient creature makes its saving throw, the spell has no effect. Note that a very reasonable suggestion will cause the saving throw to be made at a penalty (such as -1, -2, etc.) at the discretion of your Dungeon Master. Undead are not subject to Suggestion. The material components of this spell are a snake's tongue and either a bit of honeycomb or a drop of sweet oil.

#### **Tongues** (Alteration) Reversible

Casting: *Standard* (3 segments. V, M) Range: 0 Area of Effect: 60ft diameter circle Duration: 1 *minute*/level Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the fourth level cleric spell, [Tongues](#) (q.v.). Also, the material component is a small clay model of a ziggurat, which shatters when the spell is pronounced.

#### **Water Breathing** (Alteration) Reversible

Casting: *Standard* (3 segments. V, S, M) Range: Touch Area of Effect: Creature touched Duration: 3 turns/level Saving Throw: None

Explanation/Description: Except as noted above, and that the material component of the spell is a short reed or piece of straw, this is the same as the third level druid spell, [Water Breathing](#) (q.v.).

#### **Wraithform** (Necromancy)

Casting: *Standard* (1 segment. S, M) Range: 0 Area of Effect: Caster Duration: 2 *minutes*/level Saving Throw: None

Explanation/Description: *The caster becomes insubstantial, resembling a wraith (magic items are not affected). Normal weapons do no damage to the caster while in this state although magic and silver weapons can inflict some damage (as upon true wraiths). Most undead will not attack, but liches and other specials may. The caster cannot affect any material thing while in wraith form. Note that while in wraith form, the caster cannot be affected by spells which do not affect the undead, but sunlight will cause one point of damage per round of exposure. The spell ends if the caster utters but a single word. (Material components: Fine gauze and smoke).*

## Mage - Fourth Level Spells:

### Charm Monster (Enchantment/Charm)

Casting: *Standard* (4 segments, V, S) Range: 60ft Area of Effect: *1 hit die of creature(s)/level Special* Duration: *1 hour/level Special* Saving Throw: Neg. (*WISvWIS*)

Explanation/Description: This spell is similar to a [Charm Person](#) spell (q.v.), but it will affect any living creature - or several creatures of lesser level as explained hereafter. The magic-user casts the Charm Monster spell, and any affected creature regards the spell caster as friendly, an ally or companion to be treated well or guarded from harm. If communication is possible, the charmed creature will follow reasonable requests, instructions, or orders most faithfully (cf. [Suggestion](#) spell). Affected creatures will eventually come out from under the influence of the spell, *after 1 hour per level of*

*intensity (as per Charm Person)*, and the probability of such breaking of a Charm Monster spell is a function of the creature's level, i.e. its number of hit dice:

#### Monster Level or Hit Dice      Percent Chance/Week of Breaking Spell

1st or up to 2	5%
2nd or up to 3+2	10%
3rd or up to 4+4	15%
4th or up to 6	25%
5th or up to 7+2	35%
6th or up to 8+4	45%
7th or up to 10	60%
8th or up to 12	75%
9th or over 12	90%

Naturally, overtly hostile acts by the person charming the monster will automatically break the spell, or at the very least allow the monster a new saving throw versus the charm. The spell will affect *1 hit die of creatures per level of intensity* from 2-8 1st level creatures, 1-4 2nd level creatures, 1 or 2 3rd level, or 1 creature of 4th or higher level. [SJW Change: Much reduced in duration, like Charm Person, because having monsters follow you around like pets is daft.]

### Confusion (Enchantment/Charm)

Casting: *Standard* (4 segments, V, S, M) Range: 20ft Area of Effect: Up to 60ft x 60ft Duration: 2 rounds + 1 round/level Saving Throw: Special (*WISvWIS* at -2)

Explanation/Description: Except as noted above, this spell is identical to the seventh level druid spell, [Confusion](#) (q.v.). However, it affects a basic 2+16 2-8 creatures, +1 per intensity level. Its material component is a set of three nut shells.

### Create Ghoul (Necromancy) [Restricted to Necromancers only]

Casting: *1 Night* (V, S, M) Range: Touch Area of Effect: One Individual Duration: Permanent Saving Throw: None

Explanation/Description: Turns one creature into a ghastly undead servitor of the caster. The procedure is similar to that for [Create Skeleton](#), but at midnight the creature is sealed into a lead-lined coffin and buried alive. The creature may be disinterred at any time after one year has passed (before this it would be destroyed by contact with the air). The creature may retain some of the abilities of its former life, but may also be somewhat wilful and disobedient. Power point cost is 4 per Hit Die of the creature. (Material components: Coffin, shovel and victim).

### Cure Disease (Necromancy) Reversible [Restricted to Necromancers only]

Casting: *1 Full Round* (V, S, M) Range: Touch Area of Effect: Creature touched Duration: Permanent Saving Throw: None

Explanation/Description: This spell is the same as the 3rd level cleric [Cure Disease](#) spell (q.v.). It is reversible to Cause Disease also.

### Dig (Evocation)

Casting: *Standard* (4 segments, V, S, M) Range: 30ft Area of Effect: 5' cube per level of intensity Duration: 1 round/level Saving Throw: Special (*DEXx5* roll avoids fall)

Explanation/Description: A Dig spell enables the caster to excavate 125 cubic feet of earth, sand, or mud per round. The hole thus dug is a cube 5' per side. The material thrown from the excavation scatters evenly around the pit. If the magic-user continues downward beyond 5', there is a chance that the pit will collapse: 15%/additional 5' in depth in earth, 35%/additional 5' depth in sand, and 55%/additional 5' depth in mud. Any creature at the edge (1') such a pit uses its dexterity score as a saving throw to avoid falling into the hole with a score equal to or less than the dexterity meaning that a fall was avoided. Any creature moving rapidly towards a pit area will fall in unless it saves versus magic. Any creature caught in the centre of a pit just dug will always fall in. The spell caster uses a miniature shovel and tiny bucket to activate a Dig spell and must continue to hold these material components while each pit is excavated.

### Dimension Door (Alteration)

Casting: *Standard* (1 segment, V) Range: 0 Area of Effect: Spell caster Duration: Special Saving Throw: None

Explanation/Description: By means of a Dimension Door spell, the magic-user instantly transfers himself or herself up to 30ft distance per level of intensity. This special form of teleportation allows for no error, and the magic-user always arrives at exactly the spot desired ~~whether~~ by simply visualizing the area (within spell transfer distance, of course) or by stating direction such as "300 feet 30 inches straight downwards," or "upwards to the northwest, 45 degree angle, 420 feet 42 inches." If the magic-user arrives in a place which is already occupied by a solid body, he or she remains in the Astral Plane until located by some helpful creature willing to cast a Dispel Magic upon the person, for he or she is stunned and cannot successfully perform any spell casting. If distances are stated and the spell caster arrives with no support below his or her feet (i.e. in mid-air), falling and damage will result unless further magical means are employed. All that the magic-user wears or carries, subject to a maximum weight equal to 5,000 gold pieces 500lbs of non-living matter, or half that amount of living matter, is transferred with the spell caster. Recovery from use of a Dimension Door spell requires a full round 7 segments.

### Enchanted Weapon (Divination/Alteration) Reversible

Casting: 1 Turn (V, S, M) Range: Touch Area of Effect: Weapon(s) touched Duration: 1 hour/level 5 rounds/level Saving Throw: None

Explanation/Description: This spell turns an ordinary weapon into a magical one. The weapon is the equivalent of a +1 weapon ~~but has no bonuses whatsoever~~. Thus, arrows, axes, bolts, bows, daggers, hammers, maces, spears, swords, etc. can be made into enchanted weapons. Two small (arrows, bolts, daggers, etc.) or one large (axe, bow, hammer, mace, etc.) weapon can be affected by the spell.

~~Armour and shields can also be affected. Note that successful hits by enchanted missile weapons cause the spell to be broken, but that otherwise the spell duration lasts for 1 hour per level of intensity until the time limit based on the level of experience of the magic-user casting it expires, i.e. 40 rounds (4 turns) in the case of an 8th level magic-user. The material components of this spell are powdered lime and carbon.~~

~~MAGIC WEAPONS: Note that this spell can be used to bestow a permanent bonus on an item. If successive Enchant Weapon spells are cast during the manufacture of an item so that it is continuously affected, then the item will take on the +1 bonus permanently, over and above the quality of manufacture. For an item to be imbued with such a permanent bonus, suitable esoteric components (costing at least 200sp x 10 to-the-power-of-the bonus) must be incorporated into it during manufacture. Note: Cost of Weapon / Daily Craftsman Value = Days to Manufacture (eg +1 Longsword (300sp x 10 / 89) = 34 days, but would become +2!) [SJW Change: Added variation to allow creation of permanently magical weapons, shields or armour.]~~

### Extension I (Alteration)

Casting: *Standard* (2 segments, V) Range: 0 Area of Effect: Special Duration: Special Saving Throw: None

Explanation/Description: By use of an Extension I spell the magic-user prolongs the duration of a previously cast first, second, or third level spell by 50%. Thus, a Levitation spell can be made to function 1½ turns/level, a Hold Person spell made to work for 3 rounds/level, etc. Naturally, the spell has effect only on such spells where duration is meaningful. [SJW Change: Actually I haven't changed this one - but it needs it! Why not just re-cast the original spell, probably for less power? Marginal, at best.]

### Fear (Illusion/Phantasm)

Casting: *Standard* (4 segments, V, S, M) Range: 0 Area of Effect: 60ft long cone, 30ft diameter at end, 5ft at base Duration: Special Saving Throw: Neg. (*WISvWIS*)

Explanation/Description: When a Fear spell is cast, the magic-user ~~sends forth an invisible ray which~~ causes creatures within its area of effect to turn away from the spell caster and flee in panic.

Affected creatures are likely to drop whatever they are holding when struck by the spell; ~~they must save to avoid doing so (DEXx5) the base chance of this is 60% at 1st level (or at 1 hit die), and each level (or hit die) above this reduces the probability by 5%, i.e. at 10th level there is only a 15% chance, and at 13th level 0% chance.~~ Creatures affected by Fear flee at their fastest rate for the number of melee rounds equal to the level of intensity. The panic takes effect on the melee round following the spell casting, but dropping of items in hand will take place immediately. Of course, creatures which make their saving throws versus the spell are not affected. The material component of this spell is either the heart of a hen or a white feather.

### Fire Charm (Enchantment/Charm)

Casting: *Standard* (4 segments. V, S, M) Range: 10ft Area of Effect: 30' diameter of fire Duration: 2 minutes/level Saving Throw: Neg. (*WISvWIS, and WISvWIS at -3 for suggestion*)  
Explanation/Description: By means of this spell the magic-user causes a normal fire source such as a brazier, flambeau, or bonfire to serve as a magical agent, for from this source he or she causes a gossamer veil of multi-hued flame to circle the fire at 5' distance. Any creatures observing the fire or the dancing circle of flame around it must save versus magic or be charmed into remaining motionless and gazing, transfixed at the flames. While so charmed, creatures are subject to [Suggestion](#) spells of 12 or fewer words, saving against their influence at -3. The Fire Charm is broken by any physical attack upon the charmed creature, if a solid object is interposed between the creature and the veil of flames so as to obstruct vision, or when the duration of the spell is at an end. Note that the veil of flame is not a magical fire, and passing through it incurs the same type and amount of damage as would be sustained from passing through its original fire source. The material component for this spell is a small piece of multicoloured silk of exceptional thinness which the dweomer crafter must throw into the fire source.

#### Fire Shield (Evocation/Alteration)

Casting: *Standard* (4 segments. V, S, M) Range: 0 Area of Effect: Personal Duration: 2 minutes + 1 minute/level Saving Throw: None  
Explanation/Description: By casting this spell the magic-user appears to immolate himself or herself, but the flames are thin and wispy shedding light equal only to half that of a normal torch (15' radius of dim light), and coloured blue or green if variation A is cast, violet or blue if variation B is employed. Any creature striking the spell caster with body or hand-held weapons will inflict normal damage upon the magic-user, but the attacker will take double the amount of damage so inflicted! The other spell powers depend on the variation of the spell used:  
A) *Blue/Green*: The flames are hot, and any cold-based attacks will be saved against at +2 on the dice, and either half normal damage or no damage will be sustained, fire-based attacks are normal, but if the magic-user fails to make the required saving throw (if any) against them, he or she will sustain double normal damage. The material component for this variation is a bit of phosphorous.  
B) *Violet/Blue*: The flames are cold, and any fire-based attack will be saved against at +2 on the dice, and either half normal damage or no damage will be sustained; cold-based attacks are normal, but if the magic-user fails to make the required saving throw (if any) against them, he or she will sustain double normal damage. The material component for this variation is a live firefly or glow worm or the tail portions of 4 dead ones.

#### Fire Trap (Evocation)

Casting: 3 Rounds (V, S, M) Range: Touch Area of Effect: Object touched Duration: Permanent until discharged Saving Throw: ½ (*DEXx5*)  
Explanation/Description: Any closable item (book, box, bottle, chest, coffer, coffin, door, drawer, and so forth) is affected by a Fire Trap spell, but the item so trapped cannot have a second spell such as Hold Portal or Wizard Lock placed upon it except as follows: if a Fire Trap/Hold Portal is attempted, only the spell first cast will work, and the other will be negated (both negated if cast simultaneously). If a Fire Trap is cast after a Wizard Lock, the former is negated, if both are cast simultaneously both are negated, and if a Wizard Lock is cast after placement of a Fire Trap there is a 50% chance that both spells will be negated. A Knock spell will not affect a Fire Trap in any way - as soon as the offending party enters/touches, the trap will discharge. The caster can use the trapped object without discharging it. When the trap is discharged there will be an explosion of 5' radius, and all creatures within this area must make saving throws versus magic. Damage is 1-4 hit points plus 1 hit point per level of *intensity* the magic-user ~~who used to cast the spell, or one-half the total amount for creatures successfully saving versus magic. The item trapped is NOT harmed by this explosion.~~ There is only 50% of the normal chance to detect a Fire Trap, and failure to remove it when such action is attempted detonates it immediately. To place this spell, the caster must trace the outline of the closure with a bit of sulphur or saltpetre.

#### Fumble (Enchantment/Charm)

Casting: *Standard* (4 segments. V, S, M) Range: 10ft/level Area of Effect: 1 creature Duration: 1 round/level Saving Throw: ½ (*WISvWIS*)  
Explanation/Description: When a Fumble spell is cast, the magic-user causes the recipient of the magic to suddenly become clumsy and awkward. Running creatures will trip and fall, those reaching for an item will fumble and drop it, those employing weapons ~~must roll on the Combat Fumbles table will likewise awkwardly drop them.~~ Recovery from a fall or of a fumbled object will typically require the whole of the next melee round. Note that breakable items might suffer damage when dropped. If the victim makes his or her saving throw, the Fumble will simply ~~last for half the normal duration make him or her effectively operate at one-half normal efficiency (cf. [Slow](#) spell).~~ The material component of this spell is a dab of solidified milk fat. [*SJW Change: Fumbles are fun, Slow is boring - this way we get a couple of fumbles, at least!*]

#### Hallucinatory Terrain (Illusion/Phantasm)

Casting: 1 Turn (V, S, M) Range: 20ft/level Area of Effect: 100ft x 100ft square area/level Duration: Special Saving Throw: None  
Explanation/Description: By means of this spell the magic-user causes an illusion which hides the actual terrain within the area of the spell's effect. Thus, open fields or a road can be made to look as if a swamp or hill or crevasse or same other difficult or impassable terrain existed there. Also, a pond can be made to appear as a grassy meadow, a precipice look as if it were a gentle slope, or a rock-strewn gully made to look as if it were a wide and smooth road. The Hallucinatory Terrain persists until a Dispel Magic spell is cast upon the area or until it is contacted by an intelligent creature. Each level of *intensity* enables him or her to affect a larger area. ~~At 10th level With 4 power, a magic-user can affect an area up to 400ft x 400ft square, while at 12th level with 6 power the spell caster affects a 500ft x 500ft square area.~~ The material components of this spell area stone, a twig, and a bit of green plant - leaf or grass blade. (*Cf. The [druidic](#) and [illusionist](#) variants.*) [*SJW Change: A much bigger area makes this spell more realistic.*]

#### Ice Storm (Evocation)

Casting: *Standard* (4 segments. V, S, M) Range: 10ft/level Area of Effect: Special Duration: 1 round Saving Throw: None  
Explanation/Description: When this spell is cast, the magic-user causes either great hail stones to pound down in an area of 40ft diameter and inflict from 3 to 30 (3d10) hit points of damage on any creatures within the area of effect; or the Ice Storm can be made to cause driving sleet to fall in an area of 80ft diameter and both blind creatures within its area of effect for the duration of the spell and cause the ground in the area to be icy, thus slowing movement within by 50% and making it 50% probable that a moving creature will slip and fall when trying to move. The material components for this spell are a pinch of dust and a few drops of water. (Note that this spell will negate a Heat Metal spell (q.v.), but its first application will also cause damage in the process.)

#### Illusionary Script (Illusion/Phantasm) [*Incorporated from Illusionist spells list*]

Casting: 1 Turn (Special. V, S, M) Range: Special Area of Effect: Creature reading the script Duration: Permanent Saving Throw: None  
Explanation/Description: This spell enables the Illusionist to write instructions or other information on parchment, paper, skin, etc. The Illusionary Script appears to be some form of foreign or magical writing. Only the person (or class of persons or whatever) whom the Illusionist desires to read the writing will be able to do so, although another Illusionist will recognize it for Illusionary Script. Others attempting to read it will become confused as from a [Confusion](#) spell (q.v.) for 5 to 20 turns (*5d4*) plus 1 turn per level of *intensity*, minus 1 turn for each level of ~~experience point of intelligence~~ he or she has ~~attained~~. The material component of the spell is a lead-based ink which requires special manufacture by an alchemist. [*SJW Change: Based on Int not level.*]

#### Improved Invisibility (Illusion/Phantasm) [*Incorporated from Illusionist spells list*]

Casting: *Standard* (4 segments. V, S) Range: Touch Area of Effect: Creature touched Duration: 4 minutes + 1 minute/level Saving Throw: None  
Explanation/Description: This spell is similar to Invisibility, but the recipient is able to attack, either by missile discharge, melee combat, or spell casting and remain unseen. Note, however, that there are sometimes telltale traces, a shimmering, so that an observant opponent can attack the invisible spell recipient. Such attacks are at *great disadvantage* (*x1/10*) ~~-4 on the "to hit" dice~~, and all saving throws are made at +4.

#### Improved Phantasmal Force (Illusion/Phantasm) [*Incorporated from Illusionist spells list*]

Casting: *Standard* (2 segments. V, S, M) Range: 60ft + 10ft/level Area of Effect: 4 10ft squares + 10ft square/level Duration: Special Saving Throw: Special (*INTx5 if disbelieved (NPC: extra INTx5 to try)*)  
Explanation/Description: Except as noted above, and as detailed hereafter, this spell is the same as the third level magic-user [Phantasmal Force](#) spell (q.v.). The spell caster can maintain the illusion with minimal concentration. i.e. he or she can move at half normal speed (but not cast other spells). Some minor sounds are included in the effects of the spell, but not understandable speech. Also, by concentration on the form of the phantasm, the Improved Phantasmal Force will continue for 2 minutes after the Illusionist ceases to concentrate upon the spell.

