

Book of Elder Magic



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Spell Organization

The spells are organized in the traditional five levels of Cleric spells and six levels of Magic-user spells as used in the classic "Red Box" and "Blue Box" and original "White Box" editions of the world's most popular role playing game. Thus they are immediately compatible with the popular retro-clones that emulate those editions, including Champions of ZED.

All Original edition spells are present and very accurately represented; some however are included within others as their reverse casting and may have slightly different names in a few cases, reflecting differences in the sources. Circle of Protection, for example was a name used in the Brown Hills scenario played out in 1971. The original edition spells are **boldened** in the tables to allow them to be easily distinguished for those who may wish to use them and no others. Note that in keeping with the original game, damage dealing magic spells do not occur until level three. For a discussion of the origin of some other spells, see the note at the end of the book. Spells with the "FW" tag originated in Fred's World and are used here with permission. For more information on Fred's World, please see <http://blackmoor.mystara.us/forums/viewtopic.php?f=16&t=1074>

Time Terms

To avoid the ambiguities that arise between different versions of the game, times have been generally given in minutes rather than "rounds" or "turns" as are often seen elsewhere. Adjust to your campaign terminology as desired.

Casting

If the Referee prefers, spell effects may either take place immediately during the casters move in the order of action in the turn, before the actions of the next character in order, or the Referee may delay the enactment of the effects of any spells cast until the very end of the combat round. Otherwise, the following Gygax derived method of 1976 is recommended:

Spells from magic items or 1-2nd level take place immediately;

Scroll spells of 1st and 2nd level, or cast spells of 3rd-6th level require the passage of 1/2 of a Melee Turn (5 rounds) between cast and effect;

Scroll spells of 3rd level and above require 1 turn (10 rounds) to take effect.

Distance

As with the originals, distances are given in units of feet for all spells. Those who prefer the Imperial French metric units can convert or use decameters with little substantive difference. Traditionally, spells cast above ground had triple

the ranges given and sometimes triple the area of effect. For the sake of simplicity and to avoid confusion it is recommended that the statistics given be used as is whether above ground or not.

Augmentation

The spells as listed give the standard effects of casting in the traditional manner. In expanding from the original spell lists there has always been basically two choices, either make lots of spells that simply vary a theme (light rain, heavy rain, downpour, mist etc.) or make basic spells that lump similar themes but allow customization or “augmentation” by the caster. This book takes the second approach and introduces the wand of augmentation – think of it as the classic Hollywood magic wand – in order to make it easier to add variety to spell effects. Likewise, for Clerics, see the Sacred Relic.

Wand of Augmentation – (Magic-users) Augmentation increases the effect of the spell by up to 20% per “tier” or “level” of the wand (I, II, III) (i.e. 20%, 40% 60%) but requires 20% more time per wand level to cast. This added time is usually rounded up so that typical spells requiring less than one round to cast will now be cast in less than two when Augmented. Basic, level I Wands of Augmentation may be general to all spells, however, more powerful Wands of Augmentation (wand level II or III) must be specific to a school of spells, such as fire spells or spells of obviation/abjuration, or to a spell level, such as level 3 spells.

Exactly what effect is increased by augmentation is up to the caster, provided the Referee agrees to it, but it can only be one aspect of the spell per 20% of augmentation. In other words, a level III Wand of Augmentation could affect three different aspects of the spell up to 20% or one aspect of the spell up to 60%. Typically, the aspects being affected are area of the spell effect, range of the spell effect, number of beings or Hit Dice of affected creatures, intensity or damage of the effect, and so forth. Magic is magic, not science, so there will likely be some grey areas regarding how some Augmented effects play out which will necessarily need to be decided on a case by case basis by the Referee.

Because they make spell casting easier in general, Wands of Augmentation may also be used to reduce the casting time of a spell by 20%. For typical spells cast within one round, use of the Wand of Augmentation can allow the caster to gain first strike initiative and cast before any other combat actions take place. The wand can only be used to speed up casting when all other effects of the spell are otherwise unaltered from the standard version. The wand cannot be used to reduce casting time and increase area of effect at the same time, for example, no matter its level.

Sacred Relic – (Clerics) usually this is a specially blessed object or the fragment of something or someone especially holy to the faith. In function,

however the Sacred Relic will operate exactly as the various wands of Augmentation described above, except applying only to Clerical use on Cleric spells.

Division of Cleric and Magic-user spells

The differentiation between Magic-user and Cleric spells generally follows a certain logic, in that Cleric spells often involve deep transformations on a molecular level whereas Magic-user spells are usually more about manipulating the existing environment. Magic-users achieve their magical effects through a system of pacts with forces considered supernatural by common folk. These forces, sometimes called plasmids, then enact the magic as the spell caster commands. Without gaining mastery of these forces, human magic is impossible. The forces involved are, to varying extents, self aware and able to draw on raw magical energies, inaccessible to humans. Some creatures and all gods are able to directly manipulate raw magical energy.

Divine (Clerical) magic draws upon the power of the gods and spirits. It does not involve the same magic forces manipulated by Magic-users.

Cleric Spells		
Level 1	Level 2	Level 3
1 Anti-Shock	Abandon	Alter Density
2 Cure Light Wounds*	Airless Breath	Animate*
3 Dark Sight	Animal Obedience	Arrow of Quelling
4 Daze Animal	Befriend*	Change Weight
5 Detect Evil*	Bless*	Clot*
6 Detect Magic	Canine's Scent	Continuous Light*
7 Detect Poison	Conjury	Create Holy Spring
8 Detect Soul	Dizziness	Create Precipitation
9 Dexterity*	Find Traps	Cure Blindness*
10 Itch	Fish's Fins	Cure Deafness*
11 Light*	Hold Person	Cure Diseases*
12 Pain	Mend*	Disarm
13 Protection from Evil*	Might	Elemental Ball
14 Purify Food & Water*	Ritual Sacrifice	Invigorate*
15 Sleep	Sick	Locate Object
16	Speak with Animals	Magic Shackle
17	Tranquilize*	PanLingua*
18		Projection
19		Protection from Normal Projectiles
20		Remove Curses*
21		Speak with Dead

Cleric Spells	
Level 4	Level 5
1 Armor of Light /Darkness	Age
2 Become Object	Animal Growth*
3 Circle of Protection*	Astral Leech
4 Create Water	Commune
5 Cure Serious Wounds*	Create Food
6 Grow New Body Part	Create Weather
7 Increase Constitution*	Decay
8 Infest	Defile
9 Invulnerability*	Dispel Evil*
10 Lethe	Insect Plague
11 Miracles in a Bottle	Paralyze
12 Neutralize Poison*	Part Water
13 Phasing	Possession
14 Shape Change	Quest
15 Somebody Else's Problem	Raise Dead*
16 Speak with Plants	Rot*
17 Speak with Dead	Rubber Skin
18 Suspended Life	Sanctum
19 Throes	Speak Truth
20 Translucence*	Transform
21 Sticks to Serpents	Transmute
22	Vermin Plague

Magic-user Spells			
Level 1		Level 2	Level 3
1	Alarm	Airless Breath	Aberrant Ribbon
2	Bind Familiar	Alum	Circle of Protection
3	Boost	Animal Obedience	Clairaudience
4	Change Colors	Canine's Scent	Clairvoyance
5	Charm Person	Concealment	Debtor's Recall
6	Command Rope	Continuous Light/Dark	Detect and Open Secret Doors
7	Commotion	Detect/Conceal Evil	Disarm
8	Dark Sight	Detect Invisibility	Disguise
9	Detect Magic	Detect Living	Dispel Magic
10	Hide Odor	E.S.P.	Elemental Ball
11	Hold Portal	Find Valuables	Fire Ball
12	Know Direction	Fish's Fins	Flame Whip
13	Light/Darkness	Fog	Fly
14	Locate Object	Giant Leap	Force Touch
15	Message	Illusion	Force Needles
16	Move Silently	Invisibility	Haste/Slow
17	Nudge	Knock	Heat/Cold Wave
18	Pain	Levitate	Hold Person
19	Protection from Evil	Metal Location	Image Duplicates
20	Quench	Return Weapon	Invisibility Sphere
21	Read Scripts	Ritual Sacrifice	Lightning Bolt
22	Resistance to Fire	Shape Water	Magic Shackle
23	Resize Clothing	Sou'wester	Magic Shield
24	Restore Larder	Stun	Mage Spark
25	Sleep	Tangleweed	Multiply Missile
26	Smoke Cloud	Tenting	Protection Against Lycanthropes
27	Trail	Telescopic Vision	Protection Against Undead
28	Trail Erase	Transference	Protection from Normal Projectiles
29	Trip Trap	Ventriloquism	Quincke's Choking Hands
30	Vigor	Waalibor's Vacuum	Seraphael's Searing Light
31		Water Walking	Telepathy
32		Web	Water Breathing
33		Wiz-lock	Web Net
34			Web Strand

Magic-user Spells			
Level 4		Level 5	Level 6
1	Appearance	Animate/Still	Age
2	Armor of Darkness	Brains Increase	Anti-Magic Shield
3	Armor of Light	Cloudkill	Arrest Magic
4	Arrow of Quelling	Combat Increase	Burning Bright
5	Boil	Conceal Magic	Cataclysm
6	Charm Monster	Conjured Elemental	Clone
7	Cold	Contact Transcendent	Create Weather
8	Confusion	Decay	Death Strike
9	Control Gasses	Dissolve	Disintegrate
10	Dimension Door	Feeblemind	Displace Water
11	Forceful Trip	Flesh Death	Duplicate
12	Grow/Shrink Plant	Gash	Earthquake
13	Hallucinatory Terrain	Grow/Shrink Animal	Gaseous Form
14	Massmorph	Heavy	Flesh to Stone
15	Natural Armor	Hold Monster	Geas
16	Polymorph Another	Magic Jar	Invoke Stalker
17	Polymorph Oneself	Magnet	Invulnerability
18	Protection	Mind Bullet	Link
19	Precipitation	Passwall	Move Terrain
20	Redirect Edged Wpns	Rain of Acid	Paralyze
21	Reflect Bolt	Servant	Poison Tongue
22	Remove/Bestow Curses	Shiva Effect	Project Image
23	Resize	Shifting Sands	Redirect Teleportation
24	Silence	Speak with Dead	Reincarnate
25	Spider Fingers	Spontaneous Combustion	Reverse Gravity
26	Truth	Slow Magic	Speak Truth/Fkd Tng
27	VanGrasstek's Armor	Sticky	Stop Time
28	Wall of Fire	Teleport	Suspended Life
29	Wall of Ice	Time Walk	Teleport Trace
30	Wall of Sand	Transform to Mud	Tornado
31	Wall of Water	Withering Hand	Transform to Slime
32	Wind	Wall of Iron	
33	Witch Eye	Wall of Stone	

Spell Descriptions

Duration – indicates the length of time a spell can last from the moment it comes into existence.

Range – indicates the distance within which a spell can be made to trigger from a Focal Point. The magic itself may have a very different area of effect once it has been triggered as indicated in the description. Note; ranges for spells are given in feet rather than inches. This is to avoid confusion regarding the size and range of spell effects in shifting movement scales.

Area of Effect – is generally detailed in the text of the spell.

Focal Point – also generally detailed in the spell description when necessary. All spells have a Focal Point; that is a point somewhere within the range of the spell where the effect of the spell originates, as determined by the caster, usually. The Focal Point must be placed so that the area of effect of the spell remains within the given range. So, for example, a spell having an area of effect of a 30 foot radius and a range of 240 feet could not have a Focal Point beyond 210 feet.

Reversal – Spells marked with an asterisk may be chanted in reverse by Chaotic Clerics to achieve an opposite effect. Only Chaotic Clerics cast reversed Cleric spells, and they may do so either to counter another Clerics spell (see below) or to create a spell effect. The Chaotic Cleric has the option to chant either the forward or reverse version of a spell they have readied, Referee permitting.

Magic-users, can chant spells in reverse to achieve a countering effect only. Some Magic-user spells do have separate opposing spells, but those are entirely separate spells and must each be prepared as such. Magic-users can only cast the exact spell they have readied, not an opposite version. For Example, if a Magic-user wants to cast a **Cold Wave**, they must have read it as such. They cannot prepare **Heat Wave** and then change it to **Cold Wave**. This is true even though for efficiencies sake some opposing but separate spells are described under one heading.

Counterspell - In addition to using **Dispel Magic**, a Magic-user or Cleric may counter or nullify the effects of any spell or spell-like magical effect cast by another Magic-user, Cleric, or fantastical creature if they have the same spell prepared. They must cast the spell, chanted backwards. The countering effect is instantaneous, so that a Magic-user casting **Fireball** chanted backwards can nullify a **Fireball** cast by another Magic-user while still in flight, immediately ending both spells. Likewise, casting **Flesh to Stone** chanted backwards on a being that has been petrified (recently or not) returns them to flesh.

Disruption – When a spell is cast from a scroll or from the mind, the spell caster must be able to focus on casting it properly. Interruptions occurring while a spell

is being cast may require a Saving Throw to prevent the spell being lost or mis-cast. If a sudden distraction, such as being shot by an arrow or having the floor collapse, occurs while the caster is in the process of casting, the player must make a successful Type VI Saving Throw by rolling under their save number for the spell effect to unfold as normal. If the exact Saving Throw value is rolled, the spell is delayed a full turn. A failed Saving Throw indicates complete loss of the spell. An extremely poor throw, might at the Referee's option, result in some terrible miscasting of the spell.

Caster Death - When the caster dies, any active spell effects die with them. Magic items are not affected.

Tiers - Some spell descriptions reference Tiers. In *Zero Edition Dungeoneering*, these indicate character level groups as follows:

	Veteran Levels	Hero Levels	Superhero Levels	Lord Levels
Clerics	1-5	6-8	9-13	14+
Magic-users	1-6	7-10	11-15	16+

Converting Saving Throws - For those using either older or newer versions of the world's most popular role playing game, the following table lists the *Zero Edition Dungeoneering* Saving Throw categories used herein and their approximate equivalent terms found in other games.

Type I	Death	Life and Death
Type II	Poison	Poison Resistance
Type III	Paralysis	Willpower
Type IV	Petrification	Gaze and Aura Resistance
Type V	Dragonfire	Reflex
Type VI	Spell Magic	Magic Resistance

It will be up to the Referee when to grant Saving Throws to the victims of spells, but under most circumstances a Type VI Saving Throw should be allowed, unless otherwise specified in the spell description.

SPELLS

Abandon

Cleric 2, Magic-user 3

Range: 40 feet

Duration: 30 Minutes

This spell stimulates the pleasure and wonder centers of the brain such that anyone within a 15 foot radius affected will become fascinated with small details in their surroundings and take great pleasure in the experience. There is a 50% chance the victims will sit or fall down and in any case will be unable to concentrate on anything other than the sensations they are feeling. Attacks made against someone under the effects of the **Abandon** spell gain a +4 advantage. Significant pain will however, break the effect.

Aberrant Ribbon

Magic-user 3

Range: 25 ft. + 5 ft. per 2 levels

Duration: Instantaneous

A brilliant ribbon of pure white light energy leaps towards the target. A creature struck by this ray of light takes 1d4 points of damage per two caster levels (maximum 10d4).

Age

Cleric 5, Magic-user 6

Range: Touch

Duration: 1 Minute

The victim of this spell will change in age by up to 4 years for every level of the caster, either younger or older as the caster desires. Memory remains intact as only physical age is affected. Beings aged beyond their natural lifespan will die within 1d4 days and will suffer severe penalties to Initiative, Attack Rolls

Saving Throws, HD, HP, and so forth as appropriate. Movement rates should be cut in half. Creatures aged to near maximum age will likewise suffer but may not be in danger of short term death. Dragons and other creatures that become stronger from aging will become their new age category and gain the benefits of that category, rather than the penalties described above.

