

# Microlite74

## Companion V: First Edition Spells

*Version 3.0 Release 1.0 (Condensed Type Edition)*

*OGL20 Rules for Tabletop Fantasy Roleplaying Campaigns with Old School (0e) Flare*



## Table of Contents

SPELL DESCRIPTIONS.....	1
<i>Cleric Spells</i> .....	1
<i>Druid Spells</i> .....	9
<i>Illusionist Spells</i> .....	16
<i>Magic-User Spells</i> .....	20
SPELL LISTS BY CLASS AND LEVEL .....	42
<i>Cleric Spell List</i> .....	42
<i>Druid Spell List</i> .....	43
<i>Illusionist Spell List</i> .....	43
<i>Magic-User Spell List</i> .....	44
MICROLITE74 TRADEMARK LICENSE.....	46
OPEN GAME LICENSE VERSION 1.0A .....	46

### **Microlite74 Companion V: First Edition Spells**

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*Microlite74 is dedicated to the memory of those who gave us the first roleplaying games and campaigns:*

*Dave Arneson, E. Gary Gygax, David Hargrave, Bob Bledsaw*

A number of rules supplements were published for that very first ("0e") fantasy roleplaying game published back in 1974. All those supplements contained material that the GM could choose to allow (or not allow) into her campaign on a case-by-case, rule-by-rule basis. The spells in this supplemental rules book are designed in the same way, the GM may decide to use none, some, or all of them.

This Microlite74 Companion volume provides more detailed descriptions of spells and provides many new spells similar to those in the first edition of the world's most popular fantasy RPG. Using the spells in this companion volume instead of the ones in the Microlite74 Standard or Extended rules will make your game more similar the First Edition (1e) than the Original Edition (0e), especially when combined with monsters from *Microlite74 Companion IV: Bestiary of Monsters*.

Most of these spells are suitable for use with either the Standard, or Extended versions of Microlite74. With care some can be used with the Basic version of Microlite74. Healing spells list alternative effects for the Basic/Standard HP system and for the Extended HP/BP system.

## Spell Descriptions

Spells are described here in alphabetical order, divided between cleric, druid, magic-user, and illusionist spells. These spells are listed by level in the next section.

## Cleric Spells

### Animal Growth

Level: 3  
Duration: 12 turns  
Range: 120'

One non-magical normal animal will be doubled in size when this spell is cast upon it. The animal can be a "giant" version of the animal, but intelligent animals are unaffected.

### Animate Dead

Level: 3  
Duration: Permanent  
Range: 60'

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the caster's spoken commands. The undead can follow the caster, or they can remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed or until a *dispel magic* spell is cast upon them.

The caster may animate a number of hit die worth of zombies or skeletons equal to the caster's level. For example, a 7<sup>th</sup> level cleric can animate seven skeletons, but only three zombies. These creatures are unintelligent, and do not retain any abilities that they had in life. All skeletons have an AC of 7 and hit dice equal to the creature in life. Zombies have an AC of 8, and the number of hit dice of the living creature +1. It is important to note that if a character is animated in this fashion, he will not have hit dice related to his class level, but instead will have the standard skeleton or zombie hit dice. A lawful character that casts this spell may draw disfavor from his god.

### Animate Objects

Level: 6  
Duration: 1 round per level  
Range: 30'

The caster imbues inanimate objects within 1 square foot per caster level with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever the caster initially designates. An animated object can be of any non-magical material. This spell cannot animate objects carried or worn by a creature.

This spell requires considerable interpretation by the GM.

Animated objects can move in a manner logical to their shape, whether this is a slithering rope, a walking chair, a rolling vial, or a shuffling chest. Movement should range from 10' to a maximum of 120'. For example, a chair might move at the full possible movement, but something awkward and without legs, like a chest, might only move at 10'.

Objects attack using the same required attack value roll as the caster. Attack frequency and damage will depend on available weapons and the size of the animated object. The number of attacks should range from 1 per 5 rounds to 1 per 1 round, at the GM's discretion. Damage will be 1d6, unless variable weapon damage is used, in which case damage should range from 1d4 to 5d4 depending on the object type and size. Similarly, the GM will determine the object's hit points.

### Astral Projection

Level: 7  
Duration: See below  
Range: Touch

By freeing his spirit from the physical body, this spell allows the caster to project an astral body onto another plane altogether. The caster can bring the astral forms of five other willing creatures, provided all subjects are linked in a circle at the time of the casting. These fellow travelers are dependent upon the caster and must accompany him at all times. If something happens to the caster during the journey, his companions are stranded.

The caster projects his astral self onto the astral plane, leaving the physical body behind on the material plane in a state of suspended animation. The spell projects an astral copy of the caster, but only items that exist in the astral plane may be taken along. Since the astral plane touches upon other planes, the caster can travel astrally to any of these other planes. To enter one, the caster leaves the astral plane, forming a new physical body on the plane of existence entered.

While on the astral plane, the astral body is connected at all times to the physical body by a silvery cord. If the cord is broken, the caster is killed, astrally and physically. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to the body where it rests on the material plane, thereby reviving it from its state of suspended animation. Although astral projections are able to function on the astral plane, their actions affect only creatures existing on the astral plane; a physical body must be materialized on other planes.

The caster and companions may travel through the astral plane indefinitely. Their bodies simply wait behind in a state of suspended animation. The spell lasts until the caster desires it to end, or until it is terminated by some outside means.

### Atonement

Level: 5  
Duration: Permanent  
Range: Touch

This spell removes the burden of unwilling evil acts or misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. *Atonement* may be cast to reverse magical alignment change. This ritual takes 1 turn to cast.

### Augury

Level: 2  
Duration: See below  
Range: 0

An *augury* can tell the caster whether a particular action will bring good or bad results in the immediate future. The base chance for receiving a true reply is 70% + 1% per caster level; this roll is made secretly. The *augury* can see into the future only 3 turns, so anything that might happen after that does not

affect the result. Thus, the result will not take into account the long-term consequences of a contemplated action.

### Blade Barrier

Level: 6  
Duration: 3 rounds per level  
Range: 30'

An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 8d8 points of damage. The area of effect for this spell must be chosen when cast, and can range from 5 square feet to 20 square feet.

### Bless (reversible)

Level: 2  
Duration: 6 turns  
Range: 60'

*Bless* fills the caster's allies with courage, but does not affect enemies within the affected area of 20' x 20'. Each ally gains a +1 morale bonus and +1 on attack and damage rolls. The reverse of this spell does not affect allies within the effect area, and incurs penalties of -1 instead of bonuses to the rolls indicated above.

### Command

Level: 1  
Duration: 1 round  
Range: 10'

When a cleric casts this spell, he may give the subject a *single word* command, which it obeys to the best of its ability. The single word must make sense as a single command, such as approach, drop, fall, flee, halt, surrender, sleep, etc. Although a target could be instructed to "die," this will only make the target take on a comatose state for a single round. Note that the caster must be able to speak the language of the target. Any intended target who has more than 5 HD or an INT of over 12 is entitled to a saving throw versus spells. This spell is ineffective against undead.

### Commune

Level: 5  
Duration: 3 turns  
Range: 0

The caster calls upon divine powers in order to seek knowledge. This spell may only be cast one time per week, and the caster may ask three questions that can be answered by "yes" or "no". Divine powers do not look kindly upon those who call upon them for trivial matters, or who call upon them too often. The GM will make certain this spell is not abused. One time per year of game time, the caster may ask six questions instead of the normal three.

### Conjure Animals

Level: 6  
Duration: 2 rounds per level  
Range: 30'

The caster can summon normal mammals to attack enemies designated by the caster. The number of animals that appear is directly related to the caster's level. The caster summons 1 hit die of animals per level of experience of the caster, and each +1 is calculated as 1/4 of a hit die. For example, a 9<sup>th</sup> level cleric can summon 9 hit dice of animals that could consist of nine 1 HD animals, or three 3 HD animals, or two 4+2 HD animals. Summoned animals will fight to the death or until the duration of the spell ends.

### Continual Light (reversible)

Level: 3  
Duration: See below  
Range: 120'

When cast, this spell produces light as bright as sunlight in a 60' diameter, and any creatures that suffer penalties (not including

damage) for being in sunlight are affected by this spell. This spell can be cast on objects, so that an object under this spell can be carried around. If the spell is cast on a creature, a saving throw is allowed. This spell can be cast on a creature's eyes, causing blindness. Unless dispelled, *continual light* is permanent.

*Continual darkness* (reverse of *continual light*) produces darkness in the same area and manner as continual light. It can be countered with *continual light* or *dispel magic*. Like *continual light*, this spell can be cast on a creature's eyes, producing blindness. Normal eyesight, including infravision, cannot penetrate this darkness, nor can lamps, torches, or the spell *light*.

### Control Weather

Level: 7  
Duration: 4d12 hours  
Range: 0

The caster can change the weather in the local area. It takes 1 turn to cast the spell and an additional 1d4 turns for the effects to manifest. The caster calls forth weather appropriate to the climate and season of the area.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring (coastal area)

The caster controls the general tendencies of the weather, such as the direction and intensity of the wind, but cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. Contradictory weather conditions are not possible simultaneously. *Control weather* can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

### Create Water (reversible)

Level: 1  
Duration: Permanent  
Range: 10'

This spell generates wholesome, drinkable water, in a quantity of 4 gallons per level. Water can be created in an area as small as will actually contain the liquid, or in an area of a 3' cube. *Destroy water* is the reverse of this spell, and destroys a likewise amount of water. No steam, water droplets, or any other trace of destroyed water remains. This spell cannot create water within a creature.

### Create Food and Water

Level: 4  
Duration: Permanent  
Range: 10'

The caster can create 1 cubic foot of water and/or nutritious food per level of experience. One cubic foot of food can feed three humans or similar sized creatures, or one larger animal such as a mule.

### Cure Blindness (reversible)

Level: 3  
Duration: Permanent  
Range: Touch

The caster may touch a being and *cure blindness*. This blindness may be magical or physical. *Cause blindness* may be inflicted by touching a being; however, a saving throw versus spells is allowed to avoid the effect completely.



**Cure Critical Wounds (reversible)**

Level: 5

Duration: Permanent

Range: Touch

When this spell is cast, the cleric touches one character or creature (or himself) and heals it of 3d8+3 hit points or (if the HP/BP system is being used) 3d3+3 body points of damage (3d8+3 hit points of damage on beings without body points). This spell cannot grant more body or hit points than the being's normal maximum. *Cure critical wounds* also heals any conditions listed in *cure light wounds*.

*Cause critical wounds* (reverse of *cure critical wounds*) causes 3d8+3 hit points of damage to a being if the caster can touch the opponent.

**Cure Disease (reversible)**

Level: 3

Duration: Permanent

Range: 30'

This spell instantly kills green slime, and will instantly cure all diseases, including mummy rot and lycanthropy.

*Cause disease* (reverse of *cure disease*) inflicts a terrible withering disease on a victim, which will cause death in 2d12 days. A saving throw versus spells is allowed. This disease can be cured with the casting of *cure disease*. The victim of this disease cannot be cured of damage from other spells, and it takes twice the time for normal healing. This suffering further results in a penalty of -2 to hit rolls made by the victim.

**Cure Light Wounds (reversible)**

Level: 1

Duration: Permanent

Range: Touch

When this spell is cast, the cleric touches one character or creature (or himself) and heals it of 1d6+1 hit points or (if the HP/BP system is being used) 1d2+1 body points of damage (1d6+1 hit points of damage on beings without body points).

Alternatively, this spell also cures paralysis; it will not heal damage and paralysis in the same casting. This spell cannot grant more body or hit points than the being's normal maximum.

*Cause light wounds* (reverse of *cure light wounds*) causes 1d6+1 hit points of damage to a being if the caster can touch the opponent.

**Cure Serious Wounds (reversible)**

Level: 4

Duration: Permanent

Range: Touch

When this spell is cast, the cleric touches one character or creature (or himself) and heals it of 2d6+2 hit points or (if the HP/BP system is being used) 2d2+2 body points of damage (2d6+2 hit points of damage on beings without body points). This spell cannot grant more body or hit points than the being's normal maximum. *Cure serious wounds* also heals any conditions listed in *cure light wounds*.

*Cause serious wounds* (reverse of *cure serious wounds*) causes 2d6+2 hit points of damage to a being if the caster can touch the opponent.

**Delay Poison**

Level: 2

Duration: 1 turn per level

Range: Touch

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Unless cured, saving throws and damage

as appropriate are rolled once the spell ends. *Delay poison* does not cure any damage that poison may have already done.

However, if the spell is cast on a subject who has recently died from poison, within 1 turn per caster level, life is restored until the spell duration ends. A revived character will have 1 hp for the duration of the spell, but if the spell ends prior to the poison being cured, the subject dies.

**Detect Evil**

Level: 1

Duration: 6 turns

Range: 120'

The caster can sense the presence of evil intentions, whether from a living being or an object enchanted for evil purposes. Objects or creatures within 120' with evil intent will magically glow. Note that the GM must decide what is "evil", and some things may be potentially harmful, like traps, but not "evil." This spell does not grant the ability to read minds, but only grants a general sense of evil intent.

**Detect Lie (reversible)**

Level: 4

Duration: 1 round per level

Range: 30'

The caster can use this spell on himself or another being, and will be able to know whether words heard are truth or lies. *Undetectable lie* (reverse of *detect lie*) can nullify the effect of detect lie, or can be used to tell lies in a convincing manner.

**Detect Magic**

Level: 1

Duration: 2 turns

Range: 60'

For the duration of this spell, the caster can see a magical glow on any enchanted object or creature within 60'. This includes objects that are permanently magical, such as weapons or other items, and objects or creatures that are currently under the influence of a spell or some other enchantment.

**Dispel Evil**

Level: 5

Duration: 1 turn

Range: 30'

When this spell is cast, the caster can take no other action but concentrate on the spell for the entire duration. All undead or other enchanted creatures that come within 30' of the caster must succeed in a saving throw versus spells or be destroyed. Any creature that succeeds this roll will instead flee. Instead of casting the spell in a 30' radius, the caster can direct the spell at one monster only, and that monster saves with a -2 penalty. In addition, *dispel evil* can be used to remove a cursed item from a being within the spell range.

**Dispel Magic**

Level: 3

Duration: Permanent

Range: 120'

When cast, spell effects within a 20' cube can be negated. All spells cast by any spell casting class are automatically negated if the caster is of an equal or lower level to the caster of *dispel magic*. For each level an opponent is above the caster, there is a cumulative 5% chance *dispel magic* does not function. For example, if a 7th level character attempts to dispel the effects of a spell cast by a 10th level character, there is a 15% chance dispel magic fails.

**Divination**

Level: 4

Duration: See below

Range: 0

Similar to *augury* but more powerful, a *divination* spell can

provide the caster with useful information regarding an area, building, area of a dungeon, and other similar places. Information gained includes a general idea of how powerful the creatures are there, the general amount of treasure present, and what kind of resistance to attack is present and the nature of it, whether it is good, evil, chaotic, lawful, etc. The base chance for a correct *divination* is 60% + 1% per caster level. The referee should roll this secretly. If the dice roll fails, false information is delivered.

#### Earthquake

Level: 7  
Duration: 1 round  
Range: 120'

When *earthquake* is cast, an intense but highly localized tremor rips the ground, to a diameter of 5' per caster level. The shock collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground cannot move, cast spells or attack. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an *earthquake* spell depends on the nature of the terrain where it is cast.

*Cave, Cavern, or Tunnel:* The spell collapses the roof, dealing 7d6 points of damage to any creature caught under the cave-in. An *earthquake* cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

*Cliffs:* *Earthquake* causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 7d6 points of damage.

*Open Ground:* Fissures open in the earth, and 1d6 creatures on the ground fall into one and die.

*Structure:* Any structure standing on open ground takes 5d12 points of structural hit point damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Any creature caught inside a collapsing structure takes 7d6 points of damage.

*River, Lake, or Marsh:* Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down structures. In addition, 1d6 creatures in the area will be sucked into the mud and killed.

#### Exorcise

Level: 4  
Duration: Permanent  
Range: 1'

The cleric may use this ritual to eliminate foreign influences from a being, whether those influences are from *magic jar*, *charm* spells, possession by other creatures, and similar magical and/or spell effects. The referee rolls d00, and this is the probability that a cleric is successful in the exorcism, *per turn* the exorcism is recited. This probability is lowered or raised by 1% for every level difference between the cleric and the possessing entity or level of the caster of the spell being opposed. For instance, if the odds are 50%, and the cleric is 5 levels higher than the opposed force, the odds are 55% per turn. If the opposed force were 5 levels higher, the cleric's odds would be 45% per turn.

#### Feign Death

Level: 3  
Duration: 1 turn, +1 round per level  
Range: Touch

With the exception of duration and that any HD creatures may be affected, this spell functions identically to the magic-user spell of the same name.

#### Find the Path (reversible)

Level: 6  
Duration: 1 turn per level  
Range: Touch

The recipient of this spell can find the shortest, most direct physical route to a specified destination, whether into or out of a locale. The locale can be outdoors, underground, or even inside a *maze* spell. *Find the path* works with respect to locations, not objects or creatures at a locale. The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating, at appropriate times, the exact path to follow or physical actions to take. The spell ends when the destination is reached, or the duration expires, whichever comes first. *Find the path* can be used to remove the subject and its companions from the effect of a *maze* spell in a single round. *Lose the path* (reverse of *find the path*) renders a touched being completely incapable of finding its way.

#### Find Traps

Level: 2  
Duration: 2 turns  
Range: 30'

This spell is centered on the caster, and when a trapped object or area comes within range it glows with a blue magical light. Both magical and mechanical traps are detected. This spell grants no knowledge about the nature of the trap or how to deactivate it.

#### Flame Strike

Level: 5  
Duration: Instantaneous  
Range: 60'

A *flame strike* produces a vertical column of divine fire 30' high and 10' in diameter that roars downward on a target. The spell deals 6d8 hit points of damage. A successful saving throw versus spells reduces the damage to 3d8.

#### Gate

Level: 7  
Duration: see below  
Range: 30'

The spell functions exactly as the magic-user spell of the same name.

#### Glyph of Warding

Level: 3  
Duration: See below  
Range: Touch

This powerful inscription harms those who enter, pass, or open the warded area or object. A *glyph of warding* can guard a bridge or passage, ward a portal, trap a chest or box, and so on. The area of effect is up to 5' squared per caster level, and a maximum of 10' squared can be inscribed per round. Any creature entering or touching the warded area or opening the warded object without speaking a password (which is set when casting the spell) is subject to the magic it stores.

When casting the spell, the cleric weaves a tracery of faintly glowing lines around the warding sigil. A *glyph* can be placed to conform to any shape up to the limitations of the total square footage. When the spell is completed, the *glyph* and tracery become nearly invisible.

Depending on the version selected, a *glyph* either blasts the intruder or activates a spell.

*Blast Glyph:* A *blast glyph* deals 2 points of damage per caster level to the intruder. This damage is fire or electricity, caster's choice at the time of casting. Each creature affected can attempt a saving throw versus spell to take half damage.

*Spell Glyph:* The caster can store a harmful spell effect to be triggered. Effects may include blindness, paralyzation, and

energy drain, or similar effects. The cleric must be of a high enough level to cast these spells. A saving throw versus spells is allowed to avoid the effects of this kind of glyph.

### Heal (reversible)

Level: 6  
Duration: Permanent  
Range: Touch

*Heal* enables the caster to channel divine energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: blindness, disease, fatigue, *feblemind*, and poison. It heals all but 1d4 hit points of damage, or if the HP/BP system is being used, all but 1d2-1 body points of damage (1d4 hit points of damage on beings without body points).

*Harm* (reverse of heal) takes away all but 1d4 hit points from the victim touched and inflicts the same disease as *cause disease*.

### Hold Person

Level: 2  
Duration: 9 turns  
Range: 180'

When this spell is cast, most humanoids become paralyzed and freeze in place. Undead and any monster of a greater size than an ogre are unaffected. They are aware and breathe normally but cannot take any actions, even speech. Subjects may attempt a saving throw versus spells. This spell can affect 1d4 beings, but if directed at a single monster or character, the saving throw is attempted with a -2 penalty.

### Holy Chant

Level: 2  
Duration: See below  
Range: 0'

This spell is intoned continuously, bringing about supernatural intervention on behalf of the cleric and party members within a 30' radius. All attacks, damage, and saving throws are made with a +1 bonus. Likewise, all of the rolls attempted by enemies suffer a -1 penalty. This effect continues so long as the cleric does not move and focuses only on chanting. However, if he is successfully attacked and dealt damage, or otherwise physically distracted, the spell ends. The spell *silence* also negates the spell.

### Holy Word (reversible)

Level: 7  
Duration: See below  
Range: 0

Upon speaking the *holy* or *unholy word*, any evil or good creature within a 60' area of the caster suffers the following ill effects.

HD	Effect
12+	Deafened 1d4 rounds, -2 to hit, Movement -25%,
8-11	Stunned 2d4 rounds, -4 to hit, Movement -50%
4-7	Paralyzed 1d4 turns
3 or fewer	Killed

### Insect Plague

Level: 5  
Duration: 1 day  
Range: 480'

The caster summons a swarm of locusts in a 60' diameter. The swarm causes creatures occupying its area to flee if they are 2 HD or fewer. This spell does not function when cast underground. The caster can control the swarm to move 20' in a round. The caster must concentrate for the duration of the spell to maintain control over the swarm, and if the swarm leaves the range the caster loses control of them. The caster also loses

control of them if he is successfully attacked.

### Know Alignment

Level: 2  
Duration: 1 round  
Range: 10'

The caster of this spell will immediately know the alignment of a character or monster within range. In addition, magic items with an alignment or the nature of a holy (or unholy) place will be revealed.

### Light (reversible)

Level: 1  
Duration: 12 turns  
Range: 120'

This spell causes an object to glow as bright as a torch, shedding bright light in a 15' radius. The effect is immobile, but it can be cast on a movable object. This spell can be cast on a monster's or character's eyes if the target fails a saving throw versus spells. If the save fails, the target is blind for 12 turns. Light taken into an area of magical *darkness* (reverse of *light*) does not function, and vice versa. A *light* spell counters a *darkness* spell. *Darkness* can also be cast on a target's eyes, and a saving throw versus spells is allowed.

### Locate Object

Level: 3  
Duration: 6 turns  
Range: 120'

The caster can sense the direction of a well-known or clearly visualized object. The caster can search for general items, in which case the nearest one of its kind is located. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. Monsters or characters may not be located.

### Lower Water

Level: 4  
Duration: 1 turn per level  
Range: 120'

The caster of this spell is able to lower water or any other fluid by a percentage of its volume at 5% per caster level and in an area of 1 square foot per caster level. For instance, a 10<sup>th</sup> level cleric could lower water by 50% in a 10' square area.

### Neutralize Poison

Level: 4  
Duration: Permanent  
Range: Touch

The caster detoxifies any sort of venom or poison in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, or other effects that do not go away on their own. If a character dies of poison, *neutralize poison* will bring a character back to life if the spell is used no more than 10 rounds after death.

### Part Water

Level: 6  
Duration: 1 turn per level  
Range: 20' per turn

For the duration of this spell, the caster creates a divide in a body of water. For each level of experience of the caster, he is able to create a divide in water that is 1' wide by 20' long and 3' deep. The caster can dismiss the spell at any time before the duration has expired.

### Plane Shift

Level: 5  
Duration: Permanent  
Range: Touch

This spell allows the caster to move himself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the *plane shift* at the same time. Note that *plane shift* transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back. An unwilling creature is entitled to a saving throw versus spells to negate the effects of this spell.

### Prayer

Level: 3  
Duration: 1 round per level  
Range: 0

*Prayer* is a more advanced form of the spell *holy chant*. The function is identical, except that the area of effect is a 60' radius. In addition, it is unnecessary for the cleric to remain chanting. Once the spell is cast it lasts for its duration, while the cleric may cast other spells, attack, or take other actions.

### Protection from Evil

Level: 1  
Duration: 12 turns  
Range: Touch

This spell wards a creature from attacks by "evil" creatures. It creates a magical barrier around the subject that moves with the subject. The subject gains a bonus to AC of -1 and a +1 bonus on saving throws. Both these bonuses apply against attacks made or effects created by evil creatures.

In addition, this spell prevents bodily contact by summoned or created creatures. This causes the natural weapon attacks of such creatures to fail, and the creatures recoil if such attacks require touching the warded creature. However, these creatures can attempt missile attacks. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature.

### Protection from Evil 10' Radius

Level: 4  
Duration: 12 turns  
Range: Touch

This spell functions exactly like the spell *protection from evil*, except *protection from evil 10' radius* extends the protective barrier to a 10' radius around the caster or subject, allowing companions to stay close and gain the benefits of the spell.