#### Massmorph (Illusion/Phantasm)

Casting: 1 Turn (V, S, M) Range: 10ft/level Area of Effect: 30ft x 30ft square/level Duration: Special Saving Throw: None  
Explanation/Description: When this spell is cast upon willing creatures of man-size or smaller, up to 10 such creatures per level of *intensity* can be made to appear as normal trees of any sort. Thus, a company of creatures can be made to appear as a copse, grove, or orchard. Furthermore, these massmorphed creatures can be passed through - and even touched - by other creatures without revealing the Illusion. Note, however, that blows to the creature-trees will reveal their nature, as damage will be sustained by the creatures struck and blood will be seen. Creatures massmorphed must be within the spell's area of effect. Unwilling creatures are not affected. The spell persists until the caster commands it to cease or until a dispel magic is cast upon the creatures. The material component of this spell is a handful of bark chips.

#### Minor Creation (Alteration) [*Incorporated from Illusionist spells list*]

Casting: 1 Turn (V, S, M) Range: Touch Area of Effect: Special Duration: 6 turns/level Saving Throw: None  
Explanation/Description: This spell enables the Illusionist to create an item of non-living, vegetable nature, i.e. soft goods, rope, wood, etc. The item created cannot exceed 1 cubic foot per level of *intensity* in volume., (cf. *ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL, Djinni.*) Note the limits of the spell's duration, The spell caster must have at least a tiny piece of matter of the same type of item he or she plans to create by means of the Minor Creation spell, i.e. a bit of twisted hemp to create rope, a splinter of wood to create a door, and so forth.

#### Minor Globe Of Invulnerability (Abjuration)

Casting: *Standard* (4 segments. V, S, M) Range: 0 Area of Effect: 10ft diameter sphere Duration: 1 minute/level Saving Throw: None

Explanation/Description: This spell creates a magical sphere around the caster which prevents any first, second or third level spells from penetrating, i.e. the area of effect of any such spells does not include the area of the Minor Globe Of Invulnerability. However, any sort of spells can be cast out of the magical sphere, and they pass from the caster of the globe, through its area of effect, and to their target without effect upon the Minor Globe Of Invulnerability. Fourth and higher level spells are not affected by the globe. It can be brought down by a Dispel Magic spell. The material component of the spell is a glass or crystal bead.

#### Monster Summoning II (Conjuration/Summoning)

Casting: *Standard* (4 segments, V, S, M) Range: 40ft Area of Effect: Special Duration: 3 minutes + 1 minute/level Saving Throw: None

Explanation/Description: This spell is similar to the third level [Monster Summoning I](#) spell (q.v.). Its major difference is that 1-6 second level monsters are conjured up. The material components are the same as those of the lesser spell. There is also a 1-4 round delay.

#### Paralyzation (Illusion/Phantasm) [*Incorporated from Illusionist spells list*]

Casting: *Standard* (3 segments, V, S) Range: 10ft/level Area of Effect: 20ft x 20ft area Duration: Special Saving Throw: Neg. (INTx5)

Explanation/Description: The Paralyzation spell enables the spell caster to create illusionary muscle slowdown in creatures whose combined hit dice do not exceed twice the total level of *intensity*. If the recipient creatures fail their saving throws, they become paralyzed, and *may attempt further saves every few minutes (equal to the level of intensity), otherwise* a Dispel Illusion or Dispel Magic spell must be used to remove the effect, or the Illusionist may dispel it at anytime he or she desires. [ *SJW Change: Further saves are allowed periodically, because lasting permanently is just sick!*]

#### Plant Growth (Alteration)

Casting: *Standard* (4 segments, V, S) Range: 10ft/level Area of Effect: 10ft x 10ft square area/level Duration: Permanent Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as a third level druid spell, [Plant Growth](#) (q.v.).

#### Polymorph Other (Alteration)

Casting: *Standard* (4 segments, V, S, M) Range: 5ft/level Area of Effect: One creature Duration: Permanent Saving Throw: Neg. (CONx5, then WISvWIS)

Explanation/Description: The Polymorph Other spell is a powerful magic which completely alters the form and ability, and possibly the personality and mentality, of the recipient. Of course, creatures with a lower intelligence cannot be polymorphed into something *with and thereby gain* a higher intelligence, but the reverse is possible. The creature polymorphed must make a "system shock" (cf. CONSTITUTION) *further saving roll (WISvWIS)* to see if its *personality* survives the change. If it is successful, it then *keeps its existing persona, mentality and skills and in addition* acquires all of the form and abilities of the creature it has been polymorphed into. ~~There is a base 100% chance that this change will also change its personality and mentality into that of the creature whose form it now possesses. For each 1 point of intelligence of the creature polymorphed, subtract 5% from the base chance. Additionally, for every hit die of difference between the original form and the form it is changed into by the spell, the polymorphed creature must adjust the base chance percentage by +/- 5% per hit die below or above its own number (or level in the case of characters). The chance for assumption of the personality and mentality of the new form must be checked daily until the change takes place. (Note that all creatures generally prefer their own form and will not willingly stand the risk of being subjected to this spell). If a one hit die orc of 8 intelligence is polymorphed into a white dragon with 6 hit dice, for example, it is 85% (100% - [5% x 8 intelligence + ((6 - 1) x (-5%)) = 85%]) likely to actually become one in all respects, but in any case it will have the dragon's physical *and form but be limited to its previous, lower* mental capabilities; and if it does not assume the personality and mentality of a white dragon, it will know what it formerly knew as well. Another example: an 8th level fighter successfully polymorphed into a blue dragon would know *in theory* how to combat with weapons, if the fighter did not take on dragon personality and mentality, *and but would probably not* be able to employ them with prehensile dragon forepaws. ~~However, the new form of the polymorphed creature may be stronger than it looks, i.e. a mummy changed to a puppy dog would be very tough, or a brontosaurus changed to an ant would be impossible to squash merely from being stepped on by a small creature or even a man-sized one.~~ The magic-user must *specify some condition which will break the spell (typically an unknowing beautiful maiden marrying the creature, or some such)*. ~~Since the magic is permanent, it is not possible simply to use a Dispel Magic spell to change the polymorphed creature back to its original form, and this too requires a "system shock" saving throw.~~ The material component of this spell is a caterpillar cocoon. [ *SJW Change: Simpler and more fun, by keeping personality, lower lethality and the breaking clause. Low initial save due to possibly lethal change.*]~~

#### Polymorph Self (Alteration)

Casting: *Standard* (3 segments, V) Range: 0 Area of Effect: The magic-user Duration: 2 turns/level Saving Throw: None

Explanation/Description: When this spell is cast, the magic-user is able to assume the form of any creature - from as small as a wren to as large as a hippopotamus - and its *normal abilities, senses and* form of locomotion as well. The spell does not give the *mental or magical other* abilities (~~attack, magic, etc.~~), nor does it run the risk of changing personality and mentality. No "system shock" check is required. Thus, a magic-user changed to an owl could fly, *but and his or her vision would be better than human*; a change to a black pudding would enable movement under doors or along walls and ceilings, ~~but not and also gain~~ the pudding's offensive or defensive capabilities. Naturally, the strength of the new form must be sufficient to allow normal movement. The spell caster can change his or her form *once per level of spell-intensity as often as desired*, the change requiring only 1 *standard action 5 segments*. *If the last change is used to assume some form other than his own, then the caster will be stuck that way until the spell duration expires.* Damage to the polymorphed form is computed as if it were inflicted upon the magic-user's, ~~but when the magic-user returns to his or her own form, from 1 to 12 (d12) points of damage are restored.~~ [ *SJW Change: Getting only a creature's mode of locomotion, and regaining hit points for changing, seemed a bit too silly to me.*]

#### Protection From Were-type (Necromancy)

Casting: *Standard* (4 segments, V, S) Range: 0 Area of Effect: 10ft Radius Duration: 1 minute/level Saving Throw: None

Explanation/Description: This spell prevents one type of were-creature (werewolves, werebears, wereboars, wererats or weretigers), specified at time of casting, from entering the area surrounding the caster. Those inside the area are protected from bodily attacks, but not from ranged attacks or spells. The area moves with the caster, but if the caster actively approaches to within range of any hedged creature then the spell is broken. (Material component: any silver weapon).

#### Protection From Undead (Abjuration)

Casting: *Standard* (4 segments, V, S, M) Range: 0 Area of Effect: 5ft Radius Duration: 1 minute/level Saving Throw: None

Explanation/Description: This spell prevents any undead creatures from entering the area surrounding the caster (cf. [Protection From Skeletons](#), [Protection From Zombies](#)). Those inside the area are protected from bodily attacks but not from ranged attacks, spells or attacks with longer-reach weapons. The area moves with the caster but if the caster actively approaches to within range of any hedged creature then the spell is broken. (Material component: Any holy symbol).

#### Rary's Mnemonic Enhancer (Alteration)

Casting: 1 Turn (V, S, M) Range: 0 Area of Effect: The magic-user Duration: 1 day Saving Throw: None

Explanation/Description: By means of this spell the magic-user is able to memorize, or retain the memory of, three additional spells levels, i.e. ~~three spells of the first level, or one first and one second, or one third level spell.~~ The magic-user can elect to immediately memorize additional spells or he or she may opt to retain memory of a spell *east otherwise forgotten via magical fumble* by means of the Enhancer. The material components of the spell are a piece of string, an ivory plaque of at least 100 g.p. value, and an ink composed of squid secretion and either black dragon's blood or giant slug digestive juice. All components disappear when the spell is cast.

#### Remove Curse (Abjuration) Reversible

Casting: *Standard* (4 segments, V, S) Range: Touch Area of Effect: Special Duration: Permanent Saving Throw: Special (Neg., WISvWIS at -5 for Bestow Curse)

Explanation/Description: Except as noted above, this spell is the same as the third level cleric spell, [Remove Curse](#) (q.v.).

#### Shadow Monsters (Illusion/Phantasm) [*Incorporated from Illusionist spells list*]

Casting: *Standard* (4 segments, V, S) Range: 30ft Area of Effect: 20ft x 20ft Duration: 1 minute/level Saving Throw: Special (INTx5)

Explanation/Description: The Shadow Monsters spell enables the Illusionist to create semi-real phantasms of one or more monsters. The total hit dice of the shadow monster or monsters thus created cannot exceed *double* the level of *intensity*; thus a ~~40th level Illusionist spell of 5 power~~ can create one creature which has 10 hit dice (in normal circumstances), two which have 5 hit dice (normally), etc. All shadow monsters created by one spell must be of the same sort, i.e. hobgoblins, orcs, spectres, etc. They have 20% of the hit points they would normally have. To determine this, roll the appropriate hit dice and multiply by .20, any score less than .4 is dropped - in the case of monsters with one (or fewer) hit dice, this indicates the monster was not successfully created - and scores of .4 or greater are rounded up to one hit point. If the creature or creatures viewing the shadow monsters fail their saving throw and believe the illusion, the shadow monsters perform as normal with respect to armour class and attack forms. If the viewer or viewers make their saving throws, the shadow monsters ~~are armour class 10~~ have 0 armour points and do only 20% of normal melee damage (biting, clawing, weapon, etc.), dropping fractional damage less than .4 as done with hit points. Example: A Shadow Monster dragonne attacks a person knowing it is only quasi-real. The monster strikes with 2 claw attacks and 1 bite, hitting as a 9 die monster (*about 70% attack skill*). All 3 attacks hit, and the normal damage dice are rolled: d8 scored 5, d8 scores 8, 3d6 scores 11 and each total is multiplied by .2 (2 x 5 = 1, .2 x 8 = 1.6 = 2, 2 x 11 = 2.2 = 2) and 5 hit points of real damage are scored upon the victim.

#### Wall Of Fire (Evocation)

Casting: *Standard* (4 segments, V, S, M) Range: 60ft Area of Effect: Special Duration: Special Saving Throw: None

Explanation/Description: This spell differs from the fifth level druid spell, [Wall Of Fire](#) (q.v.) only as indicated above and as stated below: the flame colour is either violet or reddish blue, base damage is 2-12 hit points (plus 1 hit point per level of *intensity*), the radius of the ring-shaped Wall Of Fire is 10ft + 2.5ft per level of *intensity*, and the material component of the spell is phosphorus.

### Wall Of Ice (Evocation)

Casting: *Standard* (4 segments. V, S, M) Range: 10ft/level Area of Effect: Special Duration: 1 turn/level Saving Throw: None

Explanation/Description: When this spell is cast, a sheet of strong, flexible ice is created. The wall is primarily defensive, stopping pursuers and the like. The wall is one inch thick per level of *intensity*. It covers a 10ft square area per *intensity* level, i.e. a ~~10th-level magic-user~~ *4 power spell* would cause a Wall Of Ice up to *40ft* long and 10ft high, or *25ft* long and 20ft high, and so forth. Any creature breaking through the ice will suffer 2 hit points of damage per inch of thickness of the wall (*i.e. per level*), fire-using creatures will suffer 3 hit points, cold-using creatures only 1 hit point when breaking through. If this spell is cast to form a horizontal sheet to fall upon opponents, it has the same effect as an [Ice Storm's](#) (q.v.) hail stones in the area over which it falls (*although the area is much smaller*). Magical fires such as Fireballs and fiery dragon breath will melt a Wall Of Ice in 1 round, though they will cause a great cloud of steamy fog which will last 1 turn, but normal fires or lesser magical ones will not hasten its melting. The material component of this spell is a small piece of quartz or similar rock crystal.

### Wizard Eye (Alteration)

Casting: 1 Turn (V, S, M) Range: 0 Area of Effect: Special Duration: 1 *minute*/level Saving Throw: None

Explanation/Description: When this spell is employed, the magic-user creates an invisible sensory organ which sends visual information to him or her. The Wizard Eye travels at 30ft per round (*6" rate*), viewing an area ahead as a human would or 10ft per round (*2" rate*) examining the ceiling and walls as well as the floor ahead and casually viewing the walls ahead. The Wizard Eye can "see" with infravision at 10', or it "sees" up to 60' distant in brightly lit areas. The Wizard Eye can travel in any direction as long as the spell lasts. The material component of the spell is a bit of bat fur.

## Mage - Fifth Level Spells:

### Airy Water (Alteration)

Casting: *Standard* (5 segments. V, S, M) Range: 0 Area of Effect: 20ft diameter sphere or 40ft diameter hemisphere Duration: 1 turn/level Saving Throw: None

Explanation/Description: The Airy Water spell turns normal liquid such as water or water based infusions or solutions to a less dense, breathable substance. Thus, if the magic-user were desirous of entering an underwater place, he or she would step into the water, cast the spell and sink downwards in a globe of bubbling water which he or she and any companions in the spell's area of effect could move freely in and breathe just as if it were air rather than water. The globe will move with the spell caster, Note that water breathing creatures will avoid a sphere (or hemisphere) of airy water, although intelligent ones can enter it if they are able to move by means other than swimming, but no water-breathers will be able to breathe in an area affected by this spell. There is only one word which needs to be spoken to actuate the magic, and the material component of the spell is a small handful of alkaline or bromine salts.

### Animal Growth (Alteration) Reversible

Casting: *Standard* (3 segments. V, S) Range: 60ft Area of Effect: up to 8 animals in a 20ft square area Duration: 1 *minute*/level Saving Throw: None

Explanation/Description: Except as noted above, and for the fact that the material component of the spell is a pinch of powdered bone, this is the same as the fifth level druid spell [Animal Growth](#) (q.v.).

### Animate Dead (Necromantic)

Casting: 5 Rounds (V, S, M) Range: 10ft Area of Effect: Special Duration: Permanent Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the third level cleric spell [Animate Dead](#) (q.v.).

### Bigby's Interposing Hand (Evocation)

Casting: *Standard* (5 segments. V, S, M) Range: 10ft/level Area of Effect: Special Duration: 1 *minute*/level Saving Throw: None

Explanation/Description: Bigby's Interposing Hand is a large to huge-sized magic member which appears and places itself between the spell caster and his or her chosen opponent. This disembodied hand then remains between the two, regardless of what the spell caster does subsequently or how the opponent tries to get around it. The size of the Hand is determined by the magic-user, and it can be human-sized all the way up to titan-sized. It takes as many hit points of damage to destroy as the magic-user who cast it (*i.e. their HP + Constitution*). Any creature weighing less than 2,000 pounds trying to push past it will be slowed to one-half normal movement. The material component of the spell is a glove.

### Chaos (Enchantment/Charm) [*Illusionists only*] [*Incorporated from Illusionist spells list*]

Casting: *Standard* (5 segments. V, S, M) Range: 5ft/level Area of Effect: up to 40ft x 40ft Duration: 1 round/level Saving Throw: ~~Special~~ *None*

Explanation/Description: This spell is similar to the seventh level druid [Confusion](#) spell (q.v.), but all creatures in the area of effect are confused for the duration of the spell. ~~Only fighters other than paladins or rangers and Illusionists are able to combat the spell effects and are thus allowed a saving throw. Similarly, monsters which do not employ magic and have intelligences of 4 (semi-intelligent) or less No characters/creatures are entitled to saving throws (though magic resistance still applies).~~ The material component for this spell is a small disc of bronze and a small rod of iron. [*SJW Change: No save for anybody - only allowing saves for pure Fighters/Illusionists is just bizarre!*]

### Cloudkill (Evocation)

Casting: *Standard* (5 segments. V, S, M) Range: 10ft Area of Effect: 40ft wide, 20ft high, 20ft deep cloud Duration: 1 round/level Saving Throw: ~~None~~ *Neg. (CONx5 at -4)*

Explanation/Description: This spell generates a billowing cloud of ghastly yellowish green vapours which is so toxic as to slay any creature ~~with fewer than 4 +1 hit dice, cause creatures with 4 +1 to 5 +1 hit dice that fails to save versus poison at -4 on the dice roll, and creatures up to 6 hit dice (inclusive) to save versus poison normally or be slain by the cloud.~~ *Any who make their save will be helpless due to nausea while the cloud passes over them, as in the [Stinking Cloud](#) spell.* The Cloudkill moves away from the spell caster at 10ft per round, rolling along the surface of the ground. A wind will cause it to alter course, but it will not move back towards its caster. A strong wind will break it up in 4 rounds, and a greater wind force prevents the use of the spell. Very thick vegetation will disperse the cloud in two rounds, i.e. moving through such vegetation for 20ft. As the vapours are heavier than air, they will sink to the lowest level of the land, even pour down den or sinkhole openings; thus, it is ideal for slaying nests of giant ants, for example.

### Conjure Elemental (Conjuration/Summoning)

Casting: 1 Turn (V, S, M) Range: 60ft Area of Effect: Special Duration: 1 turn/level Saving Throw: None

Explanation/Description: There are actually four spells in one as respects Conjure Elemental. The magic-user is able to conjure an air, earth, fire or water elemental with this spell - assuming he or she has the material component for the particular elemental. A considerable fire source must be in range to conjure that type of elemental; a large amount of water must be likewise available for conjuration of a water elemental. Conjured elementals are very strong - see *ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL* - typically having 16 hit dice (16d8). It is possible to conjure up successive elementals of different type if the spell caster has memorized two or more of these spells. The type of elemental to be conjured must be decided upon before memorizing the spell. The elemental conjured up must be controlled by the magic-user, i.e. the spell caster must concentrate on the elemental doing his or her commands, or it will turn on the magic-user and attack. The elemental, however, will not cease a combat to do so, but it will avoid creatures when seeking its conjurer. If the magic-user is wounded or grappled, his or her concentration is broken. There is always a 5% chance that the elemental will turn on its conjurer regardless of concentration, and this check is made at the end of the second and each succeeding *minute*. The elemental can be controlled up to 30ft distant per level of *intensity*. The elemental remains until its form on this plane is destroyed due to damage or the spell's duration expires. Note that water elementals are destroyed if they move beyond 60ft of a

body of water. The material component of this spell (besides the quantity of the element at hand) is a small amount of:

- Air Elemental - burning incense
- Earth Elemental - soft clay
- Fire Elemental - sulphur and phosphorus
- Water Elemental - water and sand

N.B. Special protection from uncontrolled elementals is available by means of a pentacle, pentagram, thaumaturgic triangle, magic circle, or Protection From Evil spell.