Airless Breath

Cleric 2, Magic-user 2

Range: Touch

Duration: 1 minute per level

By means of this spell, the caster or one touched living creature can survive without breathing air. This includes breathing in environments that are filled with harmful gases (such as a smoke cloud spell) and even underwater. However, this only allows the recipient to breathe in these environments and does not negate any damage caused by damaging breath weapon.

Alarm

(FW)

Magic-user 1

Range: 10'

Duration: 1d6+2+1hrs. per level

By casting this spell, an area of 20 feet per 2 caster levels becomes sensitized. Any living creature of greater than 3 pounds weight entering this area causes a large gong to sound that can be heard by all within a 60 foot radius. The alarm can be triggered by flying creatures, ethereal creatures, invisible creatures, etc, as long as they are alive. The alarm does not respond to undead creatures

of any kind. Best used on limited access areas to prevent false alarms.

Alter Density

Cleric 3

Range: Touch

Duration: Hours per level of caster

This Spell will change the hardness/softness of an object or creature by a factor of 2 for each time it is cast. Whether the effect is to be twice as soft or twice as hard is entirely up to the caster. When a hardening Alter Density spell is cast on a living being the effect is an improvement of armor class by 2. Conversely, when a softening Alter Density spell is cast on a living being the effect is a worsening of Armor Class by 2. The spell may be repeated for increased effect. Five or more less dense castings (or a similar Augmentation) on a normal being will make them so insubstantial as to become translucent, nearly weightless, and be able to move through solid objects.

Alum

(FW)

Range: 2"/level

Duration: 1 minute/level

This silences guards, bards, and just about any one speaker you would rather not have talking. The spell does no damage, just prevents someone from speaking. A successful save means no visible effect occurs whatsoever, and the victim will not know that someone attempted to magic them.

Animal Obedience

Cleric 2, Magic-user 2

Range: 240 feet

Duration: 10 minutes per level plus
1d6

This spell grants the caster near total obedience from any creature of animal intelligence, provided their Hit Dice are equal to or less than the Hit Dice of the caster. The animal will seek to fulfill the wishes of the caster to the extent that they are able to understand them and carry them out, with the sole exception that the animal will not commit suicide. The animal will not realize they are being magically manipulated but will believe the caster to be a friend and a leader whose commands must be followed. Once activated, the spell will continue to work for its duration no matter how far separated the victim and caster become.

Animate (Substitutory Locomotion)*

Cleric 4, Magic-User 5

Range: 100 feet+10 feet/level

Duration: Special

This spell imbues inanimate objects with mobility and a semblance of life. The animated object(s) can be of any non-magical material and will follow the caster's spoken commands. This spell cannot animate objects carried or worn by a creature, but can animate corpses or even skeletons, in imitation of the undead zombies and skeletons. Skeletons and corpses (zombies) animated by this spell are mindless and cannot be turned. The caster can animate one object per Level, and must continually concentrate for the objects to have purposeful movement. Movement rates for animated objects can vary

at Referee discretion with small objects moving quickly, but bodies, clothing, or armor should move no faster than 6". Once animated, the object will remain so until dispelled or its purpose has been fulfilled.

Reversed, **Still** will cause any object or being affected to cease all movement.

Anti-Magic Shield

Magic-User 6

Range: 10' radius

Duration: 12 Minutes

This spell creates a 10' radius dome around the focal point (usually the caster). All ranged spells of any sort cast at anyone or anything inside the Shield are instantaneously repelled directly back at the caster.

Reversed as **Anti-Magic Shell**, all magic within a 10' radius around the focal point is negated for the full duration of the spell. Magic items and spells within the radius are suppressed, will not function until the spell has expired.

Anti-Shock

Cleric 1

Range: Touch

Duration: Instantaneous

This Spell revives any unconscious being who has -3 Hit Points or more and halts all damage from loss of blood or pain. The victim must have or gain positive Hit Points or they will lapse back into unconsciousness and possibly die in 1 minute.

Appearance

Magic-user 4

Range: Touch

Duration: Permanent until Dispelled

This spell creates an illusion that greatly raises the apparent value of an object to whatever the caster desires it to be. If cast upon a creature, they will appear to be of much higher social value, as in the proverbial pauper into prince tales. The spell can likewise be used to decrease the apparent value of an object or person just the same.

Armor of Light/Darkness

Cleric 4, Magic-user 4

Range: Touch

Duration: 10 minutes per level

The spell envelops the warded creature in a glow of pure white light. It grants the recipient a +3 bonus to Armor Class plus an additional +1 for every four caster levels (maximum bonus +8). The armor provides light in a 60-foot radius as bright as daylight. Finally, the subject gains a +2 bonus on saving throws against any unholy, evil, or darkness spells or effects.

Reversed the spell becomes **Armor Of Darkness**, enveloping the warded creature in a shroud of shadows. The shroud can, if the caster desires, conceal the wearer's features. In any case, it grants the recipient a +3 bonus to Armor Class plus an additional +1 for every four caster levels (maximum bonus +8). The subject can see through the armor as if it did not exist and is also afforded **Dark Sight** with a range of 60 feet. Finally, the subject gains a +2 bonus on saving throws against any holy, good, or light spells or effects. Undead creatures that are subjects of **Armor Of Darkness** also gain +4 turn resistance.

Arrest Magic

Magic-user 6

Range: 60 feet

Duration: Minutes per level of the caster

This spell stops all magic from occurring within a 40 foot sphere or smaller centered on the focal point of the spell. Any magic cast is disrupted and the spell lost. Inscribed and permanent magic will function normally after the spell has run out.

Arrow of Quelling

Cleric 3, Magic-user 4

Range: Touch

Duration: 10 minute or until discharged

A transmutation of a single projectile, (arrow, bolt or sling bullet) so that it gains a +1 bonus on attack and damage rolls. If the arrow hits a summoned creature when fired, provided the magic of the spell is still active, the creature must make a Type II save or be sent back to their place of origin.

Astral Leech

Cleric 5

Range: Touch

Duration: One full cycle of the moon.

The caster of this spell must sculpt a form and place within it an object intimate to the intended victim, such as the victim's hair. When cast, the spell will cause the victim to lose 1d4 factors from their Constitution score per day. The leech will gain the corresponding amount. Upon reduction to 0 Constitution, the victim will die and the leech will awaken with appearance and trait scores identical to those of the victim along with such memories as are associated

with the object from the victim used in the leech's formation. The leech will not have any class or profession abilities the victim possessed, nor any feelings or sense of will. The leech will obey the spellcaster completely and may be easily killed, having only 1 Hit Point.

Become Object

Cleric 4

Range: Touch

Duration: Hours per level of Cleric

This Spell allows the recipient to transform themselves into any inanimate object. Although unable to see, move or speak, the subject remains able to smell hear and feel their surroundings. Character Traits remain unchanged.

Befriend

Cleric 1

Range: 100' + 10' per level of Cleric

Duration: 1 minute per level of Cleric

The spell effects one individual or creature equal to the casters level or less, as if they had rolled a friendly, positive reaction roll. The victim will feel as though the caster is a friend.

The reverse spell, **Antagonize**, will affect the victim as if they had made a negative reaction roll, filling them with hatred for the caster and a strong desire to attack. A successful Saving Throw negates the spell.

Bind Familiar

Magic-user 1

Range: Touch

Duration: Permanent until dismissed or death of the host

This spell binds a spirit or numinous being into any vertebrate

animal of low intelligence the caster chooses. The spirit must first be contacted, usually via a **Contact Transcendent** spell and agree to the binding. While casting this spell on an unwilling being will still work, the being will not cooperate with the spell caster and will flee or suicide the host at the first opportunity.

Binding a familiar to a corporeal form creates a unique companion and servant. Doing so takes a full day and uses up materials costing at least 300gp. A character may have only one familiar at a time, and the familiar's loyalty to the master is handled exactly as with retainers (loyalty score). Contests of will between familiars and masters rarely arise, but in such a case the procedure outlined for magic swords is used.

The familiar will aid the Magic-user in learning new spells, spell research, magic item creation and so forth. The exact degree of help must be determined by the Referee as each familiar is different.

The spell also creates an empathic/telepathic link between the master and the familiar. The empathic link functions only if the familiar is within one mile of its master. Although some familiars may be able to communicate verbally with their master, telepathic communication is typically better in conveying meaning and intent.

Additionally, the empathic link allows the master to share the familiar's senses as long as the master concentrates on doing so. When concentrating, the master shares the familiar's five senses (sight, hearing, smell, taste, and touch). Thus, for

example, the master can see through the familiar's eyes. If a familiar has an enhanced sense, like superior hearing, the master gains the benefit of the enhanced sense as well, but only as to what the familiar can sense. In other words, an owl familiar does not grant its master the special ability of superior hearing, the master simply shares and listens through the owl when concentrating on doing so. Sharing the familiar's senses is a somewhat alien process, as a familiar does not always sense in the same way a person does. Some familiars may have a deficiency in one sense, or lack certain body parts, such as ears, that are normally associated with a sense.

The empathic link also allows the master to cast a spell on a familiar that normally can only be cast on the caster alone, without having to touch the familiar (range is up to one mile). At the master's option, the master may cast any spell on themselves and it will also affect a familiar (such as shield). If the spell has a duration other than instantaneous, the spell stops affecting the familiar if it moves farther than one mile away. The spell's effect will not be restored even if the familiar returns to the master before the duration would otherwise have ended. The master and familiar can share spells in this way, even if the spells normally would not affect creatures of the familiar's type.

Familiars do not involve themselves in combat. A familiar may fight if its master faces a life-and-death situation. Combat statistics will be identical, or perhaps a little better, than the usual for the animal form.

Strength will also be determined by the animal form but other Character Traits are determined as normal with 3d6.

If a familiar dies, or the master chooses to dismiss it, the master loses a level. A master's experience point total can never go below zero as the result of a familiar's demise. A slain or dismissed familiar cannot be replaced for a year and a day. Slain familiars can be raised from the dead just as characters can be. If a familiar is raised from the dead, the caster will recover the experience points lost as a result of the familiar's death.

Bless*

Cleric 2

Range: 50' radius

Duration: 6 Minutes

This spell gives the caster and any allies within a 50' radius of the caster, a bonus of +1 on attack rolls, morale throws (for monsters or NPCs allied with the caster), and saving throws against magical **Fear**.

The reverse of **Bless** is called **Bane**. It fills the caster's enemies (within a 50' radius) with fear and doubt, causing each affected creature to suffer a -1 penalty on attack rolls, morale throws, and saving throws against magical **Fear**.

Blind

Cleric 3

Range: Touch

Duration: Permanent

This Spell causes permanent loss of sight, but requires a successful touch (hit) on the victim.

Boost

Magic-user 2

Range: Touch

Duration: 20 minutes per caster level plus 1d6

The "edge" - readiness, reaction and reflex - of the recipient are significantly enhanced by this spell, and any effects of fatigue are removed. They also receive a +2 to Type IV, V, and VI Saving Throws and they automatically win a first strike initiative against any opponents in combat regardless of Morale Condition or initiative rolls, unless such opponents are also operating under this spell cast at a higher level.

Brains Increase

Magic-user 5

Range: Touch

Duration: 60 minutes

Effectively, but temporarily, raises the Intelligence Trait score of the recipient by 1d6 points, while allowing them to concentrate with 100% efficiency even when wounded. The spell also provides a corresponding bonus to Type III, and Type VI Saving Throws.

Burning Bright

Magic-user 6

Range: 20 foot radius around caster

Duration: Minutes equal to levels of caster

This spell creates a sphere of bright radiation that will cause severe radiation burns to any creature within a 20 foot radius around the caster (caster excluded). Any creature or character exposed to the effect of the spell will take an immediate 2d6 points of damage and if within the area for more than 1 minute will be-

come debilitated after 3 minutes and die in 1 minute more from the effects of severe radiation poisoning, unless given magical healing. Any creature that is negatively affected by light suffers a -3 to any Saving Throws they may attempt. Any creature that makes a successful Throw to avoid this spell must make a second successful Throw or suffer 1d6 points of damage 24 hours after being exposed to the radiation.

Canine's Scent

Cleric 1, Magic-user 2

Range: Touch

Duration: 1 min. per level

The subjects' nose becomes as sensitive to smells as that of a bloodhound. The spell grants a +4 to any Throw made to check if a scent has been detected or +2 bonus on checks to identify a familiar or semi-familiar scent.

Cataclysm

(FW)

Magic-user 6

Range: 10' per level

Duration: Permanent

For a distance of 120 feet, the earth splits open 10 feet wide creating a chasm several hundred feet deep. Enemies standing on the ground when the chasm opens will tumble in, with many a curse. Then, (this is the good part) the earth closes up, swallowing them entirely. Best of all, there is no sign of anything happening. As one player said (about something else) "It kills you and digs your grave for you!" Bad guys that are not caught by this must make a successful Morale Throw or run away in abject terror. Note: attempts

to use below ground are at your own risk.

Change Colors

Magic-user 1

Range: Touch

Duration: Hours per level of caster

This spell will change the color of anything to any color the caster chooses, up to a cubic foot area of 400.

Change Weight

Cleric 3

Range: Touch

Duration: 10 Minutes per level of the Cleric

This Spell physically changes the gravitational density of any person or object the Cleric wishes so that they can become a different weight. Heaviness can only be increased up to the base weight times the level of the Cleric but lightness can be increased to less than that of air. A frequent application of this Spell is to keep oneself afloat in water.

Charm Monster

Magic-User 4

Range: 30'

Duration: Permanent until dispelled or a successful save is made

This spell functions like **Charm Person**, except it affects up to 3d6 hit dice of creatures of 3 or fewer hit dice, and the effect is not restricted by creature type or size, except that undead remain unaffected. A Saving Throw to shake off the spell affect can be made once per hour. If the spell is cast on but a single victim, they must make their save at -2.

Charm Person

Magic-User 1

Range: 120'

Duration: Permanent until dispelled or a successful save is made.

Charm Person affects a single living (not undead) humanoid of 3 Hit Dice or less within 30' of the Focal Point, rendering them under the complete control of the caster. Four HD and greater may attempt one Type VI Saving Throw per hour to break the charm. The victims' mind is fogged and consumed with the thought of obedience to the master. The victim will seek only to please their master, regardless of the circumstances. Commands will be obeyed fully and obsessively, even to the extent of attacking former allies and friends. The hold the caster possesses on the victim is total and unshakeable. The caster must speak the target's language to communicate any commands, or else be good at pantomiming.

Circle of Protection

Cleric 4, Magic-User 3

Range: Touch

Duration: 12 Minutes

This spell creates an area of protection with a 12' radius, having three major effects:

First, anyone fully within the circle gains a +1 bonus on saves and subtracts 1 from attack rolls made by opponents of malicious intent or nature.

Second, the spell blocks all attacks through the circle from any conjured creature (regardless of intent). This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such at-

tacks require touching the barrier. The protection against contact by summoned creatures ends if anyone inside the circle makes an attack against the creature or tries to force contact between the barrier and the warded creature.

Third, the spell deflects all ranged magical attacks such as **Lightning Bolt**, **Fireball**, **Death Spell** and the like.

All within the radius receive the protection; those who leave and then reenter, or who enter after the spell is cast, receive the protection also. It does not protect from illusions or phantasmal attacks.