### Purify Food and Drink (reversible)

Level: 1  
Duration: Permanent  
Range: 10'

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. Either 6 quarts of drink, one trail ration, or a quantity of unpreserved food for 12 human-sized beings can be affected by this spell. This spell does not prevent subsequent natural decay or spoilage. The opposite of this spell, *putrefy food and water*, spoils a like amount of food or drink.

### Quest (reversible)

Level: 5  
Duration: See below  
Range: 30'

When this spell is cast on a character, a saving throw versus spells is allowed. Success indicates that the spell is not effective. If the save fails, the caster can compel the character to take on a quest. This quest can be dangerous, but the character cannot be instructed to purposefully harm himself. Should the affected

character resist taking on the quest, he will be under the effect of a curse, the nature of which is decided by the GM. The only way to remove the curse is to undertake the quest, and when the quest is finished the spell terminates.

Alternatively, the reverse of this spell, *remove quest*, can be used to remove the curse and to dispel an active *quest* spell. Like *dispel magic*, the caster of *remove quest* will have a lower probability of successfully countering the spell if he is a lower level than the caster of the quest spell. The probability of spell failure is 5% per level the cleric is below the caster of *quest*.

### Raise Dead (reversible)

Level: 5  
Duration: Permanent  
Range: 120'

This spell restores life to a deceased dwarf, elf, gnome, half-elf, half-orc, human, or halfling. The caster can raise a creature that has been dead for no longer than two days at 7th level, and four days are added per level above 7. For example, a 9th level cleric can bring a character back to life that has been dead for 10 days. However, the body of the person to be raised must be fairly intact. For instance, if the head is missing the being cannot be raised. Coming back from the dead is an ordeal. The subject of the spell is brought back to life with 1 hit point, and for two weeks the character has 50% of movement and suffers from chronic weakness. Further, he may not engage in spell casting, combat, or any other strenuous activity. This period may not be shortened by any magical healing. If this spell is cast on an undead monster, it must save versus spells or die instantly.

*Ray of death* (reverse of *raise dead*) can be cast and directed at any character or monster. A ray of death shoots from the hand of the caster, and if the target fails a saving throw versus death he dies instantly. The casting of this spell is a chaotic act, and will be done by other alignments in rare situations.

### Regenerate (reversible)

Level: 7  
Duration: Permanent  
Range: Touch

The subject's severed body appendages (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed parts are present and touching the creature. It takes 2d4 turns otherwise.

*Necrosis* (reverse of *regenerate*) will cause body parts to die, turn black, and shrivel to fall off. The body part becomes useless in 1 round, and falls off to become dust in 2d4 turns. The caster must successfully touch the opponent for the spell to work, and the GM will determine randomly which body part is affected.

### Remove Curse (reversible)

Level: 3  
Duration: Permanent  
Range: Touch

*Remove curse* instantaneously removes one curse on a creature. *Remove curse* does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell enables the creature afflicted with any such cursed item to remove and get rid of it. *Remove curse* counters and dispels *bestow curse*.

*Bestow curse* (reverse of *remove curse*) can bring about any number of unfortunate effects upon a being, determined by the caster and refereed by the GM. Some limits of effect must be enforced. Possibilities include no more than a -2 penalty to saving throws or -4 to hit. An ability might be reduced by 50%. These effects can have any number of creative symptoms. The victim can avoid being affected by *bestow curse* with a successful saving throw versus spells.



**Remove Fear (reversible)**

Level: 1  
Duration: 2 turns  
Range: Touch

This spell instills courage in the subject, and potentially removes the effect of magic-induced fear by allowing the target a saving throw versus spells to attempt to remove the effect. The subject receives a saving throw bonus of +1 per level of the caster. *Remove fear* counters and dispels *cause fear*. The subject must be touched for the spell to take effect.

*Cause fear* (reverse of *remove fear*) will cause a subject who is touched to run away, hysterical, at full running movement for a number of rounds equal to the caster's level.

**Resist Cold**

Level: 1  
Duration: 6 turns  
Range: 30'

While under the effects of this spell, a character or monster is unharmed by freezing (non-magical) cold, and grants a bonus of +2 to all saving throws versus cold-based magical or breath attacks. In addition, 1 point of damage is subtracted from each die of damage dealt by a cold-based attack. Each die will inflict a minimum of 1 hp damage.

**Resist Fire**

Level: 2  
Duration: 6 turns  
Range: 30'

While under the effects of this spell, a character or monster is unharmed by intense (non-magical) heat, and he receives a bonus of +3 to all saving throws versus heat-based magical or breath attacks. In addition, 1 point of damage is subtracted from each die of damage dealt by a heat-based attack. Each die will inflict a minimum of 1 hp damage.

**Restoration**

Level: 7  
Duration: Permanent  
Range: Touch

This spell restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than one day per caster level. A character that has a level restored by *restoration* has exactly the minimum number of experience points necessary to restore him or her to his or her previous level. This spell also negates the effects of the spell *feeblemind*. *Drain energy* (reverse of *restoration*) drains one level away from a target when touched.

**Resurrection (reversible)**

Level: 7  
Duration: Permanent  
Range: Touch

This spell functions like *raise dead*, except that upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected. The creature can have been dead no longer than 10 years per caster level.

*Destruction* (reverse of *resurrection*) causes the victim, when touched by the caster, to die immediately and fall to dust. When these spells are cast, the caster is weakened for 1 day per level of the character raised or destroyed, and must rest in bed. For this duration the caster cannot fight or cast spells.

**Reveal Charm (reversible)**

Level: 2  
Duration: 1 turn  
Range: 30'

By means of this spell, a cleric may examine one creature within range per round, to a maximum of 10 creatures, to determine if they are under the influence of a *charm* spell. The reverse, *obscure charm*, can protect one creature only from detection for 1 turn.

**Sanctuary**

Level: 1  
Duration: 2 rounds, +1 round per level  
Range: Touch

Any opponent attempting to strike or otherwise directly attack the warded creature must attempt a saving throw versus spells. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent will not attack the caster and will attack another creature instead. However, area effects may still affect the cleric. The cleric must not make offensive actions while this spell is in effect, but he may cast non-offensive spells to help companions.

**Silence 15' Radius**

Level: 2  
Duration: 12 turns  
Range: 180'

Upon the casting of this spell, complete silence prevails in a diameter of 30 feet. All sound is stopped and conversation is impossible. No noise whatsoever issues from the area, but noise originating from outside the silenced area can be heard by those within it. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a saving throw versus spells, and if successful the spell takes effect in a stationary location near the creature, but the creature may move out of the affected area.

**Snake Charm**

Level: 2  
Duration: See below  
Range: 60'

The caster is able to affect the behavior of snakes, making them indifferent to the caster and others. A cleric is able to affect snakes of a number of hit die equaling the caster's level. A 7<sup>th</sup> level cleric can affect 7 hit dice of snakes, which can equal seven 1 HD snakes, or two 3 HD snakes and one 1HD snake, or any other combination.

Hostile snakes are more difficult to charm, and if this spell is cast on snakes that are engaged in melee combat with the caster, the snakes will only be affected by the spell for 1d4+1 rounds. If the spell is cast on snakes that are not at the moment hostile, the spell will last 1d4+1 turns.

**Speak with Animals**

Level: 2  
Duration: 6 turns  
Range: 30'

The caster can comprehend and communicate with ordinary animals or giant versions of ordinary animals. The caster can ask questions of, and receive answers from, one particular kind of animal, although the spell doesn't make it any more friendly or cooperative than normal. The type of animal is decided when the spell is cast. If an animal is friendly toward the caster, it may do some favor or service.

**Speak with Creatures**

Level: 6  
Duration: 6 turns  
Range: 30'

This spell is a more powerful version of *speak with animals*, but allows the cleric to speak with any creature.

**Speak with Dead**

Level: 3  
Duration: See below  
Range: 1'

The caster grants the semblance of life and intellect to a corpse, allowing it to answer several questions put to it. The corpse may answer no matter what state of decay it is in. Regardless of the number of questions asked, the spell has a limited duration based on caster level. Unasked questions are wasted if the duration expires. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). The cleric may cast this spell on a corpse that has been dead for a period of time dependent on the caster's level. Refer to the table below.

Caster Level	Duration	Time Deceased	Questions
6 <sup>th</sup> or fewer	6 rounds	7 days	2
7 <sup>th</sup> to 8 <sup>th</sup>	18 rounds	7 weeks	3
9 <sup>th</sup> to 11 <sup>th</sup>	36 rounds	7 months	4
12 <sup>th</sup> to 14 <sup>th</sup>	1 turn	7 years	5
15 <sup>th</sup> to 18 <sup>th</sup>	2 turns	70 years	6
19 <sup>th</sup> to 20 <sup>th</sup>	3 turns	140 years	7
21 <sup>st</sup> +	6 turns	1,000 years+	8

**Speak with Plants**

Level: 4  
Duration: 3 turns  
Range: 60'

The caster can communicate with plants, including both normal plants and plant creatures. The caster is able to ask questions of and receive answers from plants, and can ask plants to move in such a way to clear a path that is impassable or covered in difficult growth. The spell does not make plant creatures any more friendly or cooperative than normal. If a plant creature is friendly toward the caster, it may do some favor or service.

**Spiritual Weapon**

Level: 2  
Duration: 1 round per level  
Range: 30'

A weapon made of pure force springs into existence and attacks opponents in range, dealing 1d6 damage per hit, with +1 to hit per three caster levels. However, the weapon is not considered "magical" for the purposes of dealing damage or striking foes that can only be hit by magical weapons. The weapon takes a shape favored by the caster's deity or a weapon with some spiritual significance or symbolism (a mace, hammer, etc.) It strikes at the opponent designated, with one attack per round the spell is in effect. It uses the caster's base attack value, just as any melee weapon wielded by the caster. The weapon manifests only as long as the caster concentrates, to the maximum duration allowed for the caster's level.

**Sticks to Snakes**

Level: 4  
Duration: 6 turns  
Range: 120'

The caster can transform 2d8 sticks into snakes, and there is a 50% probability that the snakes are poisonous. The caster may give the snakes orders. When killed or at the end of the spell's duration, snakes revert back into sticks. The monster statistics for these snakes are as follows: AL N, MV 90', AC 6, HD 1, #AT 1, DM 1d4, SV F1, ML 7.

**Stone Tell**

Level: 6  
Duration: 1 turn  
Range: Touch

The caster gains the ability to speak with stones, which can relate who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective,

perception, and knowledge may prevent the stone from providing the details one is looking for. The caster can speak with natural or worked stone.

**Striking**

Level: 3  
Duration: 1 turn  
Range: 30'

The caster enchants a weapon to deal an extra 1d6 hit points of damage, and makes an otherwise non-magical weapon able to attack a monster normally only affected by weapons of a magical nature.

**Summon Aerial Servant**

Level: 6  
Duration: 1 day per level  
Range: 10'

The cleric combines this spell with *protection from evil* to summon forth an aerial servant. The creature can be asked to perform a service, or to retrieve an object or being, but the aerial servant cannot be directed specifically to engage in combat for the caster. Normally, if sent to retrieve an object, it can do so even if it is in the possession of another being if it scores a successful hit roll and the creature is unaware of the aerial servant's presence. The aerial servant is sent back to its home plane when the task is complete, it is dismissed by the caster, or the caster is killed.

**Symbol**

Level: 7  
Duration: 1 turn per level  
Range: Touch

This spell allows the caster to scribe a potent rune of power upon a surface or in the air. The *symbol* glows, lasting for 1 turn per caster level. There are three different *symbols* available to clerics, which are described below. The particular *symbol* desired must be chosen when the spell is cast. A character may receive a save versus spells to negate the effects of a *symbol*.

*Symbol of Pain:* Creatures suffer wracking pains that impose a –4 penalty on attack rolls, and a –2 penalty to DEX. These effects last for 2d10 turns.

*Symbol of Persuasion:* Creatures that see a *symbol of persuasion* become *charmed* by the caster and behave as if they are of the caster's alignment. This effect lasts 1d20 turns.

*Symbol of Hopelessness:* Creatures that see a *symbol of hopelessness* will surrender or give up any struggle for 3d4 turns.

**Tongues (reversible)**

Level: 4  
Duration: 1 turn  
Range: 0

This spell grants the caster the ability to speak and understand the language of any intelligent creature within a 60' diameter area, whether it is a racial or alignment tongue. The reverse, *garble*, makes all language incomprehensible within the affected area, or may be used to negate a tongues spell. No saving throw is permitted.

**True Seeing**

Level: 5  
Duration: 1 round per level  
Range: Touch

The caster confers on himself or a subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the ethereal plane (but not into extradimensional spaces).

*False seeing*, the opposite of *true seeing*, makes objects, characters, and monsters appear as their “opposite.” The ugly appears beautiful, the valuable appears worthless, and so on.

#### Wind Walk

Level: 7  
Duration: 6 turns per level  
Range: Touch

The caster alters the substance of his body to a cloudlike vapor and moves through the air, possibly at great speed. The caster can take a few other creatures with him, 1 per 8 levels of experience, each of which acts independently. A *wind walker* can fly at a speed of 60' per level, per turn, and up to 600' per turn. *Wind walkers* are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like.

#### Word of Recall

Level: 6  
Duration: Instantaneous  
Range: 0

*Word of recall* teleports the caster instantly back to his sanctuary when the word is uttered. The caster must designate the sanctuary when preparing the spell, and it must be a very familiar place. Any distance may be traveled with no chance of error. In addition to himself, the caster can transport an additional 25 pounds per level of experience.

## Druid Spells

#### Animal Companion

Level: 1  
Duration: Permanent  
Range: 10'

A druid may use this spell to attract 2 HD of normal animals (and of ordinary animal intelligence) per caster level, and befriend them. The animals must have a neutral alignment. The druid may train these animals, so long as training takes place within 4 months of befriending them. A maximum of three specific behaviors may be trained, much like one might train a dog. It takes 1 week to train an animal to perform 1 behavior, but if the training is interrupted for more than 3 days it must be started all over. It takes 6 turns to cast this spell.

#### Animal Growth (reversible)

Level: 5  
Duration: 2 rounds per level  
Range: 80'

The caster may use this spell to double the size of up to 8 animals within a 20' x 20' area. This doubling effect applies to damage inflicted by the animals and applies to their HD numbers, which affects their attack values. The opposite, *reduce animal*, has exactly the opposite effect, reducing animals and their abilities by half.

#### Animate Mineral

Level: 7  
Duration: 1 round per level  
Range: 40'

This spell is effectively a more limited version of the cleric spell *animate objects*. The caster may animate 2' cubed of rock or some other mineral per level, but the object must not be part of a larger portion of mineral (not a piece of a stone wall, for instance). In all other ways this spell functions like *animate objects*.

#### Anti-Animal Shell

Level: 6  
Duration: 1 turn per level  
Range: 0

The spell *anti-animal shell* creates an invisible barrier that keeps all creatures within the shell protected, as if behind a wall, from attacks by ordinary creatures. Ordinary creatures include giant animals, ogres, orcs, but not any form of undead, demons, or most creatures from other planes of existence. The shell is centered on the caster and is 20' in diameter.

#### Anti-Plant Shell

Level: 5  
Duration: 1 turn per level  
Range: 0

The spell *anti-plant shell* creates an invisible barrier that keeps all creatures within the shell protected, as if behind a wall, from attacks by plant creatures, animated plants, or missiles of plant material. The shell is centered on the caster and is 20' in diameter.

#### Barkskin

Level: 2  
Duration: 4 rounds, +1 round per level  
Range: Touch

*Barkskin* toughens a creature's skin; this spell may be used on the caster or another willing creature. The effect lowers the creature's existing armor class by 1, and provides a +1 to all saving throws except versus spells.

#### Call Lightning

Level: 3  
Duration: 10 rounds per level  
Range: 0

Immediately upon completion of the spell, and once per round thereafter, the caster may call down a vertical bolt of lightning that deals 2d8, +1d8 per level points of electricity damage. The caster must be outdoors and in a stormy area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado. The bolt of lightning flashes down in a vertical stroke at whatever target point chosen within a 360' radius of the caster. Any creature within a 10' radius of the target area or in the path of the bolt is affected. A bolt of lightning may be called once every 10 rounds. This spell does not function underground, unless there is a clear straight vertical path outdoors. Victims may save versus spells for half of the *dice* damage.

#### Charm Person or Mammal

Level: 2  
Duration: See below  
Range: 80'

This spell functions in much the same manner as the magic-user spell *charm person*. Refer to that spell description for more details. However, in addition to humanoids, the druid spell may be used to charm mammals, including intelligent animals.

#### Commune with Nature

Level: 5  
Duration: See below  
Range: ½ mile radius per level

The caster becomes one with nature (in outdoor settings only), attaining knowledge of the surrounding territory. The caster may gain knowledge of a fact per caster level from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting. It takes 1 turn to cast this spell.

#### Confusion

Level: 7  
Duration: 12 rounds  
Range: 120'

This spell functions identically to the magic-user spell of the same name.

### Conjure Earth Elemental (reversible)

Level: 7  
Duration: 1 turn per level  
Range: 40'

By means of this spell, the caster creates a portal to the plane of earth, and beckons forth a 16 HD earth elemental. It is of friendly disposition to the caster, and will perform tasks, including fight, for the caster for the duration of the spell. The reverse of this spell, *banish earth elemental*, or *dispel magic*, will send it back to the plane of earth

### Conjure Fire Elemental (reversible)

Level: 6  
Duration: 1 turn per level  
Range: 80'

By means of this spell, the caster creates a portal to the plane of fire, and beckons forth a creature native to that plane. Such a creature is of friendly disposition to the caster, and will perform tasks, including fight, for the caster for the duration of the spell. The reverse of this spell, *banish fire elemental*, or *dispel magic*, will send fire elementals back to the plane of fire, but only *banish fire elemental* can be used to send salamanders, efreeti, or other powerful creatures from the plane of fire back through the planes. When this spell is cast, consult the table below to determine which creature appears.

Roll d00	Creature Conjured
01-05	Efreeti
06-87	Fire Elemental (12 HD)
88-90	Fire Elemental (16 HD)
91-00	Flame Salamanders (1d4+1)

### Control Weather

Level: 6  
Duration: 4d12 hours  
Range: 0

This spell functions identically to the cleric spell of the same name.

### Control Weather (Greater)

Level: 7  
Duration: 4d12 hours  
Range: 0

This spell takes greater control of the weather than the cleric spell of the same name. It may change weather to be consistent with a prior or future adjacent season. For instance, if it is spring, winter or summer weather may be summoned. In all other respects this spell functions as *control weather*.

### Control Winds

Level: 5  
Duration: 10 rounds per level  
Range: 0

This spell allows the caster to alter wind force within a 40' radius per caster level. The caster can make the wind increase or decrease its strength. The new strength persists until the spell ends or until the caster chooses to alter his handiwork. An "eye" of calm air that is 40' in diameter at the center of the area surrounds the caster. For every caster level, wind can increase or decrease speed by 3 miles per hour, in increments of 3 miles per hour per round. Wind speed reduces at the same rate when the spell ends or is dismissed by the caster.

- Strong winds (30+ mph) make sailing difficult, missile weapons difficult, and forces smaller airborne creatures out of the air.
- A severe wind (45+ mph) causes minor ship and building damage, and forces human-sized airborne creatures from the air.
- A windstorm (60+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers

ships.

- Hurricane force winds (75+ mph) destroy wooden buildings, sometimes uproot even large trees, and cause most ships to sink.
- A tornado (175+ mph) destroys all unfortified buildings and often uproots large trees.

Note that in confined spaces, including underground, the spell will function. If the area is confined such that the radius of effect is less than 400', then there is no eye of calm winds and the caster will suffer from the winds just as any other creature in affected radius.

### Create Water

Level: 2  
Duration: Permanent  
Range: 10'

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or up to 1' cubed per caster level. It takes 1 turn to cast this spell.

### Creeping Doom

Level: 7  
Duration: 4 rounds per level  
Range: 0

When the caster utters the spell of *creeping doom*, a mass of centipedes, insects, and arachnids is called forth. The swarm occupies a volume of 20' square, and can be commanded to swarm any target within 80'. The swarm moves at 10' per round, and will consist of (1d6+4)x100 individual bugs, each of which deals 1 point of damage and then dies. If a swarm occupies the same area as a target, as many bugs attack as the creature has hit points. The remaining swarm may be commanded to attack a new target in range. If the swarm moves beyond 80' from the caster, 50 of their number wander away. An additional 50 wander away per 10', so that if they are 100' away, 150 have been lost.

### Cure Critical Wounds (reversible)

Level: 6  
Duration: Permanent  
Range: Touch

This spell is identical to the cleric spell of the same name.

### Cure Disease (reversible)

Level: 3  
Duration: Permanent  
Range: Touch

This spell functions in the same way as the cleric spell of the same name.

### Cure Light Wounds (reversible)

Level: 1  
Duration: Permanent  
Range: Touch

This spell is identical to the cleric spell of the same name.

### Cure Serious Wounds (reversible)

Level: 4  
Duration: Permanent  
Range: Touch

*Cure serious wounds* functions the same as the cleric spell of the same name.

### Detect Magic

Level: 1  
Duration: 2 turns  
Range: 60'

This spell is identical to the cleric spell *detect magic*.



**Detect Snares and Pits**

Level: 1  
Duration: 4 rounds per level  
Range: 60'

In the wilderness, the druid can detect simple pits, deadfalls, and snares as well as mechanical traps. The spell does not detect complex traps, including trapdoor traps. In a dungeon or other below ground environment, the druid may only detect simple pits.

**Dispel Magic**

Level: 4  
Duration: Permanent  
Range: 120'

This spell functions the same as the cleric spell of the same name.

**Divine Weather**

Level: 1  
Duration: 2 hours per level  
Range: 0

A druid may use this spell to divine coming weather conditions within a 5 mile radius. The caster can predict the weather into the future by 2 hours per caster level. This spell only grants knowledge about general weather conditions (rain, snow, wind, temperature, etc.) but cannot detect specific future locations of lightning strikes, tornadoes, etc.

**Entangle**

Level: 1  
Duration: 1 turn  
Range: 80'

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in a 40' diameter area or those that enter the designated area, holding them fast and causing them to become entangled. A creature may move half its normal movement if it succeeds in a saving throw versus spells.

**Faerie Fire**

Level: 1  
Duration: 4 rounds per level  
Range: 80'

A pale glow surrounds and outlines the subjects. Outlined subjects shed light that makes them visible in darkness at a distance of 80', or half this if the creatures are near a light source. The druid may affect creatures within a 40' radius, and may outline up to 12' per caster level. For instance, 2 human sized targets at first level, and 4 human sized targets at 2nd level, etc. The *faerie fire* can be blue, green, or violet, according to druid's choice at the time of casting. The *faerie fire* does not cause any harm to the objects or creatures thus outlined. However, their greater visibility grants attackers +2 to hit while the spell is in effect.

**Feeblemind**

Level: 6  
Duration: Indefinite  
Range: 240'

This spell is identical to the magic-user spell of the same name.

**Feign Death**

Level: 2  
Duration: 4 rounds, +2 rounds per level  
Range: Touch

With the exception of the duration, this spell functions identically to the magic-user spell of the same name.

**Finger of Death**

Level: 7  
Duration: Permanent  
Range: 60'

The caster may use this spell to slay any one living creature within range. The target is entitled to a saving throw versus death to survive the attack.

**Find Plant**

Level: 2  
Duration: 1 turn per level  
Range: 0

The caster of this spell is able to find a specific plant within a 10' diameter circle per caster level (30' at level 3, etc.), centered on the caster. The caster may concentrate on a different plant type each round, and he may move around since the area of effect follows with him.

**Fire Chariot**

Level: 7  
Duration: 5 turns, +1 turn per level  
Range: 10'

By means of this spell, the caster creates a fire chariot pulled by two flaming specters of horses. The caster and up to 7 other human-sized creatures may ride on the chariot, but they must have been touching the caster when the spell was cast to be immune to the flames. The chariot is capable of ground movement [240' (80')] and can fly [480' (160')]. The flaming horses may only be damaged by water or magical weapons; they have AC 2 and 30 hp. Any creature that touches the chariot or horses suffers 1d6 hp fire damage.

**Fire Seeds**

Level: 6  
Duration: See below  
Range: 40'

The caster may turn acorns into explosive thrown weapons, or holly berries into bombs that can be detonated on command. It takes one round to enchant one seed, and each seed will retain its enchantment for 1 turn per caster level. The number of seeds that may be enchanted and their effects are determined by the type enchanted. Only one type may be enchanted per spell casting.