### Cone Of Cold (Evocation)

Casting: *Standard* (5 segments. V, S, M) Range: 0 Area of Effect: Special Duration: Instantaneous Saving Throw: ½ (*DEXx5*)

Explanation/Description: When this spell is cast, it causes a cone-shaped area originating at the magic-user's hand and extending outwards in a cone 5ft long per level of *intensity*. It drains heat and causes 1 four-sided die, plus 1 hit point of damage (1d4 +1), per level of *intensity*. For example, a ~~10th-level magic-user~~ *expending 5 power* would cast a Cone Of Cold causing *5d4 + 5* hit points of damage. Its material component is a crystal or glass cone of very small size.

### Contact Other Plane (Divination)

Casting: 1 Turn (V) Range: 0 Area of Effect: Special Duration: Special Saving Throw: None

Explanation/Description: When this spell is cast, the magic-user sends his or her mind to another plane of existence in order to receive advice and information from powers there. As these powers are located at random, and resent such contact in any case, only brief answers will be given. (Your DM will answer all questions with a "yes", "no", "maybe", "never", "irrelevant", etc.) The character can contact an elemental plane or some plane further removed. For every ~~2 levels of experience of the magic-user~~ *level of intensity* one question may be asked. Contact with minds far removed from the plane of the magic-user increases the probability of the spell caster going insane or dying, but the chance of the power knowing the answer, as well as the probability of the being telling the correct answer, are likewise increased by moving to distant planes:

Plane	Likelihood of Insanity*	Likelihood of Knowledge	Probability of Veracity**
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Elemental	20%	90%***	75%
1 removed	5%	60%	65%
2 removed	10%	65%	67%
3 removed	15%	70%	70%
4 removed	20%	75%	73%
5 removed	25%	80%	75%
6 removed	30%	85%	78%
7 removed	35%	90%	81%
8 removed	40%	95%	85%
9 or more removed	50%	98%	90%

\* For every 1 point of intelligence over 15, the magic user reduces probability of insanity by 5%.

\*\* If the answer is unknown, and the answer is not true, the being will answer definitely. If truth is indicated, it will answer "unknown."

\*\*\* Assumes knowledge of questions pertaining to the appropriate elemental plane.

Insanity will strike as soon as 1 question is asked. It will last for 1 week for each removal of the plane contacted, 10 weeks maximum. There is a 1% chance per plane that the magic-user will die before recovering unless a remove curse spell is cast upon him or her.

### Distance Distortion (Alteration)

Casting: *Standard* (6 segments, V, S, M) Range: 10ft/level Area of Effect: 10,000 square ft per level Duration: 1 turn/level Saving Throw: None

Explanation/Description: This spell can only be cast when the magic-user has an earth elemental conjured up, but the elemental will not react hostilely to co-operation with the spell caster when he or she announces that his or her intent is to cast a Distance Distortion spell. The magic places the earth elemental in the area of effect, and the elemental then causes the area's dimensions to be distorted in either of two ways: 1) the area will effectively be one-half the distance to those travelling over it, or 2) the area will be twice the distance to those travelling across it. Thus a 10' x 100' corridor could seem as if it was but 5' wide and 50' long, or it could appear to be 20' wide and 200' long. When the spell duration has elapsed, the elemental returns to its own plane. The true nature of an area affected by Distance Distortion is absolutely undetectable to any creatures travelling along it, although the area will radiate a dim glow, and a True Seeing spell will reveal that an earth elemental is spread within the area. Material needed for this spell is a small lump of soft clay.

### Emotion (Enchantment/Charm) [Incorporated from Illusionist spells list]

Casting: *Standard* (4 segments, V, S) Range: 10ft/level Area of Effect: 40ft x 40ft area Duration: Special Saving Throw: Neg. (WISvWIS, modified)

Explanation/Description: When this spell is cast, the Illusionist can project his or her choice 1 of the following 4 emotions:

1. FEAR: This is the same as the [spell](#) of the same name, but as it is not illusionary, the saving throw is made at -2. It counters/is countered by Rage.

2. HATE: The effect of Hate is to raise morale, saving throw dice, "to hit" dice, and damage done by +2. It counters/is countered by Hopelessness.

3. HOPELESSNESS: This has the same effect as the Hopelessness [symbol](#). It counters/is countered by Hate.

4. RAGE: The Rage emotion causes the recipient to become berserk, attacking *twice per round but foregoing any parry at a +1 on the "to hit" dice, do +3 hit points of damage, and gives a temporary +5 hit points to the enraged creature.* The recipient will fight without shield, and regardless of life as well. It counters/is countered by Fear.

The spell lasts as long as the Illusionist continues to concentrate on projecting the chosen emotion.

### Extension II (Alteration)

Casting: *Standard* (4 segments, V) Range: 0 Area of Effect: Special Duration: Special Saving Throw: None

Explanation/Description: This spell is the same as the fourth level [Extension I](#) spell, except it extends the duration of first through fourth level spells by 50%.

### Feeblemind (Enchantment/Charm)

Casting: *Standard* (5 segments, V, S, M) Range: 10ft/level Area of Effect: One creature Duration: Permanent Saving Throw: Neg. (WISvWIS)

Explanation/Description: Except as noted above, this spell is the same as the sixth level druid spell, [Feeblemind](#) (q.v.). The material component of this spell is a handful of small clay, crystal, glass or mineral spheres.

### Hold Monster (Enchantment/Charm)

Casting: *Standard* (5 segments, V, S, M) Range: 5ft/level Area of Effect: One to four monsters (creatures) Duration: 1 round/level Saving Throw: Neg. (WISvWIS+)

Explanation/Description: This spell immobilizes from one to four creatures of any type within spell range and in sight of the spell caster. He or she can opt to hold one, two, three or four monsters. If three or four are attacked, each saving throw is a normal; if two are attacked, each saving throw is at -1 on the die; and if but one is attacked, the saving throw is at -3 on the die. (Partially-negated Hold Monster spell effects equal those of a [Slow](#) spell.) The material component for this spell is one hard metal bar or rod for each monster to be held. The bar or rod can be small, i.e. the size of a three-penny nail.

### Leomund's Secret Chest (Alteration, Conjunction/Summoning)

Casting: 1 Turn (V, S, M) Range: Special Area of Effect: One chest of about 2' x 2' x 3' size Duration: 60 days Saving Throw: None

Explanation/Description: In order to cast this spell the magic-user must have an exceptionally well-crafted and expensive chest constructed for him by master craftsmen. If made principally of wood, it must be of ebony, rosewood, sandalwood, teak or the like, and all of its corner fittings, nails, and hardware must be of platinum. If constructed of ivory, the metal fittings of the chest may be of gold; and if the chest is fashioned from bronze, copper, or silver, its fittings may be of electrum or silver. The cost of such a chest will never be less than 5,000 g.p. Once constructed, the magic-user must have a tiny replica (of the same materials and perfect in every detail) made, so that the miniature of the chest appears to be a perfect copy. One magic-user can have but one pair of these chests at any given time, and even wish spells will not allow exceptions.

While touching the chest and holding the tiny replica, the caster chants the spell. This will cause the large chest to vanish into the ethereal plane. The chest can contain one cubic foot of material per level of the magic-user no matter what its apparent size. Living matter makes it 75% likely that the spell will fail, so the chest is typically used for securing valuable spell books, magic items, gems, etc. As long as the spell caster has the small duplicate of the magic chest, he or she can recall the large one from the ethereal plane to the locale he or she is in when the chest is desired. If the miniature of the chest is lost or destroyed, there is no way, including a wish, that the large chest will return.

While on the ethereal plane, there is a 1% cumulative chance per week that some creature/being will find the chest. If this occurs there is 10% likelihood that the chest will be ignored, 10% possibility that something will be added to the contents, 30% possibility that the contents will be exchanged for something else, 30% chance that something will be stolen from it, and 20% probability that it will be emptied. In addition, when the secret chest is brought back to the Prime Material Plane, an ethereal window is opened and remains open for 5 hours, slowly diminishing in size. As this hole opens between the planes there is a 5% chance that some ethereal monster will be drawn through, with a 1% cumulative reduction in probability each hour thereafter until the window is gone. However, no creature on the Prime Material Plane can locate the chest even with a gem of seeing, true seeing, etc.

If Leomund's Secret Chest is not retrieved before spell duration lapses, there is a cumulative chance of 5% per day that the chest will be lost forever, i.e. 5% chance for loss at 61 days, 10% at 62 days, and so forth.

### Magic Jar (Necromancy/Possession)

Casting: Full Round (V, S, M) Range: 10ft/level Area of Effect: One creature Duration: Special Saving Throw: Special (WISvWIS+)

Explanation/Description: Magic Jar is a very unusual spell. It enables the magic user to take over the mind of the victim and thus control the creature's body. In fact, if the body is human or humanoid, the magic-user can even use the spells he or she knows. The possessor can call upon rudimentary knowledge of the possessed, but not upon the real knowledge, i.e. a possessor will not know the language or spells of the possessed. The spell caster transfers his or her life force to a special container (a large gem or crystal), and from this magic jar the life force can sense and attack any creature within the spell range radius, but what the creature is, is not determinable from the magic jar. The special life force receptacle must be within spell range of the magic-user's body at the time of spell casting. Possession takes place only if the victim fails to make the required saving throw. Failure to possess a victim leaves the life force of the magic-user in the magic jar. Possession attempts require 1 round each. If the body of the spell caster is destroyed, the life force in the magic jar is not harmed. If the magic jar is destroyed, the life force is snuffed out. Returning to the real body requires 1 round, and can only be done from a Magic Jar in spell range of the body. The saving throw versus a Magic Jar spell is modified by comparing combined intelligence and wisdom scores (intelligence only in

non-human or non-humanoid creatures) of the magic-user and victim.

Difference	Die Adjustment
Negative 9 or +	+4
Negative 8 to 6	+3
Negative 5 to 3	+2
Negative 2 to 0	+1
Positive 1 to 4	0
Positive 5 to 8	-1
Positive 9 to 12	-2
Positive 13 or +	-3

A negative score indicates the magic-user has a lower score than does his or her intended victim; thus, the victim has a saving throw bonus. The Magic Jar is the spell's material component. Note that a possessed creature with any negative difference or a positive difference less than 5 is entitled to a saving throw each *minute* to determine if it is able to displace the possessor's mind, a positive difference of 5 to 8 gains a saving throw each turn, a positive difference of 9 to 12 gains a saving throw each day, and a positive difference of 13 or better gains a saving throw each week. If the magic jarred

creature regains control of its mind, the magic-user is trapped until he or she can take over the mind for control or escape.

**POSSESSION:** This alternative use of the Magic Jar spell allows the caster one attempt per intensity level to possess a specified target creature. The victim must save against each attempt. If successful, the caster's soul is transferred directly to the victim's body. No special 'magic jar' container is used. The victim's soul is trapped and may attempt a save every day to regain control of it's own body. The caster's body is left soulless but alive (material bodies of extra-planar creatures dissipate and will re-form as required). If the host body is damaged so much that it is unable to sustain life ('killed') the possessor's soul is driven out and must re-enter it's own body or 'die' (the body must be within range). Note that, in this case, the original inhabitant's soul is allowed a saving throw: if successful it inhabits the caster's body and the caster's soul 'dies'.

#### Major Creation (Alteration) [Incorporated from Illusionist spells list]

Casting: 1 Turn (V, S, M) Range: 10ft Area of Effect: Special Duration: 6 turns/level Saving Throw: None

Explanation/Description: This spell is comparable to a [Minor Creation](#) spell (q.v.) except that it allows the Illusionist to create mineral objects. If vegetable objects are created, they have a duration of 12 turns per level of experience of the spell caster.

#### Monster Summoning III (Conjuration/Summoning)

Casting: *Standard* (5 segments, V, S, M) Range: 50ft Area of Effect: Special Duration: 4 minutes + 1 minute/level Saving Throw: None

Explanation/Description: When this spell is cast, 1-4 third level monsters are summoned, coming within 1-4 rounds. See [Monster Summoning I](#) for other details.

#### Mordenkainen's Faithful Hound (Conjuration/Summoning)

Casting: *Standard* (5 segments, V, S, M) Range: 10ft Area of Effect: Special Duration: 2 minutes/level Saving Throw: None

Explanation/Description: By means of this spell the magic-user summons up a phantom watchdog which only he or she can see. He or she may then command it to perform as guardian of a passage, room, door, or similar space or portal. The phantom watchdog will immediately commence a loud barking if any creature larger than a cat approaches the place it guards. As the Faithful Hound is able to detect invisible, astral, ethereal, out of phase, duo-dimensional, or similarly non-visible creatures, it is an excellent guardian. In addition, if the intruding creature or creatures allow their backs to be exposed to the phantom watchdog, it will deliver a vicious attack ~~as if it were a 10 hit dice monster~~, at 75% skill, striking for 3-18 hit points of damage, and being able to hit opponents of all sorts, even those normally subject only to magical weapons of +3 or greater. The Faithful Hound cannot be attacked, but it can be dispelled. Note, however, that the spell caster can never be more than 30ft distant from the area that the phantom watchdog is guarding, or the magic is automatically dispelled. The material components of this spell are a tiny silver whistle, a piece of bone, and a thread.

#### Passwall (Alteration)

Casting: *Standard* (5 segments, V, S, M) Range: 30ft Area of Effect: Special Duration: 6 turns + 1 turn/level Saving Throw: None

Explanation/Description: A Passwall enables the spell caster to open a passage through wooden, plaster, or stone walls; thus he or she and any associates can simply walk through. The spell causes a 5' wide by 8' high by 10' deep opening. Note several of these spells will form a continuing passage so that very thick walls can be pierced. The material component a this spell is a pinch of sesame seeds.

#### Phantasmal Killer (Illusion/Phantasm) [Illusionists only] [Incorporated from Illusionist spells list]

Casting: *Standard* (4 segments, V, S) Range: 5ft/level Area of Effect: One creature Duration: 1 round/level Saving Throw: Special (*see below*)

Explanation/Description: When this spell is cast, the Illusionist creates the illusion of the most fearsome thing imagined, simply by forming the fears of the subject creature's subconscious mind into something which its conscious mind can visualize - ~~the most horrible beast~~. Only the spell caster and the spell recipient can see the Phantasmal Killer, but if it succeeds in scoring a hit, the victim dies (from fright). The beast attacks with a 50% chance to hit ~~as a 4 hit dice monster with respect~~ to its victim. It is invulnerable to all attacks, and it can pass through any barriers, for it exists only in the beholder's mind. ~~The attacks cannot be parried and will not be stopped by armour but may be dodged with Defence ability.~~ The only other defence against a Phantasmal Killer is an attempt to disbelieve, which can be tried but once, or slaying or rendering unconscious the Illusionist who cast the spell. Note that the saving throw against this spell is not standard. The subject must roll three six-sided dice

(3d6) and score a sum equal to or less than its intelligence ability score in order to disbelieve the apparition. The dice score is modified as follows:

Condition	Modifier*
Complete surprise	+2
Surprise	+1
Subject previously attacked by this spell	-1 per previous attack
Subject is an Illusionist	-2
Subject is wearing a helm of telepathy	-3 plus the ability to turn the phantasmal killer upon its creator if disbelieved

\*Note that magic resistance and wisdom factors also apply, magic resistance being checked first to determine spell operation (or -1 to -5 on dice if spell resistance is as that of a dwarf, gnome, etc.), and then wisdom bonus applies as a minus to the dice roll to match or score less than intelligence.

If the subject of the attack by a Phantasmal Killer succeeds in disbelieving and is wearing a helm of telepathy, the beast can be turned upon the Illusionist, and then he or she must disbelieve it or be subject to its attack and possible effects.

#### Protection From Elemental-Type (Necromancy)

Casting: *Standard* (5 segments, V, S, M) Range: 0 Area of Effect: 10ft Radius Duration: 1 minute/level Saving Throw: None

Explanation/Description: Affects all creatures related to any of the four elements. This spell prevents creatures of one element (i.e. Earth, Air, Fire or Water), as specified at time of casting, from entering the area surrounding the caster. Persons inside the area are protected from bodily attacks but not from ranged attacks or spells. The area moves with the caster, but if the caster actively approaches to within range of any hedged creature then the spell is broken. (Material component: something of the opposite element).

#### Protection From Lycanthropes (Abjuration)

Casting: *Standard* (5 segments, V, S, M) Range: 0 Area of Effect: 10ft Radius Duration: 1 minute/level Saving Throw: None

Explanation/Description: This spell prevents all types of were-creatures from entering the area surrounding the caster. Those inside the area are protected from bodily attacks, but not from ranged attacks or spells. The area moves with the caster, but if the caster actively approaches to within range of any hedged creature then the spell is broken. (Material component: any silver weapon).

#### Protection From Petrification (Abjuration)

Casting: *Standard* (5 segments, V, S, M) Range: 0 Area of Effect: 10ft Radius Duration: 1 minute/level Saving Throw: None

Explanation/Description: All creatures inside the area are immune to anything which turns flesh to stone (but not retrospectively). The area moves with the caster. (Material component: Medusa's head).

#### Spectral Force (Illusion/Phantasm) [Incorporated from Illusionist spells list]

Casting: *Standard* (3 segments, V, S, M) Range: 60ft + 1 0ft/level Area of Effect: 4 10ft squares + 10ft square/level Duration: Special Saving Throw: Special (INTx5 if disbelieved (NPC: extra INTx5 to try))

Explanation/Description: The Spectral Force spell creates an illusion in which sound, smell and thermal illusions are included. It is otherwise similar to the second level [Improved Phantasmal Force](#) spell (q.v.). The spell will last for 3 minutes after concentration.

#### Stone Shape (Alteration)

Casting: Full Round (V, S, M) Range: Touch Area of Effect: One cubic foot per level Duration: Permanent Saving Throw: None

Explanation/Description: By means of this spell the magic-user can form an existing piece of stone into a shape which will suit his or her purposes. For example, a stone weapon can be made, a special trapdoor fashioned, or an idol sculpted. By the same token, it would allow the spell caster to reshape a stone door, perhaps, so as to escape imprisonment providing the volume of stone involved was within the limits of the area of effect. While stone coffers can be thus formed, secret doors made, etc., the fineness of detail is not great. The material component of this spell is soft clay which must be worked into roughly the desired shape of the stone object and then touched to the stone when the spell is uttered.

#### Summon Shadow (Conjuration/Summoning) [Incorporated from Illusionist spells list]

Casting: *Standard* (5 segments, V, S, M) Range: 10ft Area of Effect: 10ft x 10ft Duration: 1 minute + 1 minute/level Saving Throw: None

Explanation/Description: When this spell is cast, the Illusionist conjures up 1 shadow (see [ADVANCED DUNGEONS & DRAGONS. MONSTER MANUAL](#)) for every point of power put into the spell ~~three levels of experience he or she has attained~~. These monsters are under the control of the spell caster and will attack his or her enemies on command. The shadows will remain until slain or turned or the spell duration expires. The material component for this spell is a bit of smoky quartz.

#### Telekinesis (Alteration)

Casting: *Standard* (5 segments, V, S) Range: 10ft/level Area of Effect: 25lbs ~~250 g.p.~~ weight/level Duration: 2 minutes + 1 minute/level Saving Throw: None

Explanation/Description: By means of this spell the magic-user is able to move objects by will force, by concentrating on moving them mentally. The Telekinesis spell causes the desired object to move

vertically or horizontally. Movement is 20ft the first round, 40ft the second, 80ft the third, 160ft the fourth, and so on, doubling each round until *the ninth round when* a maximum telekinetic movement of 10,240ft per round (*about 340mph*) is reached. (Heavy objects travelling at high speed can be deadly weapons!) Note that Telekinesis can be used to move opponents who fall within the weight capacity of the spell, but if they are able to employ as simple a counter-measure as *grabbing something heavy, or casting an Enlarge spell*, for example (thus making the body weight go over the maximum spell limit), it is easily countered. Likewise, ambulation (or some other form of motive power if the recipient of the spell is not able to ambulate) counters the effect of Telekinesis, provided the velocity has not reached 160ft per round. The various Bigby's Hand spells will also counter this spell, as will many other magics.