Clone

Magic-user 6

Range: Touch

Duration: Permanent

This creates an exact physical duplicate in age and appearance of any living thing from any kind of sample taken from the original. The clone will have no knowledge or memory from the original however. Clones of adult intelligent characters thus created will be mentally infantile, but can be taught to speak and function as adults in about a year's time.

Clairaudience

Magic-User 3

Duration: 6 Minutes

Range: 60'

The spell allows the caster to clearly hear any sound being made beyond walls, doors, or any surface less than 20' thick. Certain metals, such as lead or iron, may be impossible to penetrate with this spell.

Clairvoyance (x-ray vision)

Magic-User 3

Duration: 6 minutes

Range: 60'

The spell allows the caster to visualize what lies beyond walls, doors, or any surface less than 20' thick. The spell will not penetrate lead or iron.

Clot*

Cleric 5

Duration: Minutes per level of the Cleric

Range: Touch (level 8 or higher priest can use this spell at a distance of up to 80')

This spell staunches all bleeding, internal or external.

Reversed, **Hemophilia** will cause a creature to bleed uncontrollably from the mouth, ears and nose at the rate of 1/10 their total blood supply per minute. If loss exceeds 50% of total, the victim will pass out, and die if blood loss continues one more minute. This spell may also be blessed upon weapons, whereupon any wounds made with the weapon will not heal without a magical or miraculous intervention. If such a wound is bleeding, the victim will bleed to death.

Cloudkill

Magic-User 5

Duration: 6 Minutes/Level

Range: 10'

This spell creates a 9' x 9' x 18' cloud of poison gas which moves at a rate of 60' per Minute under the control of the caster (so long as they concentrate on it). The gas kills outright any creatures of 5 or fewer hit dice or Levels it comes in contact

with; creatures having 6 or more hit dice or Levels must succeed on a Type II Saving Throw or die. The cloud persists for the entire duration even if the caster ceases to concentrate upon it. An uncontrolled cloud will sink to the lowest area possible.

Cold

Magic-user 4

Range: 120 feet

Duration: Minutes per level of caster

This spell draws out up to 10 degrees Celsius per minute from any or all object(s) the caster directs within a 20 foot square area. The caster may stop the heat loss at any point and hold the temperature steady for the duration of the spell.

Combat Increase

Magic-user 5

Range: Touch

Duration: 12 Hours

The recipient of this spell receives +3 to hit and damage rolls for 12 hours.

Command Rope

Magic-user 1

Range: 21 feet

Duration: Minutes per level of caster

Animate any rope so that it will move as instructed by the caster. The force exerted by the rope is equal to that of a Strength Trait of 9. Any creature attempting to hit or catch the rope must make a Type IV Saving Throw, modified by the difference between it and the casters Dexterity Trait and the characters Dexterity. For example, if the caster is 2 Trait factors "quicker," then the throw is at -2 for the catching character. Conversely, if the catching character

is 1 point quicker than the caster, the throw would be +1 for the character.

Commotion

Magic-user 1

Range: 80 feet

Duration: 20 minutes

The spell fills a stationary, area having a diameter of 20 feet with disorienting noise. Only those within the area can hear the noise and must make any Saving Throws or attack rolls at -2 within the area of effect for the first 10 minutes, and, unless a Saving Throw is successful, at -4 for the next ten. Deaf creatures are unaffected.

Commune

Cleric 5

Range: Personal

Duration: Special

The Cleric spell puts the caster in contact with the cleric's patron deity or an otherworldly servant thereof, who will answer one question. The being contacted will not be omniscient unless the Referee has determined otherwise, and though the being is technically allied with the caster, it may still not answer questions clearly or completely. The spell may only be cast once a week and four times in a year.

Conceal Magic

Magic-user 5

Range: 30 feet

Duration: Hours per level of caster

Hides magic effects so that they are invisible from normal sight and from **Detect Magic** or similar spells, provided the detection spells were cast by a spell caster of lesser levels than the **Conceal Magic** caster.

Concealment

Magic-user 2

Range: 30 feet

Duration: Days per level of caster – augmentation makes it permanent

Causes whatever it is cast on to blend in to the background so well as to be unnoticeable unless touched or smelled or if the searcher makes a Type VI Saving Throw at -1 per level of the spell caster.

Confusion

Magic-User 4

Range: 120'

Duration: 12 Minutes

This spell causes up to 2d6 living creatures within a 30' area to become confused, beginning 2d6 minus caster Level minutes after the spell is cast (a result of zero or less means it takes effect immediately). Confused creatures will either wander around aimlessly in utter bewilderment (1-4 on a d6) or attack any allies they may be near. They cannot comprehend orders or directions. They will not attack the caster or allies of the caster. Creatures of 7 or more HD may make a Type VI Saving Throw each minute to shake off the effects.

Conjured Elemental

Magic-User 5

Range: 240'

Duration: Special

This spell calls into existence a being made of the pure essence of one of the four elements. The forms elementals take varies greatly but is often tied to the spell caster in that a given conjuror will usually conjure elementals of consistent appearance.

The conjuror has complete control over the elemental but must concentrate on it to affect the control. If the conjuror is wounded, killed or otherwise distracted the elemental will break free of control and attack the conjuror, if still alive, or the nearest target. A rogue elemental will continue to attack until killed. All elementals have a random Fighting Capability of 6-16 Hit Dice (2d6+4). Elementals never fire and are never affected by Morale. At most one elemental of each type may be summoned by the caster in a given day.

Water – Move 60'. Water elementals can only be conjured on or in water or ice. Loss of contact with water will cause the elemental to lose 4 HP's per minute.

Fire – Move 120'. Fire elementals can only be brought forth in fire. They must remain in contact with combustible materials or lose 4 HP's per minute. They cannot cross water. Anything a fire elemental touches is affected as if hit by a **Fireball** spell.

Earth – Move 60'. Earth elementals can only be brought forth in the presence of soil or stone. While in contact with soil or stone, earth elementals are able to regenerate 4 HP's a minute. Loss of contact causes loss of further regenerative ability.

Air – Move 240'. Air elementals can only be brought forth in gasses in free environments. They cannot be summoned where they are surrounded by earth (caverns, indoors) or water. They may travel anywhere except into water or into confined spaces. Air elementals cause

damage through sudden gusts of wind which lift and shove its target or blows objects into the target. Confinement of any sort causes the loss of 4 HP's per minute.

Conjury

Cleric 2 (see below)

Range: 60 feet

Duration: see below

Conjury involves calling spirit entities out of the netherworld. Conjurors pour out blood for strange rituals to call forth (summon) ghosts and spirit amalgams such as casurua, and loa, into material manifestations, forge pacts with them, question them, or bind and control them.

Some fear conjury and those priests who practice it, others venerate the wise and powerful keepers of the arcane knowledge of the dead. The conjuring of spirits (ghosts, casurua, etc.) is effected through ritual. All ritual has three elements – **liquid** (usually blood or water), **solids** (eye of newt, bone dust, needles, incense, gems, etc.), and **chants**. In addition many rituals also require heat or light or have a particular time frame and/or place in which they must be performed. Cauldrons, altars, trenches, and wards are often also employed. The exact components and methods will be determined by the outcome desired. Rituals must have at least one of several different goals. These are:

Exorcism – the attempt to banish a spirit entity back to the netherworld or somewhere else of the conjurors choosing.

Invocation – calls forth spirit entities to a particular place. Simply invok-

ing a spirit does not give the conjuror any control over it. The effect lasts for the number of minutes equal to the conjuror's level. Higher level priests can attempt to control the entity in one of two ways:

Binding - Requires level 5 Priest - forces an invoked entity to obey the conjurer. The effect will last until the entity is exorcised or until some component of the ritual is broken or destroyed. Binding requires a successful Type VI Saving Throw on the part of the conjuror, modified by the difference in Levels/HD, positive or negative, between the conjuror and the entity.

Implantation - Requires level 9 Priest - these rituals keep entities confined to a container of some sort or within an object (like a sword or an oil lamp) which then allows the user to be in direct contact with that power, creating a range of possible benefits. The effect is permanent until the being is exorcised or the container is broken. It is possible for the "container" to be a living being. It is also possible to create many forms of undead by implanting a spirit in a corpse. Further, a conjuror may deliberately create powerful and obedient casurua by implanting multiple spirits within a single container filled with a specially prepared liquid (Casurua can outgrow these containers in time, however, causing the container to explode! This may take weeks or millennium, depending on the Casurua). A trapped Casurua may offer to trade several services (wishes, possibly) to anyone who will break the container.

Luck and Protection - rituals that cause entities to add a bonus to protection from particular kinds of harm

or provide bonuses for particular kinds of activities (like a "guardian angel"). Only one entity can serve a character in this manner at a time.

Performing rituals is often dangerous for the conjurer. The Priest must gage the power of the entity they are summoning, the type of ritual intended, and their own ability to master the situation. Provided a ritual is performed properly, entities who's Hit Dice are less than the level of the conjurer will automatically be compelled by the ritual. Those who's Hit Dice are equal to or greater than the conjuring Priest have a 10% chance per level of difference of not being compelled by the ritual. Therefore an entity whose Hit dice is 5 levels greater than the level of the Priest, has a 50% chance of ignoring the ritual. The conjurer will not necessarily know the Hit Dice of the entity, nor why a ritual may have failed.

Conjurers who have conjured an entity and unsuccessfully attempted to bind or imprison it, will be attacked by the entity. Conjurers who are standing inside a ward (usually a pentagram drawn with bone chalk or made of blood dust or iron filings) may be protected. The ward under attack must successfully save as if it were AC 2 (i.e. plate and shield equivalent) or be broken. Conjured entities cannot return to their place of origin until the conjuror ends the ritual or is killed.

Contact Transcendent

Magic-User 5

Range: Personal

Duration: Special

Magic-users may attempt to question an otherworldly being in a higher plane (the Referee) for advise or secret knowledge, much like the Clerics **Commune** spell, except no personal deity is involved, making it somewhat risky. One question may be asked per caster Level. Magic-users may have difficulty finding beings who can answer questions accurately. Higher Hit Dice beings are more likely to supply accurate answers, but are also more likely to weaken the mind of Magic-user in the process, as shown on the table below:

Hit Dice of Contacted Being	Chance of Accurate Answer	Chance of Magical Exhaustion
1	8%	0%
2	12%	0%
3	17%	0%
4	24%	10%
5	35%	20%
6	45%	30%
7	56%	40%
8	68%	50%
9	81%	60%
10+	95%	70%

The chance of Magical Exhaustion is checked only once per casting of the spell, not per question. Further this chance decreases by 5% per caster level above 10th, such that a 20th Level Magic-user (-50%) would have only a 10% chance of exhaustion from communing with a 9 Hit Dice otherworldly being, and no chance at all from an 8 HD or lesser being. Magical Exhaustion lasts for the

number of weeks equaling the Hit Die being contacted, and prevents the Magic-user from practicing any magic during that time.

Continual Light/Dark*

Cleric 3, Magic-User 2

Range: 240'

Duration: 24 hours (permanent if repeated)

Similar to the **Light** spell, but longer lasting and with the added ability to be focused on any object, or shaped to cover a lesser area as desired by the caster. The Magic-user version creates a light equal to torch-light which illuminates a 30' radius around the target location or object. The Cleric spell can be made as bright as full daylight if the Cleric desires. If not cast on an object, the effect surrounds the caster like a halo. It will stay with the caster or upon the object on which it is cast and thus can be carried about. This spell can be used to blind a creature if cast on its visual organs. Creatures targeted by this spell are allowed a Type I Saving Throw; if the save is made, the spell is cast into the air just behind the target creature. A penalty of -4 is applied to the blinded creature's attack rolls if the saving throw fails.

The reversed spell, **Continual Darkness**, causes complete absence of light in the area of effect, overpowering normal light sources.

Control Gasses

Magic-user 4

Range: 10 feet per caster level

Duration: Minutes per level of caster

The caster gains complete control of all gasses – including sentient

creatures in gaseous forms - within 10' per level of the Spell caster, and is able to direct their shape and location.

Create Food

Cleric 5

Range: 10'

Duration: Permanent

The food that this spell creates is simple fare of the caster's choice, highly nourishing, but rather bland, but sufficient to feed 12 persons and their mounts for one day. The amount may be doubled for every Level beyond 8th. Food so created decays and becomes inedible within 24 hours.

Create Holy Spring

Cleric 5

Range: Touch

Duration: Permanent

Allows the Priest to create a small but steady spring of water producing 2 gallons per minute. The spring may be made anywhere, but must not be within 10 miles of any other Miracle springs, and must spring from the natural earth or stones. The water is perfectly potable, but will also restore 2 Hit Points per day if drunk or bathed in.

Create Precipitation

Cleric 3, Magic-user 4

Range: 400 feet

Duration: Hours equal to caster level

A lesser form of **Create Weather**, will cause a steady precipitations of rain, snow or sleet, depending on the ambient temperature. This spell will function both indoors and out for a distance anywhere from 2 to 400 feet. The precipitation is sta-

tionary, but will move if cast on a moving object, (such as a person). Augmentation can increase the amount of rain falling to a torrential downpour or blizzard. In any case, unprotected objects in will quickly become soaking wet or covered with snow. If the surface the snow falls on is freezing or less in temperature, accumulation will be one inch per minute.

Create Water

Cleric 4

Range: 20'

Duration: Permanent

This spell creates 100 gallons of water; enough to supply a dozen men and horses for a day. The amount may be doubled for every Level beyond 8th. Note that the water can be cast into one or more vessels if available. The water created by this spell is just like clean rain water. Note: Water weighs about 8 pounds per gallon, and one cubic foot of water is roughly 8 gallons.

Create Weather

Cleric 5, Magic-user 6

Range: 100'

Duration: 10 Minutes

Allows the caster to create any localized form of weather desired. The size of the weather phenomenon cannot exceed a square of 30' per side, unless Augmented. The effect can be moved slowly - 15' per Round - if the caster concentrates on doing so. Concentration does not have to be maintained otherwise. If the caster is within the area of effect of the spell, the caster will be affected by it. The impact of the weather effects created must be determined by the

Referee, but should not exceed natural conditions.

Cure Blindness*

Cleric 3

Range: Touch

Duration: Permanent

This spell will cure blindness caused by anything. The reverse, **Blind**, causes the recipient to have a total loss of sight.

Cure Deafness*

Cleric 3

Range: Touch

Duration: Permanent

Casting this spell allows any living being who cannot hear due to physical or mental defects to hear normally. The reverse, **Deafen**, causes the recipient to have a total loss of hearing.

Cure Diseases*

Cleric 3

Range: Touch

Duration: 1 Minute

Cure disease cures all normal diseases that the subject is suffering from. The spell also kills parasites afflicting the target creature. Diseases of magical origin will not be countered by this spell. Note: This spell does not prevent re-infection after a new exposure to the same disease. The reverse will **Cause Disease** of any type desired.

Cure Light Wounds*

Cleric 1

Range: 20'

Duration: 1 Minute

Once per day, the caster heals 1d6+1 hit points of damage; all points being restored at the end of a full

minute (Melee Turn).

The reverse of this spell, **Inflict Grippe**, causes the immediate onset of the disease. The victim will feel instantly unwell, suffering a -3 to their Strength Trait. Non-Player Characters require a Morale or Loyalty check, penalty applied, and, if failed, will leave at first opportunity to find a place to bedrest. Unless cured, Grippe lasts 2-10 days and requires 1-3 weeks of recovery; 2% of cases are fatal.

Undead are affected by this spell, and its reverse in opposite fashion; they are injured by **Cure Light Wounds** and healed by the reverse.