*Acorn Grenades:* As many as four acorns turn into hurled weapons that can be thrown up to 40'. An attack roll is required to strike the intended target. The acorns deal 2d8 points of fire damage. In addition, they ignite any combustible materials within 10'. A creature within this area that makes a successful saving throw versus spells takes only half damage; a creature struck directly is not allowed a saving throw.

*Holly Berry Bombs:* The caster can turn as many as eight holly berries into special bombs. The holly berries are usually placed by hand, since they are too light to make effective thrown weapons (they can be tossed only 5'). When the caster speaks a word of command within 40' of the berries, each berry instantly bursts into flames, causing 1d8 points of fire damage in a 5' radius burst and igniting any combustible materials within 5'. A creature in the area that makes a successful saving throw versus spells takes only half damage.

**Fire Storm (reversible)**

Level: 7  
Duration: 1 round  
Range: 160'

When a *fire storm* spell is cast, the whole area is shot through with sheets of roaring flame identical to a *wall of fire* in a 20' cube per level area (the area must be 10' high minimum, 20' high maximum). Any creature within the area or within 10' of it takes 2d8 points of fire damage plus a number equal to the caster's level. The reverse, *extinguish storm*, will extinguish normal fires covering double the normal area. It will extinguish

magical fires in the normal area, but with a probability of 5% per caster level.

### Fire Trap

Level: 2  
Duration: See below  
Range: Touch

The druid spell *fire trap* functions identically to the magic-user spell of the same name.

### Flash Fire (reversible)

Level: 4  
Duration: 1 round  
Range: 40'

The caster causes a 10' square area within range to suddenly erupt in flames, potentially igniting flammable materials in addition to inflicting 1d4 hp damage to all creatures in the area. *Dampen fire*, the reverse of *flash fire*, may be used to snuff out any normal fires within the same area.

### Hallucinatory Terrain, Druidic

Level: 4  
Duration: Permanent  
Range: 80'

This spell is very similar to the magic-user spell of the same name, but with some important differences. The caster makes some terrain look, sound, and smell like some other natural sort of terrain, but the entire terrain to be hidden must be encompassed by the range this spell may affect. The caster, all druids, and all sylvan creatures recognize the illusion for what it is. The caster may affect a 40' square area per level. The illusion is permanent, unless dispel magic is successfully cast on the enchanted area.

### Heat Metal (reversible)

Level: 2  
Duration: 7 rounds  
Range: 40'

*Heat metal* makes metal extremely warm. A creature takes fire damage if its metal weapons, armor, or equipment is heated. On the first round of the spell, the metal becomes warm and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, intense heat causes pain and damage. In the third, fourth, and fifth rounds, the metal is searing hot, causing more damage, as shown on the table below.

Round	Metal Temperature	Damage
1	Warm (Cool)	None
2	Hot (Cold)	1d4 (1d2) hp
3-5	Scorching (Freezing)	2d4 (1d4) hp
6	Hot (Cold)	1d4 (1d2) hp
7	Warm (Cool)	None

Note that when searing damage is delivered, additional effects occur depending on the body parts which are in contact with metal. A target may experience more than one of these effects if metal is contacting multiple body parts. Effects are as follows: extremities (hands, feet), unusable for 2d4 days; body (covered by metal armor), bedridden from extreme burns for 1d4 days; head (covered by a helmet), severely burned, victim is unconscious for 1d4 turns. If searing metal makes contact with flammable material (leather, cloth, etc.) it burns, dealing 2d4 damage the next round.

The reverse of *heat metal*, *chill metal*, has similar effects as noted in parenthesis in the table above. However, when freezing damage is dealt, small body parts like the ears, the nose, toes, fingers, etc. are completely frozen and must be amputated. At the referee's discretion, penalties to CHA may apply. Note that magical items or spells that provide protection from fire or cold, or exposure to magical or mundane heat or cold sources will all negate the appropriate spell effect. *Heat metal* negates *chill*

*metal*, and vice versa.

### Hold Animal

Level: 3  
Duration: 2 rounds per level  
Range: 80'

The caster of this spell can hold normal animals (including giant versions) for the spell duration, up to 400 lbs. of animals per caster level. If more than 4 creatures are affected, they may save versus spells as normal to avoid the effects of the spell. If creatures fewer than 4 are affected, each creature receives -1 per creature fewer. Thus, if only 1 is affected, it saves at -3, -2 for two creatures and -1 for 3 creatures. See also *hold person*.

### Hold Vegetation and Fungus

Level: 4  
Duration: 1 round per level  
Range: 80'

This spell may be used to *hold* all forms of plant and fungus life, both intelligent and unintelligent. *Held* plant or fungus material is unmovable by magical animation or any other movement except by natural outside means, such as wind. Intelligent plants or fungus, or plant/fungus monsters are entitled to a saving throw versus spells to negate the effect. The caster may affect up to 70 square feet of plant-covered terrain, or up to 4 intelligent beings or non-intelligent but sentient and/or independently mobile beings. If creatures fewer than 4 are affected, each creature receives -1 to save versus spells per creature fewer. Thus, if only 1 is affected, it saves at -3, -2 for two creatures and -1 for 3 creatures.

### Insect Plague

Level: 5  
Duration: 1 day  
Range: 480'

This spell is identical to the cleric spell of the same name.

### Insect Swarm

Level: 3  
Duration: 1 round per level  
Range: 30'

As soon as this spell is cast, a swarm of biting, pinching, and stinging insects engulfs a victim. There is a 50% chance either way that the swarm is a mass of flying or crawling insects. They inflict 2 hp damage per round, and a victim may commit no other action than try to get rid of the insect swarm. The caster may direct the swarm to attack different opponents, but it takes one round for the insects to disengage one opponent and move to another. Flying insects move at 180' (60') and crawling insects move at 120' (40').

### Invisibility, Animal

Level: 1  
Duration: 1 turn, +1 round per level  
Range: Touch

A druid may cast this spell on himself or another willing creature. The affected creature is completely invisible to ordinary (and giant) animals of normal animal intelligence.

### Locate Creature

Level: 1  
Duration: 1 round per level  
Range: 0

By casting this spell, a druid may stand and detect whether a specific kind of animal is within range, and where in range it is located. The range is directly in front of the caster, in a 20' wide path that is 20' long per caster level. The caster may face in a different direction per round.

**Neutralize Poison (reversible)**

Level: 3  
Duration: Permanent  
Range: Touch

This spell functions identically to the cleric spell of the same name.

**Obscuring Mist**

Level: 2  
Duration: 4 rounds per level  
Range: 0

A misty vapor arises around the caster. It is stationary once created. The vapor obscures all sight, including infravision, beyond 2d4 feet for 4 rounds per caster level and covers 10' cubed per caster level. A strong wind disperses the fog, reducing its duration to 25% of normal.

**Pass without Trace**

Level: 1  
Duration: 1 turn per level  
Range: Touch

The caster or a subject can move through any type of terrain and leave neither footprints nor scent. Tracking the subjects is impossible; however, for 6d6 turns any area passed over will radiate faint magic.

**Passplant**

Level: 4  
Duration: 5 turns  
Range: Touch

The caster creates a passage through vegetation, whether natural or magical. The passage is 10' deep per caster level, 5' wide and 10' high. The caster may choose to hide within a tree, if it is large enough and falls in a direct path of the spell. When the spell ends the caster is simply expelled from the tree in a random direction. However, if the tree is killed (cut down) or otherwise destroyed while the caster is within, he dies.

**Plant Growth**

Level: 3  
Duration: Permanent  
Range: 160'

*Plant growth* causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within range and a 20' square area per level to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Movement drops to 10', or 20' for large creatures. The area must have brush and trees in it for this spell to take effect. At the caster's option, the area can be any shape. This spell has no effect on plant creatures.

**Produce Flame**

Level: 2  
Duration: 2 rounds per level  
Range: 0

Flames as bright as a torch appear in the caster's open hand, for 2 rounds per caster level (unless dismissed early). The flames harm neither the caster nor his equipment; however, they will ignite other flammable materials. In addition to providing illumination, the flames can be hurled at enemies up to 40', bursting to catch fire to any burnable materials within a 2' radius of the impact point.

**Protection from Fire**

Level: 3  
Duration: See below  
Range: Touch

This spell may be used on the caster or another creature, with different effects in each case. When used on the caster, he is rendered completely immune to all damage from normal and magical fires, no matter their source, for an unlimited time or

until an accumulation of 12 hp of damage per caster level is dealt. At that point the spell ends and immunity ends. If the spell is used on another creature, the duration is 1 turn per caster level, during which time the recipient benefits from immunity to all nonmagical fires and 50% immunity (half damage) from magical or other fires. In addition, the recipient may save versus fire-based attacks with a +4 bonus.

**Protection from Electricity**

Level: 4  
Duration: See below  
Range: Touch

This spell functions identically to *protection from fire*, but is effective against all electrical damage and attacks.

**Purify Water (reversible)**

Level: 1  
Duration: Permanent  
Range: 40'

The caster may use this spell to make poisoned or otherwise unsanitary or undrinkable water within a 10' square area pure and ready for drinking. The caster may convert a total of 1' cubed of water per level. *Spoil water*, the reverse of *purify water*, makes water undrinkable due to contamination. *Spoil water* may also be used to render holy or unholy water powerless.

**Pyrotechnics**

Level: 3  
Duration: See below  
Range: 160'

*Pyrotechnics* turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the wishes of the caster.

*Fireworks*: The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 120' of the area of effect to become blinded. The size of the pyrotechnics is equal to 10x the size of the fire source. Creatures must have line of sight to the fire to be affected.

*Smoke Cloud*: A writhing stream of smoke billows out from the source, forming a choking cloud. The cloud obscures all vision of anything 20' or more distant and lasts for 1 round per caster level. The smoke fills a total area equal to 100x the size of the fire source.

**Reincarnate**

Level: 7  
Duration: Permanent  
Range: 0

This spell functions in an identical manner to the magic-user spell of the same name.

**Repel Vermin**

Level: 4  
Duration: 1 turn per level  
Range: 0

The caster of this spell is able to prevent all ordinary insects, rats, spiders, etc. from coming within a 10' radius. Giant vermin or vermin of 2 HD or more may enter the area if they succeed in a saving throw versus spells. However, entering the area causes 1d6 hp damage to them. This spell does not affect wererats or intelligent vermin-like creatures.

**Repel Wood**

Level: 6  
Duration: 4 rounds per level  
Range: 0

Waves of energy roll forth from the caster on a 120' wide path, 20' long per caster level, moving in the direction he faces. Once the spell is cast, the area of effect is stationary. It causes all

wooden objects in the path of the spell to be pushed away to the limit of the range. Wooden objects larger than 30' in diameter that are fixed firmly are not affected, but loose objects are. Objects 30' in diameter or smaller that are fixed in place splinter and break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40' per round.

Objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them along. If a spear is planted (set) to prevent this forced movement, it splinters. The waves of energy continue to sweep down the set path for the spell's duration. After being cast, the path is set, and the caster can then do other things or go elsewhere without affecting the spell's power.

#### **Shillelagh**

Level: 1  
Duration: 1 round per level  
Range: Touch

The caster's own nonmagical club or quarterstaff becomes a +1 weapon in regard to attack rolls. The weapon deals 2d4 damage. These effects only occur when the weapon is wielded by the caster.

#### **Snare**

Level: 3  
Duration: See below  
Range: Touch

This spell enables the caster to make a snare that functions as a magic trap. The snare can be made from any supple vine, a rope, or something similar. When *snare* is cast, the cordlike object blends with its surroundings (only 10% chance to detect by nonmagical means). One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle.

If a strong and supple tree is nearby, the snare can be fastened to it. The spell causes the tree to bend and then straighten when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs. If no such tree is available, the cordlike object tightens around the creature, dealing no damage but causing it to be entangled.

The snare is magical and will restrain a victim for 12 hours. To escape, a trapped creature must be as strong as a giant to break the bonds. The bonds lose their strength over time, so that after 4 hours STR 18 or ogre strength is needed, and after 8 hours STR 16 is needed.

#### **Speak with Animals**

Level: 1  
Duration: 6 turns  
Range: 60'

This spell functions in an identical way to the cleric spell *speak with animals*.

#### **Speak with Plants**

Level: 4  
Duration: 3 turns  
Range: 80'

This spell functions identically to the cleric spell of the same name, but with a greater range.

#### **Sticks to Snakes**

Level: 5  
Duration: 6 turns  
Range: 120'

This spell functions identically to the cleric spell of the same name.

#### **Stone Shape**

Level: 3  
Duration: Permanent  
Range: Touch

This spell can form an existing piece of stone into any shape that suits the caster's purpose, to a total volume of 3' cubed, +1' cubed per level. While it's possible to make crude coffers, doors, and so forth with *stone shape*, fine detail isn't possible.

#### **Stumble**

Level: 2  
Duration: 1 turn per level  
Range: Touch

The caster of this spell may enchant a 10' length (or shorter) of organic material, such as a hemp rope, staff, stick, etc. When a creature or creatures walk over the object, it very suddenly rises to trip them (even the caster is not immune!). If a victim fails a saving throw versus spells, he falls to the ground. Any creatures passing over the object and already aware of its magical behavior may save with a +4 bonus. There is only a 20% chance of detecting this trip trap by nonmagical methods. Creatures walking when tripped suffer no damage and may get up the next round. If running, a creature suffers 1d6 damage from the fall when on stone, rock, or similar unyielding surfaces and is stunned for 1d4+1 rounds. On softer surfaces such as earth, forest floor, etc. no damage is suffered and victims are stunned for only 1 round.

#### **Summon Animal I**

Level: 4  
Duration: See below  
Range: 40' per level

The caster of the spell summons 1d8 ordinary animals (including giant types) of up to 4 HD per animal, if they are within range of the spell. The referee will decide the chance of a particular animal type being available, and the caster may attempt up to three different animals before the spell is a failure. Summoned animals will serve the caster for a specific task, including fighting, aiding on a quest, or other goals that may be short term or relatively longer term. The caster may dismiss animals at any time.

#### **Summon Animal II**

Level: 5  
Duration: See below  
Range: 60' per level

This spell is a more powerful version of *summon animal I*. A total of 3d4 animals of up to 4 HD may be summoned, or 1d6 animals of up to 8 HD.

#### **Summon Animal III**

Level: 6  
Duration: See below  
Range: 80' per level

This spell is a more powerful version of *summon animal I*. A total of 4d4 animals of up to 4 HD may be summoned, or 2d4 animals of up to 8 HD, or 1d4 animals of up to 16 HD.

#### **Summon Sylvan Beings**

Level: 4  
Duration: See below  
Range: 120', +10' per level

The caster of this spell must be outdoors, and must both chant and make magical hand gestures. The casting ends when sylvan beings appear, or if 2 turns have passed with no results. The referee decides the probability of a particular type of woodland creature being available within range, based on the circumstances and terrain type. Refer to the table below for the type of creatures this spell may beckon forth, and how many of each will appear.



Creature	Number	Creature	Number
Centaur	1d4	Sprite	1d6
Dryad	1d4	Treant	1
Nixie	1d4	Unicorn	1
Pixie	1d8		

Creatures are allowed a saving throw versus spells, with a +4 bonus. When creatures arrive they receive an additional identical saving throw if any companion of the caster is chaotic. Summoned sylvan beings who fail their save are friendly to the caster, and will aid him in any way that is within their abilities. However, if they are asked to fight for the caster, the referee rolls on the monster reaction table, taking into account how the druid has treated the creature previously.

#### Temperature Control

Level: 4

Duration: 4 turns, +1 turn per level

Range: 0

By means of this spell, the caster can raise or lower the ambient temperature within a 20' diameter area around the caster. The amount of temperature change is 50 degrees (Fahrenheit), +10 degrees per caster level above 6<sup>th</sup> level. So, at 8<sup>th</sup> level the temperature may be changed by 70 degrees.

#### Transmute Metal to Wood

Level: 7

Duration: Permanent

Range: 80'

This spell enables the caster to change one metal object to wood. A magic object made of metal only has a 10% chance of being affected by this spell. The caster may transmute 8 lbs of metal into wood per level. Objects changed in this way are permanently altered such that *dispel magic* will not reverse the effects. However, a *wish* or *limited wish* can return an object to its original state.

#### Transmute Rock to Mud (reversible)

Level: 5

Duration: See below

Range: 160'

This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud. The volume is up to 20' cubed per caster level. The depth of the mud created cannot exceed the width or breadth of the area chosen. A creature unable to *levitate*, *fly*, or otherwise free itself from the mud sinks and may drown if the depth is great enough. The mud remains until a successful *dispel magic* or *transmute mud to rock* spell (the reverse) restores its substance—but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

#### Transport via Plants

Level: 6

Duration: See below

Range: Touch

By means of this spell the caster may enter any large normal plant and pass any distance to a plant of the same kind 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 caster, but it also must be alive. If the caster is uncertain of the location of a particular kind of destination plant, he need merely designate direction and distance and the *transport via plants* spell moves him as close as possible to the desired location. If a particular destination plant is desired but the plant is not living, the spell fails and the caster must leave the entry plant within 24 hours. There is a 5% chance that the spell goes awry, sending the caster to a similar plant 1d100 miles away in a random direction. Destruction of an occupied plant slays the caster (as with *passplant* and *treestride*).

#### Tree Stride

Level: 5

Duration: See below

Range: Touch

The caster gains the ability to enter trees and move from inside one tree to inside another tree. The trees entered must be of the same kind, must be living, and must have girth at least equal to the caster. By moving into an oak tree, for example, the caster may choose to move into the furthest oak tree to the east, wherever that may be in range. However, if the nearest oak in range is to the west, the caster emerges from that tree instead.

Type of Tree	Transport Range
Oak, ash, yew	600'
Elm, linden	420'
Other deciduous	300'
Other coniferous	240'
All other trees	180'

The caster can remain within a tree for 1 round per caster level, but is forced out when the spell ends. If the tree in which the caster is concealed is chopped down or burned, the caster is slain if he does not exit before the process is complete.

#### Tree Shape

Level: 3

Duration: 6 turns, +1 turn per level

Range: 0

By means of this spell, the caster is able to assume the form of a small living tree or shrub or a large dead tree trunk with a small number of limbs. The closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests the caster is, in fact, a tree or shrub. While in tree form, the caster can observe all that transpires around him just as if he were in his normal form. All clothing and gear carried or worn also changes. The caster may end the spell at any time, and may attack or undertake other normal actions the same round the spell is dismissed.

#### Wall of Fire

Level: 5

Duration: See below

Range: 60'

The function of this spell is identical to the magic-user spell of the same name.

#### Wall of Thorns

Level: 6

Duration: 1 turn per level

Range: 80'

A *wall of thorns* spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. Any creature forced into or attempting to move through a *wall of thorns* takes 8 damage +AC rating (0-9) per 10'. Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. The caster may create a 10' cubed area of wall per level. The wall must be 10' thick (or fills a smaller space completely), which allows it to be shaped as a number of 10x10x10 blocks. A *wall of thorns* can be breached by slow work with edged weapons at rate of 4 turns per 10'. Normal fire cannot harm the barrier, but magical fire burns away the wall in 2 turns.

#### Warp Wood

Level: 2

Duration: Permanent

Range: 10' per level

The caster causes wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck). A boat or ship springs a leak. Warped ranged weapons are useless. The caster may warp a volume of approximately 15 square inches per caster level. For

example, at first level the caster could warp four arrows or a short wooden handle.

### Water Breathing (reversible)

Level: 3  
Duration: 1 day  
Range: 30'

This spell is identical to the magic-user spell of the same name, except that the druid version is also reversible such that a water breathing creature may be made to breath air.

## Illusionist Spells

### Astral Projection

Level: 7  
Duration: See below  
Range: Touch

This spell functions identically to the cleric spell of the same name.

### Auditory Illusion

Level: 1  
Duration: 3 rounds per level  
Range: 60', +10' per level

Except for the duration, this spell is identical to the magic-user spell of the same name.

### Blindness

Level: 2  
Duration: See below  
Range: 30'

If the victim fails a saving throw versus spells, he is rendered permanently blind. The blindness is magical, not physical, so typical spells employed for the purpose of *curing blindness* are ineffective. The caster may remove the effect at any time, otherwise the spell *dispel magic* must be used.

### Blur

Level: 2  
Duration: 3 rounds, +1 round per level  
Range: 0

The caster's outline appears blurred, shifting and wavering. The result of this distortion is that all opponents suffer -4 to hit the caster with melee and missile weapons the first round of an attack, and -2 on subsequent rounds. The caster also gains +1 to saving throws versus spell-like devices or spells that require a successful attack to take effect.

### Color Spray

Level: 1  
Duration: Instant  
Range: 10' per level

A vivid cone of clashing colors springs forth from the caster's hand, causing 1d6 creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. The cone is 5' wide at the origin, 20' long, and 20' wide at its terminal end. A total creature HD equal to the caster's level may be affected. Each creature within the cone is affected according to its Hit Dice.

*HD fewer or equal to the caster:* The creature is unconscious for 2d4 rounds.

*HD up to two greater than the caster's:* The creature is blinded for 1d4 rounds.

*HD 3 or greater than the caster's:* The creature is stunned for 1 round.

Only beings of 6 HD or levels, or with more HD or levels than the caster, may save versus spell to avoid the spell's effects.

Sightless creatures are not affected by *color spray*.

### Confusion

Level: 4  
Duration: 12 rounds  
Range: 120'

This spell functions identically to the magic-user spell of the same name.

### Confusion, Greater

Level: 5  
Duration: 12 rounds  
Range: 120'

This spell is a more powerful version of confusion. The function is identical, except every being in a 40' square area is affected. Illusionists can save versus spells to avoid the effects, as may fighters or subclasses of fighters except rangers and paladins. Non-magical, low intelligence creatures are entitled to a saving throw.

### Conjure Animals

Level: 6  
Duration: 2 rounds per level  
Range: 30'

This spell functions identically to the cleric spell of the same name.

### Continual Light (reversible)

Level: 3  
Duration: See below  
Range: 120'

This spell functions identically to the cleric spell of the same name.

### Dancing Lights

Level: 1  
Duration: 2 rounds per level  
Range: 40', +10' per level

This spell functions identically to the magic-user spell of the same name.

### Darkness Globe

Level: 1  
Duration: 1 turn, +1 round per level  
Range: 10' per level

This spell functions identically to the magic-user spell of the same name.

### Deafness

Level: 2  
Duration: See below  
Range: 60'

If the victim fails a saving throw versus spells, he is rendered permanently deaf. The deafness is magical, not physical, so typical spells employed for the purpose of curing physical ailments are ineffective. The caster may remove the effect at any time, otherwise the spell *dispel magic* must be used.

### Detect Illusion

Level: 1  
Duration: 3 rounds, +2 round per level  
Range: Touch

The caster places this enchantment on himself to grant sight that sees through illusion. Illusions can be seen in an area of 10' wide, 10' long per level. The caster may touch one other creature, granting it the ability to see through illusion as well, so long as the contact is maintained.

**Detect Invisible**

Level: 1  
Duration: 5 rounds per level  
Range: 10' per level

This spell functions identically to the magic-user spell of the same name.

**Detect Magic**

Level: 2  
Duration: 2 turns  
Range: 60'

This spell functions identically to the magic-user spell of the same name.

**Dispel Phantasm**

Level: 3  
Duration: Permanent  
Range: 10' per level

This spell may be used by an illusionist to dispel *phantasmal force*. Illusions created by others of the illusionist class are dispelled with the same probabilities as *dispel magic*; however, illusions created by other classes are dispelled automatically.

**Doppelganger**

Level: 1  
Duration: 2d6 rounds, + 2 rounds per level  
Range: 0

This spell creates a dweomer of illusion, altering the caster's appearance. The illusion must take the appearance of a humanoid, not taller or shorter than the caster by more than 1', but apparent weight and clothing or items may be altered in any way.

**Fear**

Level: 3  
Duration: See below  
Range: 0

This spell functions the same as the magic-user spell of the same name.

**Fog Cloud**

Level: 2  
Duration: 4 rounds, +1 round per level  
Range: 10'

A 40' high, 20' long x 20' high bank of fog billows forth at the caster's command. The cloud is identical in appearance to that produced by the magic-user spell *cloudkill*; however, its only effect is to obscure vision as a *wall of vapor*. The fog cloud travels away from the caster in a specified direction at a rate of 10' per round.

**Hallucinatory Terrain**

Level: 3  
Duration: See below  
Range: 240'

This spell functions identically to the magic-user spell of the same name.