### Teleport (Alteration)

Casting: *Standard* (2 segments, V) Range: Touch Area of Effect: Special Duration: Instantaneous Saving Throw: None  
 Explanation/Description: When this spell is used, the magic-user instantly transports himself or herself, along with a certain amount of additional weight which is upon, or being touched by, the spell caster, to a well-known destination. Distance is not a factor, but inter-plane travel is not possible by means of a Teleport spell. The spell caster is able to Teleport a maximum weight of *100lbs per level of intensity 2,500 g.p. equivalence, plus an additional 1,500 g.p. weight for each level of experience above the 10th*, i.e. a 13th level magic-user 5 power spell teleports a maximum weight of *500lbs 7,000 g.p. (700 pounds)*. If the destination area is very familiar to the magic-user (he or she has a clear mental picture through actual proximity to and studying of the area) it is unlikely that there will be any error in arriving exactly in the place desired. Lesser known areas (those seen only magically or from a distance) increase the probability of error. Unfamiliar areas present considerable peril. This is demonstrated below:

#### Probability Of Teleporting

Destination Area Is	High	On Target	Low
Very familiar	01-02	03-99	00
Studied carefully	01-04	05-98	99-00
Seen casually	01-08	09-96	97-00
Viewed once	01-16	17-92	93-00
Never seen	01-32	33-84	85-00

Teleporting high means the magic-user will arrive 10ft above ground for every 1% he or she is below the lowest "On Target" probability - only 20ft when the destination is very familiar, and as high as 320ft if the destination area was never seen. Any low result means the instant death of the magic-user if the area into which he or she teleports to is solid. Note that there is no possibility of teleporting to an area of empty space, i.e. a substantial area of surface must be there, whether a wooden floor, a stone floor, natural ground, etc. [SJW Change: *Simplified weight allowance - more generous at lower levels.*]

### Transmute Rock To Mud (Alteration) Reversible

Casting: *Standard* (5 segments, V, S, M) Range: 10ft/level Area of Effect: *Two* 10ft cubes/level Duration: Special Saving Throw: None  
 Explanation/Description: Except as noted above, and that the material components for the spell are clay and water (or sand, lime and water for the reverse), this spell is the same as the fifth level druid spell, [Transmute Rock To Mud](#).

### Wall Of Force (Evocation)

Casting: *Standard* (5 segments, V, S, M) Range: 30ft Area of Effect: 20' square/level Duration: 1 turn + 1 minute /level Saving Throw: None  
 Explanation/Description: A Wall Of Force spell creates an invisible barrier in the locale desired by the caster, up to the spell's range. The Wall Of Force will not move and is totally unaffected by any other spells, including Dispel Magic, save a Disintegrate spell, which will immediately destroy it. Likewise, the Wall Of Force is not affected by blows, missiles, cold, heat, electricity, or any similar things. Spells or breath weapons will not pass through it in either direction. The magic-user can, if desired, shape the wall to a hemispherical or spherical shape with an area equal to his or her ability, maximum of 20 square feet per level of *intensity*. The material component for this spell is a pinch of powdered diamond.

### Wall Of Iron (Evocation)

Casting: *Standard* (5 segments, V, S, M) Range: 5ft/level Area of Effect: Special Duration: Permanent Saving Throw: None  
 Explanation/Description: When this spell is cast, the magic-user causes a vertical iron wall to spring into being. Typically, this wall is used to seal off a passage or close a breach, for the wall inserts itself into any surrounding material if its area is sufficient to do so. The Wall Of Iron is one quarter of an inch thick per level of *intensity*. The magic-user is able to evoke an area of iron wall 15 square feet for each *point of power expended of his or her experience levels*, so at 12th level 5 power a Wall Of Iron 480 75 square feet in area can be created. If the wall is created in a location where it is not supported, it will fall and crush any creature beneath it. The wall is permanent, ~~unless attacked by a Dispel Magic spell~~, but subject to all forces a normal iron wall is subject to. i.e. rust, perforation, etc. The material component of this spell is a small piece of sheet iron.

### Wall Of Stone (Evocation)

Casting: *Standard* (5 segments, V, S, M) Range: 5ft/level Area of Effect: Special Duration: Permanent Saving Throw: None  
 Explanation/Description: This spell creates a wall of granite rock which merges into adjoining rock surfaces if the area is sufficient to allow it. It is typically employed to close passages, portals, and breaches against opponents. The Wall Of Stone is 1/4' thick and 20' square in area per level of *intensity*. Thus, a 12th level magic-user 5 power spell creates a Wall Of Stone 3' 1/4' thick and 240 100 square feet in surface area (a 12' 10' wide and 20' 10' high wall, for example, to completely close a 10' x 10' 46' passage). The wall created need not be vertical nor rest upon any firm foundation (cf. [Wall Of Iron](#)); however, it must merge with an existing stone formation. It can be used to bridge a chasm, for instance, or as a ramp. The wall is permanent unless destroyed by a ~~Dispel Magic spell~~ or by normal means such as breaking, chipping or a Disintegrate spell. The material component is a small block of granite.

## Mage - Sixth Level Spells:

### Anti-Magic Shell (Abjuration)

Casting: *Standard* (1 segment, V, S) Range: 0 Area of Effect: ± 2ft/level diameter sphere Duration: 1 turn/level Saving Throw: None  
 Explanation/Description: By means of an Anti-Magic Shell, the magic-user causes an invisible barrier to surround his or her person, and this moves with the spell caster. This barrier is totally impervious to all magic and magic spell effects (this includes such attack forms as breath weapons, gaze weapons, and voice weapons). It thus prevents the entrance of spells or their effects, and it likewise prevents the function of any magical items or spells within its confines. It prevents the entrance of charmed, summoned, and conjured creatures. However, normal creatures (assume a normal troll rather than one conjured up, for instance) can pass through the shell, as can normal missiles. While a magic sword would not function magically within the shell, it would still be a sword. [SJW Change: *Increase area (2ft diameter per level), to remain similar to the original.*]

### Bigby's Forceful Hand (Evocation)

Casting: *Standard* (6 segments, V, S, M) Range: 10ft/level Area of Effect: Special Duration: 1 minute/level Saving Throw: None  
 Explanation/Description: Bigby's Forceful Hand is a more powerful version of [Bigby's Interposing Hand](#) (q.v.). It exerts a force in addition to interposing itself, and this force is sufficient to push a creature away from the spell caster if the creature weighs 500 pounds or less, to push so as to slow movement to 10ft per round if the creature weighs between 500 and 2,000 pounds, and to slow movement by 50% of creatures weighing up to 8,000 pounds. It takes as many hit points to destroy as its creator has (i.e. *HP + Constitution*). Its material component is a glove.

### Conjure Animals (Conjuration/Summoning) [Incorporated from Illusionist spells list]

Casting: *Standard* (6 segments, V, S) Range: 30ft Area of Effect: Special Duration: 1 minute/level Saving Throw: None  
 Explanation/Description: Except as shown above, this spell is the same as the sixth level cleric spell, [Conjure Animals](#) (q.v.).

### Control Weather (Alteration)

Casting: 1 Turn (V, S, M) Range: 0 Area of Effect: 4 - 16 square miles Duration: 4-24 hours Saving Throw: None  
 Explanation/Description: Except as noted above, and for the differing material components, this spell is the same as the seventh level cleric [Control Weather](#) spell (q.v.). The material components of this spell are burning incense, and bits of earth and wood mixed in water.

### Death Spell (Conjuration/Summoning)

Casting: *Standard* (6 segments, V, S, M) Range: 10ft/level Area of Effect: 5ft square/level Duration: Instantaneous Saving Throw: ~~None~~ Neg. (CONx5)  
 Explanation/Description: When a Death Spell is cast, it slays creatures in the area of effect instantly and irrevocably, *if they fail the saving throw*. ~~The number of creatures which can be so slain is a function of their hit dice:~~

Victim's Hit Dice	Maximum Number of Creatures Affected
less than 2	4-80 (4d20)
2 to 4	3-30 (3d10)
4+1 to 6+3	2-8 (2d4)

6+4 to 8+3 1-4 (1d4)

If a mixed group of creatures is attacked with a Death spell, use the following conversion:

	Equals Creatures with Hit Dice of:			
Creature's Hit Dice	less than 2	2 to 4	4+1 to 6+3	6+4 to 8+3
6+4 to 8+3	10	5	2	-
4+1 to 6+3	8	3	-	-5
2 to 4	4	-	-125	-05

First, simply roll the dice to see how many creatures of less than 2 hit dice are affected, kill all these, then use the conversion to kill all 2 to 4 hit dice monsters, etc. If not enough of the number remains to kill the higher levels, they remain. This system can be reversed by applying it to higher hit dice victims first. Example: The 4d20 when rolled indicate a total of 53, 20 of this is used to kill one 6+4 to 8+3 die creature ( $20 \times .05 = 1$ ), 16 are used to kill two 4+1 to 6+3 hit die creatures ( $16 \times .125 = 2$ ), 12 are used to kill three 2 to 4 die creatures ( $3 \times 4 = 12$ ), and 5 remainder can be used to kill off 5 less than 2 die creatures ( $5 \times 1 = 5$ ), i.e.  $20 + 16 + 12 + 5 = 53$ . A Death Spell does not affect lycanthropes, undead creatures, or creatures from other than the Prime Material Plane. The material component of this spell is a crushed black pearl with a minimum value of 1000 g.p. [SJW Change: This one is just too nasty to have no saving throw. And it also avoids an awful lot of calculation!]

#### Demi-Shadow Monsters (Illusion/Phantasm) [Incorporated from Illusionist spells list]

Casting: Standard (5 segments, V, S) Range: 30ft Area of Effect: 20ft x 20ft Duration: 1 minute/level Saving Throw: Special (INTx5)

Explanation/Description: This spell is similar to the fourth level spell, [Shadow Monsters](#), except that the monsters created are of 40% hit points. Damage potential is 40% of normal, and they are ~~armor~~ class 8 have 2 armour points, even when disbelieved.

#### Disintegrate (Alteration)

Casting: Standard (6 segments, V, S, M) Range: 5ft/level Area of Effect: Special Duration: Permanent Saving Throw: Neg. (CONx5)

Explanation/Description: This spell causes matter to vanish. It will affect even matter (or energy) of a magical nature, such as Bigby's Forceful Hand, but not a Globe Of Invulnerability or an Anti-Magic Shell. Disintegration is instantaneous, and its effects are permanent. Any living thing can be affected, even undead, and non-living matter up to 10ft cubic volume can be obliterated by the spell.

Creatures, and magical material with a saving throw, which successfully save versus the spell are not affected. Only 1 creature or object can be the target of the spell. Its material components are a lodestone and a pinch of dust.

#### Dispel Exhaustion (Illusion/Phantasm) [Incorporated from Illusionist spells list]

Casting: Standard (4 segments, V, S) Range: Touch Area of Effect: 1 to 4 persons Duration: 3 turns/level Saving Throw: None

Explanation/Description: By means of this spell, the Illusionist is able to restore ~~all 50%~~ of lost hit points *and/or strength/constitution* to all persons (humans, demi-humans and humanoids) he or she touches during the round it is cast, subject to a maximum of four persons. The spell gives the illusion to the person touched that he or she is fresh and well, stamina is renewed *and fatigue/exhaustion is relieved*, but when the spell duration expires, the recipient drops back to their actual hit points, *strength/constitution and fatigue status*. The spell will allow recipients to move at double speed for 1 minute every turn (cf. [Haste](#) spell). [SJW Change: Hit points are lower in the system, so it doesn't hurt to restore them all, as well as strength/constitution/fatigue.]

#### Enchant An Item (Conjuration/Summoning)

Casting: Special (V, S, M) Range: Touch Area of Effect: One item Duration: Special Saving Throw: Neg. (WISx5)

Explanation/Description: This is a spell which must be used by a magic-user planning to create a magic item. The Enchant An Item spell prepares the object to accept the magic to be placed upon or within it. The item to be magicked must meet the following tests: 1) it must be in sound and undamaged condition; 2) the item must be the finest possible, considering its nature, i.e. crafted of the highest quality material and with the finest workmanship; and 3) its cost or value must reflect the second test, and in most cases the item must have a raw materials cost in excess of 100 g.p. With respect to requirement 3), it is not possible to apply this test to items such as ropes, leather goods, cloth, and pottery not normally embroidered, bejeweled, tooled, carved, and/or engraved; however, if such work or materials can be added to on item without weakening or harming its normal functions, these are required for the item to be magicked.

The item to be prepared must be touched manually by the spell caster. This touching must be constant and continual during the casting time which is a base 16 hours plus an additional 8-64 hours (as the magic-user may never work over 8 hours per day, and haste or any other spells will not alter time required in any way, this effectively means that Casting Time for this spell is 2 days + 1-8 days). All work must be uninterrupted, and during rest periods the item being enchanted must never be more than 1' distant from the spell caster, for if it is, the whole spell is spoiled and must be begun again.

(Note that during rest periods absolutely no other form of magic may be performed, and the magic-user must remain quiet and in isolation.) At the end of the spell, the caster will "know" that the item is ready for the final test. He or she will then pronounce the final magical syllable, and if the item makes a saving throw (which is exactly the same as that of the magic-user who magicked it) versus magic, the spell is completed. (Note that the spell caster's saving throw bonuses also apply to the item, up to but not exceeding +3.) A result of 1 on the die (d20) always results in failure, regardless of modifications. Once the spell is finished, the magic-user may begin to place the desired dweomer upon the item, and the spell he or she plans to place on or within the item must be cast within 24 hours or the preparatory spell fades, and the item must again be enchanted.

Each spell subsequently cast upon an object bearing an enchant an item spell requires 4 hours + 4-8 additional hours per spell level of the magic being cast. Again, during casting the item must be touched by the magic-user, and during rest periods it must always be within 1' of his or her person. This procedure holds true for any additional spells placed upon the item, and each successive dweomer must be begun within 24 hours of the last, even if any prior spell failed.

No magic placed on or into an item is permanent unless a Permanency spell is used as a finishing touch, and this always runs a risk of draining a point of constitution from the magic-user casting the spell. It is also necessary to point out that while it is possible to tell when the basic (Enchant An Item) spell succeeds, it is not possible to tell if successive castings actually take, for each must make the same sort of saving throw as the item itself made. Naturally, items that are charged - rods, staves, wands, javelins of lightning, ring of wishes, etc. - can never be made permanent. Scrolls or magic devices can never be used to enchant an item or cast magic upon an object so prepared.

The material component(s) for this spell vary according to both the nature of the item being magicked and successive magicks to be cast upon it. For example, a cloak of displacement might require the hides of 1 or more displacer beasts, a sword meant to slay dragons could require the blood and some other part of the type(s) of dragon(s) it will be effective against, and a ring of shooting stars might require pieces of meteorites and the horn of a ki-riin. These specifics, as well as other information pertaining to this spell, are known by your Dungeon Master.

**CHARGED ITEMS:** In its simplest variation, this spell enchants an item to hold a number of charges of a particular spell. The mage must first spend (6 + level) days in a laboratory/workshop treating and embellishing the item with suitable esoteric materials. These materials typically cost 10000sp per level of the spell to be stored. In addition, there will be special material components which the mage must gather personally. The precise materials, the special component(s) and the methods of treatment must all be thoroughly researched by the mage beforehand. (Material Components: special esoteric materials) [SJW Change: Charged Item variation added.]

#### Extension III (Alteration)

Casting: Standard (5 segments, V) Range: 0 Area of Effect: Special Duration: Special Saving Throw: None

Explanation/Description: This spell is the same as the fourth level [Extension I](#) except that it will extend first through third level spells to double duration and will extend the duration of fourth or fifth level spells by 50% of the indicated duration.

#### Geas (Enchantment/Charm)

Casting: Standard (4 segments, V) Range: Touch Area of Effect: Creature touched Duration: Special Saving Throw: None

Explanation/Description: A Geas spell places a magical command upon the creature (usually human or humanoid) to carry out some service, or refrain from some action or course of activity, as desired by the spell caster. The creature must be intelligent, conscious, and under its own volition. While a Geas cannot compel a creature to kill itself, or to perform acts which are likely to result in certain death, it can cause almost any other course of action. The spell causes the geased creature to follow the instructions until the Geas is completed. Failure to do so will cause the creature to grow sick and die within 1 to 4 weeks. Deviation from or twisting of the instructions causes corresponding loss of strength points until the deviation ceases. A Geas can be done away with by a Wish spell, but a Dispel Magic or Remove Curse will not negate it. Your referee will instruct you as to any additional details of a Geas, for its casting and fulfillment are tricky. and an improperly cast Geas is null and void immediately (cf. [Wish](#)).

#### Glassee (Alteration)

Casting: Full Round (V, S, M) Range: Touch Area of Effect: Special Duration: 1 minute/level Saving Throw: None

Explanation/Description: By means of this spell the magic-user is able to make a section of metal, stone or wood as transparent as glass to his gaze, or even make it into transparent material as explained hereafter. Normally, up to four inches of metal can be seen through, stone up to 6' thick can be made transparent, and 20' of wood can be affected by the Glassee spell. The spell will not work on lead, gold or platinum. The magic-user can opt to make the Glassee apply to himself or herself only, and apply it up to once per round while spell duration lasts; or the caster can actually make a transparent area, a one-way window, in the material affected. Either case gives a viewing area 3' wide by 2' high. The material component of the spell is a small piece of crystal or glass.

#### Globe Of Invulnerability (Abjuration)

Casting: Full Round (V, S, M) Range: 0 Area of Effect: 10ft diameter sphere Duration: 1 minute/level Saving Throw: None

Explanation/Description: This spell is the same as the fourth level [Minor Globe Of Invulnerability](#) (q.v.), except as regards casting time and for the fact that it prevents the functioning of first through fourth level spell, affecting the magic-user within the globe, while he or she can cast spells through it, of course.

#### Guards And Wards (Evocation, Alteration, Enchantment/Charm, Abjuration)

Casting: 3 Turns (V, S, M) Range: 0 Area of Effect: Special Duration: Special Saving Throw: None

Explanation/Description: This special and powerful spell is primarily used to defend the magic-user's stronghold. The following take place in the area of effect (a 10ft radius/level extending from 20ft

diameter sphere *centred on the caster*) upon casting of the spell:

1. All corridors become misty, and visibility is reduced to 10'.
2. All doors are Wizard Locked.
3. One door per level of experience of the magic-user is covered by an illusion as if it were a plain wall.
4. Stairs are filled with webs from top to bottom.
5. Where there are choices of direction - such as a cross or side passage - a minor confusion-type spell functions so as to make it 50% probable that intruders will believe they are going in the exact opposite direction.
6. The whole area radiates magic.
7. The magic-user can place one of the following additional magics:
  - A. Dancing Lights in four corridors, or
  - B. Magic Mouths in two places, or
  - C. Stinking Clouds in two places, or
  - D. Gust Of Wind in one corridor or room, or
  - E. Suggestion in one place.

Note that items 3 and 7 function only when the magic-user is totally familiar with the area of the spell's effect. *The effects persist for 6 turns/level.* Dispel Magic can remove one effect, at random, per casting of a dispel. A Remove Curse will not work. The material components of *this variation of the spell* are burning incense, a small measure of sulphur and oil, a knotted string, a small amount of umber hulk blood, and a small silver rod.