Cure Serious Wounds*

Cleric 4

Range: Touch

Duration: 1 Minute

A spell akin to **Cure Light Wounds**, save that it heals 2d6 points of damage, plus 1 point per caster Level. It may be used only once per day. The reverse form of this spell, **Inflict Advanced Grippe**, causes the immediate onset of severe flu-like symptoms. The victim will feel instantly unwell, suffering a -9 to their Strength Trait. Non-Player Characters require a Morale or Loyalty check, penalty applied, and, if failed, will leave at first opportunity to find a place to bedrest. Unless cured, Grippe last 2-10 days and requires 1-3 weeks of recovery; 2% of cases are fatal.

Dark Sight

Cleric 1, Magic-User 1

Duration: 1 day

Range: Touch

The recipient will see as well

as if it were broad daylight in any amount of natural darkness, including complete absence of light. The spell does not work in magical or supernatural darkness.

Daze Animal

Cleric 1

Range: 25 ft. + 5 ft per 2 levels

Duration: 1 minute

This enchantment clouds the mind of all animals with 4 or fewer Hit Dice in the area of effect so that they take no actions. Animals of 5 or more HD are not affected. A dazed subject is not stunned, so attacks against them gain no special advantages.

Death Strike

Magic-User 6

Range: 240'

Duration: Special

This spell will suffocate 1d12 +4 creatures in a 60' x 60' area centered wherever the caster wishes within the range limit. Only creatures of fewer than 7 Hit Dice will be affected. Creatures of 8 or more hit dice or Levels are immune to the spell, as are undead monsters, golems, and any other "creatures" that do not breathe.

Debtor's Recall

Magic-user 6

Range: 25 ft. + 5 ft. per 2 levels

Duration: Until debt is repaid or until discharged

Debtor's Recall places a magical command on a creature that has entered into mutually-agreed-upon debt with the caster. At the time this spell is cast, a time frame for the debt's repayment is placed on the

subject and a magical contract appears, requiring signatures of both parties. If the debt in question is not repaid within this time frame, the caster can immediately identify the location of the subject and transport them to the caster's current location. This effect takes the subject and all their personal possessions and places them in **Suspended Life** until the caster releases them. The caster may decide to take another item in exchange for the debt, but the stasis is permanent until the debt is paid or the caster frees the debtor. Only a **wish** spell can eliminate **Debtor's Recall**.

Decay

Cleric 5, Magic-user 5

Range: 60 feet

Duration: Permanent until countered

This spell stops cell growth and prevents all natural healing. When cast against an injured being, they will continue to lose 2 Hit Points per 10 minutes. If cast on the uninjured, they will lose 1 Hit Point per day until dead. Only a more powerful spell caster than the one who caused the spell is able to counter it. It has no effect on spirit (numinous) or undead beings.

Defile

Cleric 5

Range: 25 ft. + 5 ft per 2 levels

Duration: 1 min. per level

A white (lawful) or black (chaotic) light washes over the targeted creature causing a negative effect on their spell casting. The spell causes the targeted creature, if the opposite Alignment of the caster, to have an effective caster level of one

lower. This spell does not affect the number of spells the targeted creature receives; it only lowers the effective caster level by one. For example, a Chaotic Cleric of 9th level who succumbs to the effects of a **Defile** would have the number of spells of a 9th level Cleric but have an effective caster level of 8 for the purposes of duration and spell effect.

Detect and Open Secret Doors

Magic-user 3

Range: None

Duration: Instantaneous

This spell causes all secret doors in a 30 foot radius of the caster to unlatch and spring open.

Detect/Conceal Evil*

Cleric 1, Magic-User 2

Range: Magic-User 60'; Cleric 120'

Duration: 2 Minutes

This spell allows the caster to detect evil thought or intent within 20' of the focal point of the spell, plus an additional 10 feet per tier above Veteran. Specifically, the caster can detect evil intentions, magic items with evil enchantments, and possibly otherworldly creatures of evil nature. Alignment is not detected, nor is it especially relevant. Normal characters, even "bad" characters, cannot be detected by this spell, unless they intend to do evil to the spell caster or their allies. The caster simply becomes aware of the creatures or objects with "evil" purpose after casting the spell. Note that items such as ordinary traps or poisons are not "evil," and thus not detectable by this spell.

Reversed, this spell becomes **Conceal Evil**, which masks malicious

thoughts and intentions in the same manner, including blocking **Detect Evil**, as these spells cancel each other.

Detect The Invisible

Magic-User 2

Range: 20' + caster level

Duration: 12 Minutes

By means of this spell the caster is able to see both naturally and magically invisible characters, creatures or objects within the given range; seeing them clearly as if normally visible.

Detect Living

Magic-User 2

Range: Touch

Duration: 12 Minutes

When cast, the caster or the single person touched by the caster, becomes aware of the presence of all humanoid, animal, insect, and so forth, creatures within 100 feet for the duration of the spell.

Detect Magic

Cleric 1, Magic-User 1

Range: 60'

Duration: 12 Minutes

The caster of this spell is able to reveal and recognize enchanted or enspelled objects or creatures within 10 feet of the focal point of the spell. If the caster, or any person or object, are the focal point, the spell will travel with them as they move about, thus allowing a large area to be searched. The precise location of invisible creatures or objects is not detected by this spell, but the magic will be detected to be within a ten foot square. If the caster, or any person or object, are the focal point, the spell will travel with them as they move

about, thus allowing a large area to be searched.

Detect Poison

Cleric 1

Range: 20'

Duration: 12 Minutes

The spell allows the cleric to detect the presence of poison.

Detect Souls

Cleric 1

Range: 20' + caster level

Duration: 12 Minutes

By means of this spell the cleric is able to sense the exact location of all intelligent beings present, both living and dead, including any ghosts or spirits. The cleric will know if they are dead or alive, and their general type.

Dexterity*

Cleric 1

Range: Touch

Duration: 6 Minutes

This Spell causes an increase in the subject's Dexterity Trait by 1d6 points.

Reversed, **Clumsiness** causes a reduction in the victim's Dexterity Trait by 1d6 points.

Dimension Door

Magic-User 4

Range: 10'

Duration: Instantaneous

The caster of this spell instantly transfers themselves, or any single target creature within range, to any spot within 120' radius. The caster or target creature always arrives at exactly the spot desired, whether the caster visualizes the area or states direction and distance. Anything

worn or carried by the caster or target creature will be transported also, including another character or creature if the transportee can lift it.

Disarm

Cleric 3, Magic-user 3

Range: 25 ft. + 5 ft per 2 levels

Duration: 1 minute per level

The caster is able to summon a magical or spiritual force that actively attempts to disarm the target. Each round, for the duration of the spell, the target must make a successful Type III saving throw or their weapon will be flung from their grip. Only one target can be disarmed unless the spell is augmented.

Disguise

Magic-user 3

Range: 30 feet

Duration: Hours per level of caster

Any one object or person within range of the spell can be made to appear to be any thing, character or creature, the spell caster wishes. The effect only changes the appearance, not the actual substance.

Disintegrate

Magic-User 6

Range: 60'

Duration: Instantaneous

This spell causes any single creature or object or cube section of a large solid object 10' per side, to entirely disintegrate, leaving behind only dust. A creature that makes a successful Type I Saving Throw is unaffected. The ray will target only one creature per casting, if that target saves, the spell affects a randomly chosen nearby object or creature.

Dissolve

Magic-User 5

Range: 60'

Duration: Instantaneous

This spell causes anything within an area of 1 cubic foot per level of the caster to melt into a pool of goo. When cast on living beings, the effect causes 1d6 points of damage per level for every 30 seconds the spell is in effect; half damage if a Type II Saving Throw is successful. Objects will also receive a saving throw using the following as guidelines:

Cloth: 15

Wood: 13

Metal: 9

Stone: 6

Dispel Evil

Cleric 5

Range: 30'

Duration: 1 Minute

Causes instant dismissal or retreat to a minimum distance of 3", of all spells, sendings or summonings of evil purpose and harmful intent.

Dispel Magic

Cleric 4, Magic-User 3

Range: 120'

Duration: Instantaneous (1 Round)

The caster can use dispel magic to end ongoing spells that have been cast on a creature or object, or to an area within 30' of the focal point of the spell. If a particular Dispel attempt fails, it may never again be attempted again by the same caster. Clerics casting this spell will be automatically effective on any

spell cast at a Level lower than theirs. They have a 75% chance of a successful Dispel cast at their own Level and 50% chance of dispelling magic cast at any Level higher than theirs. Magic-users are always able to dispel their own magic or magic of a Level below theirs, and like clerics have a 75% chance of a successful Dispel of magic cast at their own Level but, unlike clerics, every Level of magic above their own reduces their chances of a successful dispel by 5%. So, for example, a 5th Level Magic-user would have a 70% chance to dispel the enchantments of a 6th Level spell caster, a 65% chance to dispel the enchantments of a 7th Level spell caster, a 50% chance to dispel the enchantments of a 10th Level spell caster, and so on. The spell only temporarily affects (1 minute) objects which are inherently magical as part of their nature, such as magic items, potions and the like. Some spells cannot be ended by dispel magic; this specifically includes any curse, including those created by cursed items.

Displace Water

Magic-User 6

Range: 300'

Duration: 8 Minutes

This spell causes water or similar liquid to be pushed away from an area of 1200 square feet per caster level. The shape of the affected area can be determined by the caster as desired. For example, the effect can be used to create a path through rivers and lakes. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar

craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a **Slow** spell (the reverse of **Haste**); a Type VI Saving Throw is allowed, with success negating the effect. The spell has no effect on other creatures.

Dizziness

Cleric 2

Range: 30 feet

Duration: Minutes per level of the Cleric

Causes everyone the Cleric designates with a 15 foot radius to suddenly lose all sense of balance. The victims will fall to the ground, unable to stand for more than a second or walk except to lurch and tumble. Five points are automatically subtracted from the victims Combat Values and Saving Throws.

Duplicate

(FW)

Magic-user 6

Range: 60 feet

Duration: Permanent (see below)

Duplicate allows something (any solid, non-living object) to exist in more than one place at a time. A duplicate is a kind of shadow that will behave in every way like the original. If the duplicate becomes damaged or destroyed, the original is unharmed and remains in a sequestered magical state. The reverse is not true. Should the original be found and damaged, the duplicate will suffer likewise or cease to exist if the original is destroyed. **Dispel Magic** will have no effect if cast on the du-

plicate but will destroy the duplicate if the spell is cast on the original.

Earthquake

Magic-user 6

Range: Sight

Duration 1 Minute

Causes the ground to shake and split within a 300 yard area that must be within sight of the caster. There is a 1 in 6 chance per individual caught in the area that they might fall into a crack for 2d12 points of damage. Trees in the area have a 2 in 6 chance of falling, but structures such as buildings will have varying chances depending on the type of construction and ground conditions as determined by the Referee. Generally a 25% chance per story may be assigned to well made wood frame constructs, 10% chance per story for stone.

Elemental Earth Ball

Magic-user 3

Range: 400 ft. + 40 ft. per level

Duration: Instantaneous

An explosion of earth and stone fragments deals 1d6 points of slashing and bludgeoning damage per caster level (maximum 10d6) to every creature within a 20-ft.-radius spread. Objects in the area also take this damage. The explosion creates almost no pressure. Targeting is as with **Fireball** (to which this spell is related). The caster should specify the height at which the **Elemental Ball** is to burst. The spell begins as a small pebble flying from the casters fingers and expands to a 10 inch diameter ball. An early impact against an intervening object results in an early detonation. If an attempt is made to

cast the spell through a narrow passage, such as through an arrow slit, the caster must make a Type V Saving Throw successfully or else the bead strikes the barrier and explodes prematurely.

Extra Sensory Perception

Magic-User 2

Range: 60'

Duration: 6 Minutes

This spell permits the caster to read the minds and determine the identity of any target, living or dead, within range. Rock more than 2 feet thick or a thin coating of lead or iron will block the spell. The caster must designate a direction, and then concentrate for a Minute. Each Minute the caster may choose to "listen" in a different direction. The caster may stop listening, then resume again later, so long as the duration has not expired. The target creature is not normally aware of being spied upon in this way.

Feeblemind

Magic-User 5

Range: 240'

Duration: Permanent until countered by **Dispel Magic**

Scrambles the mental capacities of spell casters (Magic-users) for whom the mind is developed as the key conduit of the magic, causing them to suffer a penalty of -4 on all Saving Throws against magic, and have difficulty concentrating so that any attempt to cast a spell, read a spell or do anything demanding clear and logical thought requires a Type VI Saving Throw at a -4 penalty. Victims will appear scatterbrained and idiotic. Clerics and all non spell

casters are unaffected by this spell.

Find Traps

Cleric 2

Range: 30'

Duration: 1 Minute

This spell permits the caster to detect a variety of traps, both mechanical and magical. When the caster moves within 30' of a trap, they will see it glow with a faint greenish-blue aura. The caster is not, however, able to detect certain natural hazards such as quicksand, a sinkhole, or unsafe walls of natural rock. The spell also does not bestow the caster with the knowledge needed to disarm the trap, nor any details about its type or nature.

Find Valuables

Magic-user 2

Range: Personal

Duration: 2 Minutes

Causes the caster to "see" in their minds eye the location of all objects of value of a type specified by the caster when casting, within a radius of 75 feet. Specifically, the caster must say "precious metals" or "gems" or "Jewelry" or "potions", etc., and only one type may be searched for per use of the spell. The spell will reveal both refined and raw items such as veins of gold hidden in the rock.

Fireball

Magic-User 3

Range: 100% accurate within 50 feet, decreasing by 1% for every foot further.

Duration: Instantaneous

This spell causes a small sphere to appear in the hand of the

caster, which glows about as brightly as a candle. If thrown, the sphere will grow brighter and expand in size to a 2' diameter ball. Upon contact with a firm object, the sphere will detonate with a whoosh of flame and heat in 20' radius or less as desired by the caster. Any creature caught in the blast will be burned to destruction unless a successful Type VI Saving Throw is made, allowing an escape from damage. The explosion creates almost no pressure, but does set fire to combustibles and causes heat damage to objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. In a confined space a Fireball will elongate accordingly.

Fish's Fins

Magic-user 2 Cleric 2

Range: Touch

Duration: 1 min. per level

Subjects are able to swim with twice the speed and efficiency of their normal swimming ability.

Flame Whip

Magic-user 2

Range: Personal

Duration: 1 Minute per level

Causes a whip like tendril of fire, 30 feet long, to arise in the casters hand and extend toward the target. The flame whip will not be affected by gravity (won't fall) but may otherwise be moved and snapped like a normal whip, thus requiring a normal chance to hit roll when directed at a target. The whip does 1d4 of damage to whatever it strikes and can set fire to combustible objects.

Flesh Death

Magic-user 5

Range: Touch

Duration: 1 Minute

Causes severe damage to all flesh within one foot of the area touched by bursting the cell walls. The affected area is dead and will begin to rot unless magically healed.

Flesh to Stone

Magic-User 6

Range: 120'

Duration: Permanent

This spell causes the subject, along with all its carried gear, to turn into a mindless, inert statue. A Type IV Saving Throw is allowed to resist the spell. If the statue resulting from this spell is broken or damaged, the subject (if ever returned to its original state) suffers equivalent damage or deformities. Only creatures made of flesh are affected by this spell.

Casting a second, **Flesh To Stone**, chanted backwards, restores any creature to just as it was prior to being petrified by the Flesh To Stone spell or similar petrification effects (such as a medusa's gaze). It does nothing if applied to stone that is not the result of a similar petrification effect.