**Hypnotic Pattern**

Level: 2  
Duration: See below  
Range: 0

A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within its area of 30' square, centered on the caster. A total of 24 HD of creatures are affected, in any combination (twelve 2 HD creatures, four 5 HD and one 4 HD creature, etc.). Affected creatures become fascinated by the pattern of colors and remain motionless, dazed, for as many rounds as the caster concentrates on the spell and makes no other action.

**Hypnotism**

Level: 1  
Duration: 1 round, +1 round per level  
Range: 30'

The caster's gestures and droning incantation fascinate nearby creatures, causing 1d6 creatures in range to be mentally vulnerable to *suggestion*, exactly as the magic-user spell of that name. A successful saving throw versus spells may negate the effect.

**Illusory Script**

Level: 3  
Duration: Permanent  
Range: 20', +20' per level

The caster may write instructions or other information on parchment, paper, or any suitable writing material. The *illusory script* appears to be some form of foreign or magical writing. Only the person (or people) designated by the caster at the time of the casting are able to read the writing; it is unintelligible to any other being, although an illusionist recognizes it as *illusory script*. Any unauthorized creature attempting to read the script triggers a potent effect, and must save versus spells or suffer effects identical to the spell *confusion*. This effect lasts 3d6 turns.

**Illusory Stamina**

Level: 4  
Duration: 3 turns per level  
Range: Touch

When this spell is cast, up to 4 human-sized beings may be touched and made to feel as if they are healthier than they truly are. The net effect is that they seem to have been healed of 50% of any damage they have sustained below their maximum. In addition, for 1 round every 10 rounds affected beings may move as if under the effects of the spell *haste*. However, at the end of the spell's duration, affected beings lose all illusory hit points in addition to any new damage sustained. If this drops a being to below 0 hp, death occurs.

**Implant Emotion**

Level: 4  
Duration: See below  
Range: 10' per level

By means of this spell the caster can invoke a specific emotion in a subject unless he succeeds in a saving throw versus spells. The following emotions may be induced, with the following effects on the subject: *fear* as the spell, -2 to save; *rage*, +1 to hit, +3 to damage, +5 to hp, subject will fight to the death; *hate*, saving throws, to hit, damage, and morale +2; *despair*, as the symbol. Note that *implant emotion* may also be cast to negate the effects from a creature influenced by this spell.

**Invisibility**

Level: 2  
Duration: See below  
Range: Touch

This spell functions identically to the magic-user spell of the same name.

**Invisibility 10' radius**

Level: 3  
Duration: See below  
Range: 0

This spell functions identically to the magic-user spell of the same name.

**Invisibility, Greater**

Level: 3  
Duration: 4 rounds, +1 round per level  
Range: Touch

This spell is nearly identical to *invisibility*, except it is of limited

duration and the creature touched is capable of attacking. When attacking, the invisibility may leave shimmering or other subtle indications of the creature's presence, allowing an opponent to attack with a -4 penalty.

#### Limited Wish

Level: 7  
Duration: See below  
Range: Unlimited

This spell functions identically to the magic-user spell of the same name.

#### Light (reversible)

Level: 1  
Duration: See below  
Range: 120'

This spell is in most respects identical to the 1<sup>st</sup> level cleric spell of the same name, except that the duration is a number of turns equal to the caster's level +6 turns.

#### Magic Mouth

Level: 2  
Duration: See below  
Range: See below

This spell functions identically to the magic-user spell of the same name.

#### Major Creation

Level: 5  
Duration: 6 turns per level  
Range: Touch

*Major creation* is much like *minor creation*; however, vegetable matter may be created with twice the duration.

#### Massmorph

Level: 4  
Duration: See below  
Range: 240'

This spell functions identically to the magic-user spell of the same name.

#### Maze

Level: 5  
Duration: See below  
Range: 5' per level

The function of this spell is identical to the magic-user spell of the same name.

#### Minor Creation

Level: 4  
Duration: 6 turns per level  
Range: Touch

The caster creates an object of nonliving vegetable matter (rope, cloth, wood, etc.). The volume of the item created cannot exceed 1' cube per caster level. A tiny piece of matter of the same sort of item the caster plans to create must be used when casting *minor creation*.

#### Mirror Image

Level: 2  
Duration: 6 turns  
Range: Self

This spell functions identically to the magic-user spell of the same name.

#### Misdirection

Level: 2  
Duration: 1 round per level  
Range: 30'

By means of this spell, the caster misdirects the information from divination spells such as *detect evil*, *detect magic*, *detect lie*, and the like. On casting the spell, an object or creature is chosen within range. For the duration, the opposite information or otherwise misleading or wrong information is conveyed when a detection spell is applied. The caster of such a detection spell is allowed a saving throw to avoid the effect.

#### Nondetection

Level: 3  
Duration: 1 turn per level  
Range: 0

The caster and all within a 5' radius become impossible to detect by divination spells such as *clairaudience/clairvoyance*, *locate object*, and *detect* spells. *Nondetection* also prevents location by such magic items as *crystal balls*.

#### Paralyze

Level: 3  
Duration: See below  
Range: 10' per level

The caster may affect creatures up to twice his level of HD total, in a designated 20' x 20' area, making them feel as if they cannot move. All creatures that fail a saving throw versus spells are affected. The effect may be dismissed by the caster at any time, otherwise *dispel magic* or *dispel illusion* can negate the effect.

#### Phantasmal Door

Level: 5  
Duration: 1 round per level  
Range: 10'

The caster of this spell fabricates an illusory door. He may then appear to enter it, and pursuers are fooled into thinking this is the case. In reality, the caster becomes *invisible*, as the spell, and is standing next to the door. The invisibility only lasts for the duration of this spell. Any beings who pursue the caster through the phantom door believe themselves to enter a featureless 10' square room.

#### Phantasmal Force

Level: 1  
Duration: See below  
Range: 240'

The spell is identical to the magic-user spell of the same name.

#### Phantasmal Force, Greater

Level: 2  
Duration: See below  
Range: 240'

This spell is an improved version of the magic-user spell *phantasmal force*. The area of effect is a 40' cube, +10 square feet per level. In addition to a visual illusion, subtle auditory effects accompany the illusion so that a creature makes sound as it moves, or similar effects are heard. Coherent speech is not possible, but mumbling sounds may be heard. The caster can move at 50% his normal movement rate while concentrating on the spell, and the illusion does not disappear until 2 rounds after the caster stops concentrating on the illusion. Refer to *phantasmal force* for more details.

#### Phantasmal Killer

Level: 4  
Duration: 1 round per level  
Range: 5' per level

The caster creates a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears



of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject and the caster can see the phantasmal killer. If the phantasm successfully attacks the subject (as a 4 HD monster), the subject may try to disbelieve the illusion once by succeeding in an INT attribute check, or die from fear. If the subject of a *phantasmal killer* attack succeeds in disbelieving and is wearing a *helm of telepathy*, the beast can be turned upon the caster. The caster must then disbelieve it or become subject to its deadly fear attack.

#### Phantasmal Monsters

Level: 4  
Duration: 1 round per level  
Range: 30'

The caster may create phantasmal pseudo-real monsters in an area of 20'. The monster or monsters created cannot exceed the caster's level in HD. Monsters created in this fashion must all be the same type. They have 2 hp per the creature's normal HD. Victims are allowed an INT attribute check to realize the creatures are only partly real. The *phantasmal monsters* are able to attack and deal damage as per a normal creature of their type to any being that fails this check. If the check succeeds, the *phantasmal monsters* have an effective AC 10 and all damage is -80%, rounding up at .5.

#### Phantasmal Monsters, Greater

Level: 5  
Duration: 1 round per level  
Range: 30'

This spell is identical to *phantasmal monsters*, but the monsters created are stronger. These monsters have 3 hp per HD. Each creature has AC 8 and -60% to damage if the INT attribute check succeeds.

#### Phantasmal Monsters, Advanced

Level: 6  
Duration: 1 round per level  
Range: 30'

This spell is identical to *phantasmal monsters*, but the monsters created are stronger. These monsters have 4 hp per HD. Each creature has AC 6 and -40% to damage if the INT attribute check fails.

#### Prismatic Spray

Level: 7  
Duration: Instant  
Range: 0

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from the caster's hand. The beams are intertwined in "fan" of light that is 70' long, 5' wide at the origin and 15' wide at the terminal end. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically blinded for 2d4 turns. Every creature in the area is randomly struck by one or more beams, which have additional effects that are identical to the same color of the globes produced by the magic-user spell *prismatic sphere*. See that spell description for these effects.

Roll d8	Color of Beam
1	Red
2	Orange
3	Yellow
4	Green
5	Blue
6	Indigo
7	Violet
8	Struck by two rays; roll twice more, ignoring any "8" results.

#### Prismatic Wall

Level: 7  
Duration: 1 turn per level  
Range: 10'

*Prismatic wall* creates a vertical, opaque wall—a shimmering, multicolored plane of light that protects the caster from all forms of attack. For all purposes this spell functions identically to the magic-user spell *prismatic sphere*, except a shimmering wall is produced rather than an opaque globe.

#### Project Image

Level: 5  
Duration: 6 turns  
Range: 240'

The function of this spell is identical to the magic-user spell of the same name.

#### Refraction

Level: 1  
Duration: 1 round  
Range: 0

By means of this spell the caster makes the space in front of him reflective, like a mirror. Any gaze attack directed at the caster does not affect him, but instead is turned back at the attacker.

#### Rope Trick

Level: 3  
Duration: 2 turns per level  
Range: Touch

This spell functions identically to the magic-user spell of the same name.

#### Shadow Evocation

Level: 5  
Duration: See below  
Range: 50', +10' per level

The caster taps energy from the plane of shadow to cast a quasi-real, illusory version of a magic-user spell. The possible spells include *fireball*, *lightning bolt*, *cone of cold*, and *magic missile*. These spells have normal effects unless an affected creature succeeds in an INT attribute check. Each disbelieving creature takes only one hp damage per caster level from the attack.

#### Shadow Evocation, Greater

Level: 6  
Duration: See below  
Range: 60', +10' per level

*Greater shadow invocation* is a more powerful version of *shadow invocation*, allowing the caster to tap the plane of shadow to cast *cloudkill*, a *wall of fire*, or a *wall of ice*. This spell is also capable of producing the spells allowed by *shadow evocation*; however, should a victim succeed in the INT attribute check, damage from spells is 2 hp per caster level, and the *wall of fire* and *wall of ice* may inflict 1d4 hp damage per level.

#### Spectral Force

Level: 3  
Duration: See below  
Range: 240'

This spell is identical to *greater phantasmal force*, except the illusion persists for 3 rounds after concentration ceases. In addition, a complete illusion is possible, including all senses.

### Spectral Force, Permanent

Level: 6  
Duration: See below  
Range: 240'

This more powerful version of *spectral force* persists indefinitely when the caster ceases to concentrate on it.

### Spectral Force, Programmed

Level: 6  
Duration: See below  
Range: 240'

This spell functions as a *spectral force*, except it is triggered when a set of circumstances specified by the caster occurs, and/or when a specific command is uttered. Once triggered, the *spectral force* lasts for 1 round per caster level.

### Suggestion

Level: 3  
Duration: 6 turns, +6 turns per level  
Range: 30'

This spell functions identically to the magic-user spell of the same name.

### Suggestion, Mass

Level: 6  
Duration: 6 turns, +6 turns per level  
Range: 30'

This spell functions like *suggestion*, except that it can affect 1 creature per caster level within 30'. If used on only 1 being, that being must save versus spells with a -2 penalty. The caster may only issue one *mass suggestion*, he may not issue separate *suggestions* per affected creature.

### Summon Shadow

Level: 5  
Duration: 1 round, +1 round per level  
Range: 10'

By means of this spell, the caster brings forth 1 shadow per 3 caster levels. These creatures serve the caster, and will fight to the death if ordered. They remain until killed or the spell duration ends.

### True Seeing

Level: 6  
Duration: 1 round per level  
Range: Touch

This spell functions identically to the cleric spell of the same name.

### Veil

Level: 6  
Duration: 1 turn per level  
Range: 10' per level

The caster instantly changes the appearance of a 20' square area, including creatures in it if desired. The illusion is maintained for the spell's duration. The caster can make the subjects appear to be anything desired. They look, feel, and smell just like the creatures the spell makes them resemble, or the area looks, feels and smells like a different area desired. Affected creatures resume their normal appearances if slain. This spell may also be used to mimic the effects of *hallucinatory terrain*, but the illusion does hold up even under physical inspection. The spell *true seeing* or similar magical effects will reveal the illusion for what it is.

### Ventriloquism

Level: 2  
Duration: 2 turns  
Range: 60'

This spell functions identically to the magic-user spell of the

same name.

### Vision

Level: 7  
Duration: See below  
Range: 0

By means of this spell, the caster sacrifices an object of no less than 300 gp value in order to entice an answer to a question from a powerful entity. If the vision is imparted, the caster sees an illusory depiction as his answer, which can take a form that interacts with all senses. However, an answer is not guaranteed. Roll on the table below to determine the outcome.

Roll d20	Result
1-5	Success, the vision is accurate and detailed
6-11	Ambiguous, only partial information or periphery information is imparted
12-20	Failure, caster is affected by a <i>geas</i> to do the bidding of the power consulted

### Wall of Vapor

Level: 1  
Duration: 2d4 rounds, +1 round per level  
Range: 30'

The caster of this spell creates an opaque, fog-like vapor in a 20' cube area per caster level. All beings caught within the vapor cannot see beyond 2'. Strong winds of natural or magical origin can dissipate the *wall of vapor* before its duration has expired.

## Magic-User Spells

### Allure

Level: 1  
Duration: 1 round per level  
Range: Self

When this spell is cast, all intelligent creatures within a 20', +20' per level diameter must save versus spells or perceive the caster as if he has an additional 2d4 CHA. In addition, creatures that fail the saving throw feel good will, generosity and liking for the caster, and will help him within reason. Those who succeed in the saving throw perceive the caster as if he has 1d4 lower CHA, and automatically dislike and are annoyed by the caster.

### Amnesia

Level: 2  
Duration: Permanent  
Range: 30'

This spell allows the caster to obliterate the memory of an opponent. The time span is equal to the previous 1 round, +1 round per 3 levels of the caster. This spell only affects memory, it does not alter any actual events that have taken place or nullify any other spell effects. The spell is capable of affecting up to 4 beings in range. Beings are allowed a saving throw versus spells, which is modified depending on how many creatures are targeted. No modifier is applied if 3 or 4 creatures are targeted, but if 2 are targeted the save is at -1, and -2 if only one being is targeted. If a victim realizes his memory has been altered, the spells *heal* or *restoration* can return the memory. Note that these spells must be specifically applied for the purpose.

### Animal Growth (reversible)

Level: 5  
Duration: 1 round per level  
Range: 60'

Except for range and duration, this spell functions identically to the druid spell of the same name.

**Animate Dead**

Level: 5  
Duration: Permanent  
Range: 60'

This spell functions identically to the cleric spell of the same name.

**Anti-Magic Shell**

Level: 6  
Duration: 12 Turns  
Range: 0

An anti-magic barrier is created around the caster. No spells may pass through this barrier, whether from inside or outside. The caster therefore may not cast any spells other than those that affect him only. The caster may end this spell at any time before the maximum duration has expired.

**Antipathy/Sympathy**

Level: 8  
Duration: 12 turns per level  
Range: 30'

The caster causes an object or location to emanate magical vibrations that repel or attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by the caster. The kind of creature to be affected must be named specifically, or specific alignment to be repelled must be named.

*Antipathy:* Creatures of the designated kind or alignment feel an overpowering urge to leave the area or to avoid the affected item. A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels extremely uncomfortable doing so. This distracting discomfort reduces the creature's DEX score by 1 point per round, to a maximum of 4 points.

*Sympathy:* Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If a saving throw is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6 turns later. If this save fails, the affected creature attempts to return to the area or object.

**Arcane Eye**

Level: 4  
Duration: 6 turns  
Range: 240'

The caster creates an invisible magical sensor that sends visual information, and can see with 60' infravision. The *arcane eye* travels up to 120' each turn. The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter.

**Arcane Lock**

Level: 2  
Duration: Permanent  
Range: 10'

An *arcane lock* spell cast upon a door, chest, or portal magically locks it in a similar manner to the spell *hold portal*. The caster can freely pass his own *arcane lock* without affecting it; otherwise, a door or object secured with this spell can be opened with a successful *dispel magic* or *knock* spell. *Dispel magic* removes the *arcane lock*, while *knock* merely allows passage. In addition, any spell caster who is at least 3 levels higher than the caster of the spell may pass through unimpeded.

**Arcane Window**

Level: 6  
Duration: 1 round per level  
Range: Touch

The caster of this spell is able to see through walls as if a 3' square window is present. For the duration of the spell, the caster may see through more than just one wall, but it takes one round to switch from one wall to another. The *arcane window*, according to the caster's preference, can be made visible to other creatures. However, if it is made visible to others it can only be applied to one wall. The window is always one way. The spell may be applied to 20' thick wood, 6' thick stone, or 4 inch thick metal. Platinum, gold, and lead block this spell.

**Astral Projection**

Level: 9  
Duration: See below  
Range: Touch

This spell is identical to the cleric spell of the same name.

**Atmosphere Bubble**

Level: 5  
Duration: 1 turn per level  
Range: 0

The caster of this spell creates a bubble of altered water in a body of water (or water-based medium). Within this bubble there is a breathable atmosphere. The bubble sinks in water; the center of the bubble is on the caster and moves with him. The area of effect is either a 20' radius globe, or a 40' radius hemisphere, caster's choice. Aquatic creatures cannot swim while in this bubble, as it is only slightly denser than air. Likewise, water breathing creatures cannot breathe within the area of effect. Intelligent aquatic creatures will not enter the area of effect by mistake.

**Auditory Illusion**

Level: 2  
Duration: 2 rounds per level  
Range: 60', +10' per level

The caster of this spell is able to create false sound. The sound may be centered anywhere within range, and within that range the sound can fluctuate and move, imitating approaching or receding footsteps, laughter, voices, and other possibilities. The sound produced is the approximate equivalent of noise produced by 4 human sized beings. The sound may increase by 4 for each level the caster is above the minimum required to cast this spell. Note that the sound does not have to be human-like, but could be animal or monster sounds. In these cases the referee will determine how much sound and how many individuals it might represent. For instance, the sounds of four humans might be approximately that of 6 or 8 children, or 2 ogres. Beings are allowed a saving throw versus spells to realize the effect is illusory, but only if they actively attempt to disbelieve.

**Blink**

Level: 3  
Duration: 1 round per level  
Range: Self

The caster of this spell is able to "blink" back and forth between the ethereal plane and the material plane, seeming to wink in and out of reality, only to reappear in another location. The caster reappears 2' from his original location, in a random direction relative to the direction he is facing. Roll 1d8: 1, forward; 2, forward right; 3, right; 4, backward right; 5, backward; 6, backward left; 7, left; 8, forward left.

If the indicated position is already occupied by solid matter, the caster is shifted in a random direction from that point, but only to a distance up to 10' (and not into the area originally occupied). If matter occupies all possible routes, the caster does not reappear and is trapped on the ethereal plane. If the spell caster achieves initiative in any given round that this spell is in effect, opponents are unable to successfully attack him, as he

blinks away too quickly. However, any area effect attacks which occupy the same space the caster occupies at both locations in a round will affect the caster.

Beginning the second round *blink* is in effect, the caster may blink and attack with hand weapons the same round. Any other activities, including spell casting, missile attacks, use of magic items, etc. fail on a roll of 1-15 on 1d20 due to misuse, effects or weapons fired in the wrong direction, or other results determined by the referee.

### Burning Hands

Level: 1

Duration: 1 round

Range: See below

This spell causes a 3' long cone of searing flame to shoot from the caster's fingertips. The cone shoots out in a 120 degree arc centered on the caster. Any creature in the area of the flames takes 1 point of fire damage per caster level (no saving throw). Flammable materials burn if the flames touch them.

### Charm Monster

Level: 4

Duration: Special

Range: 120'

*Charm monster* is identical to the spell *charm person* (discussed below), except that *charm monster* is not limited to humanoids or creatures of ogre size or smaller. Only one monster is charmed if it is 4 HD or greater. A group of monsters which are 3 HD or fewer may be affected, with their number determined by rolling 3d6.

### Charm Person

Level: 1

Duration: Special

Range: 120'

This spell makes a humanoid creature regard the caster as its trusted friend and ally (treat the target's attitude as friendly). Undead creatures are unaffected by this spell, as are humanoid monsters larger than ogres. The spell does not enable the caster to control the *charmed* person as if it was an automaton, but it perceives the caster's words and actions in the most favorable way. The subject can be given orders, but actions it wouldn't ordinarily do based on its nature or alignment may be abstained from. An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by the caster or his apparent allies that threatens the *charmed* person breaks the spell. The caster must speak the person's language to communicate commands, or else be good at pantomiming. Creatures will gain additional saving throws versus spell at time intervals based on intelligence scores. An INT score of 3-8 grants a new save once every month. An INT of 9-12 grants a new save each week, and 13-18 grants a new save once every day. Otherwise, *charm person* can be negated by the spell *dispel magic*.

### Charm Plants

Level: 7

Duration: Permanent

Range: 30'

By casting this spell, a magic-user is capable of commanding plants in a 300' squared area. The plants may be directed to do anything within their ability, but intelligent plant life is allowed a saving throw versus spells at -4 to resist the enchantment. Once an area is enchanted in this way, the magic-user is able to command the plants within it indefinitely.

### Clairaudience

Level: 3

Duration: 12 turns

Range: 60'

*Clairaudience* creates an invisible magical link between the caster and one creature within range. This link allows the caster

## MICROLITE74 COMPANION V: FIRST EDITION SPELLS

to hear whatever the creature hears. The process of linking with one creature and perceiving the same sounds takes a minimum of 1 turn, such that the caster may choose a new creature once per turn. The magical link between caster and creature is obstructed by lead or rock of a thickness of 2' or greater.

### Clairvoyance

Level: 3

Duration: 12 turns

Range: 60'

*Clairvoyance* creates an invisible magical link between the caster and one creature within range. This link allows the caster to see whatever the creature sees. The process of linking with one creature and observing with its eyes takes a minimum of 1 turn, such that the caster may choose a new creature once per turn. The magical link between caster and creature is obstructed by lead or rock of a thickness of 2' or greater.

### Clenched Fist

Level: 8

Duration: 1 round per level

Range: 5' per level

This spell creates a large, ghostly and bodiless hand that can strike one opponent that the caster selects per round. The attacks always strike the opponent, and the severity of the blow is determined by rolling 1d20 and consulting the chart below. If a target becomes stunned, subtract 4 from die rolls on the table for attacks that occur when the target is stunned. This reflects the stunned target's inability to attempt to dodge the giant fist.

Roll 1d20	Damage
1 or below	4d6 + stun for 3 rounds
2-4	3d6 + stun for 1 round
5-8	2d6
9-20	1d6

An opponent can attack a clenched fist. It has an AC of 9 and hp equal to those of the caster.

### Clone

Level: 8

Duration: Permanent

Range: Touch

This spell makes a duplicate of a creature. To create the duplicate, the caster must have a piece of flesh (not hair, nails, scales, or the like) taken from the original creature's living body. The piece of flesh need not be fresh, but it must be kept from rotting. Once the spell is cast, the duplicate must be grown in a laboratory for 2d4 months. Once the duplicate reaches maturity, if the original being is alive the two beings will share a psychic link for 1 week. During this time each will seek to destroy the other. If this proves to be impossible, there is a 95% probability that either the clone or the original will lose his sanity. If this occurs, 25% of the time it will be the original, otherwise it is the clone that becomes insane. There is a 5% probability that both beings lose their sanity. After 1 week if neither being destroys the other, the psychic link dissolves and there is no longer a compulsion to destroy each other. The spell duplicates only the original's body and mind, not its equipment.

### Cloudkill

Level: 5

Duration: 6 turns

Range: 0

This spell generates a bank of yellowish green and poisonous fog in a diameter of 30'. The fog moves and grows away from the caster at 20 feet per round, rolling along the surface of the ground. For example, after two rounds the fog will be 40 feet long. Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater. These vapors kill any living creature with 4 or fewer HD who fails a saving throw versus poison. A new save must be made each round. Otherwise, they suffer 1 hp of damage per round while in the cloud. A living creature with 5 or more HD



suffers 1 hp of damage per round while in the cloud. Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell.

### Comprehend Languages (reversible)

Level: 1

Duration: Touch

Range: 5 rounds per level

The caster can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, the creature or the writing must be touched. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables the caster to understand or read an unknown language, not speak or write it. *Obscure languages*, the opposite of *comprehend languages*, dispels the effects of *comprehend languages*, or can be used to make spoken or written language incomprehensible.