*There are two alternative variations of the spell:*

**WARDING PACT:** Agents of a specified powerful other-worldly entity are summoned so that a Pact of Warding contract can be made. The Pact guards a specified area from unauthorized access via the astral, ethereal and elemental planes (but not non-magical access via the material plane). The area protected can be one building or a cluster of buildings in a small area (e.g. a tower, temple, keep or warehouse). Both physical access and scrying are warded against.

Effects vary according to the contract made. Typical pacts include: (1) *Detection* - access to the area is noticed and the caster will be informed when he/she asks; (2) *Opposition* - access to the area is opposed by a limited strength of agents of the Power (elementals etc); (3) *Warding* - access is completely blocked by whatever force is necessary; (4) *Control* - access is controlled (e.g. a set vision is scryed, or teleport is redirected into a cell or container). Also extra options may be negotiated: *Alarm* - the caster is immediately informed of any attempt at unauthorized access; *Trace* - the source of the intrusion is identified.

Pacts may be made with Lords of the Higher/Lower Astral planes or of the Elemental planes. All Pacts give protection against astral, ethereal and magic/elemental intrusions. However, Astral Powers have limited ability to oppose elemental/material intrusions and Elemental Powers have limited ability to oppose astral intrusions.

Astral intrusion includes scrying and divination, astral projection, and teleportation (including Blink and Dimension Door). Ethereal intrusion includes any transport/sensing via the ether (e.g. with Oil of Ethereality), ghostly walking (e.g. ghosts, Wraithform spell) and any magic even partially impinging upon the ethereal plane (e.g. Invisibility). Elemental/material intrusion includes magic which disturbs the specified element (e.g. Passwall for Earth, Fly/Levitate for Air, Fireball for Fire) or any non-magical effects which very seriously disturb that element.

The type of Pact which can be made depends upon the level of the caster (not level of intensity) and their willingness to pay the maintenance costs. The caster requires 3 levels per level of Warding, plus bonus for options, as listed above. Pacts are usually permanent, but annual costs might be: *Detection* 100; *Opposition* 1000; *Warding* 10,000; *Control* 100,000 - paid in Power, Gold or Service. High Priests of many religions can also perform this ritual in addition to their normal abilities (note that Shrines/Chapels/Churches/Cathedrals can usually pay the maintenance cost in power by the donation of 1 per worshipper per service). (Material Components: Items of value to the powerful entity whose aid is sought).

**WARDING RUNES:** This ritual makes any Abjuration spell last indefinitely. The spell requires specially rune-inscribed markers for the boundary of the warded area. The Abjuration may then be cast and will last until the caster leaves the marked area or the rune-markers are removed. Note that the markers are covered by the protective abjuration. Intensity of the warding must at least equal that of the abjuration. Subsequent castings may be used to extend the warded area. (Material components: Rune-inscribed markers, usually four sticks). [SJW Change: Warding Pact and Warding Runes variations added, to make it more useful.]

### Invisible Stalker (Conjuration/Summoning)

Casting: Full Round (V, S, M) Range: 10ft Area of Effect: Special Duration: Special Saving Throw: None

Explanation/Description: This spell summons an invisible stalker from the Elemental Plane of Air. This 8 hit die monster will obey and serve the spell caster in performance at whatever tasks are set before it. However, the creature is bound to serve; it does not do so from loyalty or desire. Therefore, it will resent prolonged missions or complex tasks, and it will attempt to pervert instructions accordingly (for complete details of the invisible stalker, consult ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL). The invisible stalker will follow instructions even at hundreds or thousands of miles distance. The material components of this spell are burning incense and a piece of horn carved into a crescent shape.

### Legend Lore (Divination)

Casting: Special (V, S, M) Range: 0 Area of Effect: Special Duration: Special Saving Throw: None

Explanation/Description: The Legend Lore spell is used to determine information available regarding a known person, place or thing. If the person or thing is at hand, or if the magic-user is in the place in question, the likelihood of the spell producing results is far greater and the casting time is only 1 to 4 turns. If detailed information on the person, place or thing is known, casting time is 1 to 10 days. If only rumours are known, casting time is 2 to 12 weeks. During the casting, the magic-user cannot engage in other activities other than routine: eating, sleeping, etc. When completed, the divination will reveal if legendary material is available. It will often reveal where this material is - by place name, rhyme, or riddle. It will sometimes give certain information regarding the person, place or thing (when the object of the Legend Lore is at hand), but this data will always be in some cryptic form (rhyme, riddle, anagram, cipher, sign, etc.). The spell is cast with incense and strips of ivory formed into a rectangle, but some item must be sacrificed in addition - a potion, magic scroll, magic item, creature, etc. Naturally, Legend Lore will reveal information only if the person, place or thing is noteworthy or legendary.

### Lower Water (Alteration) Reversible

Casting: 1 Turn (V, S, M) Range: 80ft Area of Effect: 5ft x 5ft square area/level Duration: 5 minutes/level Saving Throw: None

Explanation/Description: Except as noted above, and for the facts that the reverse spell raises water only ½ per level of intensity, and the material components for the spell are a small vial of water and a small vial of dust, it is the same as the fourth level cleric spell, [Lower Water](#) (q.v.).

### Mass Suggestion (Enchantment/Charm) [Incorporated from Illusionist spells list]

Casting: Standard (6 segments, V, M) Range: 30ft Area of Effect: One creature/level Duration: 4 turns + 4 turns/level Saving Throw: Neg. (WIS vs WIS at -2)

Explanation/Description: This spell is the same as the third level [Suggestion](#) spell, except that the Illusionist is able to cast the spell upon more than one subject, provided the prospective recipients of the Suggestion are within the 30ft range. One creature per level of intensity can be affected. If only one creature is the subject, its saving throw is at -2. The suggestion must be the same for all hearing it.

### Monster Summoning IV (Conjuration/Summoning)

Casting: Standard (6 segments, V, S, M) Range: 60ft Area of Effect: Special Duration: 5 minutes + 1 minute/level Saving Throw: None

Explanation/Description: This spell summons 1 to 3 fourth level monsters, and they appear within 1 to 3 rounds. See [Monster Summoning I](#) for other details.

### Move Earth (Alteration)

Casting: 1 Turn/40ftsq.area (V, S, M) Range: 10ft/level Area of Effect: Special Duration: Permanent Saving Throw: None

Explanation/Description: When cast the Move Earth spell moves dirt (clay, loam, sand) and its other components. Thus, embankments can be collapsed, hillocks moved, dunes shifted, etc. The area to be affected will dictate the casting time; for every 40ft square area, 1 turn of casting time is required. If terrain features are to be moved - as compared to simply caving in banks or walls of earth - it is necessary that an earth elemental be subsequently summoned to assist. All spell casting and/or summoning must be completed before any effects occur. In no event can rock prominences be collapsed or moved. The material components for this spell are a mixture of soils (clay, loam, sand) in a small bag, and an iron blade.

### Otiluke's Freezing Sphere (Alteration-Evocation)

Casting: Standard (6 segments, V, S, M) Range: Special (10ft/level) Area of Effect: Special Duration: Special Saving Throw: Special Neg. or ½ (DEX vs 5)

Explanation/Description: Otiluke's Freezing Sphere is a multi-purpose dweomer of considerable power. If the caster opts, he or she may create a globe of matter at absolute zero temperature which spreads upon contact with water or liquid which is principally composed of water, so as to freeze it to a depth of 6 inches over an area equal to 400 200 square feet per level of intensity. The ice so formed lasts for 1 minute per level of intensity. The spell can also be used as a thin ray of cold which springs from the caster's hand to a distance of 10ft per level of intensity; this ray will inflict 4 hit points of damage per level of intensity upon the creature struck, with a saving throw versus magic applicable, and all damage negated if it is successful (as the ray is so narrow a save indicates it missed), but the path of the ray being plotted to its full distance, as anything else in its path must save (if applicable) or take appropriate damage. Finally, Otiluke's Freezing Sphere can be cast so as to create a small globe about the size of a sling stone, cool to the touch, but not harmful. This globe can be cast, and it will shatter upon impact, inflicting 4-24 hit points of cold damage upon all creatures within a 10' radius (one-half damage if saving throw versus magic is made). Note that if the globe is not thrown or slung within a time period equal to 1 minute times the level of intensity, it automatically shatters and causes cold damage as stated above. This timed effect can be employed against pursuers, although it can also prove hazardous to the spell caster and/or his or her associates as well. The material components of the spell depend upon in which form it is to be cast. A thin sheet of crystal about an inch square is needed for the first application of the spell, a white sapphire of not less than 1,000 g.p. value for the second application of the spell, and a 1,000 g.p. diamond is minimum for the third application of the spell. All components are lost when the spell is cast. [SJW Change: Increase area (200sq.ft per level), to remain similar to the original.]

### Part Water (Alteration)

Casting: 1 Turn (V, S, M) Range: 10ft/level Area of Effect: Special Duration: 5 minutes/level Saving Throw: None

Explanation/Description: Except as shown above, and also that the material components for this spell are two small sheets of crystal or glass, this spell is the same as the sixth level cleric spell, [Part Water](#) (q.v.).

#### **Protection From All Elementals** (Abjuration)

Casting: *Standard* (6 segments, V, S, M) Range: 0 Area of Effect: 10ft Radius Duration: 1 minute/level Saving Throw: None

Explanation/Description: This spell prevents all elemental creatures from entering the area surrounding the caster. Persons inside the area are protected from bodily attacks, but not from ranged attacks or spells. The area moves with the caster, but if the caster actively approaches to within range of any hedged creature then the spell is broken. (Material components: something of each element).

#### **Project Image** (Alteration, Illusion/Phantasm)

Casting: *Standard* (6 segments, V, S, M) Range: 10ft/level Area of Effect: Special Duration: 1 minute/level Saving Throw: None

Explanation/Description: By means of this spell, the magic-user creates a non-material duplicate of himself or herself, projecting it to any spot within spell range which is desired. This image performs actions identical to the magic-user - walking, speaking, spell-casting - as the magic-user determines. A special channel exists between the image of the magic-user and the actual magic-user, so spells cast actually originate from the image. The image can be dispelled only by means of a Dispel Magic spell (or upon command from the spell caster), and attacks do not affect it. The image must be within view of the magic-user projecting it at all times, and if his or her sight is obstructed, the spell is broken. The material component of this spell is a small replica (doll) of the magic-user.

#### **Reincarnation** (Necromantic)

Casting: 1 Turn (V, S, M) Range: Touch Area of Effect: Person touched Duration: Permanent Saving Throw: None

Explanation/Description: This spell is similar to the seventh level druid spell of the [same name](#) (q.v.). It does not require any saving throw for system shock or resurrection survival. The corpse is touched, and a *vision of the* new incarnation of the person will appear in the area in 1 to 6 turns, providing the person has not been dead for longer than 1 day per level of *intensity*. The new incarnation will be:

Die Roll	Incarnation
01-05	bugbear
06-11	dwarf
12-18	elf
19-23	gnoll
24-28	gnome
29-33	goblin
34-40	half-elf
41-47	halfling
48-54	half-orc
55-59	hobgoblin
60-73	human
74-79	kobold
80-85	orc
86-90	ogre
91-95	ogre mage
96-00	troll

The new incarnation will be new-born, and the vision will show where it can be found. (The spell can be repeated, to show further such visions if necessary). Casting this spell again while touching the new incarnation accelerates the ageing process so that it reaches maturity within ten minutes - and also awakens the memories of its previous existence. Note: Very good or very evil persons will not be reincarnated as creatures whose general alignment is the opposite. The material components of the spell are a small drum and a drop of blood. [SJW Change: Having to find and age the new incarnation seems more fun (and 'realistic') than it just walking in the door!]

#### **Repulsion** (Abjuration)

Casting: *Standard* (6 segments, V, S, M) Range: 10ft/level Area of Effect: 10ft path Duration: 1 minute/2 levels Saving Throw: None

Explanation/Description: When this spell is cast, the magic-user is able to cause all creatures in the path of the area of effect to move away from his or her person. Repulsion is at 30ft per round, or at the motive speed of the creature attempting to move towards the spell caster. The repelled creature will continue to move away for the balance of a complete move even though this takes it beyond spell range. The material component of this spell is a pair of small magnetized iron bars attached to two small canine statuettes, one ivory and one ebony.

#### **Shadow Door** (Illusion/Phantasm) [*Incorporated from Illusionist spells list*]

Casting: *Standard* (2 segments, S) Range: 10ft Area of Effect: Special Duration: 1 minute/level Saving Throw: None

Explanation/Description: By means of this spell, the Illusionist creates the illusion of a door. The illusion also permits the Illusionist to appear to step through this "door" and disappear, when in reality he or she has darted aside, and can then flee totally invisible for the spell duration. Creatures viewing this are deluded into seeing/entering an empty 10' x 10' room if they open the "door". Only a True Seeing spell, a gem of seeing, or similar magical means will discover the Illusionist.

#### **Shadow Magic** (Illusion/Phantasm) [*Incorporated from Illusionist spells list*]

Casting: *Standard* (5 segments, V, S) Range: 50ft + 10ft/level Area of Effect: Special Duration: Special Saving Throw: Special (INTx5)

Explanation/Description: The Shadow Magic spell allows the Illusionist to cast a quasi-real magic-user spell. This spell can be Magic Missile, Fireball, Lightning Bolt, or Cone Of Cold and will have normal effects upon creatures in the area of effect if they fail to make their saving throws. If saving throws are made, the Shadow Magic spell will inflict but 1 hit point of damage per level of *intensity*, regardless of which quasi-real spell was cast.

#### **Spiritwrack** (Evocation/Abjuration)

Casting: Special (V, M) Range: 10ft + 10ft/level Area of Effect: Special Duration: Special Saving Throw: Special (*Magic Resistance only*)

Explanation/Description: A Spiritwrack spell is a very strong protection/punishment spell against the powerful creatures of the nether planes (Abyssal, Hades, Hell, etc.), but to employ the magic, the spell caster must know the name of the being at whom he or she will direct the energy. Prior to actual utterance of a Spiritwrack spell the magic-user must prepare an illuminated sheet of vellum, carefully inscribed in special inks made from powdered rubies and the ichor of a slain demon of type I, II, or III and covered with gold leaf in a continuous border. The spell caster must personally prepare this document, including the being's name thereon. (This will require from 8-32 hours of time and cost 1,000 g.p. for vellum, special pens, gold leaf, and other miscellaneous materials alone; the cost of the powdered rubies is a minimum of 5,000 g.p. for each document.) If the demon, devil, or other powerful being from a nether outer plane is present in some form (and not possessing another creature's body instead), the magic-user can then begin actual spell incantation.

Immediately upon beginning the reading of the document, the being named will be rooted to the spot unless it makes its magic resistance percentage (adjusted for the level of the magic-user) as a saving throw; and even if such a saving throw is made, the monster feels greatly uncomfortable, and if it has not been magically forced to the locale and so held there, it is 90% likely to retreat to its own (or another) plane, as the named being is powerless to attack the magic-user while he or she is reading the spell document. This first part of the document continues for 1 full *minute*, with the discomfort to the named being becoming greater at the end. During the second minute of the incantation, the being named undergoes acute pain and loses 1 hit point per hit die it possesses. At the end of this *minute* of reading, the being is in wracking pain. The third and final *minute* of utterance of the condemnation will cause a loss to the being of 50% of its existing hit points, horrible pain, and at the end consign it to some confined space on its own plane - there to remain in torture for a number of years equal to the level of *intensity of the spell who prepared the document*.

Obviously, the being so dealt with will be the sworn foe of the magic-user forever afterwards, so the magic-user will be loath to finish the spell but rather use it as a threat to force submission of the being. Each *minute* of reading will cause the being forced to listen to be a cumulative 25% likely to concede even without any other offerings or payment.

#### **Stone To Flesh** (Alteration) Reversible

Casting: *Standard* (6 segments, V, S, M) Range: 10ft/level Area of Effect: One creature Duration: Permanent Saving Throw: Special (CONx5)

Explanation/Description: The Stone To Flesh spell turns any sort of stone into flesh - if the recipient stone object was formerly living, it will restore life (and goods), although the survival of the creature is subject to the usual system shock survival dice roll. Any formerly living creature, regardless of size, can be thus returned to flesh. Ordinary stone can be likewise turned to flesh at a volume of 9 cubic feet per level of *intensity*. The reverse will turn flesh of any sort to stone, just as the Stone To Flesh spell functions. All possessions on the person of the creature likewise turn to stone. This reverse of the spell will require a saving throw be allowed the intended victim. The material components of the spell are a pinch of earth and a drop of blood; lime and water and earth are used for the reverse.

#### **Tenser's Transformation** (Alteration-Evocation)

Casting: *Standard* (6 segments, V, S, M) Range: 0 Area of Effect: Personal Duration: 1 minute/level Saving Throw: None

Explanation/Description: Tenser's Transformation is a sight guaranteed to astound any creature not aware of its power, for when the magic-user casts the *dweomer*, he or she undergoes a startling transformation. The size and strength of the magic-user increase to heroic proportions, so he or she becomes a formidable fighting machine, for the spell causes the caster to become a berserk fighter. The magic-user's hit points double, and all damage he or she sustains comes first from the magical points gained; so if damage does not exceed original hit points, none is actually taken, but if damage

beyond the additional amount is sustained. each point counts as 2 (double damage). The armour class of the magic-user is a full 4 factors better than that he or she possessed prior to casting the spell (AC-10 goes to 6, AC-9 to 5, AC-8 to 4, etc.), all attacks are at a *skill bonus equal to 20% per intensity* level equal to those of a fighter of the same level as the magic-user (i.e., the spell-caster uses the combat table normally restricted to fighters), and although he or she can employ a dagger only in attacking, damage inflicted by the weapon is at +2 additional hit points, and 2 such attacks per round are made by the magic-user. However, it is worth noting that this spell must run its full course, and the magic-user will continue attacking until all opponents are slain, he or she is killed, the magic is dispelled, or the Transformation duration expires. The material component for casting this dweomer is a ~~potion of heroism (or superheroism)~~, which the magic-user must consume during the course of uttering the spell, *is dragon's blood*. [SJW Change: Drinking a potion of heroism/superheroism should have the same effect as this spell anyway!]

**True Sight** (Divination) [*Incorporated from Illusionist spells list*]

Casting: Full Round (V, S) Range: Touch Area of Effect: 60ft light range Duration: 1 *minute*/level Saving Throw: None

Explanation/Description: This spell is very like the fifth level cleric spell, [True Seeing](#) (q.v.). However, while the True Sight spell allows the Illusionist to see its actual or former form, it does not allow determination of alignment.

## Mage - Seventh Level Spells:

**Bigby's Grasping Hand** (Evocation)

Casting: *Standard* (7 segments, V, S, M) Range: 10ft/level Area of Effect: Special Duration: 1 *minute*/level Saving Throw: None

Explanation/Description: Bigby's Grasping Hand is a superior version of the sixth level [Bigby's Forceful Hand](#) spell (q.v.), being like it in many ways. The Grasping Hand can actually hold motionless a creature or object of up to 1,000 pounds weight, or move creatures as a double strength Forceful Hand. The material component is a leather glove.