Fly

Magic-User 3

Range: Touch

Duration: 1 Minute per level + 1d6 Minutes

The subject of this spell can fly at speeds of equal to their normal ground movement rate in YARDS. Flying under the effect of this spell requires only as much concentration as walking, so the subject can attack

or cast spells normally. The subject of a fly spell can neither charge nor run, nor carry aloft more than 60 lbs. of weight. Should the spell duration expire while the subject is still aloft, the magic fails slowly, and the subject floats downward 120' per minute for 1d10 minutes. A subject reaching the ground in that amount of time, will land safely. If not, the subject falls the rest of the distance, taking normal falling damage. Since dispelling a spell effectively ends it, the subject also descends in this way if the fly spell is dispelled.

Fog

Magic-user 2

Range 300 feet

Duration: Hours equal to caster level

Causes a thick fog to arise from the ground to a height of 30 feet. The fog takes 1 minute to fully form. Visibility is reduced to 8 feet. The outline of invisible persons and items will become noticeable up close.

Force Needles

Magic-user 3

Range: 100 ft. + 10 ft. per level

Duration: Instantaneous

The caster creates a flurry of darts made of force energy that deal 5d6 points of damage to a single target within range.

Force Touch

Magic-user 3

Range: Personal

Duration: See text

This spell temporarily transforms the caster's hand into a conduit of force energy that deals 3d6 points of damage upon the first successful unarmed attack against an opponent;

(if it is made before the end of the next round). The caster may choose to have this spell deal only non-lethal damage instead of lethal damage. Inanimate objects cannot be damaged by this spell.

Forceful Trip

Magic-user 4

Range: 25 feet + 5 feet per 2 caster Levels)

Duration: Instantaneous

This spell causes a great force to sweep across one targeted creature's lower section causing 1d6 points of force damage per caster level. Additionally, if the shove is not avoided, the targeted creature must make a Strength or Dexterity Saving Throw, minus the caster level, to avoid being tripped and falling recumbent (prone or supine at caster's choice).

Gaseous Form

Magic-user 6

Range: Touch

Duration: Minutes per level of caster

The spell caster is able to turn a target (usually themselves) into a cloud of gas. The cloud of gas is able to remain contiguous and move at the creature's normal movement rate. As a gas, the creature can penetrate anyplace that is gas permeable, but it will rapidly float to the surface of any liquid. All possessions held by an affected being become part of the cloud and are transported with it. The gaseous being is able to return to their normal form at will. The gas itself is made of the molecules of the object from which it arose. In no way does this spell allow the object to be transformed into a specific kind

of gas – like mustard gas, for instance. The gaseous form needs no food, water, or air, is immune to poison, and cannot be harmed by nonmagical weapons. Furthermore, each blow from a magical weapon inflicts only the magic damage ("pluses"), ignoring normal weapon damage (e.g., a sword +2 would inflict 2 points of damage per hit and no more).

The gaseous creature is affected normally by spells, provided the spell is of a sort that would affect a gas cloud.

Gash

Magic-user 5

Range: Touch

Duration: Minutes per level of caster

The victim of this spell will have deep rents open in their skin which will bleed profusely causing 1d6 points of damage per minute. For each minute the spell is active new gashes will appear. Bandaging can staunch the flow of blood.

Geas

Magic-User 6

Range: 30'

Duration: Special

Geas magically enslaves a creature to perform some service or to refrain from some action or course of activity, as desired by the caster. The target creature must be able to understand the caster for this spell to take effect. While a geas cannot compel suicide or suicidal acts, it can cause almost any other course of activity. A Type VI Saving Throw will allow an unwilling target to resist a geas when it is first cast. However, the target may choose to accept the geas,

typically as part of a bargain with the caster to perform some service. The geased creature must follow the given instructions until the geas is completed, no matter how long it takes, unless there is no way possible for the recipient to complete the task through their own actions. The spell then no longer remains in effect. A clever recipient can subvert some instructions. For every 24 hours that the subject chooses not to obey the geas (or is prevented from obeying it), they suffer a -2 loss to Strength and Constitution Traits. No Character Trait score can be reduced to less than 3 by this effect. The Trait score penalties are removed 24 hours after the subject resumes obeying the geas. A geas (and all effects thereof) can be ended by a **Remove Curses** spell, or by a **Wish**. **Dispel Magic** does not affect a geas.

Giant Leap

Magic-user 2

Range: Touch

Duration 10 Minutes

Normally, characters can jump a length of feet equal to their Movement Rate. **Giant Leap** allows a character to leap one yard for every Strength factor they possess.

Grow New Body Part

Cleric 4

Range: Touch

Duration: Permanent

This Spell allows the recipient to grow or re-grow any body part desired, including extra parts and parts normally belonging to other species, such as functional wings, tails, etc.

Grow/Shrink Animal

Magic-User 5

Range: 120'

Duration: 12 Minutes

This spell causes 1d6 mundane animals of any sort in the spell range to grow to giant varieties with commensurate Hit Dice, Armor Class, and combat abilities.

The corresponding form, **Shrink Animal**, may be used to render Giant sized creatures to their normal sized versions, with, as above, corresponding changes in combat characteristics.

Grow/Shrink Plant

Magic-User 4

Range: 120'

Duration: permanent

This spell causes normal vegetation (grasses, jagers, bushes, creepers, thistles, trees, vines, etc.) within range to become thick and overgrown. The dimensions of the growth are determined by the caster, but cannot exceed 300 sq. feet (a 10'x300' area or equivalent). The plants entwine to form a thicket or jungle that creatures must hack or force a way through. All movement within the affected area is reduced to no more than 5' per minute for less than giant sized creatures; giant sized creatures are reduced to half normal movement rate. The area must have brush and/or trees in it for this spell to take effect.

The opposite form, **Shrink Plants**, may be used to render overgrown areas passable. The area of effect is identical to the normal version. Growth of Plants and Shrink Plants are permanent until countered, either by the opposite form or by

Dispel Magic. This spell has no effect on animated plant creatures of any sort.

Hallucinatory Terrain

Magic-User 4

Range: 240'

Duration: Permanent until touched

This spell makes an area of up to 144 feet per side or diameter and anywhere within range to appear different, of whatever nature and with whatever features the caster imagines (i.e. field into forest, grassland into desert, or the like). The affected terrain looks, sounds, and smells like another sort of natural terrain. A Type VI Saving Throw is allowed to see through the illusion, but only if the creatures or characters affected actively attempt to do so. The hallucinatory terrain will disappear the moment it is touched.

Haste/Slow

Magic-User 3

Range: 240'

Duration: 3 Minutes

Haste accelerates the actions of up to 20 specific creatures within an area specified by the caster, but not to exceed 60'x120' maximum. Those affected move and act half again as quickly as normal, including having half again as many attacks per round, for the duration of the spell. Spells cast are not accelerated, nor is the use of magic items such as wands, which may still be used just once per round. Multiple haste or speed effects don't combine.

Slow causes affected creatures to move 50% slower and so forth, in exactly the opposite the effect of **Haste**. Creatures may attempt a

save vs. Type VI to avoid the effect. **Haste** and **Slow** counter and dispel each other.

Heat Wave/Cold Wave

Magic-user 3

Range: 10 ft.

Duration: 1 Minute

When **Heat Wave** is cast, a powerful burst of heat energy travels out to a 10-foot-radius distance from the caster in all directions (stopped only by physical barriers, such as stone floors, wooden ceilings, walls, etc.). All creatures within this affected area, except for the caster, take 1d6 points of fire damage per caster level (maximum 5d6). The heat wave will not affect inanimate objects or cause combustible materials to catch fire. The **Cold Wave** spell produces a freezing effect, but is otherwise identical.

Heavy

Magic-user 5

Range: 30 feet

Duration: Minutes per level of caster

This spell makes any object within range that the caster desires up to twice as heavy per level of the caster.

Hide Odor

Magic-user 1

Range: 30 feet

Duration: Hours per level of caster

This spell removes all odors whatsoever from a 25 foot radius around the Focal Point of the spell. If cast on a creature or character, the spell will travel with them as they move around. No smells can emanate from within the area of effect; however, those within the area can

detect odors coming from outside as normal. The area of effect of the spell can be reduced as desired by the caster to affect as little as the personal space of a single character.

Hold Monster

Magic-User 5

Range: 120'

Duration: 6 minutes + caster level

This spell functions like **Hold Person**, in that it freezes freedom of motion for the monsters, however it affects 1-12 living (not undead) creatures having 3 or fewer Hit Dice, 2-8 with 4-6 Hit Dice, 1-4 with 7-9 Hit Dice, and 1 with 10 or more Hit Dice, unless a successful Type VI Saving Throw is made.

Hold Person

Cleric 2, Magic-User 3

Range: Cleric - 180', Magic-user 120'

Duration: Cleric - 9 Minutes; Magic-user 2d6 Minutes + Level of caster minus level of victim

Up to four single humanoid mammals of 3 Hit Dice or less and of the same type generally affected by a **Charm Person** spell, are also vulnerable to this spell, provided they fail to successfully make a Type VI Saving Throw. The victim(s) are paralyzed. Though still able to breathe and carry on basic life functions, they cannot otherwise move. If the spell is cast on but a single victim, the save will be made at -2.

Hold Portal

Magic-User 1

Range: 10'

Duration: 2d6 + 1 Minute per level

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 negates it or a successful **Dispel Magic** spell can weaken a hold portal spell by reducing the time it will last by 1 minute for each level the caster is greater than the hold portal caster.

Illusion (Phantasmal Force)

Magic-User 2

Range: 240'

Duration: 6 Minutes (or longer provided the caster concentrates on maintaining the illusion)

This spell creates the visual illusion, perfect in three dimensions, of an object, creature or creatures, or force, as visualized by the caster, but no larger than 30' in any direction. The phantasm thus created will have the smell, sound and appearance of whatever the caster thinks of at the moment they trigger the spell. A successful save vs. Intelligence will allow victims to see the illusion for what it is. Anyone believing the illusion to be real can be damaged by it due to shock from apparent wounds. Damage is $1d6 + 1$ point per two levels of the caster above level 3, i.e. a level 5 caster would add 1 damage point, level 7 would add 2 damage points and so on.

Image Duplicates

Magic-user 3

Range: 60 feet

Duration: Minutes per level of caster

This spell creates multiple visual copies of any person or object – as many as desired within the range of the spell. The effect is mirror per-

fect, but any duplicate that is actually touched with any object will instantly disappear. The duplicates have no substance and will mimic exactly any movement made by the original.

Increase Constitution*

Cleric 4

Range: Touch

Duration: Minutes per level of caster

Causes a temporary increase in the Constitution Trait by $1d10$. The reverse causes an analogous **Decrease**.

Infest

Cleric 4

Range: Touch

Duration: Permanent

Causes a squirming, hungry hive of primordial larvae to manifest inside the victim, whom they will begin to eat from inside to out, for $1d10$ damage per 10 minute turn. The process may be slowed at the option of the caster.

Insect Plague

Cleric 5

Range: 480'

Duration: 1 day

This spell summons one vast swarm of insects filling a square of approximately 36 foot per side. The insect must be of a species known to the area, but is otherwise at the choice of the caster. Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned. Any creature of 3 HD or less will automatically rout. All others must check Morale at any penalty the Referee feels is appropriate.

Invigorate*

Cleric 3

Range: 70 feet

Duration: Minutes per level of Cleric

This spell causes up to 115 Hit Dice worth of beings in range to immediately recover in full from the effects of fatigue.

Reversed as **Tired**, the victims will immediately suffer the effects of fatigue. Indefatigable creatures such as undead are unaffected.

Invisibility

Magic-User 2

Range: touch

Duration: 12 Minutes + 1 Minute per level of the caster above 5

The creature or object touched becomes invisible, vanishing from sight, including Dark Sight. If the recipient is a creature carrying gear, that vanishes, too. If the spell is cast on someone else, neither the caster nor allies can see the subject, unless they can normally see invisible things or employ magic 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 carried by an invisible person extending more than 10 feet from them becomes visible. The spell does not affect sound, and certain other conditions can render the recipient detectable (such as stepping in a puddle). Attacks against invisible creatures begin with a percentile dice roll having only a 10% chance

(adjustable by circumstance) to land a blow. If this chance proves successful, a normal attack roll against the creature's Armor Class is made to determine if any damage can be applied. Initiating attacks of any sort while invisible abruptly ends the spell, providing the opportunity for the defender, if unsurprised, to defend normally.

Invisibility Sphere

Magic-User 3

Range: 240'

Duration: 12 Minutes + 1 Minute per level of the caster above 5.

This spell functions like invisibility, except that this spell confers invisibility upon all creatures within 10 feet of the Focal Point. The center of the effect is mobile with the recipient. Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible.

Invoke Stalker

Magic-User 6

Range: 10'

Duration: Special

The caster summons an **Invisible Stalker** to do their bidding:

Armor Class: 3

Hit Dice: 8

Attacks: 1 (1d6)

Move: 12"

Invisible Stalkers are faultless, silent trackers and indefatigable guardians. Their form is amorphous

and shifting. They will obey the spell caster flawlessly, but will attempt to use the literal meaning of any given command requiring long periods of service to subvert their duties. For example, a spell caster ordering an invisible stalker to guard her spell books may find both spellbooks and stalker have gone to a "safe" place of the stalkers' choosing. Further, the spell and the task itself must be written down in the language of the Magi. If the writing is destroyed, the spell will be broken. Otherwise, the spell persists indefinitely until the creature is slain, or the task is fulfilled.

Invulnerability

Magic-user 6

Range: Touch

Duration: 6 Turns plus 1d6

Range: Touch

Causes hits that inflict less than 50% of total Hit Points of the victim to have no effect, as if they are misses.

Invulnerability*

Cleric 4

Duration: 10 minutes per level of the caster

Range: Touch

This Spell reduces the number of Damage Points the recipient receives by half. Reversed, **Vulnerability** causes all damage received to be doubled.

Itch

Cleric 1

Range: 60 feet

Duration: Minutes per level of the caster

The victim of this spell will

suffer an unendurable itch that will move to a different part of the body the moment it is scratched, continuing to do so for the duration of the spell. A Type III Saving Throw is required every round the effect is active for anyone attempting to ignore the Itch. Failure means the character will attempt to scratch the itch, ignoring anything else that may be happening.

Knock

Magic-User 2

Range: 60'

Duration: Special

The knock spell opens stuck, barred, locked, **Held**, or **Wiz-locked** doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold shut something which can be opened). If used to open a **Wiz-locked** door, the spell does not remove the **Wiz-lock** but simply suspends its functioning for one turn. In all other cases, the door does not relock itself or become stuck again on its own. Knock will not raise a portcullis or operate any other similar mechanism, nor will it affect ropes, vines, and the like. Each spell can undo a single means of preventing access.

Know Direction

Magic-user 1

Range: Touch

Duration: 6 Turns plus 1d6

The caster can correctly discern North.

Lefthe

Cleric 5

Duration: Days per level of the Priest

Range: Touch

The recipient of this Spell will lose all memory of a time period chosen by the Cleric (but not more than one month per Cleric level). All experience and skill gained during the time forgotten will be lost until the memory is restored.

Levitate

Magic-User 2

Range: Personal

Duration: 6 Minutes + 1 Minute per level

Levitate allows the caster to move up and down as desired, at a rate of 60' per minute and for a distance of no more than 20' per Level of the caster, up to a maximum of 200'. The caster must concentrate and 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 normal land speed). A levitating caster that attacks with a weapon finds itself increasingly unstable; the first attack has a -1 attack penalty, the second -2, and so on, to a maximum penalty of -5. A full minute spent stabilizing allows the caster to begin again at -1. Unless Dispelled, the spell will end gradually, depositing the caster on the closest horizontal surface.