### Cone of Cold

Level: 5

Duration: Instantaneous

Range: 0

*Cone of cold* creates an area of extreme cold, originating at the caster's hand and extending outward in a cone 5' long per level. It drains heat, dealing 1d4 +1 points of cold damage per caster level.

### Confusion

Level: 4

Duration: 12 rounds

Range: 120'

This spell causes 3d6 targets to become *confused*, making them unable to independently determine what they will do. Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

Roll 1d10	Behavior
1-4	Attack caster's group.
5-6	Do nothing but babble incoherently.
7-10	Attack creature's group.

A *confused* character that can't carry out the indicated action does nothing but babble incoherently.

### Conjure Elemental

Level: 5

Duration: permanent

Range: 240'

With this spell, the caster may summon one elemental of a particular kind per day, to a maximum of four elementals per day (1 each of fire, water, earth or air). Only 1 elemental is summoned per casting of the spell. For the duration of the spell, the caster can move at ½ movement but may take no other actions, because the spell requires full concentration to command the elemental. The caster can give the elemental orders for the duration of the spell, and the caster can order the elemental to return to its home plane at any time. The elemental is forced to its home plane if a *dispel evil* or *dispel magic* spell is directed at it. If the caster loses concentration at any point during the duration of the spell, the elemental will turn to attack the caster, and the caster will be unable to order it back to its home plane.

### Contact Other Plane

Level: 5

Duration: Special

Range: 0

The caster sends his mind to another plane of existence in order to receive advice and information from powers there. See the accompanying table for possible consequences and results of the attempt. The powers reply in a language the caster understands, but they resent such contact and give only brief answers to questions. All questions are answered with "yes," "no," "maybe,"

"never," "irrelevant," or some other one-word answer. The caster must concentrate on maintaining the spell in order to ask questions at the rate of one per round. A question is answered by the power during the same round. The caster may choose how many questions to ask. The number of questions asked reflects the level of power the contacted being has, and how far away it is. The greater the number of questions asked the further away the contacted place is and the more powerful the being is. First roll on the table below to see if the power knows the answer. Then roll to see if the power answers truthfully. There is a probability that the caster will go insane after casting the spell, and the probability is related to the number of questions asked.

Questions	Don't Know	True Answer	Insanity
3	75%	50%	5%
4	70%	55%	10%
5	65%	60%	15%
6	60%	65%	20%
7	50%	70%	25%
8	40%	75%	30%
9	30%	80%	35%
10	20%	85%	40%
11	10%	90%	45%
12	5%	95%	50%

### Results of a Contact:

*Don't Know:* The entity may or may not know the answer, and may or may not tell the caster the truth of whether it knows or not.

*True Answer:* The caster gets a true, one-word answer. Otherwise, the entity lies and the lie is undetectable.

*Insanity:* The chance that the caster goes insane at the effort of communication. A character that goes insane will remain that way for the same number of weeks as the total number of questions asked, and the player cannot play the character during this time. The base chance indicated on the table is reduced by 5% for every level the caster is above 11. For example, a 14<sup>th</sup> level caster receives -15% to the insanity roll.

### Continual Light

Level: 2

Duration: Permanent

Range: 120'

This spell is similar to the 1<sup>st</sup> level cleric spell *light*. A 60' diameter sphere of light is brought into being, and is a permanent effect. This spell can be cast on objects so that the light is portable. This spell may be cast directly on a creature, but the creature receives a saving throw versus spells. If successfully cast on a creature's eyes, blindness results until the spell is negated with *dispel magic*.



### Control Weather

Level: 6  
Duration: See below  
Range: 0

This spell differs from the cleric spell of the same name. The radius is limited to a localized 240 yards in an outdoor setting only. This spell has an indefinite duration so long as the caster maintains concentration. Possible weather and their effects are detailed below.

Weather	Effects
Calm	Dissipates foul weather
Hot	Will dry wet conditions, all movement divided by 2
Cold	Water and mud freezes, all movement divided by 2
Severe Winds	All movement divided by 2, no flying or missile weapon use possible. Sandy conditions will reduce visibility to 20'. Ship speed increased or decreased by a multiple of 2 depending on if sailing with or against the wind.
Tornado	The caster can direct the tornado, which moves at 120'. The tornado can be directed to attack, using the characteristics of an air elemental with 12 HD. Sea vessels have a 75% chance of suffering 8+1d4 structural hit points damage.
Foggy	Visibility drops to 20', and all movement is divided by 2.
Rainy	Missile attacks hit at -2. Mud forms in 3 turns, and movement divided by 2.
Snowy	Visibility drops to 20', and all movement is divided by 2

### Crushing Hand

Level: 9  
Duration: 1 round per level  
Range: 5' per level

This spell creates a large, ghostly and bodiless hand that can grasp and squeeze one opponent that the caster selects per round. The attacks always strike the opponent, and the severity of the damage is determined by the duration of the squeezing. The target suffers 1d10 hit points of damage per round grasped, to a maximum of 4d10.

An opponent can attack a *crushing hand*. It has an AC of 9 and hp equal to those of the caster.

### Dancing Lights

Level: 1  
Duration: 2 rounds per level  
Range: 40', +10' per level

The caster may create up to four lights that resemble either lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The *dancing lights* must stay within a 10' radius area in relation to each other but otherwise move as the caster desires (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights wink out if the distance between the caster and the light exceeds the spell's range, or the duration ends.

### Darkness Globe

Level: 2  
Duration: 1 turn, +1 round per level  
Range: 10' per level

The caster creates a 15' radius ball of darkness, centered anywhere within range. This darkness is complete, and forms of normal vision which normally can see in darkness are useless, including infravision and ultraviolet vision. The spells *light* or *continual light* render the effects of *darkness globe* ineffective, such that the normal lighting conditions of the area are present.

### Death Spell

Level: 6  
Duration: 1 round  
Range: 240'

This formidable spell kills creatures of 8 HD or fewer within a 60' cube. A total of 4d8 HD of creatures are killed, and a saving throw versus death is allowed. For example, if 20 HD is rolled and there are five 4 HD creatures in the area of effect, all may potentially die if they fail their saving throws. A successful save negates all effect.

### Delayed Blast Fireball

Level: 7  
Duration: See below  
Range: 100', + 10' per level

In most respects, this spell is identical to *fireball*. However, damage receives a +1 bonus per damage die, and the caster may choose for the spell to "go off" from 1 to 5 rounds after the round the spell is cast.

### Detect Evil

Level: 2  
Duration: 2 turns  
Range: 60'

With the exception of differences in duration and range, this spell is identical to the 1st level cleric spell of the same name.

### Detect Invisible

Level: 2  
Duration: 5 rounds per level  
Range: 10' per level

The caster can see invisible, hidden, ethereal, or astral creatures or items so long as they are directly in sight within a 10' wide range of vision.

### Detect Magic

Level: 1  
Duration: 2 turns  
Range: 60'

All enchanted items, creatures, places, or other things within 60' of the caster will glow for the duration of the spell. The caster may move around to bring objects within the radius during the duration of the spell.

### Dimension Door

Level: 4  
Duration: 1 round  
Range: 10'

The caster instantly transfers himself or another creature from its current location to any other known spot within 360'. The being always arrives at exactly the spot desired. An unknown or unseen place may be specified. For example, 100' south and 20' high, but if the destination is already occupied by a solid body, the spell fails.

### Disintegrate

Level: 6  
Duration: Permanent  
Range: 60'

A thin, green ray springs from the caster's pointing finger. No attack to hit is necessary, but targets may save versus death to negate the effects of this spell. Any non-magical creature of any size struck by the ray is instantly disintegrated. When used against an object, the ray simply disintegrates as much as one 10' cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as *crushing hand*, but not magical effects such as an *anti-magic shell*.

**Dispel Magic**

Level: 3

Duration: permanent

Range: 120'

The caster can use *dispel magic* to end ongoing spells that have been cast on a creature or object within a 20' cube area by a spell caster of the same or lower level. If the level of the caster of the effect to be dispelled is higher than the caster of *dispel magic*, there is a cumulative 5% chance per level difference that the attempt to dispel will fail. *Note:* The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel magic* can take effect.

**Distort Distance**

Level: 5

Duration: 1 turn per level

Range: 10' per level

This spell is cast after an earth elemental has been summoned. The elemental will then obey, and spread itself over an area specified by the caster, up to 1,000 square feet per caster level. The area can be distorted to be twice long or equally short. Thus a 500' long x 200' wide cavern could be shrunk to 250' long x 100' wide, or expanded to 1000' long x 400' wide. Creatures traveling over such a distorted area do not realize it is distorted, and there is no way to detect any outside influence. The area will faintly radiate magic.

**Duo-Dimension**

Level: 7

Duration: 3 rounds, +1 per level

Range: 0

The spell caster causes one dimension of his being (depth) to exist in another plane, thus reducing the visible portion of himself to the two-dimensional aspects of height and width. The caster can take all normal actions, but has the ability to appear invisible if standing such that only his side is presented to an observer. The caster may also slide sideways through small cracks or other tight spaces. *True seeing* does allow a viewer to see the caster. This two-dimensional existence also creates vulnerability. Any damage the caster sustains while under the effects of the spell is multiplied by three, but the character cannot be struck while standing sideways to an attacker. The caster can, however, be affected by area effect attacks, which are subject to the damage multiplier stated previously.

**Dweomer of Rage**

Level: 6

Duration: 1 round per level

Range: Self

This spell allows a magic-user to drink a *potion of heroism* or *superheroism*, and experience an amplified effect. The potion is quaffed and the spell cast. The caster becomes a wild, immensely powerful berserk fighter with +2 to damage and two attacks per round. The caster's current hp total is multiplied by two, and his AC is improved by 4. He attacks as a fighter of the same level as the caster. When the caster takes damage, it is subtracted from the addition hp, and if damage does not exceed that addition hp pool, when the spell duration ends the caster will experience no damage. However, for every hp damage beyond the extra hp pool, the caster suffers double damage from his normal hp total when the spell ends. Due to the blind blood rage induced by this spell, the caster has no choice but to continue fighting all enemies present until the spell ends.

**Enchant Arms**

Level: 4

Duration: 5 rounds per level

Range: Touch

This complicated spell takes 1 turn to cast. When finished, 2 smaller weapons (arrows, crossbow bolts, daggers, etc.) or one normal to larger sized weapon (any sword, a mace, etc.) is enchanted. Such weapons become temporarily magically honed, and are capable of affecting creatures that require +1 weapons

to hit. Note that these weapons do not gain any bonuses to hit or damage. Missile weapons enchanted with this spell lose their enchantment when they hit a target. Melee weapons retain the enchantment until the duration ends.

**Enlarge (reversible)**

Level: 1

Duration: 1 turn per level

Range: 5' per level

This spell causes instant growth (and corresponding increase in weight) of a single object or creature that is in visible range. This increase changes a creature's size by 20% per caster level, and up to three times the original size of the creature. The effectiveness of this spell is half of this on non-living objects, with 10% per level, but a maximum of double the original size of the object. The caster can affect 10 cubic feet of living matter per level or 5 cubic feet per level of non-living matter. Magical item properties are not affected by this spell. For instance, a wand will have the same function even though it may be the size of a staff, and potion dosages are not increased, though they may take longer to drink. Objects do become stronger or heavier, so that a small rock gains the weight of an appropriately sized larger one, and a person enlarged will have a strength appropriate to his size (as an ogre, or any of the various giants, for example) with corresponding strength adjustments.

The reverse of *enlarge*, *reduce*, can *reduce* objects or creatures in size by the same proportions as *enlarge*. These spells cancel each other out. For either version of the spell a saving throw is allowed to negate the effect. This save may be forfeited if the recipient desires.

**Erase**

Level: 1

Duration: Permanent

Range: 30'

*Erase* removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. The caster cannot remove *explosive runes* or a *glyph of warding*. The probability of success for magical writings is 50%, +2% for each level of the caster, or 50%, +4% per level of the caster for non-magical writings. A saving throw is allowed to negate these effects.

**ESP**

Level: 2

Duration: 12 turns

Range: 60'

The caster can choose a direction and focus his concentration for 1 turn. After this turn, he can perceive the thoughts of all creatures within 60'. The caster understands the meaning of all thoughts even if he does not share the creature's language. However, if multiple creatures are within the range of the spell, the caster must spend an additional turn to sort out one creature's thoughts, or else all thoughts mingle into a confusing jumble. The ability to hear thoughts is obstructed by lead or rock of a thickness of 2' or greater.

**Explosive Runes**

Level: 3

Duration: See below

Range: Touch

The caster traces mystic runes upon a book, map, scroll, or similar object bearing written information. The *runes* detonate when read, dealing 6d4+6 points of damage in a 10' radius. The reader suffers full damage, no save allowed. Anyone else in the area of effect takes the full damage unless a saving throw versus spells is made for half damage. The object on which the *runes* were written is obliterated, unless it is unaffected by fire. The caster and any other beings specifically instructed can read the protected writing without triggering the *runes*. Likewise, the caster can remove the *runes* whenever desired. Another creature can remove them with a successful *dispel magic* spell.

A magic-user has a 5% chance per level of detecting the runes, and a thief has a flat 5% chance.

#### **Extend Duration I**

Level: 4  
Duration: See below  
Range: 0

This spell may be used to extend the duration of a spell the caster has already cast and is still in effect. Only spells of levels 1, 2, and 3 are extended in this way, and their duration is extended by 50%.

#### **Extend Duration II**

Level: 5  
Duration: See below  
Range: 0

*Extend duration II* is identical to *extend duration I*, except that the duration of spells from levels 1-4 may be extended by 50%.

#### **Extend Duration III**

Level: 6  
Duration: See below  
Range: 0

*Extend duration III* is identical to *extend duration I*, except that the duration of spells of levels 1-3 may be extended by 100%, and spells of levels 4 and 5 may be extended by 50%.

#### **Faithful Hound**

Level: 5  
Duration: 2 rounds per level  
Range: 10'

This spell conjures up a phantom watchdog. It guards the area where it was conjured. The hound immediately starts barking loudly if any creature approaches that is the size of a large rat or bigger. The hound sees invisible, ethereal and creatures that are out of phase or similar. If an intruder turns its back on the hound, the dog stops barking and delivers a vicious bite (as 10 HD creature, 3d6 points). The dog also may attack all creatures, even those that can only be hit with +3 weapons. Its bite is the equivalent of a magic weapon for the purpose of damage reduction. The hound cannot be attacked, but it can be dispelled. The caster must always remain within 30' of the guarded area, else the spell is broken.

#### **False Gold**

Level: 2  
Duration: 6 turns per level  
Range: 10'

The caster may transform copper or brass within 1 cubic foot per level into pure gold. This is the equivalent of 400 pounds per cubic foot, and the metal could be in the form of coins, art, etc. Beings that encounter false gold can check to see if the ruse is detected, by rolling 1d20 against INT. A penalty of +1 is added to the roll per level of the caster. So if a shopkeeper has an INT of 12 and the caster is 5<sup>th</sup> level, a roll of 7 or fewer is required to detect the false nature of the gold. Alternatively, if the gold makes contact with pure iron there is a 20% chance it reverts back to its true nature.

#### **False Trap**

Level: 2  
Duration: 6 turns per level  
Range: 10'

This clever enchantment may be used by the caster to permanently create the false perception that an item, such as a small box, lock, dagger, etc., is trapped. If the thief skill *detect traps* is employed on the item, there is an 80% chance, -4% per level of the observer, that a trap is perceived. If an attempt is made to remove the trap, there is a slim 20% chance, +4% per level of the observer, that the trap is perceived to be removed.

#### **Fear**

Level: 4  
Duration: See below  
Range: 0

An invisible cone (60' long, 5' wide origin, and 30' diameter at the terminal end) of terror causes each living creature in the area to become panicked and run away if they do not succeed in a saving throw versus spells. There is a 60% probability, -5% per victim's level, that the victim drops whatever he may be holding when he runs away. Victims flee as fast as their movement rates allow, for a number of rounds equal to the caster's level.

#### **Feather Fall**

Level: 1  
Duration: 1 round per level  
Range: 10' per level

The affected creatures or objects in range fall slowly. *Feather fall* instantly changes the rate at which the targets fall to that of a feather (about 10' per round), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling is resumed. The spell affects one or more objects or creatures (including gear and carried objects up to each creature's maximum encumbrance). The maximum volume is 10 cubic feet, and 200 pounds +200 pounds per level may be affected, such that a 1<sup>st</sup> level magic-user can affect 400 pounds.

The spell can be cast with an instant utterance, quickly enough to save the caster or another creature if he unexpectedly falls, but initiative, if appropriate, must be on the side of the caster. This spell has no special effect on ranged weapons unless they are falling quite a distance. The spell may be cast on falling items or creatures and missiles, but is ineffective against creatures firmly on the ground or flying. No saving throw is permitted.

#### **Feeblemind**

Level: 5  
Duration: Indefinite  
Range: 240'

If the target creature fails a saving throw versus spell with a -4 penalty, it becomes a mental invalid. The affected creature is unable to speak, cast spells, understand language, or communicate coherently. The subject remains in this state until a *dispel magic* spell is used to cancel the effect of the *feeblemind*.

#### **Feign Death**

Level: 3  
Duration: 6 rounds, +1 round per level  
Range: Touch

The caster of this spell causes a state of death-like paralytic arrest in himself or another willing creature. This physical state completely mimics death to any observer, even if the creature is physically examined. To affect another creature, physical contact must be made and the target must have equal or fewer levels or HD to the caster. No saving throw is permitted. Any being under the effect of this spell is conscious and can hear and smell, but cannot move and is completely numb. Thus, if the body is damaged or otherwise molested, there will be no discomfort to the spell recipient and no physical reaction. Damage inflicted to a creature in this state is reduced by 50%, and poison, paralysis, or energy drain attacks are ineffective. However, any poison that retains its effective duration after the spell ends will affect the creature once the spell ends or is negated. The caster may negate the spell before the duration ends, but 1 round must pass for the body to resume normal life functions.



**Fire Ball**

Level: 3  
Duration: Instant  
Range: 240'

A *fireball* spell is an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level to every creature within a 20' radius. The caster points his finger and determines the range (distance and height) at which the *fireball* is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *fireball* at that point. (An early impact results in an early detonation.)

The *fireball* sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier causes it to shatter or break apart, the *fireball* may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does. All beings caught within the explosion are allowed a saving throw versus spells. A successful save reduces damage by half.

**Fire Shield**

Level: 4  
Duration: 2 rounds, +1 round per level  
Range: 0

This spell wreathes the caster in flames. Any creature striking the caster with its body or a handheld weapon deals normal damage, but at the same time the attacker takes double that damage. When casting this spell, the caster appears to immolate himself, but the flames are thin and wispy, giving off light equal to only half the illumination of a normal torch (15' radius). The special powers of each version are as follows, and must be chosen when the spell is cast:

*Warm Shield:* The flames are warm to the touch. The caster may make saving throws versus cold-based attacks with a +2 bonus, and if successful takes no damage from spells that allow a save for half damage, and he takes half damage from spells that do not normally allow a save. Should the caster fail a save versus a fire-based attack, damage is doubled.

*Chill Shield:* The flames are cool to the touch. The caster may make saving throws versus fire-based attacks with a +2 bonus, and if successful takes no damage from spells that allow a save for half damage, and he takes half damage from spells that do not normally allow a save. Should the caster fail a save versus a cold-based attack, damage is doubled.

**Fire Trap**

Level: 4  
Duration: See below  
Range: Touch

*Fire trap* creates a fiery explosion when an intruder opens the item that the trap protects. A *fire trap* can ward any object that can be opened and closed. When someone other than the caster opens the object, a fiery explosion fills the area within a 5' radius around the trapped area. The flames deal 1d4 points of fire damage +1 point per caster level. A saving throw versus spells is allowed for half damage. The item protected by the trap is not harmed by this explosion. A *fire trapped* item cannot have a second closure or warding spell placed on it. A *knock* spell does not bypass a *fire trap*. *Fire trap* is hard to detect and disable. All attempts to remove the trap are at half, and failure triggers the trap.

**Flame Arrow**

Level: 3  
Duration: 1 round  
Range: Touch

The caster touches and transforms arrows or crossbow bolts into fiery projectiles (1 per caster level). Each piece of ammunition deals +1 point of fire damage to any target it hits. A flaming

projectile can easily ignite a flammable object or structure, but it won't ignite a creature it strikes. All missiles must be used by the end of the round after the spell is cast, for they have been consumed by flame after that point and are useless.

**Flame Charm**

Level: 4  
Duration: 2 rounds per level  
Range: 10'

The caster of *flame charm* may enchant a flame source to form a 10' radius circle of dancing, wavering magical flame that has the power to *charm*. All beings that see the flame must save versus spells or be mesmerized into a motionless daze. If the spell *suggestion* is cast on any being in this state, the save is with a -3 penalty. Should a mesmerized victim have his vision taken away from the flames, or vision is blocked, he shakes the influence of the spell. The flames are not illusion, and will inflict fire damage equal to that of the flame's source.

**Floating Disc**

Level: 1  
Duration: 6 turns  
Range: 6'

The caster creates a slightly concave, circular plane of force that follows him about and carries loads. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 500 pounds. If used to transport a liquid, its capacity is 2 gallons. The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany the caster with an equal movement rate. If not otherwise directed, it maintains a constant interval of 6 feet between itself and the caster, and will follow the caster without prompting to maintain a minimum of 6' distance. When the disk winks out at the end of the spell's duration, whatever it was supporting falls to the surface beneath it.

**Fly**

Level: 3  
Duration: See below  
Range: 0

For a number of turns equal to the caster's level +1d6 turns, the caster can fly with a maximum movement of 120' each round. The caster can vary the speed as desired, and is capable of hovering.

**Forceful Hand**

Level: 6  
Duration: 1 round per level  
Range: 10' per level

This spell functions like *interposing hand*, except that the *forceful hand* pushes away an opponent. The force is capable of shoving away beings that weigh 500 pounds or fewer. Creatures heavier than this but weighing 2,000 pounds or fewer may only move 10' per round, and creatures heavier than this but not weighing more than 8,000 pounds move at half their normal rate per round. A *forceful hand* may be damaged (AC 9), and has the same hit points as the spell caster.

**Freezing Sphere**

Level: 6  
Duration: See below  
Range: See below

*Freezing sphere* creates one of three effects, as chosen by the caster when the spell is uttered. A frigid globe of cold energy may be formed from the caster's fingertips and thrown, where it explodes in a 10' radius burst, dealing 4d6 points of cold damage to each creature in the area. This globe of energy may also be gently formed and held or placed on the ground for a delayed effect. It will explode after 1 round per caster level, regardless of whether it has been deposited or whether it is still in the caster's hand. Creatures caught or struck by the sphere may save versus spells for half damage. The *freezing sphere* may be used to strike a body of water or a liquid that is



principally water. It freezes the liquid to a depth of 6 inches over an area equal to 100 square feet per caster level. This ice lasts for 1 round per caster level. Finally, rather than a globe, the caster may spray a ray of freezing energy to a distance of 10' per level, dealing 4 hp damage per caster level. A successful saving throw versus spells avoids all damage from this effect.

#### Fumble

Level: 4  
Duration: 1 round per level  
Range: 10'

The victim of this spell becomes horribly clumsy if a saving throw versus spells fails. Items held fall to the ground; likewise, attempts to grab, catch, or otherwise manipulate other objects is doomed to bumbling ineptitude. Running victims fall down. It takes 1 round to pick an item back up or to get up from a fall, assuming the spell duration has ended. If the victim succeeds in his saving throw, he is able to concentrate on his magical clumsiness, but his actions may only be carried on as if under the effects of *slow* for the duration of the spell.

#### Gate

Level: 9  
Duration: see below  
Range: 30'

Casting a *gate* spell has two effects. First, it creates an interdimensional connection between the caster's plane of existence and a specified plane, allowing travel between those two planes in either direction. Second, the caster may then call a particular individual or kind of being through the *gate*. The caster must utter the name of the being, which can be any demonic or otherworldly being, or even a god, which he desires to come through the *gate*. Gods will most likely send representatives rather than come through a *gate* personally. Some creature will always come through the planar portal, and will behave in a way that is completely dependent on the situation, including factors like the caster's alignment, the power level of any foes, and the nature of the being itself. The being will simply turn around and go back to its original plane 20% of the time if the reason for its summoning is trivial. It will leave 15% of the time if the reason is only slightly important. Otherwise there is up to a 50% chance the being may leave, with the lowest chance (01%) if the situation is not only important but one that the being can handle easily, and a higher chance if the situation is dangerous to the being or the being is angry at being summoned.

The GM must rule these situations carefully. Dark beings may betray the summoner if they can, or may have their own motives that will influence their actions. It must be emphasized that summoned beings are not mindlessly controlled by the summoner.