**Cacodemon** (Conjuration/Summoning)

Casting: Special (V, S, M) Range: 10ft Area of Effect: Creature summoned Duration: Special Saving Throw: Special (*WISvWIS*+)

Explanation/Description: This perilous exercise in dweomercraft summons up a powerful demon of type V, V, or VI, depending upon the demon's name being known to the magic-user. Note that this spell is not of sufficient power to bring a demon of greater power, and lesser sorts are not called as they have no known names. In any event, the spell caster must know the name of the type IV, V, or VI demon he or she is summoning. As the spell name implies, the demon so summoned is most angry and evilly disposed. The spell caster must be within a circle of protection (or a thaumaturgic triangle with Protection From Evil) and the demon confined within a pentagram (circled pentacle) if he or she is to avoid being slain or carried off by the summoned cacodemon. The summoned demon can be treated with as follows:

- 1) The magic-user can require the monster to perform a desired course of action by force of threat and pain of a [Spiritwrack](#) spell (q.v.), allowing freedom whenever the demon performs the full extent of the service, and forcing the demon to pledge word upon it. This is exceedingly dangerous, as a minor error in such a bargain will be seized upon by the monster to reverse the desired outcome or simply to kill and devour the summoner. Furthermore, the demon will bear great enmity for the magic-user forever after such forced obedience, so the spell caster had better be most powerful and capable.
- 2) By tribute of fresh human blood and the promise of 1 or more human sacrifices, the summoner can bargain with the demon for willing service. Again, the spell caster is well advised to have ample protection and power to defend himself or herself, as the demon might decide the offer is insufficient - or it is easier to enjoy the summoner's slow death - and decide not to accept the bargain as offered. Although the demon will have to abide by a pledge, as his name is known, he will have to hold only to the exact word of the arrangement, not to the spirit of the agreement. On the other hand, only highly evil magic-users are likely to attempt to strike such a bargain, and the summoned cacodemon might be favourably disposed towards such a character, especially if he or she is also chaotic.
- 3) The summoned demon can be the object of a [Trap The Soul](#) spell (q.v.). In this case, the magic-user will not speak with or bargain for the demon's services, although the cacodemon might be eager to reach an accord with the dweomercrafter before he is forced into imprisonment. The trapping of the demon is risky only if proper precautions have not been taken, for failure to confine the monster usually means only that it is able to escape to its own plane. Once trapped, the demon must remain imprisoned until the possessor of his object of confinement breaks it and frees him, and this requires one service from the now loosed monster. If the individual(s) freeing the demon fails to demand a service when the monster asks what is required of him, the demon is under no constraint not to slay the liberator(s) on the spot, but if a service is required, the creature must first do his best to perform it and then return to the Abyss.

The duration of service of any demon must be limited unless the demon is willing to serve for an extended period. Any required course of action or service which effectively requires an inordinate period of time to perform, or is impossible to perform, is 50% likely to free the demon from his obligations and enable him to be unconstrained in his vengeance upon the spell caster if he or she is not thereafter continually protected, for a demon so freed can remain on the plane it was summoned to for as long as 666 days.

The demon summoned will be exceptionally strong, i.e. 8 hit points per hit die.

Casting time is 1 hour per type (numeric) of the demon to be summoned. If there is any interruption during this period, the spell fails. If there is an interruption while the cacodemon is summoned, it is 10% probable that it will be able to escape its boundaries and attack the magic-user, this percentage rising cumulatively each round of continued interruption.

Each demon is entitled to a saving throw versus this summoning spell (*WISvWIS+1/level*). If a score higher than *or equal to 20 + the intensity* level of the magic-user's summoning is rolled with *d20* (*adding the demon's hit dice and WIS bonus*) ~~3d6 (2d6 with respect to type VI demons)~~, that particular spell failed to bring the desired demon. When this occurs, it is certain that the named demon is imprisoned or destroyed or the name used was not perfectly correct, so the spell caster will have to call upon another name to bring forth a cacodemon.

The components of this spell are 5 flaming black candles; a brazier of hot coals upon which must be burned sulphur, bat hairs, lard, soot, mercuric-nitric acid crystals, mandrake root, alcohol, and a piece of parchment with the demon's name inscribed in runes inside a pentacle; and a dish of blood from some mammal (preferably a human, of course) placed inside the area where the cacodemon is to be held.

**Charm Plants** (Enchantment/Charm)

Casting: 1 Turn (V, S, M) Range: 30ft Area of Effect: Special Duration: Permanent Saving Throw: Neg. (*WISvWIS a -4*)

Explanation/Description: The Charm Plants spell allows the spell caster to bring under command vegetable life forms, communicate with them, and these plants will obey instructions to the best of their ability. The spell will charm plants in a 30ft x 10ft area. While the spell does not endow the vegetation with new abilities, it does allow the magic-user to command the plants to use whatever they have in order to fulfil his or her instructions, and if the plants in the area of effect do have special or unusual abilities, these will be used as commanded by the magic-user. The saving throw applies only to intelligent plants, and it is made at -4 on the die roll. The material components of the spell are a pinch of humus, a drop of water and a twig or leaf.

**Control Undead** (Necromancy) [*Restricted to Necromancers only*]

Casting: *Standard* (4 segments, V, S) Range: 0 Area of Effect: 30ft Radius Duration: 1 Turn Saving Throw: Neg. (*WISvWIS*)

Explanation/Description: All affected undead must obey the caster. Undead of higher level (or HD) than the caster need not obey, but may not attack the caster for the duration. Note that undead brought before an evil altar can be commanded into permanent service by means of this spell. (Material component: any unholy symbol).

**Delayed Blast Fire Ball** (Evocation)

Casting: *Standard* (7 segments, V, S) Range: 100ft + 10ft/level Area of Effect: 20ft radius globe Duration: Special Saving Throw: ½ (*DEXx5*)

Explanation/Description: This spell creates a fire ball with +1 on each of its dice of damage, and it will not release its blast for from 1 to 60 seconds ~~50 segments~~ (1/10 to 5 rounds), according to the command upon casting by the magic-user. In other respects, the spell is the same as the third level [Fireball](#) spell (q.v.).

**Demi-Shadow Magic** (Illusion/Phantasm) [*Incorporated from Illusionist spells list*]

Casting: *Standard* (6 segments, V, S) Range: 60ft + 10ft/level Area of Effect: Special Duration: Special Saving Throw: Special (*INTx5*)

Explanation/Description: This spell is similar to the fifth level [Shadow Magic](#) spell (q.v.), but in addition to the quasi-real spells listed thereunder it enables the Illusionist to cast a quasi-real Wall Of Fire, Wall Of Ice, or Cloudkill. If recognized as Demi-Shadow Magic (the victim makes its saving throw), the Magic Missile, Fireball, et al. do 2 hit points of damage per level of *intensity*, the Wall spells cause 1-4 hit points of damage per level, and the Cloudkill will slay only creatures with fewer than 2 hit dice.

**Drawmij's Instant Summons** (Conjuration/Summoning)

Casting: *Standard* (1 segment, V, S, M) Range: Infinite + special Area of Effect: One small object Duration: Instantaneous Saving Throw: None

Explanation/Description: When this spell is cast, the magic-user teleports some desired item from virtually any location directly to his or her hand. The object must be singular, can be no larger than a sword is long, have no more mass and weight than a shield (about 75 g.p. 7.5lbs weight), and it must be non-living. To prepare this spell, the magic-user must hold a gem of not less than 5,000 g.p. value in his or her hand and utter all but the final word of the conjuration. He or she then must have this same gem available to cast the spell. All that is then required is that the magic-user utter the final word while crushing the gem, and the desired item is transported instantly into the spell caster's right or left hand as he or she desires. The item must, of course, have been previously touched during the initial incantation and specifically named, and only that particular item will be summoned by the spell. If the item is in the possession of another creature, the spell will not work, but the caster will know who the possessor is and roughly where he, she, or it is located when the summons is cast. Items can be summoned from other planes of existence, but only if such items are not in the possession (not necessarily physical grasp) of another creature. For each level of experience above the 14th, the magic-user is able to summon a desired item from 1 plane further removed from the plane he or she is upon at the time the spell is cast, i.e. 2 plane at 14th level, but 2 at 15th, 3 at 16th, etc. Thus, a magic-user of 16th level could effect the spell even if the item desired was on the second layer of one of the outer planes, but at 14th level the magic-user would be able to summon the item only if it were on one of the Elemental Planes or the Astral or the Ethereal Plane.

**Duo-Dimension** (Alteration)

Casting: *Standard* (7segments, V, S, M) Range: 0 Area of Effect: Personal Duration: 3 *minutes* + 1 *minute*/level Saving Throw: None

Explanation/Description: A Duo-Dimension spell causes the caster to have only two dimensions, height and width but no depth. He or she is thus invisible when a sideways turn is made, and this invisibility can only be detected by means of a True Seeing spell or similar means. In addition, the duo-dimensional magic-user can pass through the thinnest of spaces as long as they have the proper

height according to his or her actual length - going through the space between a door and its frame is a simple matter. The magic-user can perform all actions on a normal basis. He or she can turn and become invisible, move in this state, and appear again next round and cast a spell, disappearing on the following round. Note that when turned the magic-user cannot be affected by any form of attack, but when visible he or she is subject to triple the amount of damage normal for an attack form, i.e. a dagger thrust would inflict 3-12 hit points of damage if it struck a duo-dimensional magic-user. Furthermore, the magic-user has a portion of his or her existence on the Astral Plane when the spell is in effect, and he or she is subject to possible notice from creatures thereupon. If noticed, it is 25% probable that the magic-user will be entirely brought to the Astral Plane by attack from the astral creature. The material components of this spell are a thin, flat ivory likeness of the spell caster (which must be of finest workmanship, gold filigreed, and enamelled and gem-studded at an average cost of 5,000 to 10,000 g.p.) and a strip of parchment. As the spell is uttered, the parchment is given a half twist and joined at the ends. The figurine is then passed through the parchment loop, and both disappear forever.

#### Limited Wish (Conjuration/Summoning)

Casting: *Special* (V) Range: Unlimited Area of Effect: *Special* Duration: *Special* Saving Throw: *Special*

Explanation/Description: A Limited Wish is a very potent but difficult spell. It will fulfil literally, but only partially or for a limited duration, the utterance of the spell caster. Thus, the actuality of the past, present or future might be altered (but possibly only for the magic-user unless the wording of the Limited Wish is most carefully stated) in some limited manner. The use of a Limited Wish will not substantially change major realities, nor will it bring wealth or experience merely by asking. The spell can, for example, restore some hit points (or all hit points for a limited duration) lost by the magic-user. It can reduce opponent hit probabilities or damage, it can increase duration of some magical effect, it can cause a creature to be favourably disposed to the spell caster, and so on (cf. [Wish](#)). The Limited Wish can possibly give a minor clue to some treasure or magic item. Greedy desires will usually end in disaster for the wisher. Casting time is the actual number of seconds - at *twelve per round six per segment* - to phrase the Limited Wish.

#### Mass Invisibility (Illusion/Phantasm)

Casting: *Standard* (7 segments, V, S, M) Range: 10ft/level Area of Effect: *Special* Duration: *Special* Saving Throw: *None*

Explanation/Description: This is the same as an [Invisibility](#) spell (q.v.) except that it can hide creatures in a *30 x 30 yard (90 x 90 ft)* area, up to 300 to 400 man-sized creatures, 30 to 40 giants, or 6 to 8 large dragons.

#### Monster Summoning V (Conjuration/Summoning)

Casting: *Standard* (6 segments, V, S, M) Range: 70ft Area of Effect: *Special* Duration: *6 minutes + 1 minute/level* Saving Throw: *None*

Explanation/Description: This spell summons 1-2 fifth level monsters, and they will appear in 1-3 rounds. See [Monster Summoning I](#) for other details.

#### Mordenkainen's Sword (Evocation)

Casting: *Standard* (7 segments, V, S, M) Range: 30ft Area of Effect: *Special* Duration: *1 minute/level* Saving Throw: *None*

Explanation/Description: Upon casting this spell, the magic-user brings into being a shimmering sword-like plane of force. The spell caster is able to mentally wield this weapon (to the exclusion of activities other than movement), causing it to move and strike as if it were being used by a fighter. The basic chance for Mordenkainen's Sword to hit is ~~the same as the chance for a sword wielded by a fighter of one-half the weapon base chance of 10% + 10% per intensity level of the spell caster, i.e. if cast with 7 power by a 12th level magic-user, the weapon has the same 80% hit probability as a sword wielded by a 6th level fighter.~~ The sword has no magical "to hit" bonuses, but it can hit any sort of opponent even those normally struck only by +3 weapons or astral, ethereal or out of phase ~~and it will hit any armour class on a roll of 19 or 20.~~ It inflicts 5-20 hit points on opponents of man-size or smaller, and 5-30 on opponents larger than man-sized. It can be used to subdue. It lasts until the spell duration expires, a Dispel Magic is used successfully upon it, or its caster no longer desires it. The material component is a miniature platinum sword with a grip and pommel of copper and zinc which costs 500 g.p. to construct, and which disappears after the spell's completion.

#### Permanent Illusion (Illusion/Phantasm) [*Incorporated from Illusionist spells list*]

Casting: *Standard* (6 segments, V, S, M) Range: 10ft/level Area of Effect: 4 x 10ft squares + 10ft square/level Duration: *Permanent* Saving Throw: *Special (INTx5 if disbelieved (NPC: extra INTx5 to try))*

Explanation/Description: This spell creates a lasting [Spectral Force](#) (q.v.) which requires no concentration. It is subject to Dispel Magic, of course.

#### Phase Door (Alteration)

Casting: *Standard* (7 segments, V) Range: Touch Area of Effect: *Special* Duration: *1 usage/level 2-levels* Saving Throw: *None*

Explanation/Description: When this spell is cast, the magic-user attunes he or her body, and a section of wall is affected as if by a [Passwall](#) spell (q.v.). The Phase Door is invisible to all creatures save the spell caster, and only he or she can use the space or passage the spell creates, disappearing when the Phase Door is entered, and appearing when it is exited. The Phase Door lasts for 1 usage for every 2 level *s of intensity*. It can be dispelled only by a casting of Dispel Magic ~~from~~ at a higher *intensity level by another* magic-user, or by several ~~lower~~ level magic-users, casting in concert, whose combined levels of *intensity* are more than double that ~~of~~ with which the magic-user ~~who~~ cast the spell. [*SJW Change: Increase usages (2 per level), to remain similar to the original.*]

#### Power Word, Stun (Conjuration/Summoning)

Casting: *Standard* (1 segment, V) Range: 5ft/level Area of Effect: One creature Duration: *Special* Saving Throw: *None*

Explanation/Description: When a Power Word, Stun is uttered, any creature of the magic-user's choice will be stunned - reeling and unable to think cogently or act for ~~2 to 8 (2d4)~~ a number of melee rounds. Of course, the magic-user must be facing the creature, and it must be within the spell caster's range or 5ft per level of *intensity*. Creatures with 1 to 30 hit points will be stunned for 4-16 (4d4) rounds, those with 31 to 60 hit points will be stunned for 2 to (2d4) rounds, those with 61 to 90 hit points will be stunned for 1 to 4 (d4) rounds, and creatures with over 90 hit points will not be affected. (*Defence roll reduces duration/effect by one stage per degree of success*). Note that if a creature is weakened due to any cause so that its hit points are below the usual maximum, the current number of hit points possessed will be used. [*SJW Change: Defence reduces duration because it replaces old-style hit points; also fixed duration typo.*]

#### Programmed Illusion (Illusion/Phantasm) [*Incorporated from Illusionist spells list*]

Casting: *Standard* (6 segments, V, S, M) Range: 10ft/level Area of Effect: 4 10ft squares + 10ft square/level Duration: *Special* Saving Throw: *Special (INTx5 if disbelieved (NPC: extra INTx5 to try))*

Explanation/Description: By means of this spell, the Illusionist sets up a [Spectral Force](#) spell (q.v.) which will activate upon command or when a specified condition occurs (cf. [Magic Mouth](#)). The illusion will last for a maximum of 1 *minute* per level of *intensity*.

#### Protection From Greater Demons (Abjuration)

Casting: *Standard* (7 segments, V, S, M) Range: 0 Area of Effect: 10ft Radius Duration: *1 minute/level* Saving Throw: *None*

Explanation/Description: This spell prevents Greater Demons (i.e. Type VI), and lesser demonic creatures, from penetrating the area surrounding the caster either physically or magically. Those inside the area may launch attacks on the hedged creatures. The area moves with the caster, but if the caster actively approaches to within range of any hedged creature then the spell is broken. (Material component: Burning incense).

#### Protection From Greater Devils (Abjuration)

Casting: *Standard* (7 segments, V, S, M) Range: 0 Area of Effect: 10ft Radius Duration: *1 minute/level* Saving Throw: *None*

Explanation/Description: This spell prevents Greater Devils (i.e. Pit Fiends), and lesser diabolic creatures, from penetrating the area surrounding the caster either physically or magically. Those inside the area may launch attacks on the hedged creatures. The area moves with the caster, but if the caster actively approaches to within range of any hedged creature then the spell is broken. (Material component: Burning incense).

#### Protection From Shape-Changers (Abjuration)

Casting: *Standard* (7 segments, V, S, M) Range: 0 Area of Effect: 10ft Radius Duration: *1 minute/level* Saving Throw: *None*

Explanation/Description: This spell prevent all creatures able to assume the form of man (e.g. lycanthropes, jackalwere, doppelgangers, some dragons, etc) from entering the area surrounding the caster. Those inside the area are protected from bodily attacks, but not from ranged attacks or spells. The area moves with the caster, but if the caster actively approaches to within range of any hedged creature then the spell is broken. (Material component: any silver weapon).

#### Reverse Gravity (Alteration)

Casting: *Standard* (7 segments, V, S, M) Range: 5ft/level Area of Effect: 30ft x 30ft square area Duration: *1 second segment* Saving Throw: *None*

Explanation/Description: This spell reverses gravity in the area of effect, causing all unfixated objects and creatures within it to "fall" upwards. The Reverse Gravity lasts for 1 second (~~1/6 segment~~) during which time the objects and creatures will "fall" 16' up. If some solid object is encountered in this "fall", the object strikes it in the same manner as a normal downward fall. At the end of the spell duration, the affected objects and creatures fall downwards. As the spell affects an area, objects tens, hundreds or even thousands of feet in the air can be affected. The material components of this spell are a lodestone and iron filings.

### **Shades** (Illusion/Phantasm) [*Incorporated from Illusionist spells list*]

Casting: *Standard* (6 segments, V, S) Range: 30ft Area of Effect: 20ft x 20ft Duration: 1 *minute*/level Saving Throw: Special (*INTx5*)

Explanation/Description: This spell is related to [Shadow Monsters](#) and [Demi-Shadow Monsters](#) (qq.v.), but the monsters created are of 60% hit points and damage potential and are of armour class 6.

### **Simulacrum** (Illusion/Phantasm)

Casting: *Special* (V, S, M) Range: Touch Area of Effect: One creature Duration: Permanent Saving Throw: None

Explanation/Description: By means of this spell the magic-user is able to create a duplicate of any creature. The duplicate appears exactly the same as the real. There are differences: the Simulacrum will have only 51% to 60% (50% + 1% to 10%) of the hit points of the real creature, there will be personality differences, there will be areas of knowledge which the duplicate does not have, and a Detect Magic spell will instantly reveal it as a Simulacrum, as will a True Seeing spell. At all times the Simulacrum remains under the absolute command of the magic-user who created it, although no special telepathic link exists, so command must be exercised in the normal manner. The spell creates the form of the creature, but it is only a zombie-like creature. A Reincarnation spell must be used to give the duplicate a vital force, and a Limited Wish spell must be used to empower the duplicate with 40% to 65% (35% + 5% to 30%) of the knowledge and personality of the original. The level, if any, of the Simulacrum, will be from 20% to 50% of the original creature. The duplicate creature is formed from ice or snow. The spell is cast over the rough form, and some piece of the creature to be duplicated must be placed inside the snow or ice. Additionally, the spell requires powdered ruby. The Simulacrum has no ability to become more powerful, i.e. it cannot increase its levels or abilities.