Light/Darkness*

Cleric 1, Magic-User 1

Range: 240'

Duration: 6 + level Minutes

This spell creates a light equal to torchlight but at twice the radius, illuminating 30 feet in all directions around the target location or object. The effect is immobile. It is not blocked by objects of any kind. The

Spell takes a full Minute to go into effect, gradually getting brighter. Conversely, in the final Minute of effect the light dims gradually.

Reversed, **Light** becomes **Darkness**, creating an area of darkness just as described above. This darkness blocks out Dark Sight and negates mundane light sources. Any non magical light source within this area will cease to produce light. Fires will continue to burn as normal except no light will come from them. A light spell may be cast to counter and dispel the darkness spell of an equal or lower level caster (and vice versa). Doing so causes both spells to instantly cease, restoring the existing ambient light level.

Lightning Bolt

Magic-User 3

Range: 240'

Duration: Instantaneous

This spell releases a powerful, deadly stroke of electrical energy into a target. The lightning bolt passes through an area 7 1/2 feet wide, arcing and jumping, so that, while it is not actually 7 1/2 feet wide, for game purposes treat it as if it is so. Anything directly in the path of the bolt will be instantly electrocuted (dead) with the force of a lightning bolt unless able to make a successful Type I Saving Throw. If a Saving Throw is made the victims are nevertheless stunned for 1d6 minutes. The spot of the lightning strike occurs at the place the caster is aiming, the lightning bolt extends exactly 60 feet back from the spot it strikes in a straight line toward the caster.

Therefore, any attempt to aim a lightning bolt at a distance of 60' or

less runs the risk of killing the caster themselves. Furthermore should any solid, non-conductive barrier be between the intended target and the caster, the barrier becomes the new striking point, and the "tail" of the lightning bolt will extend 60 feet as normal. For example, a Magic-user casts a lightning bolt at a target 100 feet away in a long corridor. However, a solid wall of clear glass only 30 feet down the corridor causes the bolt to strike at this non conductive surface. From this unfortunate strike point, the bolt will extend back toward the caster and 30 feet more behind them, potentially electrocuting all in its path. Should the tail end of the lightning not be able to extend its' full length of 60' due to some non-conductive barrier, the lightning will rebound, as many times as is necessary to reach full travel distance, each pass requiring a saving throw for any living being caught in the path of the rebounding bolt. Lightning can not be cast inside solid objects, and if cast underwater the entire 240' sphere of range becomes electrified, quite possibly killing the caster. 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.

Link

Magic-user 6

Range: Touch

Duration: Permanent

Creates a bond between two creatures whereby physical effects that happen to either one are shared equally by each. Therefore if one were to take 6 points of damage,

each character would get 3. This effect will take place regardless of how far apart the characters are. Death of one character will not sever the link and the remaining character will begin to rot to the point that they too will die in 3d6 days.

Locate Object

Cleric 3, Magic-User 1

Range: Cleric 90' + 10' per level;

Magic-user 60' + 20' per level above 3rd

Duration: 2 Minutes

This spell allows the caster to sense the direction of a single object who's dimensions, appearance, and nature are well known or clearly visualized by the caster. If there is more than one item of the type and more than one in range, the nearest one of its kind is located. The spell is blocked by even a thin sheet of lead or iron. Creatures cannot be found by this spell.

MageSpark

Magic-user 3

Range: Personal

Duration: 2 Minutes for every level of the caster

Creates a small spark about the size of a .45 caliber roundball that will travel up to 240 feet before dissipating. The number of sparks created equals the level of the spell caster. Each spark can be targeted separately, divided among targets or directed at a single target as desired. Each spark will automatically hit its target and do 1d6 points of damage. Armor slows the progression of a spark for a number of rounds equal to 7 minus the armor class number, i.e. Armor Class 5 takes two rounds

for the spark to penetrate. If armor or clothing is removed before the spark has penetrated, the target will not receive any damage. The spark cannot be pried out.

Magic Jar

Magic-User 5

Range: 100'

Duration: Special

By casting magic jar, the caster is able to replace the spirit of a victim with their own by first passing both through an intermediary receptacle known as the "magic jar", which can be any inanimate object - even a leaf or a rock - within spell range. The caster must first move their own spirit into the magic jar, leaving their own body lifeless. The caster may then attempt to take control of a nearby living creature within spell range, forcing its spirit into the magic jar. The caster's spirit may move back to the jar (thereby returning the trapped spirit to its body) and attempt to possess another body. The spell ends when the caster's spirit returns to the caster's own body, leaving the receptacle empty.

To cast the spell, the magic jar must be within spell range and the caster must know where it is, though the caster does not need to be able to see it. When the spirit is transferred upon casting, the caster's body is, as near as anyone can tell, dead, but does not undergo decay as a normal body would. Possession of a creature by means of this spell is blocked by **Protection From Evil** or a similar ward. The subject may make a Type VI Saving Throw to resist. Failure to take over the host leaves the caster's life force in the magic jar, and that

target creature is immune to further attempts for the duration of the spell.

If the caster is successful, the caster's spirit occupies the host body, and the host's life force is imprisoned in the magic jar. The caster retains their Intelligence, Wisdom, and Charisma Traits as well as Levels, class, attack bonus, Saving Throws, and mental abilities (including spellcasting ability). The body retains its Strength, Dexterity, Constitution, Hit Points, and natural abilities. A body with extra limbs does not allow the caster to make more attacks than normal. The caster does not have access to any extraordinary or supernatural abilities of the body. If the caster's spirit is in the magic jar, and the jar is broken (whether by **Dispel Magic** or physical damage): If the jar is in range of the caster's body, the caster's spirit returns to its body. Otherwise, the caster's spirit departs (the caster dies). In either case, the spell ends.

If the caster's spirit is driven from the host body by **Dispel Evil**:

If the magic jar is in range of the host body, the caster's spirit returns to the jar, and the host's spirit returns to its body. The caster will not be able to possess the same host again for the remaining duration of the spell. If the magic jar is not in range of the host's body, the caster's spirit departs, the host's spirit is freed from the jar (and departs), and the host's body dies.

If the host's spirit is in the magic jar, and the jar is broken:

If the jar is in range of the host's body, the caster's spirit departs, the host's spirit returns to its body, and the spell ends. Otherwise, the

host's spirit departs, and the caster's spirit is stranded in the host body. Note here that the spell has not ended. **Dispel Evil** can still be used to drive the caster's spirit from the body, which departs as noted, ending the spell. In any case where the spell ends with the caster's body unoccupied by a spirit, that body does truly die.

Magic Shackles

Magic-user 3

Range: 25 feet + 5 feet per 2 levels

Duration: 1 minute/level; see text

This spell causes a magical chain made of diamond like substance to appear and wrap around the target's torso, arms and legs, immobilizing it. The target takes a -4 penalty to AC, loses all positive Dexterity modifiers, cannot cast spells or attack with any physical weapons (except breath weapons). Each round on its turn, the subject may attempt a Type III Saving Throw to slip the bonds or a Strength check to break them applying the difference, if any, between the Characters Strength Trait and 18 as a penalty to the Throw (a character with a Strength of 14 would have a -4 penalty, for example). Either attempt will take a full round. Others may attempt to destroy the **Magic Shackles** (AC2, 20 HP). If the chain is broken or the subject escapes, the chain disintegrates. A winged creature wrapped in **Magic Shackles** cannot flap its wings and falls (determine falling damage normally). A swimmer cannot swim and may drown.

Magic Shield

Magic-user 3

Range: 9 feet

Duration: Minutes per level of caster

This spell creates a magical force field that will not break and through which no object may pass, (including air or gas). The shield may be any size and shape the caster wishes between a 1 foot square minimum and a 6 foot square maximum. The shield will not stop magic at all. The shield is weightless and can be moved and reshaped by the caster at will.

Magnet/Repel Metal

Magic-user 5

Range: 240 feet

Duration: 2 Minutes

Magnet causes an object (any kind including flesh) to attract all magnetic metals (Iron, steel, etc.) in a radius of 30 feet. The attraction is absolute and can not be resisted by loose objects. Fixed metal objects, including body armor, must make a Type VI Saving Throw plus or minus any modifiers the Referee feels are appropriate. Damage to flesh or fragile objects is 1d4 for every 10 feet the metal object travels for a maximum of 3d4 at 30 feet. The spell **Repel Metal** is the opposite of **Magnet**, repelling rather than attracting magnetic metals in the same fashion.

Massmorph

Magic-User 4

Range: 240'

Duration: Indefinite

With this spell the caster causes up to 100 HD total of man sized creatures to appear as if they are natural effects of the terrain (for ex-

ample, trees in a forest, stalagmites in a cave, coral underwater, boulders in a cavern, etc.). All creatures to be affected must be within a 40' circle and within range of the caster at the time the spell is cast. Only those creatures the caster wishes to hide are affected. The caster may mask themselves among the affected creatures. Those affected are thus concealed from other creatures passing through the area for so long as they remain still. If an affected creature chooses to move or attack, the illusion is dispelled for that creature, but those who remain still continue to be hidden. The spell may be ended by a command from the caster or by **Dispel Magic**.

Mend*

Cleric 2

Range: Touch

Duration: 1 Minute

This Spell will mend any broken objects so that no trace of the break remains and the objects are as good as new. Broken magical objects can also be restored, but the magic will no longer function.

Reversed, the spell becomes **Rend**, which causes all seems and joints of the object touched to unravel and burst.

Message

Magic-user 1

Range: Any

Duration: 6 Turns plus 1d6

The spell causes a short message to be whispered in the ear of a single recipient the caster knows. The message will be in a language the listener will understand.

Metal Location

Magic-user 2

Range: Personal

Duration: 2 Minutes

Causes the caster to automatically know the cardinal direction of one specified type of metal, within a radius of 150 feet. The caster will detect the largest concentration first, but can continue to locate smaller amounts of the same metal within range of the spell for as long as the duration lasts.

Might

Cleric 3

Range: Touch

Duration: Hours per level of caster

Doubles the Strength Trait of the recipient.

Mind Bullet

Magic-user 5

Range: Touch

Duration: 1 Minute

Causes severe synaptic damage in the victims' brain rendering them brain dead. The victim will die within 24 hours unless cared for or magically healed.

Miracles in a Bottle

Cleric 4

Range: Touch

Duration: Permanent

This spell binds the properties of any spell the Cleric is normally capable of calling forth, into liquids. To be effective, the liquid must be ingested. When drunk the effect is as if the subject had just been the recipient of the spell.

Move Silently

Magic-user 1

Range: Touch

Duration: 6 hours

The recipient of this spell will emit no sound when in motion. They may however speak normally. The magic does not prevent the casting of spell.

Move Terrain

Magic-User 6

Range: 240'

Duration: 6 Minutes

Allows the caster to shift around any terrain features (hills, ponds, ditches, rocks, roads, etc.) within the spell's range as if they were mere models on a sandtable. Only terrain features made of water, minerals, and earth are affected. Living things by themselves cannot be moved except when attached (grass, trees) or inside (gophers, fish) the terrain being moved. Rate of movement is 60' per Minute.

Multiply Missile

Magic-user 3

Range: Touch

Duration: See text

Enchant of a single arrow, bolt, or sling stone (projectiles) to create multiples of it in flight. When fired, the projectile creates a mundane copy of itself just before it strikes the target. One additional projectile is created for every 5 caster levels. These duplicates always attack the same target and, if they hit, deal the same damage as a non-magical version of the projectile, regardless of whether the original has magical properties or not.

Natural Armor

Magic-user 4

Range: Personal

Duration: 10 minutes per level

This spell provides a +6 natural armor bonus to the caster's Armor Class. **Natural Armor** does not carry an armor penalty and does not reduce speed. This spell's effect does not stack with other armor bonuses.

Neutralize Poison*

Cleric 4

Range: 10'

Duration: instantaneous

This spell detoxifies any sort of venom in the creature or object affected. A poisoned creature suffers no additional effects from the poison. If cast upon a poisonous object (weapon, trap, etc.) the poison is rendered permanently ineffective. There is a 15% chance the spell will fail, unbeknownst to the caster.

Reversed, this spell becomes **Poison**. The caster must make a successful attack roll; if the attack is a success, the target must make a successful Type II Saving Throw or die. Only one creature can be affected by the reversed spell. If cast on objects, the effect is automatic.

Nudge

Magic-user 1

Range: 80 feet

Duration: Instantaneous

Creates a force that will push or shove any object. The amount of force applied can range from extremely gentle to the equivalent of a Strength 15 shove as desired by the caster.

Pain

Cleric 1, Magic-User 1

Range: 60'

Duration: 3 Minutes

The spell affects a single victim with searing pain. The intensity of the pain increases with caster level, and the caster must concentrate on the victim to continue the effect. If the victim fails a Type III Saving Throw, they receive a 1 point penalty per caster level to all subsequent dice rolls. A 5th level spell caster would cause a 5 point penalty for the victim, for example. If the penalty equals or exceeds the victim's Constitution score (assume an average of 9 when no score is available), then the victim will pass out for the duration of the spell. Undead and creatures without feeling are unaffected.

PanLingua*

Cleric 5

Range: Touch

Duration: 1 day

This Spell allows the recipient to both speak and understand all languages and to read those languages which use a familiar alphabet. Unknown scripts cannot be read. Reversed as **Babble**, the recipient will be unable to understand what anyone says, and will likewise not be understood when speaking or writing.

Paralyze

Cleric 5, Magic-user 6

Range: Personal

Duration: 10 Minutes, or Permanent

The spell causes paralysis in any one victim within 30 feet of the caster, so that they are completely unable to move except to breathe. As

the spell expires, the victim must make a Type VI Saving Throw or the paralysis will become permanent until magically cured.

Passwall

Magic-User 5

Range: 30'

Duration: 3 Minutes

Passwall creates a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is up to 10 feet deep plus, 5 feet wide and 8 feet high. If the wall's thickness is more than the depth of the passage created, then a single passwall simply makes a niche or short tunnel. Several passwall spells can then form a continuing passage to breach very thick walls. When passwall ends (due to duration, **Dispel Magic**, or caster's choice), creatures within the passage are ejected out the nearest exit.

Phasing

Cleric 4

Range: Touch

Duration: Minutes per level of the cleric

This spell causes the molecules of the recipient to arrange themselves in such a way as to allow the person and any and all possessions to pass through any and all non magical objects up to a distance of 10 feet per level of the caster. Weapons, rocks; anything that is solid will pass right through them, but, if the recipient desires it, they can reverse the effect at any time.

Poison Tongue

(FW)

Magic-user 6

Range: 720 feet

Duration 30 Minutes

This massively deadly spell causes up to 115 Hit Dice worth of creatures within range to start producing poison instead of saliva. A Type II Saving Throw is allowed and must be made once per ten minutes for creatures affected and still in the area of effect. Failure brings death within one minute.

Polymorph Another

Magic-User 4

Range: 60'

Duration: See Below

This spell allows the caster to change one target into another form of living creature, but does not grant the caster any control over the victim. Unlike **Polymorph Oneself**, the transformed target also gains the behavioral and mental traits, any physical attacks, and special, supernatural or spell-like abilities of the new form, in addition to the physical capabilities and statistics of such. If the new form is substantially less intelligent, the target will lose 1 intelligence factor a day until the creature's normal intelligence is matched. The former life may be forgotten, but the target creature will retain its Hit Point total from its original form. Unwilling targets that successfully make a Type IV Saving Throw are not affected, otherwise the polymorph lasts until dispelled, or until the creature dies.