#### Geas (reversible)

Level: 6  
Duration: See below  
Range: 30'

This spell functions in an identical manner to the 5<sup>th</sup> level cleric spell *quest*.

#### Glass Like Steel

Level: 8  
Duration: Permanent  
Range: Touch

The caster may give glass the strength of steel in a quantity up to 10 pounds multiplied by caster level. The glass must consist of a finite object. For example, a complete window could be made to have the strength of steel, but not just part of a large window.

#### Globe of Invulnerability

Level: 6  
Duration: 1 round per level  
Range: 0

This spell is identical to *lesser globe of invulnerability*, except that it provides complete protection from 4th level spells and lower.

#### Globe of Invulnerability, Lesser

Level: 4  
Duration: 1 round per level  
Range: 0

An immobile, faintly shimmering magical 10' diameter sphere surrounds the caster and excludes all spell effects of 3rd level or lower. The area or effect of any such spells does not include the area of the *lesser globe of invulnerability*. Such spells fail to affect any target located within the globe. However, any type of spell can be cast through or out of the magical globe. Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a *dispel magic* spell.

#### Grasping Hand

Level: 7  
Duration: 1 round per level  
Range: 10' per level

This spell creates a ghostly and bodiless hand that can act as a barrier between the caster and another being, or can grasp the being to hold it in place. This hand can range in size from a normal-sized hand to a hand about 10' long, and can be used to hold a creature in place if it weighs 1000 pounds or fewer. The hand can also be used to push a being of 4,000 pounds or fewer so that its movement is reduced to 10' per round. Creatures of up to 16,000 pounds in weight can be pushed so that their movement rate is reduced by half.

An opponent can attack a *grasping hand*. It has an AC of 9 and hp equal to those of the caster.

#### Guards and Wards

Level: 6  
Duration: 6 turns per level  
Range: 0

This powerful spell is primarily used to defend a stronghold. The ward protects a 20' diameter sphere, and an additional 10' radius per caster level. The spell creates the following magical effects within the warded area.

*Fog:* Fog fills all corridors, obscuring all sight, including infravision, beyond 10'.

*Arcane Locks:* All doors in the warded area are *arcane locked*.  
*Webs:* Webs fill all stairs from top to bottom. These strands are identical with those created by the *web* spell, except that they regrow in 10 minutes if they are burned or torn away while the *guards and wards* spell lasts.

*Confusion:* Where there are choices in direction—such as a corridor intersection or side passage—a minor *confusion*-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose.

*Lost Doors:* One door per caster level is covered by an illusion to appear as if it were a plain wall.

In addition, the caster can place one of the following five magical effects.

1. *Dancing lights* in four corridors.
2. *A magic mouth* in two places.
3. *A stinking cloud* in two places. The vapors appear in the places designated; they return within 10 minutes if dispersed by wind while the *guards and wards* spell lasts.

4. A *gust of wind* in one corridor or room.
5. A *suggestion* in one place. The caster selects an area of up to 5' square, and any creature who enters or passes through the area receives the *suggestion* mentally.

The whole warded area radiates strong magic. *Dispel magic* cast on a specific effect, if successful, removes only that effect.

#### Gust of Wind

Level: 3  
Duration: 1 round  
Range: 0

This spell creates a severe blast of air that originates from the caster, affecting all creatures in a path 10' long and wide, +10' long per level. If flying, smaller creatures are blown back 1d6x10 feet. Human-sized creatures are unable to move forward against the force of the wind, and larger flying creatures have half movement. The force of the *gust* automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 5% chance per caster level to extinguish those lights.

#### Hallucinatory Terrain

Level: 4  
Duration: See below  
Range: 240'

The caster makes some terrain look, sound, and smell like some other sort of terrain, but the entire terrain to be hidden must be encompassed by the range this spell may affect. If the illusion comes into contact with an intelligent being, the spell is negated. Otherwise, *dispel magic* may be used to rid the area of the illusion. The caster may affect 1' square area per caster level.

#### Haste (reversible)

Level: 3  
Duration: 3 turns  
Range: 240'

This spell makes creatures move and act more quickly than normal. A maximum of 24 creatures within a diameter of 60' may be affected. A *hasted* creature may make double the normal number of attacks. However, a creature may not cast a second spell. All of the *hasted* creature's modes of movement (including land movement, burrow, climb, fly, and swim) double in speed. Multiple *haste* effects do not stack. *Haste* dispels and counters *slow* effects.

*Slow*, the reverse of *haste*, halves all attacks and movement, including spell casting such that only one spell may be cast every two rounds.

#### Hold Monster

Level: 5  
Duration: See below  
Range: 120'

The duration of this spell is a number of turns equal to the casters level +6 turns. In all other respects this spell is identical to the 2nd level cleric spell *hold person*, but can affect non-humanoid monsters and larger monsters.

#### Hold Person

Level: 3  
Duration: 1 turn per level  
Range: 120'

In all respects this spell is identical the cleric spell of the same name.

#### Hold Portal

Level: 1  
Duration: 2d6 turns  
Range: 10'

This spell magically holds shut a door, gate, window, or shutter

of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A *knock* spell or a successful *dispel magic* spell can negate a *hold portal* spell.

#### Ice Storm

Level: 4  
Duration: 1 round  
Range: 10' per level

This spell causes great magical hailstones in a 40' diameter area to pound down for 1 full round, dealing 3d10 points damage to every creatures in the area. Alternatively, the caster can bring into being a sleet storm with a diameter of 80'. Movement within its area is at half speed, with a 50% chance of slipping and falling.

#### Identify

Level: 1  
Duration: 1 round per level  
Range: Touch

This spell may be used to determine the magical properties of a single magic item. However, the magic-user must be holding or wearing the item according to its function and the spell must be cast no later than 1 hour after it comes into the caster's possession. Weapons must be held, boots worn, etc. If such an item happens to be cursed or otherwise requires a saving throw, the spell caster receives all normal defenses.

For each round the spell is in effect, there is a probability of 15%, +5% for each caster level that one power of the item is discovered. If the item is powerless this information will be gained as well. However, when using this spell, the caster must succeed in a saving throw versus spells each round. Only if this succeeds is the information gained correct. If the save is failed by 5% (1 lower than the target number) the information gained is false, to be determined by the referee. If the roll is failed by more than that, no information is gained. Note that while specific abilities or powers are revealed, the specific "+" of a weapon is not, only the fact that it is enchanted is revealed and a general sense of whether it is strong or weak. The specific number of charges, if relevant, contained in a magic item is not revealed. Knowledge of an approximation is granted, which will be in the form of a range above and below approximately 25% of the actual number.

This spell is very draining on the caster. The caster suffers temporary loss of 8 points to CON when the spell duration ends. If this should bring the magic-user to fewer than 3, he falls unconscious for 24 hours but awakens with full CON restored. Points of CON may only be restored at the rate of 1 per 6 turns of rest.

#### Imprisonment (reversible)

Level: 9  
Duration: Permanent  
Range: Touch

When the caster casts *imprisonment* and touches a creature, it is entombed in a state of suspended animation (see the *temporal stasis* spell) in a small sphere far beneath the surface of the earth. The subject remains there unless a *freedom* spell (reverse of imprisonment) is cast at the locale where the imprisonment took place. Magical search by a *crystal ball*, a *locate object* spell, or some other similar divination does not reveal the fact that a creature is imprisoned.

#### Incendiary Cloud

Level: 8  
Duration: 4 rounds, +1d6 rounds  
Range: 30'

An *incendiary cloud* spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight, and is 20' x 20' x 10'. In addition, the white-hot embers within the cloud begin to deal damage after 3 rounds. Initially, damage is equal to half the spell caster's level. This heat reaches a peak on the 4<sup>th</sup> round, dealing damage equal to the caster's level.

During the 5<sup>th</sup> round the cloud is in existence, the damage decreases to half that of the caster's level, and the cloud deals no more damage after the 5<sup>th</sup> round. All creatures caught within the cloud receive a saving throw versus spells on the third round of the cloud's existence. If successful, all damage inflicted by the cloud is reduced to half for the entire duration they are exposed to the cloud. Otherwise, a new saving throw is allowed on the 4<sup>th</sup> and 5<sup>th</sup> rounds to reduce damage.

### Infravision

Level: 3  
Duration: 1 day  
Range: 0

The caster or another creature is able to see 60' in the dark with *infravision*.

### Instant Summons

Level: 7  
Duration: Instantaneous  
Range: Infinite

The caster calls some nonliving item from virtually any location directly to his hand. First, the caster must place a magical mark on the item. The item must not be more than roughly 3' long nor weigh more than 8 pounds. Then the spell is cast, which magically and invisibly inscribes the name of the item on a gem worth at least 5,000 gp. Thereafter, the caster can summon the item by speaking a special word (set by the caster when the spell is cast) and crushing the gem. The item appears instantly in the caster's hand. Only the caster can use the gem in this way. If the item is in the possession of another creature, the spell does not work. The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

### Interposing Hand

Level: 5  
Duration: 1 round per level  
Range: 10' per level

*Interposing hand* creates a large magic hand that appears between the caster and one opponent. This floating, disembodied hand then moves to remain between the two, regardless of where the caster moves or how the opponent tries to get around it. The hand does not pursue an opponent, however. An *interposing hand* has as many hit points as the caster when undamaged. It has an AC of 9. Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed.

### Invisibility

Level: 2  
Duration: See below  
Range: Touch

The creature or object touched becomes invisible, vanishing from sight, even from infravision. If the recipient is a creature carrying gear, gear vanishes too. If the spell is cast on someone else, neither the caster nor any allies can see the subject, unless they can normally see invisible things or other magic is employed to do so. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically *silenced*, and certain other conditions can render the recipient detectable (such as stepping in a puddle). The spell ends if the subject attacks any creature, but is otherwise of indefinite duration. For the purposes of this spell, an attack includes any spell targeting a foe or whose area of effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have

them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

### Invisibility 10' Radius

Level: 3  
Duration: See below  
Range: Touch

This spell has the same effects as *invisibility*, but it affects all creatures within 10' of the caster or subject and any creatures that move beyond the 10' radius of effect become visible again.

### Invisible Stalker

Level: 6  
Duration: See below  
Range: 0

The caster uses this spell to summon an invisible stalker, which can be ordered to undergo a task or mission. The creature will attempt to accomplish the task until it is finished or until the invisible stalker is destroyed. The spell *dispel evil* will send an invisible stalker back to its home plane.

### Irresistible Dance

Level: 8  
Duration: 1d4+1 rounds  
Range: Touch

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a penalty of 4 to Armor Class and negates the ability of the creature to attempt saving throws. It also negates any AC bonus granted by a shield the target holds.

### Jarring Hand

Level: 1  
Duration: Instant  
Range: 10' +2 ½' per level

The caster of this spell causes an invisible hand to jar or push an object or creature. The weight that may be pushed is 1 pound to a distance of 1 foot, per level (1 foot pound pressure). In this way a 1 pound object may be pushed 1' away by a 1<sup>st</sup> level magic-user, in a perpendicular direction to the caster. The spell may also be used to distract or unbalance an opponent. If used in this way the opponent receives a saving throw versus spells to negate the effect, and if failed the opponent loses his attack that round. The creature cannot weigh more than the caster's level x50 lbs. The spell may also be directed at the opponent's weapon, in which case a failed save results in the opponent suffering an attack penalty of 1 per caster level, or an equal penalty to any saving throws being tried that round (not counting against this spell).

### Jump

Level: 1  
Duration: 1 turn  
Range: Touch

By use of this spell, the caster may leap straight up 10', backwards 10', or forwards 30'. For every 10' forward that is sprung, the apex of the leap is 2'. When the spell is cast, the magic-user may leap 1 time at any point during the duration, and may leap an additional time per 3 levels of the caster (2 at level 4, 3 at level 7, 4 and level 10, etc.). Note that the duration of the spell is the same no matter how many leaps are possible.

**Knock**

Level: 2

Duration: 1 round

Range: 60'

The *knock* spell opens stuck, barred, locked, or *held* doors. It opens secret doors, as well as locked or trick-opening boxes or chests. Any secret doors must of course be discovered first. The door does not relock itself or become stuck again on its own. *Knock* does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like.

**Legend Lore**

Level: 6

Duration: See below

Range: 0

*Legend lore* brings to the caster's mind legends about an important person, place, or thing. If the person or thing is at hand, or if the caster is in the place in question, the casting time is 1d4x10 turns. If the caster has only detailed information on the person, place, or thing, the casting time is 1d10 days. If only rumors are known, the casting time is 2d6 weeks. During the casting, the magic-user cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends or information about the person, place, or things to mind, but always in the form of riddles, puzzles, symbols, or other obscure forms that must be reasoned or intuited to understand. If the person, place, or thing is not of legendary importance, no information is gained.

**Levitate**

Level: 2

Duration: See below

Range: 0

For a number of turns equal to the caster's level +6 turns, the caster can move up and down as he wishes. The caster mentally directs movement up or down as much as 20 feet each round. The caster cannot move horizontally, but could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half base land speed).

**Light (reversible)**

Level: 1

Duration: See below

Range: 120'

This spell is in most respects identical to the 1<sup>st</sup> level cleric spell of the same name, except that the duration is a number of turns equal to the caster's level +6 turns.

**Lightning Bolt**

Level: 3

Duration: Instantaneous

Range: 180'

The caster releases a powerful stroke of electrical energy that is 60' long and 5' wide. It deals 1d6 points of electricity damage per caster level to each creature within its area. The *lightning bolt* sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does. Any creature caught in the area of effect receives a saving throw versus spells. A successful save reduces damage by half.

**Limited Wish**

Level: 7

Duration: See below

Range: Unlimited

A *limited wish* allows the caster to create nearly any type of effect. For example, a *limited wish* can duplicate any spell of 7th level or lower, undo the harmful effects of many spells, such as *geas* or *quest*, and produce any other effect whose power level

is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a penalty on its next saving throw or attack roll. This spell may also grant special knowledge to the caster, or the answer to a riddle or question. Note that the desired effects do not have to exactly match any existing spell, but can be unique effects allowed at the GM's discretion.

**Locate Object**

Level: 2

Duration: 2 turns

Range: 60', +10' per level

The caster can sense the direction of a well-known or clearly visualized object. A search can be made for general items, in which case the nearest one of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. The caster cannot specify a unique item unless he has observed that particular item firsthand.

**Lower Water**

Level: 6

Duration: 10 turns

Range: 240'

This spell allows the caster to reduce the depth of 10,000 square feet of water by half for the duration of this spell.

**Magic Aura**

Level: 1

Duration: 1 day per level

Range: Touch

The caster may alter an item's aura so that it registers to *detect* spells (and spells with similar capabilities) as though it were magical. If the object bearing *magic aura* is physically examined (touched), the examiner recognizes that the aura is false if he succeeds in a saving throw versus spells. Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

**Magic Jar**

Level: 5

Duration: Special

Range: 30'

By casting *magic jar*, the caster places his soul in a gem or large crystal (known as the *magic jar*), leaving his body lifeless. An attempt can then be made to take control of a body within 120', forcing its soul into the *magic jar*. The caster may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when the caster sends his soul back to his own body, leaving the receptacle empty.

To cast the spell, the *magic jar* must be within spell range. While in the *magic jar*, the caster can sense and attack any life force. Attempting to possess a body is a full-round action. The caster possesses the body and forces the creature's soul into the *magic jar* unless the subject succeeds a saving throw versus spell. Failure to take over the host leaves the caster's life force in the *magic jar*, and the target automatically succeeds on further saving throws if the caster attempts to possess its body again.

If the caster is successful, his life force occupies the host body, and the host's life force is imprisoned in the *magic jar*. The caster keeps his own Intelligence, Wisdom, Charisma, level, class, and alignment. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. The creature's spells and spell-like abilities do not stay with the body. The caster can be forced out of a possessed body if a *dispel evil* spell is cast.

The spell ends when the caster shifts from the jar to his body. If the host body is slain, the caster returns to the *magic jar*, if within range, and the life force of the host departs (it is dead). If

the host body is slain beyond the range of the spell, both the caster and the host die. If the caster's life force is within the *magic jar* and his own body is slain, the caster is trapped in the *magic jar* until a creature comes within range and can be possessed. If the caster's life force is in possession of a host and the *magic jar* is destroyed, the caster's life force is stranded in the host. Any life force with nowhere to go is treated as slain. Destroying the receptacle ends the spell and destroys any life force inside it.

### **Magic Missile**

Level: 1  
Duration: 1 turn  
Range: 150'

A missile of magical energy darts forth from the caster's fingertip and strikes its target, dealing 1d6+1 points of damage. The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. For every five caster levels, the caster gains two additional missiles—3 total at 5th level, five at 10th, seven at 15th, and so on. If the caster can shoot multiple missiles, they can be directed to strike a single creature or several creatures. A single missile can strike only one creature.

### **Magic Mouth**

Level: 2  
Duration: See below  
Range: See below

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by the caster and can be delivered over a period of 1 turn. The mouth cannot utter spells or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Of course, *magic mouth* can be placed upon a tree, rock, or any other object, but not intelligent creatures.

The spell functions when specific conditions are fulfilled according to a command as set in the spell. Commands can be as general or as detailed as desired, although only visual, audible, or tactile triggers can be used. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A *magic mouth* cannot distinguish alignment, level, HD, or class except by external garb.

The range limit of a trigger is 5' feet per caster level, so a 6<sup>th</sup> level caster can command a *magic mouth* to respond to triggers as far as 30' away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance. The duration of this enchantment is indefinite, as it is discharged only when the conditions are met.

### **Magic Sword**

Level: 7  
Duration: 1 round per level  
Range: 30'

The caster brings into existence a glowing energy blade that is wielded like a sword. The wielder may attack as a fighter of half the caster's level. A hit roll of 19 or higher always strikes. The energy sword can strike any creature normally only damaged by magical weapons, as well as creatures that are either out of phase, or in the ethereal or astral planes. The sword deals 6d4 hit points of damage. The spell *dispel magic* can cause the *magic sword* to disappear.

### **Manipulate Fire**

Level: 1  
Duration: 1 round per level  
Range: 5' per level

By use of this spell the caster can manipulate the size of a non-magical fire ranging in size from a small torch fire to a 3' diameter fire. The size of the fire may be altered only in terms of light output, to be made as small as the size of a candle or bright in a manner equivalent to the spell *light*. However, actual thermal energy is not diminished, so no matter how bright or dim a fire is made, it is as hot as its true size. Nonetheless, shrinking a fire cuts use of fuel by 50%, and making a fire brighter increases fuel use by 100%.

### **Mass Charm**

Level: 8  
Duration: Special  
Range: 5' per level

This spell functions like *charm monster*. However, the total number of HD affected can be up to a number of HD equal to twice the caster's level. All creatures to be affected must be within a 30' square area. All affected creatures make their saving throw with a penalty of -2.

### **Mass Invisibility**

Level: 7  
Duration: Special  
Range: 10' per caster level

This spell functions just like *invisibility*, but affects all creatures within a 30' square.

### **Massmorph**

Level: 4  
Duration: See below  
Range: 240'

Within a diameter of 240', up to 100 human-sized or equivalent creatures are given the illusory appearance of a forest. Any creatures that enter such an enchanted area become part of the illusion. Likewise, any creatures that leave the affected area become visible for what they are. This spell can be dismissed by the caster at any time, but unless dispelled by *dispel magic* the enchanted area is permanent.

### **Maze**

Level: 8  
Duration: special  
Range: 5' per level

The caster banishes the subject into an extradimensional labyrinth of force planes. The number of turns or rounds the subject wanders is determined by his intelligence.

Intelligence	Wandering Time
2 or below	2d4 turns
3-5	1d4 turns
6-8	5d4 rounds
9-11	4d4 rounds
12-14	3d4 rounds
15-17	2d4 rounds
18 or higher	1d4 rounds

Minotaurs are not affected by this spell.

### **Mending**

Level: 1  
Duration: Permanent  
Range: 30'

*Mending* repairs small breaks or tears in objects. It will weld broken metallic objects such as a ring, a chain link, a medallion, or a 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 a wineskin is completely healed over by *mending*. The spell cannot repair magic items, including magic rods, staffs, or wands, nor does it



affect living (or undead) creatures.

### Message

Level: 1

Duration: 1 round, +1 round per 2 levels

Range: 60', +10' per level

This spell grants the caster the ability to whisper messages and receive whispered replies. The caster points his finger at a creature he wants to receive the message. The target must be in direct line of sight, with no barrier. The whispered message is audible only to the target. The creature that receives the message can whisper a reply that the caster can hear if the spell duration has not expired. The spell transmits sound, not meaning. It doesn't transcend language barriers.

### Meteor Swarm

Level: 9

Duration: Instantaneous

Range: 40', +10' per level

*Meteor swarm* is a very powerful and spectacular spell that is similar to *fireball* in many aspects. When the spell is cast, either four 2' diameter spheres or eight 1' diameter spheres spring from the caster's outstretched hand and streak in straight lines to the spots selected. The meteor spheres leave a fiery trail of sparks. Any creature struck directly by one of the larger spheres takes 1d4x10 points of damage and receives no saving throw. Otherwise, these larger spheres fly through the air 20' apart and impact the ground 20' apart, having an area of effect of 30' each. The blast areas overlap one another as four 30' overlapping fire blasts which do the damage indicated above in the radius. The smaller spheres inflict 5d4 points of damage and have a blast radius of 15'. They will also have overlapping blast radii, in the shape of an eight-sided star. A saving throw versus spells is permitted for the smaller spheres, and success reduces damage by half.

### Mind Blank

Level: 8

Duration: 7 rounds, +1 per level

Range: 30'

The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. *Mind blank* even foils *limited wish* and *wish* spells when they are used in such a way as to affect the subject's mind or to gain information about it. In the case of scrying that scans an area the creature is in, such as a *crystal ball*, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

### Mirror Image

Level: 2

Duration: 6 turns

Range: 0

Several illusory duplicates of the caster pop into being, making it difficult for enemies to know which target to attack. The figments stay near the caster and disappear when struck. *Mirror image* creates 1d4 images. The figments mimic the caster's actions, pretending to cast spells, drink potions, and so on. Enemies attempting to attack the caster strike a figment. Any attack destroys an image even if no physical contact is made, until there are no images left.

### Mnemonic Enhancer

Level: 4

Duration: 2 turns per level

Range: 0

This spell allows the caster to prepare additional spells or retain spells recently cast. Up to 3 levels of spells could be retained, or memorized above and beyond the number normally available for the caster's level. This can be in any combination of spell levels. For instance, one 3<sup>rd</sup> level spell or three 1<sup>st</sup> level spells. If spells

are to be retained, then rather than memorize extra spells, mnemonic enhancer is cast first and then used to discharge the spells of the stated spell levels, while retaining them for one more casting.

### Move Earth

Level: 6

Duration: 6 turns

Range: 240'

A total of 60 cubic feet of loose soil can be moved per turn within the range provided above. Neither solid stone nor large boulders may be moved. See *lesser move earth* for additional applications of this spell.

### Move Earth, Lesser

Level: 4

Duration: 1 round per level

Range: 30'

This lesser form of *move earth* allows the caster to dig or excavate areas in 5' cube increments. The caster can move a volume of 5' cubed (125 cubic feet) of soil, mud, or sand. The dirt is only moved to just around the opening of the excavation. If desired, the caster can dig a trench, or dig straight down. If digging straight down, there is a cumulative probability the walls of the pit will collapse, depending on the following medium: soil, 15% per 5'; mud, 55%; sand, 35%. Any being that comes within 1' of the opening of a pit must make a DEX attribute check to avoid falling in. If a pit is excavated just in front of a fast moving being, it is entitled to a saving throw versus spells to avoid falling in. If a pit is excavated directly under a stationary creature, it will automatically fall in.

### Part Water

Level: 6

Duration: 6 turns

Range: 120'

The caster creates a path 10' wide and a maximum of 120' long through water, such as a pond, lake, or other body. The caster can dismiss the spell effects before the duration ends, thus allowing water to crash upon unwanted pursuers.

### Passwall

Level: 5

Duration: 3 turns

Range: 30'

The caster creates a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10' deep with a 5' diameter.

### Permanency

Level: 8

Duration: Permanent

Range: See below

This spell makes certain other spells permanent. The caster can make the following spells permanent in regard to himself: *comprehend languages*, *detect evil*, *detect invisibility*, *detect magic*, *infravision*, *protection from evil*, *protection from normal missiles*, *read magic*, *tongues*, and *unseen servant*.