### **Statue** (Alteration)

Casting: *Standard* (7 segments, V, S, M) Range: Touch Area of Effect: Creature touched Duration: 6 turns/level Saving Throw: Special

Explanation/Description: When a Statue dwomeer is cast, the magic-user or other creature is apparently turned to solid stone, along with any garments and equipment worn or carried. The initial transformation from flesh to stone requires 1 full round after the spell is cast. Thereafter the creature can withstand any inspection and appear to be a stone statue, although a faint magic will be detected from the stone if it is checked for. Despite being in this condition, the petrified individual can see, hear, and smell normally. Feeling is only as acute as that which will actually affect the granite-hard substance of the individual's body, i.e. chipping is equal to a slight wound, but breaking off one of the statue's arms is another matter. The individual under the magic of a Statue spell can return to normal state in ~~4/6 of a segment~~ *1 second, as a Free action*, and then return to Statue state in the same period if he or she so desires, as long as the spell duration is in effect. During the initial transformation from flesh to stone, the creature must make a saving throw of 82% or less, with -1 deducted from the dice roll score for each point of his or her constitution score, so an 18 constitution indicates certain success. Failure indicates system shock and resultant death. The material components of this spell are lime, sand, and a drop of water stirred by an iron bar such as a nail or spike.

### **Vanish** (Alteration)

Casting: *Standard* (2 segments, V) Range: Touch Area of Effect: Special Duration: Special Saving Throw: None

Explanation/Description: When the magic-user employs this spell, he or she causes an object to vanish. The magic-user can cause the object to be teleported (see [Teleport](#) spell) if it weighs up to a maximum of ~~500 g.p.~~ *100lbs* per level of *intensity*, i.e. ~~7th~~ *4th* level spell magic-user can Vanish and cause to reappear at his or her desired location ~~7000 g.p.~~ *700lbs* weight. Greater objects can be made to Vanish, but they are simply placed into the ethereal plane and replaced with stone. Thus, a door can be made to disappear, and it will be replaced by a stone wall of 1' thickness, or equal in thickness to the door, whichever is greater. The maximum volume of material which can be affected is ~~3~~ *6* cubic feet per level of *intensity*. Thus, both weight and volume limit the spell. A Dispel Magic which is successful will bring back vanished items from the ethereal plane. [*SJW Change: Increase amount affected (100lbs or 6 cu.ft per level), to remain similar to the original.*]

### **Veil** (Illusion/Phantasm) [*Incorporated from Illusionist spells list*]

Casting: *Standard* (3 segments, V, S) Range: 10ft/level Area of Effect: 20ft x 20ft/level Duration: 1 turn/level Saving Throw: None

Explanation/Description: The Veil spell enables the Illusionist to instantly change the appearance of his or her surroundings and/or party or create [Hallucinatory Terrain](#) (q.v.) so as to fool even the most clever creatures unless they have True Seeing/Sight, a gem of seeing, or similar magical aid. The Veil can make a sumptuous room seem a filthy den and even touch will conform to the visual illusion. If hallucinatory terrain is created, touch will not cause it to vanish.

### **Vision** (Divination) [*Incorporated from Illusionist spells list*]

Casting: *Standard* (7 segments, V, S, M) Range: 0 Area of Effect: The Illusionist Duration: Special Saving Throw: None

Explanation/Description: At such time as the Illusionist wishes to gain supernatural guidance, he or she casts a Vision spell, calling upon whatever power he or she desires aid from, and asking the question for which a Vision is to be given to answer. Two six-sided dice are rolled. If they total 2 to 6, the power is annoyed and will cause the Illusionist, by ultra-powerful Geas or Quest to do some service, and no question will be answered. If the dice total 7 to 9, the power is indifferent, and some minor vision, possibly unrelated to the question, will be given. A score of 10 or better indicates the Vision is granted. Note that the material component of the spell is the sacrifice of something valued by the spell caster and/or by the power supplicated. The more precious the sacrifice, the better the chance of spell success, for a very precious item will give a bonus of +1 on the dice, one that is extremely precious will add +2, and a priceless/nonesuch will add +3.

### **Wall Of Tentacles** (Conjuration/Summoning) [*Restricted due to rarity: not available from the Guild of Arcane Lore*]

Casting: *1 Hour* (V, S, M) Range: 30ft Area of Effect: 20ft x 20ft Duration: *Special* Saving Throw: *None*

Explanation/Description: *This spell calls up an odd type of Daemon: if allowed to devour some live humans (or similar) it may stay to serve as a Wall of Tentacles, acting as instructed by the caster while it eats. The chance of it staying is 5% per humanoid victim eaten. The caster should protect himself from evil before calling the beast, as it is not particularly intelligent and may mistake the caster for part of its 'feed'. If the creature stays, it will stay and serve as instructed until it is slain or otherwise banished. A Wall of Tentacles has the following attributes: about 100 Hit Points (20 HD), 10 Armour Points, 70% Magic Resistance, 20 Tentacles (50% attack skill, d6+4 damage each), 2 Beaks (50% attack skill, d6 damage + 3d6 poison ea.) and it can radiate Darkness (which does not affect it) in a 15' radius at will. (Material components: Braziers, incense, etc and suitable food).*

## Mag - Eighth Level Spells:

### **Antipathy/Sympathy** (Enchantment/Charm)

Casting: 6 turns (V, S, M) Range: 30ft Area of Effect: Special Duration: 12 turns/level Saving Throw: Special (*WISvWIS*)

Explanation/Description: This spell allows the magic-user to set up certain vibrations which will tend to either repel or attract a specific type of living, intelligent creature or characters of a particular alignment. The magic-user must decide which effect is desired with regard to what creature or alignment type before beginning the dwomeercraefting, for the components of each application differ. The spell cannot be cast upon living creatures.

ANTI-PATHY: This dwomeer causes the affected creature or alignment type to feel an overpowering urge to leave the area or not touch the affected item. If a saving throw versus magic is successful, the creature may stay/touch the item, but the creature will feel very uncomfortable, and a persistent itching will cause it to suffer the loss of 1 point of dexterity per round the area or item is remained in or touched, subject to a maximum of 4 points. Failure to save versus magic forces the creature/alignment type to abandon the magicked area or item, shunning it permanently and never willingly enter/touch it until the spell is removed or expires. The material component for this application of the spell is a lump of alum soaked in vinegar.

SYMPATHY: By casting the Sympathy application of the spell, the magic-user can cause a particular type of creature or alignment of character to feel elated and pleased to be in an area or with the prospect of touching or possessing an object or item. The desire to stay in the area or touch/possess the magicked object/item will be overpowering, and unless a saving throw versus magic is made, the creature or character will stay or refuse to release the object. If the saving throw is successful, the creature or character is released from the enchantment, but a subsequent saving throw must be made from 1-6 turns later, and if this one fails, the affected creature will return to the area or object. The material components of this spell are 1,000 g.p. worth of crushed pearls and a drop of honey.

Note that the particular kind of creature to be affected must be named specifically, i.e. red dragons, hill giants, wererats, lammasu, catoblepas, vampires, etc. Likewise, the specific alignment type for characters must be named, i.e. chaotic evil, chaotic good, lawful neutral, neutral, etc.

If this spell is cast upon an area, a 10' per side cube can be magicked per level of *intensity*. If an object or item is magicked, only that single thing can be enchanted, but affected creatures/characters save versus the magic thereon at -2.

### **Bigby's Clenched Fist** (Evocation)

Casting: *Standard* (8 segments, V, S, M) Range: 5ft/level Area of Effect: Special Duration: 1 *minute*/level Saving Throw: None

Explanation/Description: Bigby's Clenched Fist spell brings forth a huge, disembodied hand which is balled into a fist. This magical member is under the mental control of the spell caster, and he or she can cause it to strike an opponent each round. No other spell casting or magical activity may be undertaken for the duration of the spell. The Clenched Fist never misses, but the effectiveness of its blow varies from round to round.

Die Roll	Result
1-12	glancing blow - 1 to 6 hit points
13-16	solid punch - 2 to 12 hit points
17-19	hard punch - 3 to 18 hit points and opponent is stunned next round
20	crushing blow - 4 to 24 hit points and opponent is stunned for next 3 rounds

Note: Any stunned opponent allows the magic-user to add +4 to his or her die roll to determine how well the fist strikes, as the opponent is not capable of dodging or defending against the attack effectively. (This spell can be used with any of the other Hand spells of the Archmage Bigby.) The material component of this spell is a leather glove and a small device consisting of four rings joined so as to form a slightly curved line, with an "I" upon which the bottoms of the rings rest, the whole fashioned of an alloyed metal of copper and zinc. The Fist is destroyed by damage equal to the hit points

(i.e. HPs plus Constitution) of its caster being inflicted upon it.

#### Clone (Necromantic)

Casting: 1 Turn (V, S, M) Range: Touch Area of Effect: Special Duration: Permanent Saving Throw: None

Explanation/Description: This spell creates a duplicate of a person. This clone is in all respects the duplicate of the individual, complete to the level of experience, memories, etc. However, the duplicate is the person, so that if the original and a duplicate exist at the same time, each knows of the other's existence; and the original person and the clone will each desire to do away with the other, for such an alter-ego is unbearable to both. If one cannot destroy the other, one (95%) will go insane (75% likely to be the clone) and destroy itself, or possibly (5%) both will become mad and commit suicide. These probabilities will occur within 1 week of the dual existence. The material component of the spell is a small piece of the flesh of the person to be duplicated. Note that the clone will become the person as he or she existed at the time at which the flesh was taken, and all subsequent knowledge, experience, etc. will be totally unknown to the clone. Also, the clone will be a physical duplicate, and possessions of the original are another matter entirely. Note that a clone takes from 2-8 months to grow, and only after that time is dual existence established.

#### Glassteel (Alteration)

Casting: *Standard* (8 segments, V, S, M) Range: Touch Area of Effect: Object touched Duration: Permanent Saving Throw: None

Explanation/Description: The Glassteel spell turns crystal or glass into a transparent substance which has the tensile strength and unbreakability of actual steel. Only a relatively small volume of material can be affected, a maximum weight of 10 pounds per level of *intensity*, and it must form one whole object. The material components of this spell are a small piece of glass and a small piece of steel.

#### Incendiary Cloud (Alteration-Evocation)

Casting: *Standard* (2 segments, V, S, M) Range: 30ft Area of Effect: Special Duration: 4 rounds + 1-6 rounds Saving Throw: ½ (*DEXx5, later CONx5*)

Explanation/Description: An Incendiary Cloud spell exactly resembles the smoke effects of a [Pyrotechnics](#) spell (q.v.), except that its minimum dimensions are a cloud of 10' height by 20' length and breadth. This dense vapour cloud billows forth, and on the 3rd round of its existence it begins to flame, causing ½ hit point per level of *intensity*. On the 4th round it does 1 hit point of damage per level of *intensity*, and on the 5th round it again drops to ½ h.p. of damage per level of *intensity* as its flames burn out. Any successive rounds of existence are simply harmless smoke which obscures vision within its confines. Creatures within the cloud need make only 1 saving throw if it is successful, but if they fail the first, they roll again on the 4th and 5th rounds (if necessary) to attempt to reduce damage sustained by one-half. In order to cast this spell the magic-user must have an available fire source (just as with a [Pyrotechnics](#) spell), scrapings from beneath a dung pile, and a pinch of dust.

#### Mass Charm (Enchantment/Charm)

Casting: *Standard* (8 segments, V) Range: 5ft/level Area of Effect: Special Duration: Special Saving Throw: Neg. (*WISvWIS at -2*)

Explanation/Description: A Mass Charm spell affects either persons or monsters just as a [Charm Person](#) spell or a [Charm Monster](#) spell (qq.v.) does. The Mass Charm, however, will affect a number of creatures whose combined levels of experience and/or hit dice does not exceed twice the level of *intensity*. All affected creatures must be within the spell range and within a maximum area of 30ft by 30ft. Note that the creatures' saving throws are unaffected by the number of recipients (cf. [Charm Person](#) and [Charm Monster](#)), but all target creatures are subject to a penalty of -2 on the saving throw because of the efficiency and power of a Mass Charm spell.

#### Maze (Conjuration/Summoning)

Casting: *Standard* (3 segments, V, S) Range: 5ft/level Area of Effect: One creature Duration: Special Saving Throw: None

Explanation/Description: An extra-dimensional space is brought into being upon utterance of a Maze spell. The recipient will wander in the shifting labyrinth of force planes for a period of time which is totally dependent upon its intelligence. (Note: Minotaurs are not affected by this spell.)

Intelligence of Mazed Creature	Time Trapped in Maze
under 3	2 to 8 turns
3 to 5	1 to 4 turns
6 to 8	5 to 20 minutes
9 to 11	4 to 16 minutes
12 to 14	3 to 12 minutes
15 to 17	2 to 8 minutes
18 and up	1 to 4 minutes

#### Mind Blank (Abjuration)

Casting: *Standard* (1 segment, V, S) Range: 30ft Area of Effect: One creature Duration: 1 day Saving Throw: None

Explanation/Description: When the very powerful Mind Blank spell is cast, the recipient is totally protected from all devices and/or spells which detect, influence, or read emotions and/or thoughts. Protection includes Augury, Charm, Command, Confusion, Divination, empathy (all forms), ESP, Fear, Feeblemind, Mass Suggestion, Phantasmal Killer, possession, rulership, soul trapping, Suggestion, and telepathy. Cloaking protection also extends to prevention of discovery or information gathering by crystal balls or other scrying devices, Clairaudience, Clairvoyance, communing, contacting other planes, or Wish-related methods (Wishing, Limited Wish, Alter Reality). Of course, exceedingly powerful deities would be able to penetrate the spell's powers. Note that this spell also protects from psionic-related detection and/or influence such as Domination (or Mass Domination), Hypnosis, Invisibility (the psionic sort is mind related), and Precognition, plus those powers which are already covered as spells.

#### Monster Summoning VI (Conjuration/Summoning)

Casting: *Standard* (8 segments, V, S, M) Range: 80ft Area of Effect: Special Duration: 7 minutes + 1 minute/level Saving Throw: None

Explanation/Description: This spell summons 1 or 2 sixth level monsters, the creature(s) appearing in 1 to 3 rounds. See [Monster Summoning I](#) for other details.

#### Otto's Irresistible Dance (Enchantment/Charm)

Casting: *Standard* (5 segments, V) Range: Touch Area of Effect: Creature touched Duration: 2-5 minutes Saving Throw: None

Explanation/Description: When Otto's Irresistible Dance is placed upon a creature, the spell causes the recipient to begin dancing, feet shuffling and tapping. This dance makes it impossible for the victim to do anything other than caper and prance, this favoring lowering the armour class of the creature by -4, making *parries*, *dodges* and saving throws impossible, and negating any consideration of a shield. Note that the creature must be touched - possibly as if melee combat were taking place and the spell caster were striking to do damage.

#### Permanency (Alteration)

Casting: 2 Rounds (V, S, M) Range: Special Area of Effect: Special Duration: Permanent Saving Throw: None

Explanation/Description: This spell affects the duration of certain other spells, making the duration permanent. The spells upon which a personal Permanency will be effective are: Comprehend Languages, Detect Evil, Detect Invisibility, Detect Magic, Infravision, Protection From Evil, Protection From Normal Missiles, ~~Read Magic~~, Tongues, Unseen Servant.

The magic-user casts the desired spell and then follows with the Permanency spell. Each Permanency spell lowers the magic-users constitution by 1 point. The magic-user cannot cast these spells upon other creatures. In addition to personal use, the Permanency spell can be used to make the following object/creature or area effect spells lasting: Enlarge, Fear, Gust Of Wind, Invisibility, Magic Mouth, Prismatic Sphere, Stinking Cloud, Wall Of Fire, Wall Of Force, Web.

The former application of Permanency can be dispelled only by a magic-user *counter-spelling* with appropriate magic of greater level of *intensity* than the spell caster used was when he or she initially cast it. The Permanency application to other spells allows it to be cast simultaneously with any of the latter when no living creature is the target, but the Permanency can be dispelled normally, and thus the entire spell negated.

#### Polymorph Any Object (Alteration)

Casting: Full Round (V, S, M) Range: 5ft/level Area of Effect: Special Duration: Variable Saving Throw: Special (*CONx5 at -4*)

Explanation/Description: This spell changes one object (living or otherwise) into another. When used as a Polymorph Other or Stone To Flesh, simply treat the spell as a more powerful version, with saving throws made at -4 on the die. When it is cast in order to change other objects, the duration of the spell will depend on how radically removed the original was from its magicked state, as well as how different in size. This will be determined by your Dungeon Master by comparing:

Kingdom - animal, vegetable, mineral

Class - mammals, bipeds, fungi, metals, spheres. etc.

Relationship - twig is to tree, sand is to beach, etc.

Size - smaller, equal, larger

Shape - comparative resemblance of the original to the polymorphed state

Intelligence - particularly with regard to a change in which the end product is more intelligent

Change in kingdom makes the spell work for hours or turns, i.e. hours if one removed, turns if two removed. Other changes likewise affect spell duration. Thus, changing a lion to an androsphinx would be permanent, but turning a turnip to a purple worm would be a change of only hours duration; turning a tusk into an elephant would be permanent, but turning a twig into a sword would be only a change of several turns duration. All polymorphed objects radiate a strong magic, and if a Dispel Magic spell is used upon them, they will return to their natural form. Note that a Stone To Flesh, or its reverse, will affect objects under this spell. The material components of this spell are mercury, gum arabic, and smoke. N.B.: ~~System shock applies to living creatures, as do~~ Apply the restrictions noted

regarding [Polymorph Other](#) and [Stone To Flesh](#) (qq.v.).

#### **Power Word, Blind** (Conjuration/Summoning)

Casting: *Standard* (1 segment. V) Range: 5ft/level Area of Effect: 30ft diameter Duration: Special Saving Throw: None

Explanation/Description: When a Power Word, Blind is cast, one or more creatures within spell range and area of effect will become temporarily sightless. The spell affects up to 100 hit points of creatures, but the duration is dependent upon how many hit points of creatures are affected. If 50 or less points are affected, blindness lasts for 2 to 5 (d4+1) turns, if 51 or more hit points of creatures are affected, the spell duration is but 2 to 5 *minutes*. Creatures with over 100 hit points are not affected. (*Defence rolls reduce duration/effect by one stage per degree of success, and count as an extra 10/20/100 hp*). Note that the spell caster must indicate which creatures he or she desires to affect with the spell, noting one as target centre, prior to determining results. Blindness can be removed by Cure Blindness or Dispel Magic. [*SJW Change: Defence reduces duration because it replaces old-style hit points.*]

#### **Prismatic Spray** (*Illusion/Phantasm* Abjuration, Conjuration/Summoning) [*Incorporated from Illusionist spells list*]

Casting: *Standard* (7 segments. V, S) Range: 0 Area of Effect: 70ft long plane, 15ft wide at end, 5ft wide at base Duration: Instantaneous Saving Throw: Special

Explanation/Description: When this spell is cast, the Illusionist causes 7 rays of the [Prismatic Sphere](#) spell (q.v.) to spring from his or her hand. Any creature in the area of effect will be touched by 1 or more of the rays. To determine which ray strikes the concerned creature, roll an eight-sided die:

1 = red 2 = orange 3 = yellow 4 = green 5 = blue 6 = indigo 7 = violet 8 = struck by 2 rays, roll again twice ignoring any 8's

Saving throws apply only with respect to those prismatic colour rays which call for such. [*SJW Change: Illusion/Phantasm, in line with Prismatic spells and D&D3.5.*]

#### **Prismatic Wall** (*Illusion/Phantasm* Abjuration, Conjuration/Summoning) [*Incorporated from Illusionist spells list*]

Casting: *Standard* (7 segments. V, S) Range: 10ft Area of Effect: Special Duration: 1 turn/level Saving Throw: Special

Explanation/Description: The Prismatic Wall spell is similar to the [Prismatic Sphere](#) spell (q.v.). It differs only in that the spell creates a wall, or curtain, of scintillating colours. The wall is of maximum proportions of 4' wide per level of *intensity* and 2' high per level of *intensity*. [*SJW Change: Illusion/Phantasm, in line with Prismatic spells and D&D3.5.*]

#### **Protection From Magic** (Necromancy)

Casting: *Standard* (8 segments. V, S, M) Range: 0 Area of Effect: 5ft Radius Duration: 1 minute/level Saving Throw: None

Explanation/Description: An invisible globe of anti-magic surrounds the caster and moves with him/her. It prevents any form of magical effects from passing into or out of the area but non-magical things are not affected by it. Magic items which pass through the globe must save (at 10% per spell level or 20% per "+" as appropriate) or lose their magic. (Material component: a wand-like stick).