Polymorph Oneself

Magic-User 4

Range: Personal

Duration: 60 Minutes + 10 Minutes
per level

This spell allows the caster to change into another form of living creature. If slain, the caster reverts to their original form. The caster gains the physical capabilities of the new form but retain their own mental abilities, Level, Class, and Hit Points. They gain all physical attacks possessed by the form but do not gain any special, supernatural or spell-like abilities. Dragon breath is a special ability, for instance, so were the caster to assume the form of a dragon they could use the dragon's normal claw, bite, and tail swipe attacks, but not the dragon's breath. The caster can choose to end the spell as desired.

Possession

Cleric 5

Range: Miles per level of the Cleric

Duration: Days per level of the Cleric

By means of this spell, the Cleric can take possession of any body they project into, allowing the Cleric full control of that being. The Cleric can also transfer other spirit entities they have control over into any body over which the Cleric has possession. If the affected being is an intelligent creature, they get a Type III Saving Throw with possible Wisdom modifier, for every day they are possessed. The maximum length of a possession is the number of days equal to the level of the Cleric. There are rumors, however, that there are rituals to make possession permanent and banish the original spirit.

Project Image

Magic-User 6

Range: 240'

Duration: 6 Minutes

This spell creates a quasi-real, illusory version of the caster. The intangible projected image looks, sounds, and smells like the caster, in addition to mimicking gestures and actions (including speech). Any further spells cast seem to originate from the illusion, not the actual caster. Being struck dispels the illusionary caster. Note that this spell grants no special sensory powers to the caster; for example, if the illusory self is positioned so as to be able to see something the caster can't directly see, the caster does not see it. Also, all spell ranges are still figured from the caster's actual position, not the illusory self's position.

Projection

Cleric 3

Range: Miles per level of the Cleric

Duration: Minutes per level of the Cleric

The Cleric is able to project their spirit into the body of another living being. The Cleric does not gain any control of the being into which they have projected but they can read thoughts and see what the being sees. The being will not be aware of the Cleric's projection, unless the victim is also a Cleric and of equal or greater level. The projecting Cleric may also attempt to whisper thoughts with a 10% chance of being heard per level. Beings whispered to in this manner may make a Wisdom Throw, and if successful, may realize the thoughts come from an invading

spirit. Projection is automatic if the Cleric's Intelligence is greater than that of the being into which they are projecting. If the being has an Intelligence score equal to or greater than the Clerics, the being gets a Type III Saving Throw to attempt to prevent the Projection - with a bonus equal to the number of Intelligence factors the being has more of than the Cleric (a character with an Intelligence of 15 would get a bonus of +3 against a Cleric with an Intelligence of 12 attempting the **Projection**, for example). The distance a cleric may project is equal to 1 mile for every level of the Cleric and the length of the projection is equal to 1 minute per level of the Cleric. When projecting, the Cleric will appear to be in a trance; their body will be unaware and unresponsive to any stimulus or danger.

Protection

Magic-user 4

Range: Touch

Duration: Hours per level of caster

This spell causes the individual it is cast on to be immune to damage from a specific type of hand held weapon, such as knives, swords, or clubs. The weapon type in question will always somehow miss the target. The protection afforded does not apply to projectile weapons.

Protection Against Lycanthropes

Magic-user 3

Range: Touch

Duration: Minutes per level of the creator plus 1d6

The individual upon which this spell is cast will receive the benefit of having double attacks, double Hit Points, and +2 to all defense and

Saving Throws against all types of lycanthropes. Further, all lycanthropes in sight of the individual immediately drop 2 levels lower in Morale Condition and must make a Morale Throw. If the saving throw fails, the were-beasts are automatically turned away as per turn undead.

Protection Against Undead

Magic-user 3

Range: Touch

Duration: Minutes per level of the
caster plus 1d6
creator plus 1d6

The individual upon which this spell is cast will receive the benefit of having double attacks, double Hit Points, and +2 to all defense and saving throws against all types of undead. Further, and with the possible exception of some extremely powerful beings, all undead in sight of the individual immediately drop 2 levels lower in Morale Condition and must make a Morale Throw. If the throw fails, the undead are automatically turned away as per the Cleric ability.

Protection from Evil*

Cleric 1, Magic-User 1

Range: Touch

Duration: 6 Minutes

This spell wards a single individual from attacks of possession (such as magic jar) or mental control, long range magical attacks such as **Lightning Bolt** and **Fireball**, and from summoned creatures, in the same manner as a **Circle of Protection**. It does not protect from illusions or phantasmal attacks. The individual and all worn possessions are protected. The spell also im-

proves Armor Class and Saving Throws by +1 for the duration of the spell. The protection afforded by the spell does not extend beyond the physical person and their equipment.

Reversed, this spell becomes Protection From Good. It functions in all ways as described above, save the protection is from attacks of Lawful origin.

Protection from Normal Projectiles

Cleric 3, Magic-User 3

Range: 30'

Duration: 12 Minutes

The creature or object at the focal point of the spell is completely protected from small sized, non-magical projectile attacks from normal characters and monsters. It does not protect against the projectile attacks of Heroes or Fantastic monsters nor are Magic arrows, or projectiles from magical devices blocked, but any number of normal arrows, sling bullets, crossbow bolts, thrown daggers, rocks, etc. will be fended off.

Purify Food and Water*

Cleric 1

Range: 10'

Duration: Instantaneous

By means of this spell the Cleric can create Holy Water, if desired. The spell also makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage or neutralize poison. **Reversed**, **Putrefy Food and Water** causes immediate spoilage. Neither spell will have any effect on creatures of any type or upon magic potions.

Quench

Magic-user 1

Range: 60'

Duration: 6 Turns plus 1d6

All non-magical fires will be extinguished within the range of this spell.

Quest

Cleric 5

Range: 5 feet per level

Duration: Special

Quest places a magical command on a creature to carry out a service or to refrain from some action or course of activity, as desired by the caster. It is identical to Geas, except failure or rebellion draws a curse, specified by the caster, as a penalty.

Quincke's Spectral Hands

Magic-user 3

Range: 100 ft. + 10 ft. per level)

Duration: 1 Minute per level

The caster creates a pair of hands made of pure force. These may be used to manipulate objects just as real hands, hit, slap, or wrap around a target's neck. Each round the hands are used to choke a victim, the targeted creature must make a successful Type V Saving Throw or receive 1d6 points of force damage per caster level and be unable to otherwise act for the remainder of the round. So, for example, the hands would inflict 8d6 points of damage if cast by an eighth level caster. The Hands cannot be attacked or harmed by physical attacks, but **Dispel Magic**, **Disintegrate**, and similar magics will affect it. The hands will be escaped via a successful Save, but will attack again the next round.

Rain of Acid

Magic-user 5

Range: 100 feet

Duration: Minutes equal to caster level

This spell creates a steady rain of highly reactive acid that will immediately begin corroding all non-magical objects except glass. This spell will function both indoors and out for a distance anywhere from 2 to 100 feet. The rain is stationary, but will move if cast on a moving object, (such as a person). The acid does a base damage of 12 points per round and will continue to do 12 points per round until washed off.

Raise Dead*

Cleric 5

Range: 120'

Duration: Instantaneous

This spell restores life to a deceased human, demi-human or humanoid. The Cleric points a finger at the deceased and implements the spell. Coming back from the dead is an ordeal. The raised person has but 1 Hit Point initially, but will gain HP daily at a pace which will restore the total fully in one weeks' time with proper rest. A character who died with spells prepared has none prepared upon being raised. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. None of the dead creature's equipment or possessions are affected in any way by this spell. A creature which has become undead can't be raised by this spell. Constructs and elementals cannot be raised.

The reverse of this spell, **Finger of Death**, will kill instantly any single creature within 120 feet (not just a human, demi-human or humanoid) unless a Type I Saving Throw is successful. Neither **Raise Dead** nor **Finger of Death** may be used more than 3 times in 24 hours.

Read Scripts

Magic-User 1

Range: Personal

Duration: Special

This spell grants the caster the ability to read almost any written language, decipher a code, or comprehend the meaning of any mystical or magical symbols, or maps. It last so long as the caster continues to read or study the script, but ceases immediately when the caster stops or is interrupted.

Redirect Edged Weapons

Magic-user 4

Range: Personal

Duration: 6 Minutes plus level of
caster above Level 7

Creates a barrier surrounding the caster that will turn away any edged weapon, such as are forbidden to Clerics, including arrows. Blunt weapons, such as a Guanche magado and the like, are not affected.

Redirect Teleportation

Magic-user 6

Range: Special

Duration: 24 hours

This spell allows the caster to redirect the teleportation magic of another to a specific location as desired. The area of redirection is determined as if the caster were casting **Teleport** or **Transference** themselves, with the

subject's starting location as the basis for all destinations. The caster designates another as the target, and then casts the spell. If the caster has met the target and can clearly visualize them, then the saving throw is normal. If the caster has some personal item or an item like hair or nail clippings, the save is at -4. If the caster has not met the subject, or only has a description of them, then the save is made at +4. The save is made the very next time the subject casts or is affected by **Teleport** or any of its variants. If a spell caster is under the effects of **Redirect Teleport**, then everyone and everything they attempt to teleport is affected also. If an individual who is subject to a **Redirect Teleport** is about to be transported by a teleport, then only they are affected. Until the subject is affected by teleportation magic, they radiate only a very faint aura of magic. For example, if Abinar, 16th level wizard and a Thrall of Chaos were to cast a **Redirect Teleport** on Bicarill, the very next time Bicarill was teleported, Abinar could redirect his teleportation anywhere within 160 miles of Bicarill's point of origin.

Reflect Bolt

Magic-user 4

Range: 21 feet

Duration: Minutes per level of caster

Any, Lightning, Flame, Disintegration, MageSpark or other bolt, ray, or spark type spell directed at the individual or object protected by **Reflect Bolt** will be abruptly reflected back at the caster at full strength, and will travel the remaining distance of its range, possibly hitting the spell caster who cast the spell in the first

place. If the original caster has also activated a **Reflect Bolt** the attack could conceivably be bounced back and forth until its maximum range is reached.

Reincarnate

Magic-User 6

Range: Touch

Duration: Instantaneous

With this spell, the caster brings back a dead character (or humanoid creature) in another body of any sort. A reincarnated character recalls the majority of their former life and form. Their class may be changed, as will be the character's Charisma, Strength, and Constitution Traits. These should be rerolled.

Remove/Bestow Curses*

Cleric 3, Magic-User 4

Range: 30'

Duration: Instantaneous

Remove Curses instantaneously removes all curses on an object or a creature including the curse from a cursed shield, weapon, or suit of armor, causing them to become ordinary, non-magical items. Cursed scrolls are not countered by this spell and certain special curses may be countered only by a caster of a certain Level or higher or might, as with a powerful magic sword, be allowed a Type VI Saving Throw to avoid the affects.

The reverse of this spell, **Bestow Curse**, allows the caster to place a curse on the subject. A Type VI Saving Throw is allowed, to resist. The curse thus bestowed cannot be dispelled, but it can be removed with a **Remove Curses** spell. The curse can be tied to a conditional trigger, if

desired.

Resistance to Fire

Magic-user 1

Range: Touch

Duration: 10 Minutes per caster level
plus 1d6

The recipient of this spell receives resistance to damage caused by fire. If a successful Type V Saving Throw is made, they will not be burned and will neither feel excessive heat nor breathe debilitating smoke when near or in a fire for the duration of the spell. If the Saving Throw is failed the recipient will nevertheless only receive $\frac{1}{4}$ damage.

Resize

Magic-user 4

Range: 30 feet

Duration: Permanent

Causes the subject to grow in height and weight or to shrink. The amount of growth or shrinkage depends on the amount of the spell applied and can be predetermined by the caster. The spell can also be targeted to a specific body part such as hands or nose. The Strength Character Trait will change by the same degree as the body size but the other character statistics remain completely unaffected.

Resize Clothing

Magic-user 1

Range: 30'

Duration: permanent

Allows the Magic-user to enlarge or shrink a single garment of cloth or leather up to 10 times normal size. The effect can cause the victim to trip over loose clothing or to be asphyxiated by extremely tight

garments. Clothing made of thinner materials may simply tear and shred when shrunk. The spell will work on leather armor, but not metal.

Restore Larder

Magic-user 1

Range: Touch

Duration: Permanent until dispelled

This spell affects up to a 20 square foot area per level of the caster and may be cast on any item of prepared food or any object in which consumables may be stored, such as a bag or chest or even a room. At exactly the stroke of midnight every day, any items of food or drink placed within the area affected by the spell will automatically and completely restore themselves. Bottles of wine will refill, bare bones will regain their flesh, shreds of cabbage will become a full heads and so forth. The spell will continue to work so long as there is the merest scrap or drop remaining.

Return Weapon

Magic-user 2

Range: Touch

Duration: Permanent

Any weapon touched by the caster while reciting this spell will return to its owner or to its resting place when thrown, dropped or shot.

Reverse Gravity

Magic-user 6

Range 100 feet

Duration: Minutes per level of the caster

When cast, all gravity ceases within a 20 foot (or less) diameter sphere. Anything moving more than halfway out of the bounds of the

spell will immediately feel the pull of gravity again, as will everything upon the completion of the duration of the spell. This spell must be centered on an object or person within the casting range and it will move with the Focal object if it too is moving.

Ritual Sacrifice

Cleric 2, Magic-user 2

Range: Personal

Duration: Special (temporary)

By chanting this simple spell while touching a creature in the process of bleeding to death, the spell caster, upon the death of the creature, will receive all of that beings base Hit Points. This can be done with any living creature and the spell caster need not necessarily be the one who dealt the killing stroke. The points received by this method may be used only once, and once used are gone. The points may be applied to the caster as Hit Points or as additional factors to the Constitution Trait. Whether applied to Constitution or HP, the effect lasts no more than 24 hours.

Rot*

Cleric 5

Range: Touch

Duration: Permanent

Anything (organic, living, or dead) will begin to decay and wither as with great age. Excepting the Cleric who called forth the Rot, anyone or anything touched by the victim will also begin to decay. The rate of decay is equal to 1d6 Hit Points per Minute, however, at Level 8, the effect can be sped up to 2d6 per Minute or down to 1d6 per day or any rate in between.

The spell has the same effect on undead creatures as with anything else, however if reversed as **Restore Undead**, the spell will restore 1d6 lost Hit Points per Minute (2d6 for Level 8+ caster) and heal all damage any undead creature touched may have suffered. The reversed spell has no affect on living or dead creatures.

Rubber Skin

Cleric 5

Range: Touch

Duration: Minutes per level of the Cleric

A body affected by this spell will respond as if made of a stretchable rubber. No damage will be taken by concussion weapons or from falling or any other sort of impact. The recipient is able to stretch any part or all of themselves up to three times their normal length or width and able to conform to fit into spaces of virtually any shape provided the volume of the space is sufficient for the normal volume of the character.

Sanctorum

(FW)

Cleric 6

Range: N/A - The Cleric must be somewhere within or directly adjacent to the area.

Duration: Permanent

This allows a Cleric to secure a consecrated area, such as a grave, church, etc. up to 100 yards per 2 levels of the Cleric. Any person of alignment equal to the caster must know the password, or make a Type VI Saving Throw (undead must save vs. Turning), or access will be prevented. A person removed 1 step in alignment will take 2d6 points per

level of the caster in damage, and be denied access, unless they make their saving throw, in which case they can get in, but still take damage. A person 2 steps removed in alignment will receive 4d6 per level of caster in damage (successful save is half damage), and be denied access to the area. For each of the 3 alignments, there exists 3 Staffs of Passage, which will negate the protection field for a limited time. Note that areas so protected give off a distinct glow, white for a lawful field, purple for chaotic, and grey for neutral.