The desired spell is cast and then followed with the *permanency* spell. These spells cannot be cast on other creatures. The magic-user loses 1 point of CON. This application of *permanency* can be dispelled only by a higher level magic-user. In addition to personal use, *permanency* can be used to make the following spells permanent on another creature, or an object (as appropriate): *enlarge*, *fear*, *gust of wind*, *invisibility*, *magic mouth*, *prismatic sphere*, *stinking cloud*, *wall of fire*, *wall of force*, and *web*. The latter application of this spell may be dispelled by dispel magic used normally.

**Phantasmal Force**

Level: 2

Duration: See below

Range: 240'

So long as the caster maintains concentration, he can create a persistent, active illusion within a 20' cube. A passive illusion will disappear if touched by a creature. However, an illusionary monster may be created to attack a foe. Observers are allowed a saving throw versus spells to see through any illusion produced with this spell. If the save fails, the illusion persists and any illusionary monster will seem to inflict harm when it attacks an opponent. Illusionary monsters have an effective AC of 9, and they vanish if a foe successfully strikes them. If a foe appears to lose all hit points, he falls unconscious rather than dying. Similarly, other special effects will not be real and no damage is ever real. Note that the caster is not allowed to take any action while concentrating on the spell.

**Phase Door**

Level: 7

Duration: 1 passage per 2 levels

Range: Touch

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. This passage is 10' deep with a 5' diameter. The *phase door* is invisible and inaccessible to all creatures except the caster, and only the caster can use the passage. The caster disappears when entering the *phase door* and reappears when exiting. If the caster desires, he can take one other creature (human-sized or smaller) through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor can it be seen through. A *phase door* is subject to *dispel magic*. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a *passwall* effect.

**Plant Growth**

Level: 4

Duration: See below

Range: 120'

This spell causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within a maximum of 3000 square feet to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. The area must have brush and trees in it for this spell to take effect, and the effects last until a *dispel magic* spell is cast. This spell has no effect on plant creatures.

**Polymorph Any Object**

Level: 8

Duration: Variable

Range: 5' per level

This spell functions like other *polymorph* spells, except that it changes one object or creature into another. A saving throw versus polymorph is permitted. The duration of the spell depends on how radical a change is made from the original state to its enchanted state. The duration is determined by using the following guidelines, but the GM will have to decide the specific duration of each use of this spell based on the circumstances.

**Consider Changes in:**


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Kingdom (animal, vegetable, mineral)  
 Class (mammals, fungi, metals, etc.)  
 Size (similar size, or greater, smaller)  
 Related (twig is to tree, wolf fur is to wolf, etc.)  
 Overall shape (similar shapes, similar functions)  
 Same or lower Intelligence

---

Changes across kingdoms will at best last a few hours. Items that are related, such as a piece of wolf fur becoming a wolf, are permanent. Note that changes affecting several categories may result in a shorter duration. The spell *dispel magic* will reverse the effects of this spell. All objects or creatures affected by this spell will radiate magic should they come under scrutiny of spells or objects that detect enchanted materials.

This spell can also be used to duplicate the effects of *flesh to stone*, *stone to flesh*, and similar spells that alter matter. When this spell is used to create the effects of *flesh to stone*, the victim makes a saving throw with a penalty of -4.

**Polymorph Others**

Level: 4

Duration: See below

Range: 60'

By means of this spell, one living being may be transformed into another kind of being. The creature may make a saving throw versus polymorph, but if the creature is willing this roll can be forgone and the effects are automatic. If the new creature's HD total more than twice the HD of the original creature, the spell does not work. Although the final form will retain the same number of hit points as the original, all other abilities of the new form will be acquired, including intelligence level. The creature becomes the new creature in every way, including instincts, alignment, preferences, etc. This spell may not be used to reproduce the appearance of a specific identity.

**Polymorph Self**

Level: 4

Duration: See below

Range: 0

For a number of turns equal to the caster's level +6, the caster transforms himself into another being. A particular individual may not be mimicked with this spell, but only a typical individual of a creature type. The new body must be of a creature with a number of HD equal to the caster or fewer. The caster retains his intelligence, hit points, saving throws, and ability to attack, but does gain physical abilities of the new form, including strength or strength-based attack forms and damage. Magical abilities or other special abilities are not gained. For example, if the caster transforms into a mantichore, he will be able to fly. If the caster takes the form of a medusa, his gaze will not petrify. The caster is unable to cast spells when transformed. The spell *dispel magic* negates the effects of this spell, and if the caster dies while in a different form he will revert to his natural form in death.

**Power Word Blind**

Level: 8

Duration: See below

Range: 5' per level

The caster utters a single word of power that causes one or more creatures of his choice to become blinded, whether they can hear the word or not. A total of 100 hp of beings may be affected. The duration of the spell depends on the hit point total of creatures affected. Any creature that has more than 100 hit points is unaffected by *power word blind*.

Hit Points	Duration
50 or fewer	1d4+1 turns
51-100	1d4+1 rounds

**Power Word Kill**

Level: 9

Duration: Permanent

Range: 2.5' per level

The caster utters a single word of power that instantly kills one or more creatures within a diameter of 20', whether the creatures can hear the word or not. This spell will kill multiple creatures if they have under 11 hit points each, or the spell will kill a single creature that has 60 or fewer hit points. The caster must choose whether he is attempting to kill one creature or multiple creatures when he casts the spell. If multiple creatures are targeted, a maximum of 120 hit points total of creatures may be killed. Any creature that has 61 or more hit points is unaffected by *power word kill*. There is no saving throw against this spell.

**Power Word Stun**

Level: 7

Duration: See below

Range: 5' per level

The caster utters a single word of power that instantly causes one creature of his choice to become stunned for 2d4 rounds, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that has 91 or more hit points is unaffected by *power word stun*. There is no saving throw against this spell.

Hit Points	Duration
30 or less	4d4 rounds
31–60	2d4 rounds
61–90	1d4 rounds

**Prismatic Sphere**

Level: 9

Duration: 1 turn per level

Range: 0

The caster conjures up an immobile, opaque globe of shimmering, multicolored light that surrounds him and offers protection from all forms of attack. The sphere flashes in all colors of the visible spectrum. The sphere has a *blindness* effect on creatures with less than 8 HD, which lasts 2d4 turns.

The caster can pass into and out of the *prismatic sphere* and remain near it without harm. However, when inside it, the sphere blocks any attempt to project something through the sphere (including spells). Other creatures that attempt to attack the caster or pass through suffer the effects of each color, one at a time. Typically, only the upper hemisphere of the globe will exist, since the caster is at the center of the sphere, so the lower half is usually excluded by the floor surface.

Color	Order	Effect of Color	Negated By
Red	1st	Stops non-magical ranged weapons. Deals 10 points of fire damage.	<i>Passwall</i>
Orange	2nd	Stops magical ranged weapons. Deals 20 points damage.	<i>Fly</i>
Yellow	3rd	Stops poisons, gases, and petrification. Deals 40 points of damage.	<i>Disintegrate</i>
Green	4th	Stops breath weapons. Poison (Kills; saving throw versus poison).	<i>Passwall</i>
Blue	5th	Stops divination and mental attacks. Turned to stone (saving throw versus petrify negates).	<i>Magic missile</i>
Indigo	6th	Stops all spells. Save versus spell-like devices or become insane.	<i>Continual light</i>
Violet	7th	Energy field that sends creatures to another plane (saving throw versus spells negates).	<i>Dispel magic</i>

**Project Image**

Level: 6

Duration: 6 turns

Range: 240'

The caster creates a quasi-real, illusory version of himself. The projected image looks, sounds, and smells like the caster but is intangible. The projected image mimics the caster's actions (including speech) and any sound or spell effects will seem to come from the image. If the image is physically contacted by hand or with a weapon wielded by hand, it disappears. However, all missile weapons or spells will pass through the image or

otherwise appear to do nothing to the caster.

**Protection from Evil**

Level: 1

Duration: 12 turns

Range: 0

This spell wards the caster from attacks by evilly intentioned creatures (and creatures not of the caster's alignment), from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has two major effects. First, the subject gains a +1 bonus to AC and a +1 bonus on saving throws. Both these bonuses apply against attacks made or effects created by evil creatures. Second the spell prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. This does not prevent these creatures from attempting ranged attacks. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature.

**Protection from Evil 10' Radius**

Level: 3

Duration: 12 turns

Range: 0

This spell is identical to *protection from evil*, except that the effective protection extends 10' around the caster, and protects companions within this area.

**Protection from Normal Missiles**

Level: 3

Duration: 12 turns

Range: Touch

While under the effects of this spell, the caster or subject is completely unharmed by small and non-magical missiles. Only the subject receives this protection, and it does not extend to large hurled boulders such as those that giants employ, or enchanted arrows.

**Pyrotechnics**

Level: 2

Duration: See spell description

Range: 120'

This spell is identical to the druid spell, with the noted difference to range.

**Ray of Enfeeblement**

Level: 2

Duration: 1 round per level

Range: 10', +5' per level

This spell effects a coruscating ray from the caster's hand. The opponent takes a penalty to STR equal to 25%, +2% per caster level beyond level 3. This penalty applies equally to melee and missile damage inflicted by an affected creature. A successful saving throw versus spells negates the effect.

**Read Languages**

Level: 1

Duration: 2 turns

Range: 0

For the duration of this spell, the caster may read any language, coded message, map, or other set of written instructions. This spell does not grant any ability to speak unknown languages.

**Read Magic**

Level: 1

Duration: 1 turn

Range: 0

By means of *read magic*, the caster can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—

that would otherwise be unintelligible. This does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and the caster has read the magical inscription, he thereafter is able to read that particular writing without recourse to the use of *read magic*. All spell books are written such that only the elf or magic-user who owns the book can decipher it without the use of this spell.

### Reincarnate

Level: 6  
Duration: Permanent  
Range: 0

With this spell, the caster returns life to a character by means of creating another body. Since the character is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the body still exists, it can be reincarnated. The magic of the spell creates an entirely new young adult body. If the result on the table below indicates reincarnation into a PC race, determine which class randomly and roll 1d6 to determine the character's level. The level may not exceed the original character's class level. If the result on the table below indicates that the reincarnated character returns as a creature, roll on the column matching the original character's alignment. Additional creatures may be used to extend the table, but no creature having more than 6 HD should be included, and each creature should be minimally semi-intelligent. A character brought back as a creature must either adventure as the creature or the player must retire the character. Monsters do not gain experience or advance in levels.

	New Form	Dark	Neutral	Light
1	Dwarf	Bugbear	Ape	Blink Dog
2	Elf	Gnoll	Baboon	Gnome
3	Gnome	Goblin	Centaur	Neanderthal
4	Halfling	Hobgoblin	Lizardfolk	Pegasus
5	Half-Elf	Kobold	Pixie	Roc (small)
6	Half-Orc	Minotaur	Werebear	Unicorn
7	Human	Ogre		
8	Creature	Orc		
9-10	Same race			

### Remove Curse (reversible)

Level: 4  
Duration: Permanent  
Range: 0

In all respects this spell is identical to the 3<sup>rd</sup> level cleric spell *remove curse*.

### Repulsion

Level: 6  
Duration: 1 round per 2 levels  
Range: 10' per level

An invisible, mobile field is brought into being for 10' in front of the caster and prevents creatures from approaching. Any creatures who come into contact with the field are repelled like similar poles of a magnet, with a minimum movement of 30' or the creature's current speed, whichever is greater. Note that when repelled, a creature must finish its full movement that round even though it is in an unintended direction.

### Reverse Gravity

Level: 7  
Duration: 1 round  
Range: 5' per level

This spell reverses gravity in a 30' squared area, causing all unattached objects and creatures within that area to "fall" upward 20'. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the maximum height without

striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

### Rope Trick

Level: 2  
Duration: 2 turns per level  
Range: Touch

When this spell is cast upon a piece of rope from 5' to 30' long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space. Creatures in the extradimensional space are completely hidden. The space holds as many as five human-sized creatures. Creatures in the space can pull the rope up into the space, making the rope "disappear." Otherwise, the rope dangles in mid air unless it is removed.

Anything inside the extradimensional space drops out when the spell ends, from the appropriate height. The rope can be climbed by only one person at a time. The *rope trick* spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.

### Scare

Level: 2  
Duration: 3d4 rounds  
Range: 10'

Unless a successful saving throw versus spells is made, the target of this spell becomes a fearful wreck. Only opponents with fewer than 6 HD or levels are affected by this spell, and clerics, undead, and demonic/devilish creatures are immune. While under the effects of this spell, a creature will not initiate combat, but if attacked will reciprocate with a -1 attack roll penalty. Likewise, any saving throws are attempted with a -1 penalty.

### Scribe

Level: 1  
Duration: 1 hour per level  
Range: 0

This spell allows a magic-user to copy a spell into his spell book, even if it is of a level the caster cannot use, and even if the spell is unusable due to intelligence. The scribing takes 1 hour per spell level of the spell transferred. For the time the spell is written, the caster is in a deep state of concentration, and will always be *surprised*. The caster must succeed in a saving throw versus spells. A penalty of -1 is applied if the spell to be copied is 3 levels greater than the caster may use, and a bonus of +2 is granted if the spell is up to 1 level greater than the caster may use, or below. If this saving throw is unsuccessful, the magic-user suffers 1d4 damage per spell level of the spell to be scribed, and the strain forces the caster unconscious for an equal number of turns. The caster may only heal up to 4 hp per day of this damage.

### Secret Chest

Level: 5  
Duration: 60 days  
Range: See below

By casting this spell, a magic-user can hide a chest on the ethereal plane for as long as sixty days and can retrieve it at will. The chest can contain up to 1 cubic foot of material per caster level (regardless of the chest's actual size, which is about 3 feet by 2 feet by 2 feet). If any living creatures are in the chest, there is a 75% chance that the spell simply fails. Once the chest is hidden, the caster can retrieve it by concentrating (a standard action), and it appears next to him.

The chest must be exceptionally well crafted and expensive. The cost of such a chest is never less than 5,000 gp. Once it is constructed, the caster must make a tiny replica (of the same materials and perfect in every detail), so that the miniature of the chest appears to be a perfect copy. The caster can have but

one pair of these chests at any given time—even a *wish* spell does not allow more. The chests are nonmagical and can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, the spell is cast while touching both the chest and the replica. The chest vanishes into the ethereal plane. The caster needs the replica to recall the chest. After sixty days, there is a cumulative chance of 5% per day that the chest is irretrievably lost. If the miniature of the chest is lost or destroyed, there is no way, not even with a *wish* spell, that the large chest can be summoned back. There is a slim chance (cumulative 1% per week) that a denizen or some other being on the ethereal plane will find the chest. If this happens, roll on the table below for the outcome.

Roll d20	Result
1-3	One item is added
4-9	One item is stolen
10-16	All new contents are present
17-20	The chest is emptied

### Shape Change

Level: 9

Duration: 1 turn per level

Range: 0

This spell enables the caster to assume the form of any single non-unique creature (of any type) except for particularly powerful creatures like demons, devils, or demi-gods. The caster's hit points remain the same. The caster gains all extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, except for any abilities relying on knowledge or intelligence of the monster, because the caster's mind remains his own. The caster can change form once each round for the duration of the spell.

### Shatter

Level: 2

Duration: Permanent

Range: 60'

*Shatter* creates a loud, ringing noise that destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such objects within range are smashed into dozens of pieces by the spell. Objects weighing more than 10 pounds per caster level are not affected, but all other objects of the appropriate composition are shattered. Items are entitled to a saving throw versus crushing damage.

### Shield

Level: 1

Duration: 2 turns

Range: 0

*Shield* creates an invisible field of force that protects the caster. Against missile attacks, the spell grants the caster an AC of 2. The caster has an effective AC of 4 for all other attacks.

### Shocking Grasp

Level: 1

Duration: Instant

Range: Touch

The caster must touch an opponent, which deals 1d8 points of electricity damage +1 per caster level. The spell only deals damage if the caster initiates the contact, not if the opponent does.

### Simulacrum

Level: 7

Duration: Permanent

Range: Touch

*Simulacrum* creates a pseudo-duplicate of any creature. The spell is cast over a rough snow or ice form, and some piece of the creature to be duplicated (hair, nail, or the like) must be placed inside the snow or ice. The simulacrum appears to be the

same as the original, but it has only one-half of the real creature's hit points. The duplicate has a faulty memory of the original's life, but will remember most details 30% of the time. At all times the simulacrum remains under the caster's absolute command. No special telepathic link exists, so command must be exercised in some other manner. A simulacrum has no ability to become more powerful. It cannot increase its level or abilities. However, if the spell reincarnation is cast on a simulacrum, it will gain 35% +3d10% of the original's memories and will have the class abilities of the original at 10% + (1d4 x 10%) of the level of the original. If reduced to 0 hit points or otherwise destroyed, a simulacrum reverts to snow and melts instantly into nothingness. A simulacrum will radiate magic with a *detect magic* spell, and *true seeing* will reveal a simulacrum's true nature.

### Sleep

Level: 1

Duration: 4d4 turns

Range: 240'

A *sleep* spell causes a magical slumber to come upon creatures with 4+1 Hit Die or fewer. The caster may only affect 1 creature if it has 4+1 HD, but the spell will otherwise affect up to 2d8 HD of creatures. Calculate monsters with less than 1 HD as having 1 HD, and monsters with a bonus to HD as having the flat amount. For example, a 3+2 HD monster would be calculated as having 3 HD. Hit Die that are not sufficient to affect a creature are wasted. Creatures with the fewest HD are affected first. Sleeping creatures are helpless and can be killed instantly with a blade weapon. Slapping or wounding awakens an affected creature, but normal noise does not. *Sleep* does not affect undead creatures.

### Spell Resistance

Level: 8

Duration: 1 turn per level

Range: Touch

The caster can use this spell to grant resistance to mind-affecting spells. Spells that *charm*, *command*, *cause fear*, and similar effects are granted a saving throw bonus of +8. Extremely powerful compulsive spells such as *geas* are granted a bonus to a saving throw of +5. The caster may affect 1 creature for 4 turns, per level, or multiple creatures with the duration divided among them.

### Spider Climb

Level: 1

Duration: 1 round, +1 per level

Range: Touch

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands and feet free and bare to climb in this manner. Any objects weighing fewer than 5 pounds cling to the spell recipient's hands. No spells may be cast when under the effect of this spell. This spell may be used on another being (touch required) with no saving throw.

### Spiritwrath

Level: 6

Duration: See below

Range: 10', +1' per level

By using the blood of a demon or devil, depending on the intended victim, the magic-user constructs a powerful scroll used to torture an infernal being. This method may also be employed against the most powerful vampires or a lich. The being's name must be known. The magic-user must also buy valuable gems equal to 100 gp per 1 HD of the intended victim, and powder them as part of the process to fabricate the ink. When the caster reads the scroll, so long as the target is within range, it is affected if it fails a saving throw versus spells. It is held in place and can take no actions. The first turn of the recitation the being becomes increasingly uncomfortable. After 2 turns, the victim loses 1 hp per its HD number. After 3 turns, the victim is in absolute agony and loses half its HP, and is



propelled back to its home plane (the plane of negative energy for undead) and is there imprisoned for 1 year per caster level. The victim is in constant tortured pain during its imprisonment. For obvious reasons, such a victim may seek the caster at a later date for retribution. However, this spell is often used to extort something from its victim, and may be stopped at any time short of imprisonment. Should a target succeed in its saving throw, it is still uncomfortable and the scroll protects the caster from attack much like a *scroll of warding*. There is a 95% chance the intended victim will flee.

#### Statue

Level: 7

Duration: 6 turns per level

Range: Touch

A *statue* spell turns the caster or a subject to solid stone, along with any garments and equipment worn or carried. The subject can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage. The subject of a *statue* spell can return to its normal state, act, and then return instantly to the *statue* state if it so desires, as long as the spell duration is in effect.

#### Stinking Cloud

Level: 2

Duration: Permanent

Range: 30'

*Stinking cloud* creates a 20' cubed bank of fog centered anywhere within range, making living creatures within it helpless with nausea. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. Any creature that succeeds in a saving throw versus poison when leaving the fog is not affected for the additional rounds.

#### Stone Shape

Level: 5

Duration: Permanent

Range: Touch

This spell can form an existing piece of stone into any shape that suits the caster's purpose, to a total volume of 1' cubed per level. While it's possible to make crude coffers, doors, and so forth with *stone shape*, fine detail isn't possible.

#### Stone to Flesh (reversible)

Level: 6

Duration: Permanent

Range: 120'

This spell restores a petrified creature to its normal state, restoring life and goods. Any petrified creature, regardless of size, can be restored. *Flesh to stone* (reverse of *stone to flesh*) turns one creature into a statue, including all gear and any items currently held. A saving throw versus petrify is permitted to resist the transformation.

#### Strength

Level: 2

Duration: 6 turns per level

Range: Touch

The caster of this enchantment may apply it to himself or another. It confers a temporary STR bonus, which varies depending on the recipient's class. Druids, clerics, thieves, and assassins receive +1d6; magic-users, illusionists, and monks receive +1d4; fighters, paladins, and rangers receive +1d8. A character's STR may not go above 18.

#### Suggestion

Level: 3

Duration: 6 turns, +6 turns per level

Range: 30'

The caster may influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The *suggestion* must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell. However, a victim may be led to believe that an action is not harmful. For instance, being told to drink something that is poisonous and that it is actually a hearty drink. The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. A very reasonable *suggestion* causes the save to be made with a penalty (such as -1 or -2). A saving throw versus spells is allowed to negate the effects of this spell.

#### Summon Demon

Level: 7

Duration: See below

Range: 10'

This complicated spell is cast after a circle of protection for the caster, and a pentacle-bound 30' diameter area of imprisonment for a demon, is constructed with various magical markings and candles made from the fat of a humanoid. The caster may summon a demon of power up to a higher order demon, but for standard and higher order demons the demon's specific name must be known. The summoning takes 1 turn per HD of the demon. Demons are allowed a save versus spells to resist the summoning.

This spell may be used and combined with *spiritwrath* to coerce a demon into service. The *summon demon* spell creates a pact once the demon agrees, and it must perform the act desired by the caster. The service cannot take longer than 9 weeks. Alternatively, the caster can bribe the demon for this service via human sacrifice or a sacrifice of the demon's choosing. Finally, this spell may be combined with the spell *trap the soul*, which traps the demon in an object, and once released it must perform a service for the caster. After any service is performed, the demon is propelled back to its home plane. There is a base 5% chance that the bargaining is grossly mishandled, setting the demon loose to wreak vengeance on the caster. This chance is lowered by 1% per caster level above 15.

#### Summon Familiar

Level: 1

Duration: See below

Range: 10' per level

By casting this spell, the magic-user can obtain a familiar. The casting takes from 1-24 hours (referee's discretion) and uses up rare herbs and other materials that cost 100 gp. The materials are consumed during a ritual in which they are burned. The referee decides the probability that a creature will respond to the spell, and which type of creature is summoned within range. It is possible that no creature will respond. This spell may only be attempted one time per year. A familiar is able to grant the caster access to its own senses, and is able to communicate with the caster. In addition, a familiar is loyal, and will follow orders until its death. Familiars are more intelligent than ordinary animals; they have AC 7 and 2d4 hp. A familiar grants the caster additional hp equal to the familiar's maximum total, when the two are within 120' of one another. However, if a familiar is slain the magic-user must subtract the familiars maximum hp from his own maximum hp, permanently. A new familiar may not be summoned for one year. If a familiar is located, the referee may use the following as examples:

Familiar	Senses augmented
Bat	hearing
Cat	hearing and night vision
Hawk	much improved distance vision
Lizard	improved smell
Owl	hearing, night vision
Raven	improved vision
Toad	180 degree vision
Weasel	hearing, improved smell

Anytime a familiar is summoned there is a 5% chance it is a special familiar. The type is determined by the caster's alignment and good or evil leanings. Creatures are entitled to a saving throw versus spells, and if successful, the spell fails and the caster must wait 1 year before trying again. Where there is overlap in the chart below, determine the familiar randomly.

Alignment	Type
Light	Brownie or Psuedo-Dragon
Neutral	Pseudo-Dragon*, Imp*, or Quasit*
Dark	Imp or Quasit

\*The familiar will try, over time, to sway the magic-user to chaos or law, as appropriate.

Refer to the monster listings for the powers granted by these creatures.

#### Summon Monster I

Level: 3  
Duration: 2 rounds, +1 round per level  
Range: 30'

This spell conjures 2d4 1st-level (1 HD) creatures that arrive in 1d4 rounds to an exact location within range which is specified by the caster. The monsters summoned are chosen by the referee. Summoned monsters may be commanded to fight nearby foes, and will do so until death or until the spell duration ends. Creatures may be commanded to perform other tasks, and will do so if it is within their abilities.