#### **Protection From Possession** (Necromancy)

Casting: *1 Full Round* (V, S, M) Range: 0 Area of Effect: 10ft Radius Duration: Special Saving Throw: None

Explanation/Description: All creatures inside the area are immune to all forms of possession, such as Magic Jar, mental control, demonic possession, etcetera. If the caster moves, the area will move with them. The spell lasts for 1 minute/level, or until the caster moves - whichever is the longer. (Material component: a humanoid brain).

#### **Serten's Spell Immunity** (Abjuration)

Casting: 1 round/recipient (V, S, M) Range: Touch Area of Effect: Creature(s) touched Duration: 1 turn/level Saving Throw: None

Explanation/Description: By use of this spell the magic-user is able to confer virtual immunity to certain spells and magical attack forms upon those he or she touches and magicks. For every 4 levels of *intensity*, 1 creature can be protected by the Serten's Spell Immunity spell, but the duration of the protection is similarly disbursed upon these additional figures. (Example: An 8th +6th level magic-user can protect the dweomer upon 1 creature and it will last 8 46 turns, or he or she can place it upon 2 creatures for an 4 8 turn duration, or upon 4 creatures for but 2 4 turns duration.) The protection gives a

bonus to saving throws as follows:

Beguiling, Charm, Suggestion	+9
Command, Domination, Fear, Hold, Scare	+7
Geas, Quest	+5

The material component of this spell is a diamond which must be crushed and sprinkled over the spell recipients, and each such creature must also have in its possession a diamond of any size, intact and carried on its person.

#### **Symbol** (Conjuration/Summoning)

Casting: *Standard* (8 segments. V, S, M) Range: Touch Area of Effect: Special Duration: Special Saving Throw: Special (*see details*)

Explanation/Description: A Symbol spell causes the creation of magical runes which affect creatures which pass over, touch, read, or pass through a portal upon which the Symbol is inscribed. Upon casting the spell, the magic-user inscribes the Symbol upon whatever surface he or she desires. Likewise, the spell caster is able to place the Symbol of his or her choice, using any one of the following:

DEATH - One or more creatures whose total hit points do not exceed 80 are slain. (*CONx5*)

DISCORD - All creatures are affected and immediately fall to loudly bickering and arguing; furthermore, there is a 50% probability that creatures of different alignment will attack each other. The bickering lasts for 5-20 rounds; the fighting for 2-8 rounds. (*WISvWIS*)

FEAR - This symbol operates as an extra-strong fear spell, causing all creatures to save vs. the spell at -4 on the die or panic and flee as if affected by a [Fear](#) spell (q.v.). (*WISvWIS at -4*)

HOPELESSNESS - All creatures are affected and must turn back in dejection unless they save versus magic. Affected creatures will submit to the demands of any opponent i.e. surrender, get out, etc.; the Hopelessness lasts for 3 to 12 (3d4) turns, and during this period it is 25% probable that affected creatures will take no action during any round, and 25% likely that those taking action will turn back or retire from baffle, as applicable. (*WISvWIS*)

INSANITY - One or more creatures whose total hit points do not exceed 120 will become insane and remain so, acting as if a [Confusion](#) spell (q.v.) had been placed upon them until a Heal, Restoration, or Wish spell is used to remove the madness. (*WISvWIS at +4*)

PAIN - All creatures are affected, having wracking pains shooting through their bodies, which causes them to have -2 on dexterity and -4 on attack dice *disadvantage using any skills (half chance)* for from 2-20 turns. (*CON/20*)

SLEEP - All creatures under 8+1 hit dice will immediately fall into a catatonic slumber and cannot be awakened for 4 to 16 (d12+4) turns. (*CON/20*)

STUNNING - One or more creatures whose total hit points do not exceed 160 will be stunned and reeling for 3-12 (3d4) rounds, dropping anything it or they hold in manipulative members. (*CON/20*)

The type of symbol cannot be recognized without it being read and thus activating its effects. The material components of this spell are powdered black opal and diamond dust worth not less than 1000 g.p. each.

#### **Trap The Soul** (Conjuration/Summoning)

Casting: Special (Special + 1 segment. V, S, M) Range: 10ft Area of Effect: One creature Duration: Permanent until broken Saving Throw: Neg. (*WISvWIS*) or None

Explanation/Description: This spell is similar to the Magic Jar, except that the Trap The Soul spell forces the subject creature's life force (and its material body, if any) into a special prison magicked by the spell caster. The subject of the spell must be seen by the caster, and the magic-user must know the subject's True Name as well when the final word is uttered. Preparatory to the actual casting of the Trap The Soul the magic-user must prepare the soul prison, a gem of 1,000 g.p. value for every hit die or level of experience the creature whose soul is to be trapped possesses, i.e. it requires a gem of 10,000 g.p. value to trap a 10 hit dice (or 10th level) creature by placing an Enchant An Item spell upon it and then placing a Maze spell into the gem, thereby forming the prison for the soul to be trapped. There are 2 manners in which the soul of the victim can be imprisoned. The final word of the spell can be spoken when the creature is within spell range, but this entitles it to exercise its magic resistance (if any) and a saving throw versus magic as well, and if the latter is successful, the gem shatters. The second method of soul trapping is far more insidious, for it tricks the victim into accepting a trigger object inscribed with the final spell word which will automatically place the creature's soul into the trap. If this method is used, it will be necessary to name the triggering item when the prison gem is magicked. A Sympathy spell may be placed on the trigger item. As soon as the subject creature picks up or accepts the trigger item, its soul is automatically transferred to the gem. The gem prison will hold the soul trapped until time indefinite, or until it is broken and the soul is released, allowing the material body to reform. If the creature trapped is a powerful creature from another plane (and this could actually mean a character trapped by some inhabitant of another plane of existence when the character is not on the Prime Material Plane), it can be required to perform a service immediately upon being freed. Otherwise, the creature can go totally free once the gem imprisoning it is broken.

*PHYLACTERY: This alternative use of the Trap The Soul spell transfers the caster's own soul into a similar containment, which can be a valuable gem, or the caster's own heart, or a phylactery (a long strip of parchment inscribed previously prepared with their life history, including their True Name, and usually contained in a small box tied onto the body with thongs). However, in this variant, the caster's body remains free and the caster retains control of it after the transfer, no matter how far the gem/heart/phylactery and body are later separated. It is usual to remove the soul object and hide it in a secure location. Control is maintained even if the body suffers injury/disease which would normally kill it - thus the caster of this spell is virtually immune to death (cf. Lich). Note that the spell does not halt any natural rotting process, or other bodily degeneration.*

## Magé - Ninth Level Spells:

#### **Astral Spell** (Evocation)

Casting: *Standard* (9 segments. V, S) Range: Touch Area of Effect: Special Duration: Special Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the seventh level cleric spell, [Astral Spell](#) (q.v.).

**Bigby's Crushing Hand** (Evocation)Casting: *Standard* (9 segments, V, S, M) Range: 5ft/level Area of Effect: Special Duration: 1 *minute*/level Saving Throw: None

Explanation/Description: Bigby's Crushing Hand causes the appearance of a huge disembodied hand which is similar to Bigby's Forceful Hand and Bigby's Clenched Fist (qq.v.). The Crushing Hand is

under the mental control of the spell caster, and he or she can cause it to grasp and squeeze an opponent. Damage from this constriction depends on the number of rounds it acts upon the victim:

1st round	1-10 hit points
2nd & 3rd rounds	2-20 hit points
4th & beyond	4-40 hit points

The Hand can sustain hit points equal to those of the magic-user who created it (*i.e. HPs plus Constitution*) before being dispelled. The material components of the spell are a glove of snake skin and the shell of an egg.**Gate** (Conjuration/Summoning)Casting: *Standard* (9 segments, V, S) Range: 30ft Area of Effect: Special Duration: Special Saving Throw: NoneExplanation/Description: Except as noted above, this spell is the same as the seventh level cleric spell, [Gate](#) (q.v.).**Imprisonment** (Abjuration) ReversibleCasting: *Standard* (9 segments, V, S) Range: Touch Area of Effect: 1 creature Duration: Permanent Saving Throw: NoneExplanation/Description: When on Imprisonment spell is cast and the victim is touched, the recipient is entombed in a state of suspended animation (cf. [Temporal Stasis](#)) in a small sphere far below the surface of the earth. The victim remains there unless a reverse of the spell, with the creature's name and background, is cast. Magical search by crystal ball, a Locate Objects spell or similar means will not reveal the fact that a creature is imprisoned. The reverse (Freedom) spell will cause the appearance of the victim at the spot he, she or it was entombed and sunk into the earth. There is a 10% chance that 1 to 100 other creatures will be freed from Imprisonment at the same time if the magic-user does not perfectly get the name and background of the creature to be freed. The spell only works if the name and background of the victim are known.**Longevity** (Necromancy)Casting: 1 *Night* (V, S, M) Range: 0 Area of Effect: Caster Duration: Permanent Saving Throw: Special (CONx5)

Explanation/Description: There are two variations of this spell: the first increases the age at which the caster will die of old age; the second makes the caster younger. In each case the number of years is found by rolling 2d6. Both variations must be cast on the night of a full moon. Both require a saving throw (CON/20) to avoid immediate death. Only the second variation requires that the maiden be sacrificed. (Material components: Two jewelled dice, a friend's skull and a maiden).

**Meteor Swarm** (Evocation)Casting: *Standard* (9 segments, V, S) Range: 40ft + 10ft/level Area of Effect: Special Duration: Instantaneous Saving Throw: None or ½ (DEXx5 or INTx5, up to four times)Explanation/Description: A Meteor Swarm is a very powerful and spectacular spell which is similar to a Fireball in many aspects. When it is cast, either four spheres of 2' diameter or eight spheres of 1' diameter spring from the outstretched hand of the magic-user and streak in a straight line up to the distance demanded by the spell caster, up to the maximum range. Any creature in the straight line path of these missiles will receive the full effect of the missile, or missiles, without benefit of a saving throw. The "meteor" missiles leave a fiery trail of sparks, and each bursts as a [Fireball](#) (q.v.). The large spheres each do 10 to 40 hit points of damage, the four bursting in a diamond or box pattern. Each has a 30ft diameter area of effect, and each sphere will be 20ft apart, along the sides of the pattern, so that there are overlapping areas of effect, and the centre will be exposed to all four blasts. The eight small spheres have one-half diameter (15ft) and one-half the damage potential (5-20). They burst in a pattern of a box within a diamond or vice versa, each of the outer sides 20ft long, and the inner sides being 10ft long. Note that the centre will have 4 areas of overlapping effect, and there are numerous peripheral areas which have two overlapping areas of effect. A saving throw for each area of effect will indicate whether full hit points of damage, or half the indicated amount of damage, will be sustained by creatures within each area, except as already stated with regard to the missiles impacting.**Monster Summoning VII** (Conjuration/Summoning)Casting: *Standard* (9 segments, V, S, M) Range: 90ft Area of Effect: Special Duration: 8 *minutes* + 1 *minute*/level Saving Throw: NoneExplanation/Description: This spell summons 1 or 2 seventh level monsters which appear 1 round after the spell is cast, or 1 8th level monster which will appear 2 rounds after the spell is cast. See [Monster Summoning I](#) for other details.**Power Word, Kill** (Conjuration/Summoning)Casting: *Standard* (1 segment, V) Range: 2½ft/level Area of Effect: 20ft diameter Duration: Permanent Saving Throw: NoneExplanation/Description: When a Power Word, Kill is uttered, one or more creatures within the spell range and area of effect will be slain. The Power Word will destroy a creature with up to 60 hit points, or it will kill 2 or more creatures with 10 or fewer hit points, up to a maximum of 120 hit points (*successful Defence gives a victim an effective extra 10/20/100 hit points versus the spell, according to the degree of success of their roll*). The option to attack a single creature, or multiple creatures, must be stated along with the spell range and area of effect centre. [SJW Change: Killing with no save is too unfair - hence the chance to use Defence.]**Prismatic Sphere** (Illusion/Phantasm, Abjuration, Conjuration/Summoning)Casting: *Standard* (7 segments, V) Range: 0 Area of Effect: 20ft diameter sphere Duration: 1 turn/level Saving Throw: Special (*see below*)

Explanation/Description: This spell enables the magic-user to conjure up an opaque globe of shimmering, multi-coloured spheres of light to surround him or her which give protection from all forms of attack. This scintillating sphere flashes all the seven colours of the visible spectrum, and each of these spheres of colour has a different power and purpose. Any creature with fewer than eight hit dice will be blinded for from 2 to 8 turns by the colours of the sphere. This phenomenon is immobile and only the spell caster can pass in and out the prismatic sphere without harm. Note that typically the upper hemisphere of the globe will be visible, as the spell caster is at the centre of the sphere, so the lower half is usually hidden by the floor surface he or she is standing upon. The colours and effects of

the Prismatic Sphere, as well as what will negate each globe, are:

Colour of Globe	Order of Globe	Effects of Globe	Spell Negated By	Saving Throw
red	1st	prevents all non-magical missiles - inflicts 10 hit points of damage	Cone Of Cold	None
orange	2nd	prevents all magical missiles -inflicts 20 hit points of damage	Gust Of Wind	None
yellow	3rd	prevents poisons, gases and petrification - inflicts 40 hit points of damage	Disintegrate	None
green	4th	prevents all breath weapons - save vs. poison or dead	Passwall	CONx5
blue	5th	prevents location/detection and psionics - save vs. petrification or turned to stone	Magic Missile	CONx5
indigo	6th	prevents all magical spells - save vs. wand or insane	Continual Light	WISvWIS
violet	7th	force field protection - save vs. magic or sent to another plane	Dispel Magic	INTx5

Note that a rod of cancellation will destroy a Prismatic Sphere. Otherwise, anything entering the sphere will be destroyed, any creature subject to the effects of each and every globe as indicated, i.e. 70 hit points of damage plus death, petrification, insanity and/or instantaneous transportation to another plane, and only the four latter effects are subject to saving throws. The individual globes may be destroyed by appropriate magical attacks in consecutive order, the 1st globe destroyed before any others, then the 2nd, etc. [SJW Changes: Type changed to Illusion/Phantasm, in line with the other Prismatic spells and Colour Spray.]

**Protection From Arch-Devils** (Abjuration)Casting: 1 *Full Round* (V, S, M) Range: 0 Area of Effect: 10ft Radius Duration: 1 *minute*/level Saving Throw: None

Explanation/Description: This spell prevents Arch-Devils, and lesser diabolic creatures, from penetrating the area surrounding the caster either physically or magically. Those inside the area may launch attacks on the hedged creatures. The area moves with the caster, but if the caster actively approaches to within range of any hedged creature then the spell is broken. (Material component: Burning incense).

**Protection From Demon Lords** (Abjuration)Casting: 1 *Full Round* (V, S, M) Range: 0 Area of Effect: 10ft Radius Duration: 1 *minute*/level Saving Throw: None

Explanation/Description: This spell prevents Demon Lords, and lesser demonic creatures, from penetrating the area surrounding the caster either physically or magically. Those inside the area may launch attacks on the hedged creatures. The area moves with the caster, but if the caster actively approaches to within range of any hedged creature then the spell is broken. (Material component: Burning incense).

**Shape Change** (Alteration)Casting: *Standard* (9 segments, V, S, M) Range: 0 Area of Effect: The spell caster Duration: 1 turn/level Saving Throw: None

Explanation/Description: With this spell, the magic-user is able to assume the form of any creature short of a demigod, greater devil, demon prince, singular dragon type, greater demon or the like. The spell caster becomes the creature he or she wishes, and has all of the abilities save those dependent upon intelligence, for the mind of the creature is that of the spell caster. Thus, he or she can change

into a griffon, thence to an efreet, and then to a titan, etc. These creatures have whatever hit points the magic-user has at the time of the Shape Change. Each alteration in form requires 1 *second segment only, and so can be performed as a Free Action*. No system shock is incurred. Example: A wizard is in combat and assumes the form of a will o' wisp, and when this form is no longer useful, the wizard changes into a stone golem and walks away. When pursued, the golem-shape is changed to that of a flea, which hides upon a horse until it can hop off and become a bush. If detected as the latter, the magic-user can become a dragon, pool of water, or just about anything else. The material component of the spell is a jade circlet worth no less than 5000 g.p. which will shatter at the expiration of the magic's duration. In the meantime it is left in the wake of the Shape Change, and premature shattering will cause the magic to be dispelled.

#### **Temporal Stasis** (Alteration) Reversible

Casting: *Standard* (9 segments, V, S, M) Range: 10ft Area of Effect: One creature Duration: Permanent Saving Throw: None

Explanation/Description: Upon casting this spell, the magic-user places the recipient creature into a state of suspended animation. This cessation of time means that the creature does not grow older. Its body functions virtually cease. This state persists until the magic is removed by a Dispel Magic spell or the reverse of the spell (Temporal Reinstatement) is uttered. Note that the reverse requires only a single word and no somatic or material components. The material component of a Temporal Stasis spell is a powder composed of diamond, emerald, ruby, and sapphire dust, one stone of each type being required.

#### **Time Stop** (Alteration)

Casting: *Standard* (9 segments, V) Range: 0 Area of Effect: 30ft diameter sphere Duration:  $\frac{1}{2}$  round/level + 1-8 rounds Saving Throw: None

Explanation/Description: Upon casting a Time Stop spell, the magic-user causes the flow of time to stop in the area of effect, and outside this area the sphere simply seems to shimmer for an instant. During the period of spell duration, the magic-user can move and act freely within the area where time is stopped, but all other creatures there are frozen in their actions, for they are literally between ticks of the time clock, and the spell duration is subjective to the caster. No creature can enter the area of effect without being stopped in time also, and if the magic-user leaves it, he or she immediately negates the spell. When spell duration ceases, the magic-user will again be operating in normal time.

#### **Wish** (Conjuration/Summoning)

Casting: Special (V) Range: Unlimited Area of Effect: Special Duration: Special Saving Throw: Special (*usually None*)

Explanation/Description: The Wish spell is a more potent version of a [Limited Wish](#) (q.v.). If it is used to alter reality with respect to hit points sustained by a party, to bring a dead character to life, or to escape from a difficult situation by lifting the spell caster (and his or her party) from one place to another, it will not cause the magic-user any disability. Other forms of wishes, however, will cause the spell caster to be weak (-3 on strength) and require 2 to 8 days of bed rest due to the stresses the Wish places upon time, space, and his or her body. Regardless of what is wished for, the exact terminology of the Wish spell is likely to be carried through. (This discretionary power of the referee is necessary in order to maintain game balance. As wishing another character dead would be grossly unfair, for example, your DM might well advance the spell caster to a future period where the object is no longer alive, i.e. putting the wishing character out of the campaign.)