#### Summon Monster II

Level: 4  
Duration: 3 rounds, +1 round per level  
Range: 40'

With minor differences of range and duration, this spell functions much like *summon monster I*, but brings forth (1d6) 2 HD creatures.

#### Summon Monster III

Level: 5  
Duration: 4 rounds, +1 round per level  
Range: 50'

With minor differences of range and duration, this spell functions much like *summon monster I*, but brings forth (1d4) 3 HD creatures.

#### Summon Monster IV

Level: 6  
Duration: 5 rounds, +1 round per level  
Range: 60'

With minor differences of range and duration, this spell functions much like *summon monster I*, but brings forth (1d3) 4 HD creatures in 1d3 rounds.

#### Summon Monster V

Level: 7  
Duration: 6 rounds, +1 round per level  
Range: 70'

With minor differences of range and duration, this spell functions much like *summon monster I*, but brings forth (1d2) 5 HD creatures in 1d2 rounds.

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- Pdf copy of The Second Grimoire of Pharesm the Bright-Eyed, a set of house rules for a BECMI campaign Randall ran at a game shop in the mid-1980s.
- A copy of the Player's Introduction to the Fourth Campaign Arn (from about 1984)
- Microlite74 2.0 Special Edition -- a 60-page PDF designed to be printed in booklet format from Adobe Acrobat. Artwork is by Håkan Ackegård. This Special Edition incorporates the rules from the first supplement. The text has been reformatted into a single column in a large enough font to easily read.

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<http://www.retroroleplaying.com/node/153>

### Summon Monster VI

Level: 8  
Duration: 7 rounds, +1 round per level  
Range: 80'

With minor differences of range and duration, this spell functions much like *summon monster I*, but brings forth (1d2) 6 HD creatures in 1d3 rounds.

### Summon Monster VII

Level: 9  
Duration: 8 rounds, +1 round per level  
Range: 90'

With minor differences of range and duration, this spell functions much like *summon monster I*, but brings forth (1d2) 7 HD creatures in 1 round, or (1) 8 HD creature in 2 rounds.

### Symbol

Level: 8  
Duration: See below  
Range: Touch

This spell allows the caster to scribe a potent rune of power upon a surface. There are eight different kinds of symbol, each with a different effect. Symbols are triggered by being read, touched, or if a creature passes through a door with a symbol inscribed on it. The only way a symbol may be identified is by reading it, which automatically triggers the effects. The kinds of symbols the caster may inscribe are detailed below.

#### Symbol of Conflict

When triggered, all creatures in the area will argue for 5d4 rounds. Any beings of differing alignment may (50% chance) fight for 2d4 rounds.

#### Symbol of Death

When triggered, a *symbol of death* slays one or more creatures whose total hit points do not exceed 80.

#### Symbol of Despair

Any beings in the area must succeed in a saving throw versus spells, or leave the area in hopelessness. This feeling lasts for 3d4 turns, during which time affected creatures will cower, surrender, and otherwise lack enthusiasm. Only 75% of affected creatures will act in a given round, the remaining creatures will either leave the area or hang around doing nothing.

#### Symbol of Fear

All creatures must succeed in a saving throw versus spells with a penalty of -4 or suffer from the effects of a *fear* spell.

#### Symbol of Insanity

When triggered, a *symbol of insanity* causes all nearby creatures whose total hit points do not exceed 120 to become permanently insane (as the *confusion* spell). This effect can be negated with the spells *heal* or *wish*.

#### Symbol of Pain

Each creature suffers wracking pains that impose a -4 penalty on attack rolls and -2 to DEX. These effects last for 2d10 turns.

#### Symbol of Sleep

All creatures of 8 HD or fewer fall into a catatonic slumber for 1d12+4 turns. Unlike with the *sleep* spell, sleeping creatures cannot be awakened by non-magical means before this time expires.

#### Symbol of Stunning

When triggered, a *symbol of stunning* causes all nearby creatures whose total hit points do not exceed 160 to become stunned and unable to act for 3d4 rounds. Any held items will be dropped.

### Telekinesis

Level: 5  
Duration: 6 rounds  
Range: 120'

By concentrating on nothing else and taking no other actions, the caster can move objects or creatures by concentrating on them. A total of 20 pounds per caster level may be moved 20' per round. Living beings may also be moved, but they are allowed a saving throw versus spells.

### Teleport

Level: 5  
Duration: Instantaneous  
Range: 10'

This spell instantly transports the caster or another being to a designated destination, which may be any distance. Interplanar travel is not possible. If transporting another being, it is entitled to resist with a saving throw versus spell. The caster must have some clear idea of the location and layout of the destination. The clearer the mental image, the more likely the teleportation works. To determine how well the teleportation works, roll d% and consult the table below. Refer to the following information for definitions of the terms on the table.

*Familiarity:* "Very familiar" is a place the caster has been very often. "Studied carefully" is a place known well, either because the caster can currently see it, he has been there often, or has used other means (such as *scrying*) to study the place for at least one hour. "Seen casually" is a place that the caster has seen more than once but with which he is not very familiar. "Viewed once" is a place that the caster has seen once, possibly using magic.

*On Target:* The caster or creature appears in the desired location

*High:* The caster or creature appears 1d10x10 feet above the destination. Should this location already be occupied by solid matter, the caster or creature is instantly killed.

*Low:* The caster or creature appears in the ground and is killed instantly

Familiarity	On Target	High	Low
Very familiar	01-95	96-99	00
Studied carefully	01-80	81-90	91-00
Seen casually	01-50	51-75	76-00
Viewed once	01-30	31-65	66-00

Note that the caster cannot intentionally teleport himself or another creature off target or into solid matter.

### Temporal Stasis

Level: 9  
Duration: Permanent  
Range: 10'

The caster must succeed on an attack roll. The subject is placed into a state of suspended animation, and for the creature, time ceases to flow. The creature does not grow older, and its body functions virtually cease. This state persists until the magic is removed (such as by a successful *dispel magic* spell). No saving throw is permitted.

### Time Stop

Level: 9  
Duration: 2 rounds  
Range: 0

This spell seems to make time cease to flow for everyone but the caster within a shimmering sphere of 30' diameter. The caster may act for 2 rounds within this area of effect, while all other creatures are frozen in time. If the caster leaves the sphere, the spell ends. If monsters enter the sphere from outside, they become frozen.

**Tiny Hut**

Level: 3

Duration: 6 turns per level

Range: 0

The caster creates an unmoving, opaque 10' diameter sphere of force. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. As many as 6 other human-sized creatures can fit into the field with the caster; they can freely pass into and out of the hut without harming it. However, if the caster removes himself from the hut, the spell ends. The temperature inside the hut is 70F if the exterior temperature is between 0° and 100F. An exterior temperature below 0° or above 100° lowers or raises the interior temperature on a 1-degree-for-1 basis. The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind up to 50 mph, but greater force destroys it. The interior of the hut is a hemisphere. The caster can illuminate it dimly upon command or extinguish the light as desired. Although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, but the occupants cannot be seen from outside the hut.

**Tongues (reversible)**

Level: 3

Duration: 1 round per level

Range: 0

The function of this spell is identical to the cleric spell of the same name (4<sup>th</sup> level), except for the duration.

**Transmute Rock to Mud (reversible)**

Level: 5

Duration: 3d6 days

Range: 120'

This spell turns 3,000 square feet of rock 10' deep into mud for 3d6 days. Any beings passing through the mud have movement reduced by 90%. *Transmute mud to rock* (reverse of *transmute rock to mud*) changes an equal volume of mud described above into rock. This alteration is permanent.

**Trap the Soul**

Level: 8

Duration: Permanent

Range: 10'

*Trap the soul* forces a creature's life force (and its material body) into a gem. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. Before the actual casting of *trap the soul*, the caster must procure a gem of at least 1,000 gp value for every Hit Die possessed by the creature to be trapped. The spell can be triggered in one of two ways.

**Spell Completion:** First, the spell can be completed by speaking its final word as a standard action as if one were casting a regular spell at the subject. This allows the victim a saving throw versus spell to avoid the effect. If the save is successful, the gem shatters.

**Trigger Object:** The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enchanted. A *sympathy* spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of a saving throw.

**Unseen Servant**

Level: 1

Duration: 6 turns, +1 turn per level

Range: 0

An *unseen servant* is an invisible, mindless, shapeless force that performs simple tasks at the caster's command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. It can open only normal doors, drawers, lids, and the like. It can lift 20 pounds or drag 40 pounds. The servant cannot attack in any way, and it cannot be killed because it is a magical force, not a living thing.

**Vanish**

Level: 7

Duration: See below

Range: Touch

By casting this spell, a magic-user may *teleport* an object as per the spell *teleport*, or may banish the object to the ethereal plane, in which case the object is replaced in the material plane with stone that matches the object's shape. A total of 50 pounds per level not to exceed a volume of 3' cubed per level may be caused to *vanish* in this manner. If the spell *dispel magic* is cast upon a stone item replaced by this spell, it may bring back the original item.

**Ventriloquism**

Level: 1

Duration: 2 turns

Range: 60'

For the duration of this spell the caster may make his voice appear to come from any location or source within the spell range.

**Wall of Fire**

Level: 4

Duration: See below

Range: 60'

An immobile, opaque, blazing curtain of shimmering violet fire springs into existence and persists so long as the caster takes no other action and focuses concentration on the spell. The wall can be as large as 1,200 square feet, and may be shaped in any manner and to any dimensions the caster desires, so that it can be a straight wall or curved into a protective circle. This wall of flames is impenetrable to monsters with fewer than 4 HD. Monsters with more than 4 HD suffer 1d6 hit points of damage when they pass through the wall. The wall deals double damage to undead creatures or creatures that use cold or are accustomed to cold. The wall may not be evoked so that it appears where objects are.

**Wall of Force**

Level: 5

Duration: 1 turn, +1 round per level

Range: 30'

A *wall of force* spell creates an invisible wall of force. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most spells, including *dispel magic*. However, *disintegrate* immediately destroys it, as does a *rod of cancellation*. Breath weapons, spells, missile weapons, electrical attacks and thermal attacks cannot pass through the wall in either direction. The caster can form the wall into a sphere or hemisphere whose area is up to one 20' square per level.

**Wall of Iron**

Level: 5

Duration: Permanent

Range: 5' per level

With this spell the caster may cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane. If not

supported, the wall has a 50% chance of falling in either direction, smashing any creatures under it. A *wall of iron* is 1/4" thick per caster level. Total area can be 15' per caster level, and the area can be doubled if the thickness is halved. Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

#### Wall of Ice

Level: 4  
Duration: 12 turns  
Range: 120'

An immobile, translucent, wall of ice springs into existence for the duration of the spell. The wall can be as large as 1,200 square feet, and may be shaped in any manner and to any dimensions the caster desires, so that it can be a straight wall or curved into a protective circle. This wall of ice is impenetrable to monsters with fewer than 4 HD. Monsters with more than 4 HD suffer 1d6 hit points of damage when they break through the wall. The wall deals double damage to creatures that use fire or are accustomed to hot conditions. The wall may not be evoked so that it appears where objects are, and it must rest on a solid surface.

#### Wall of Stone

Level: 5  
Duration: See below  
Range: 60'

The caster brings a stone wall into being that can be any form the caster desires, to a maximum of 1,000 cubic feet. This wall is permanent unless otherwise destroyed or a *dispel magic* spell is cast upon it. The wall may not be evoked so that it appears where objects are, and it must rest on a solid surface.

#### Water Breathing

Level: 3  
Duration: 1 day  
Range: 30'

The caster or another creature can breathe water freely by means of this spell. The spell does not make creatures unable to breathe air, and creatures under the influence of the spell are not granted any additional proficiency at swimming.

#### Web

Level: 2  
Duration: 48 turns  
Range: 10'

*Web* creates a many-layered mass of strong, sticky strands. Creatures caught within a *web* become entangled among the gluey fibers. Entangled creatures can't move, but can break loose depending on their strength. Any being with strength in a human range can break free of the webs in 2d4 turns. Creatures of higher strength or magically augmented strength above 18 can break free in 4 rounds. The strands of a *web* spell are flammable. All creatures within flaming webs take 1d6 points of fire damage from the flames for 2 rounds. After this time surviving creatures are free of the webs.

#### Wish

Level: 9  
Duration: See below  
Range: Unlimited

*Wish* is the mightiest spell that can be cast. By simply speaking aloud, the caster can alter reality. This spell can accomplish any effects described for limited wish, and may mimic other 9<sup>th</sup> level spells or create comparable effects. Ultimately, the GM will have to decide the limits of a wish spell. Events can be reversed; the dead can be brought back to life or an entire army might be healed of damage. An entire group could be teleported to any location with no chance of error. Powers or ability bonuses may be wished for at the GM's discretion, and these might be permanent or temporary. Wishes will be fulfilled according to the letter of the request, and the GM can exercise some regulation of wishes based on this strict enforcement. Although another

character may be wished dead, such an act disrupts balance and the GM should think of a method to fulfill the wish but in a way that the character wished dead is unaffected. For instance, if a character is wished dead, the caster may be transported through time to a point where the victim has already died of natural causes, or the caster might be sent to an alternate dimension where the victim has died.

## Spell Lists by Class and Level

### Cleric Spell List

#### LEVEL 1

1. Command
2. Create Water (reversible)
3. Cure Light Wounds
4. Detect Evil
5. Detect Magic
6. Light
7. Protection from Evil
8. Purify Food and Drink
9. Remove Fear
10. Resist Cold
11. Sanctuary

#### LEVEL 2

1. Augury
2. Bless
3. Delay Poison
4. Find Traps
5. Know Alignment
6. Hold Person
7. Holy Chant
8. Resist Fire
9. Reveal Charm
10. Silence 15' Radius
11. Snake Charm
12. Speak with Animal
13. Spiritual Weapon

#### LEVEL 3

1. Animal Growth
2. Animate Dead
3. Continual Light
4. Cure Blindness
5. Cure Disease
6. Dispel Magic
7. Feign Death
8. Glyph of Warding
9. Locate Object
10. Prayer
11. Remove Curse (reversible)
12. Speak with Dead
13. Striking

#### LEVEL 4

1. Create Food and Water
2. Cure Serious Wounds
3. Detect Lie
4. Divination
5. Exorcise
6. Lower Water
7. Neutralize Poison
8. Protection from Evil 10' Radius
9. Speak with Plants
10. Sticks to Snakes
11. Tongues

#### LEVEL 5

1. Atonement
2. Commune
3. Cure Critical Wounds
4. Dispel Evil
5. Flame Strike
6. Insect Plague
7. Quest
8. Plane Shift
9. Raise Dead



10. True Seeing

**LEVEL 6**

1. Animate Objects
2. Blade barrier
3. Conjure Animals
4. Find the Path
5. Heal
6. Part Water
7. Speak with Creatures
8. Stone Tell
9. Summon Aerial Servant
10. Word of Recall

**LEVEL 7**

1. Astral Projection
2. Control Weather
3. Earthquake
4. Gate
5. Holy Word
6. Regenerate
7. Restoration
8. Resurrection
9. Symbol
10. Wind Walk

**Druid Spell List****LEVEL 1**

1. Animal Companion
2. Detect Magic
3. Detect Snares and Pits
4. Divine Weather
5. Entangle
6. Faerie Fire
7. Invisibility, Animal
8. Locate Creature
9. Pass without Trace
10. Purify Water
11. Shillelagh
12. Speak with Animals

**LEVEL 2**

1. Barkskin
2. Charm Person or Mammal
3. Create Water
4. Cure Light Wounds
5. Feign Death
6. Find Plant
7. Fire Trap
8. Heat Metal
9. Obscuring Mist
10. Produce Flame
11. Stumble
12. Warp Wood

**LEVEL 3**

1. Call Lightning
2. Cure Disease
3. Hold Animal
4. Insect Swarm
5. Neutralize Poison
6. Plant Growth
7. Protection from Fire
8. Pyrotechnics
9. Snare
10. Stone Shape
11. Tree Shape
12. Water Breathing

**LEVEL 4**

1. Cure Serious Wounds
2. Dispel Magic
3. Flash Fire
4. Hallucinatory Terrain
5. Hold Vegetation and Fungus
6. Passplant
7. Protection from Electricity
8. Repel Vermin

9. Speak with Plants
10. Summon Animal I
11. Summon Sylvan Beings
12. Temperature Control

**LEVEL 5**

1. Animal Growth
2. Anti-Plant Shell
3. Commune with Nature
4. Control Winds
5. Insect Plague
6. Sticks to Snakes
7. Summon Animal II
8. Transmute Rock to Mud (reversible)
9. Tree Stride
10. Wall of Fire

**LEVEL 6**

1. Anti-Animal Shell
2. Conjure Fire Elemental
3. Control Weather
4. Cure Critical Wounds
5. Feeblemind
6. Fire Seeds
7. Repel Wood
8. Summon Animal III
9. Transport via Plants
10. Wall of Thorns

**LEVEL 7**

1. Animate Mineral
2. Conjure Earth Elemental
3. Control Weather (Greater)
4. Confusion
5. Creeping Doom
6. Finger of Death
7. Fire Chariot
8. Fire Storm
9. Reincarnate
10. Transmute Metal to Wood

**Illusionist Spell List****LEVEL 1**

1. Auditory Illusion
2. Color Spray
3. Dancing Lights
4. Darkness Globe
5. Detect Illusion
6. Detect Invisibility
7. Doppelganger
8. Hypnotism
9. Light
10. Phantasmal Force
11. Refraction
12. Wall of Vapor

**LEVEL 2**

1. Blindness
2. Blur
3. Deafness
4. Detect Magic
5. Fog Cloud
6. Hypnotic Pattern
7. Invisibility
8. Magic Mouth
9. Mirror Image
10. Misdirection
11. Phantasmal Force, Greater
12. Ventriloquism

**LEVEL 3**

1. Continual Light (reversible)
2. Dispel Phantasm
3. Fear
4. Hallucinatory Terrain
5. Illusionary Script
6. Invisibility 10' Radius
7. Nondetection

8. Paralyze
9. Rope Trick
10. Spectral Force
11. Suggestion

#### LEVEL 4

1. Confusion
2. Illusory Stamina
3. Implant Emotion
4. Invisibility, Greater
5. Massmorph
6. Minor Creation
7. Phantasmal Killer
8. Phantasmal Monsters

#### LEVEL 5

1. Confusion, Greater
2. Major Creation
3. Maze
4. Phantasmal Door
5. Phantasmal Monsters, Greater
6. Project Image
7. Shadow Evocation
8. Summon Shadow

#### LEVEL 6

1. Conjure Animals
2. Phantasmal Monsters, Advanced
3. Shadow Evocation, Greater
4. Spectral Force, Permanent
5. Spectral Force, Programmed
6. Suggestion, Mass
7. True Seeing
8. Veil

#### LEVEL 7

1. Astral Spell
2. Limited Wish
3. Prismatic Spray
4. Prismatic Wall
5. Vision

### Magic-User Spell List

#### LEVEL 1

1. Allure
2. Burning Hands
3. Charm Person
4. Comprehend Languages
5. Dancing Lights
6. Detect Magic
7. Enlarge
8. Erase
9. Feather Fall
10. Floating Disc
11. Hold Portal
12. Identify
13. Jarring Hand
14. Jump
15. Light
16. Magic Aura
17. Magic Missile
18. Manipulate Fire
19. Mending
20. Message
21. Protection from Evil
22. Read Languages
23. Read Magic
24. Scribe
25. Shield
26. Shocking Grasp
27. Sleep
28. Spider Climb
29. Summon Familiar
30. Unseen Servant
31. Ventriloquism

#### LEVEL 2

1. Amnesia

2. Arcane Lock
3. Auditory Illusion
4. Continual Light
5. Darkness Globe
6. Detect Evil
7. Detect Invisible
8. ESP
9. False Gold
10. False Trap
11. Invisibility
12. Knock
13. Levitate
14. Locate Object
15. Magic Mouth
16. Mirror Image
17. Phantasmal Force
18. Pyrotechnics
19. Ray of Enfeeblement
20. Rope Trick
21. Scare
22. Shatter
23. Stinking Cloud
24. Strength
25. Web

#### LEVEL 3

1. Blink
2. Clairaudience
3. Clairvoyance
4. Dispel Magic
5. Explosive Runes
6. Feign Death
7. Fire Ball
8. Flame Arrow
9. Fly
10. Gust of Wind
11. Haste (reversible)
12. Hold Person
13. Infravision
14. Invisibility 10' radius
15. Lightning Bolt
16. Protection from Evil 10' radius
17. Protection from Normal Missiles
18. Tiny Hut
19. Tongues
20. Suggestion
21. Summon Monster I
22. Water Breathing

#### LEVEL 4

1. Arcane Eye
2. Charm Monster
3. Confusion
4. Dimension Door
5. Enchant Arms
6. Extend Duration I
7. Fear
8. Fire Shield
9. Fire Trap
10. Flame Charm
11. Fumble
12. Globe of Invulnerability, Lesser
13. Hallucinatory Terrain
14. Ice Storm
15. Massmorph
16. Mnemonic Enhancer
17. Move Earth, lesser
18. Plant Growth
19. Polymorph Others
20. Polymorph Self
21. Remove Curse (reversible)
22. Summon Monster II
23. Wall of Fire
24. Wall of Ice

#### LEVEL 5

1. Animate Dead
2. Atmosphere Bubble

3. Cloudkill
4. Cone of Cold
5. Conjure Elemental
6. Contact Other Plane
7. Distort Distance
8. Extend Duration II
9. Faithful Hound
10. Feeblemind
11. Hold Monster
12. Interposing Hand
13. Magic Jar
14. Passwall
15. Secret Chest
16. Stone Shape
17. Telekinesis
18. Teleport
19. Transmute Rock to Mud
20. True Seeing
21. Wall of Force
22. Wall of Iron
23. Wall of Stone

13. Spell Resistance
14. Summon Monster VI
15. Symbol
16. Trap the Soul

**LEVEL 9**

1. Astral Projection
2. Crushing Hand
3. Gate
4. Imprisonment
5. Meteor Swarm
6. Power Word Kill
7. Prismatic Sphere
8. Shape Change
9. Summon Monster VII
10. Temporal Stasis
11. Time Stop
12. Wish

**LEVEL 6**

1. Anti-Magic Shell
2. Arcane Window
3. Control Weather
4. Death Spell
5. Disintegrate
6. Dweomer of Rage
7. Extend Duration III
8. Forceful Hand
9. Freezing Sphere
10. Geas
11. Globe of Invulnerability
12. Guards and Wards
13. Invisible Stalker
14. Legend Lore
15. Lower Water
16. Monster Summoning IV
17. Move Earth
18. Part Water
19. Project Image
20. Reincarnate
21. Repulsion
22. Spiritwrath
23. Stone to Flesh

**LEVEL 7**

1. Charm Plants
2. Delayed Blast Fireball
3. Duo-Dimension
4. Grasping Hand
5. Instant Summons
6. Limited Wish
7. Mass Invisibility
8. Magic Sword
9. Phase Door
10. Power Word Stun
11. Reverse Gravity
12. Simulacrum
13. Statue
14. Summon Demon
15. Summon Monster V
16. Vanish

**LEVEL 8**

1. Antipathy/Sympathy
2. Clenched Fist
3. Clone
4. Glass Like Steel
5. Incendiary Cloud
6. Irresistible Dance
7. Mass Charm
8. Maze
9. Mind Blank
10. Permanency
11. Polymorph Any Object
12. Power Word Blind



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# NOTES



# NOTES





# Microlite74

## Companion V: First Edition Spells

*Microlite74* games are trimmed-down miniature versions of the Primary Fantasy SRD rules designed to be quick and easy to play, especially when compared to modern incarnations of the game. The goal of *Microlite74* games is to recreate the style and feel of that very first ("0e") fantasy roleplaying game published back in 1974 without giving up all of the clearer mechanics of modern D20-based versions.

The *Microlite74* rules are based on the 1974 0e edition of the world's most popular fantasy roleplaying game with its supplements and material from 0e magazine articles, some 0e third party material, some of the house rules the author used in the 1970s, and selected ideas from other roleplaying games. These rules are not intended to be a clone of the 0e rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules.

*Microlite74 Companion V: First Edition Spells* provides more detailed descriptions of spells and provides many new spells similar to those in the first edition of the world's most popular fantasy RPG. Using the spells in this Companion volume instead of the ones in the *Microlite74* Standard or Extended rules will make your game more similar the First Edition (1e) than the Original Edition (0e), especially when combined with monsters from *Microlite74 Companion IV: Bestiary of Monsters*. Most of these spells are suitable for use with either the Standard, or Extended versions of *Microlite74*. With care some can be used with the Basic version of *Microlite74*. Healing spells list alternative effects for the Basic/Standard HP system and for the Extended HP/BP system.

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