Seraphael's Searing Light

Magic-user 3

Range: Touch

Duration 1 Minute

Bolts of concentrated, searing light (laser) shoots from the tips of the casters fingers, inflicting 20 Hit Points of damage on any non-reflective thing they hit. Flammable objects may catch fire (Saving Throw as per **Dissolve**). The caster may shoot one such bolt per level. Targeting is as with archery. Reflective surfaces will reflect **Seraphael's Searing Light** as if it were normal light.

Servant

Magic-user 5

Range: Personal

Duration: Special (temporary)

Magically draws forth and animates a bit of the Caster's subconscious, memory and imagination into a flesh and blood being. The servant created is capable of speaking and understanding at least one of the casters languages, but is of very limited independence of thought or action and experiences few emotions.

Servants will usually wait in silence until summoned by the master. The physical form of the creation can be specified by the caster, but being somewhat a manifestation of the unconscious, will rarely be exactly as desired. There is a 1% chance per level of the caster below 20, that the Servant created will be tainted and attack its creator. However, if it does not kill the caster within 20 minutes, it will fade out of existence. Servants do not age or need sustenance and will disappear only upon the casters death, or removal to another world (within 20 minutes as above) or if killed themselves. Servants have the following Statistics:

Armor Class: 3
Hit Dice: equals cater level
Attacks: 1 (1d6)
Move: 12"

Shape Change

Cleric 4

Duration: Hours per level of Cleric

Range: Touch

Casting this Spell changes the recipient into any chosen being of any size. The character's Strength Trait will change accordingly but all other character Traits, memories, and skills remain unchanged.

Shape Water

Magic-user 2

Range: 120 feet

Duration: Hours equal to caster level

This spell allows the caster to form water, ice or fog into any shape desired. The shape can be moved as long as the caster concentrates on it. The material properties of the H₂O

do not change however.

Shifting Sands

Magic-user 5

Range: 360 feet

Duration: Hours equal to caster level

This spell will work on any loose sand or molten rock, up to a volume of 100 cubic feet per caster level. The caster can sculpt the sand into any shape, including that of hands or weapons, having an effective Strength score equal to that of the caster's Intelligence. The material properties, including density of the sand or lava do not change.

Shiva Effect

Magic-user 5

Range: Touch

Duration: Hours per caster level

For every 5 levels of the spellcaster, the spell grants one extra set of limbs (arms, legs, tails, wings). The type of limbs are up to the caster but may never include more than 2 heads, or 8 arms, legs, wings, or tails. Extra arms increase fighting capability/number of attacks; extra legs increase movement by 10 feet per minute, etc.

Silence

Magic-user 4

Range: Touch

Duration: Hours per level of caster

This spell removes all sound whatsoever from a 15 foot radius around the Focal Point of the spell. If cast on a creature or character, the spell will travel with them as they move around. No sound, including vocals can emanate from within the area of effect; however, those within the area can hear sound coming

from outside as normal. Spells can not be cast in silence, but magical items or alchemical spells will work normally unless sound is involved in the effect.

Sick

Cleric 3

Range: 120 feet

Duration: Minutes per level of Cleric

The victims of the Spell become violently ill, repeatedly emptying the contents of their stomachs. The area affected is a radius of 30 feet from the Focal Point. Five points are automatically subtracted from the victims Combat Values and Saving Throws.

Sleep

Cleric 1, Magic-User 1

Range: 240'

Duration: 4-16 Minutes

This spell puts creatures of 4 or fewer Hit Dice into a deep slumber, according to the table below. Creatures of 4+2 or more hit dice are not affected.

Creature Hit Dice	# of creatures Affected
0 to 1+1	2d8
1+2 to 2+1	2d6
2+2 to 4+1	1d6

It takes 2-8 minutes to take full effect on each creature during which time they become increasingly drowsy. Each Creature affected by the spell gets a Saving Throw to resist the effect. When creatures of more than one HD range are together in the area of effect, roll separate-

ly for each range of HD (thus the maximum possible number of creatures affected by the spell is 34). Sleep does not affect unconscious creatures, constructs, or undead creatures. Sleeping creatures can be woken normally.

Slow Magic

Magic-user 5

Range 60 feet

Duration: Minutes per level of caster

This spell slows all magic so that the effects takes 10 minute turns, rather than rounds or minutes to take place, within a 40 foot radius (or less) of the Focal Point of the spell.

Smoke Cloud

Magic-user 1

Range: 25 feet + 5 feet per 2 levels

Duration: 1 minute per level

Within an area having a 5-foot radius per 2 levels of the caster, a cloud of billowing smoke is created that blinds and chokes all who are caught within it. Unless a successful Type V Saving Throw is made, any creature caught in the smoke cloud will receive a -1 penalty to all attack and damage rolls and Armor Class, as long as they remain within the area of effect. Spellcasters caught in the area of effect (and who fail to save) will be unable to cast spells.

Somebody Else's Problem

Cleric 4

Duration: Minutes per level of Cleric

Range: Touch

This spell convinces any character failing a Wisdom Throw that the recipient is unremarkable, utterly forgettable, and should be ignored.

Sou'wester

(FW)

Magic-User 2

Range: Touch

Duration: 30 minutes per level

This spell provides protection from all precipitation and small falling or flying objects less than about 2 centimeters/one-half inch, including small slingshot. Provides no insulation, but by keeping dry, the recipient may avoid possible problems with hypothermia and so on.

Speak Truth*

Cleric 5, Magic-user 5

Range: Touch

Duration: 30 Minutes

Provided the target fails a Saving Throw, they will be forced to answer any question truthfully. The reverse of this spell is **Forked Tongue**. Anyone upon whom the Forked Tongue spell is cast cannot speak truthfully. Further, lies told by an individual under the Forked Tongue spell will generally sound convincing and will be believed by the speaker, no matter how contrary to known fact, and will not be detected to be false by the **Truth** spell.

Speak With Animals

Cleric 2

Range: Personal

Duration: 6 Minutes

The caster can comprehend and communicate with any one animal that is within 30 feet of the caster and able to hear them. The caster may change which animal is being conversed with at will. The spell doesn't alter the animal's reaction or attitude towards the caster. A standard reaction roll should be made

to determine this. Furthermore, more intelligent animals are likely to be terse and evasive, while less intelligent ones make inane comments. However, if an animal is friendly toward the caster, it may be willing to grant some favor or service.

Speak With Dead

Cleric 3, Magic-user 5

Range: Touch

Duration: 6 Minutes

When touched by the caster, any dead humanoid may be questioned for information, etc.. It also allows the obtaining of guidance from spirits or benign ghosts already nearby, but has no effect on hostile ghosts or any type of undead aligned in opposition to the caster.

Speak With Plants

Cleric 4

Range: Personal

Duration: 6 Minutes

The caster can comprehend and communicate with both normal plants and plant creatures. A normal plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity. However, normal plants will obey limited commands such as untangling or parting and will generally communicate freely with the caster, as they have nothing else of importance to do. Intelligent plant creatures are more likely to be terse and evasive, behaving in much the same fashion as any other monster. If a plant creature is friendly toward the caster, it may be willing to grant some favor or service.

Spider Fingers

(FW)

Magic-user 4

Range: Touch

Duration: 1 + Minutes per caster level

The subject of this spell will be able to cling to any solid surface, and move at 3" while carrying up to their normal encumbrance. Fingers and toes must be bare to work.

Spontaneous Combustion

Magic-user 5

Range: 60 feet

Duration: Minutes per level of the caster

Causes any object or character to burn out of control, even under water. Only one object/character within 60' of the line of sight of the spell caster will be affected, unless Augmented.

Sticks to Serpents

Cleric 4

Range: 120'

Duration: 6 Minutes

This spell transforms normal wooden sticks into 2d8's numbers of 1d4 hit dice worth of normal (not giant) snakes. One half of them will be poisonous. The snakes follow the commands of the caster. When slain, dispelled, or the spell expires, the snakes return to their original stick form.

Sticky

Magic-user 5

Range: 60 feet

Duration: Permanent

The spell causes any solid surface up to a 20 by 20 foot area to become super adhesive. Anything solid will cling to the effected surface

and requires a strength of 18 to remove.

Stop Time

Magic-user 6

Range: Touch

Duration: Minutes per level of the caster

For the spell recipient, and those they are physically in contact with, time will appear to come to a near stand-still. In fact, the spell hyper-accelerates the recipient(s) relative to all those not affected.

Stun

Magic-User 2

Range: 30'

Duration: 1d6 Minutes

This spell affects the victim as if they have been thrown off a horse, causing a stupefied state wherein they can barely move, stand, or make decisions and have trouble understanding what is going on around them. Victims suffer a minimum of a -4 penalty on all die rolls.

Suspended Life

Cleric 4, Magic-user 6

Range 60'

Duration: Permanent (see below)

When cast on animate corporeal beings, this spell freezes them still as statues. They will remain in this state indefinitely, and cannot be moved beyond the range of the spell. Waking from the suspension occurs only when a specific condition is met. Often but not always, the condition chosen is when strangers or trespassing persons pass within 30' of the one(s) suspended, at which time they are also released from the movement restriction. This spell is frequently

used by priests to create guardians at temples, shrines and the like, or to preserve honored persons.

Tangleweed

Magic-User 2

Range: 60'

Duration: permanent

A small ball appears in the caster's hand, and when thrown (or dropped) expands upon contact into a super fast growing, dense bramble measuring up to 20' in circumference. The Tumbleweed will completely clog chambers and passageways of smaller dimensions than the spell effect.

Thorny Tangleweed is identical to the usual sort but has inch long thorns which will inflict 1d4 points of damage per minute to any creature trapped within. Either the usual or the thorny version of this spell may be cast, however the Thorny version requires an extra minute to take effect. A Strength score of 17 or greater is required to break tanglweed but it can be burned or easily cut with a sharp object. It will take 2-8 minutes to clear a 10' by 10' section of the weed.

Telekinesis

Magic-User 5

Range: 120'

Duration: 6 Minutes

This spell permits the caster to move objects or creatures within 120 feet of the caster by concentration alone. Any object or group of objects weighing no more than 20 pounds per caster Level can be moved up to 20 feet per Round. In order to use this power, the caster must maintain concentration, moving no more than normal movement (no running), mak-

ing no attacks and casting no spells. If concentration is lost (whether intentional or not), the power may be used again on the next Round.

Telepathy

Magic-user 3

Range: Touch

Duration: Minutes per level of caster

Allows silent, mental communication between two or more spell casters who have both cast the spell, or between a spell caster who cast the spell and someone possessing a magic item allowing the same effect, or between two or more persons possessing such an item.

Teleport

Magic-User 5

Range: 30' radius

Duration: Instantaneous

This spell instantly transports the caster to a designated destination, which may be as distant as desired, but must be a place the caster has some knowledge of. The caster can bring along objects or creatures within 30 feet of themselves, not to exceed 100 pounds weight per caster level. Unwilling creatures are allowed a Type VI Saving Throw to resist the spell. The caster must have some clear idea of the location and layout of the destination. The clearer the mental image, the more likely it is that the teleportation will work. Areas of strong magical energy may make teleportation more hazardous or even impossible. To see how well the teleportation works, roll d% and consult the following table (the formula in parenthesis gives distance off target):

Familiarity	Under Target Area	Above Target Area	In Target Area
Vague	1-25 (1d6* 10 feet)	26-75 (1d4*50 feet)	76 + (1d6*10 feet distant)
Average	1-10 (1d6*5 feet)	11-30 (1d10* 10 feet)	31+ (1d4*10 feet distant)
Well Studied	1 (1d4*5 feet)	2-5 (1d6*5 feet)	6+ Exact

Vague familiarity would apply to a place the caster had been to only once or twice or not for many years, or had seen only in a vision, etc. Teleporting under a target area might well result in the caster materializing in solid rock or earth. Such a situation causes immediate death. Materializing in water is not immediately fatal. Teleporting above a target area most often means materializing in air above ground, and instantly falling. This too can be fatal, depending on luck, the height above the surface and other such circumstances.

Teleport Trace

Magic-User 5

Range: 30' radius

Duration: 10 Minutes

Imparts exact knowledge to the caster of the destination of the most recent Teleport or Transference spell, if any, cast within 120 feet of the location of the trace. Most recent, here, could mean 20 minutes or 20 thousand years.

Telescopic Vision

Magic-user 2

Range: Touch

Duration: Minutes per level of caster

The recipient of this spell can zero in on objects at great distances or that are very small as if using a telescope or microscope. The objects must be able to be seen, as the spell does not allow the recipient to see through anything or detect anything that is not normally visible.

Tenting

(FW)

Magic-user 2

Range: none

Duration: 12 hours or until dispelled

By casting this spell, a 10x10x10 ft area is kept snug and dry. The affected area functions as if it were an actual tent in all respects, but is invisible and immaterial. The inside is visible from outside, and vice versa.

Throes

Cleric 4

Duration: Minutes per level of Cleric

Range: 70 feet

The victims of the spell suffer uncontrollable spasms, causing them to fall to the ground, unable to react to any outside stimulus. The area affected has a diameter of up to 30 feet.

Time Walk

Magic-user 5

Range: Personal

Duration: Hours per caster level

A trance like state in which the caster can tap the temporal record, or "memory" of an object or a location, to see events that have taken

place at the location or while the object was present. The caster must be touching the object(s) or be in the location desired because the spell will only show a walk through time with objects the caster is in physical contact with. The caster can "rewind" the past to any point in time desired and watch events unfold for the duration of the spell.

Tornado

Magic-user 6
Duration: 30 Minutes
Range: 10 miles

Fills a 10 foot circle with a tornado. Anything caught in the effect receives 6d6 points of damage unless sufficient cover is available and a successful Type IV Saving Throw is made. Further the tornado will toss loose objects or creatures within it in a random direction for 100 to 600 feet (1d6) for additional falling damage. Any creature within 300 feet has a 1 in 12 chance of being hit by debris for 2d6 points of damage. The caster may optionally let the tornado follow a random path (roll on direction table, moves at 240 feet per minute) or may control the speed and direction. However to control the tornado the caster must remain still and concentrate on the tornado for the entire time.

Trail

Magic-user 1
Duration: Minutes per level of caster
Range: 600 feet

This spell causes the footprints of any being or beings selected by the caster to glow with a faint blue glow. Flying creatures, obviously, can not be tracked this way, but the wake of

swimming creatures or objects can be seen.

Trail Erase

Magic-user 1
Duration: Permanent
Range: 600 feet

This spell causes all traces of the passage of any creature or creatures selected by the caster to be completely obliterated.

Transference

Magic-User 2
Range: 120'
Duration: Instant

The Magic-user can instantly transfer to any room or open space within a 120' radius or their starting position. The space need not be empty of monsters, people or objects for the Magic-user to use the transference spell, and the spell works equally well vertically or horizontally regardless of what may be between such as transferring between dungeon levels - magical barriers excepted. The Magic-user does not have to be familiar with the target location and can take with them anything (or anyone) they can carry.

Transform

Cleric 5
Range: Touch
Duration: Permanent

Causes physical transformation as specified by the Cleric, affecting the recipients Charisma and/or Strength Traits by no more than 1 point per level of the Cleric. The form of the being may be remade and reshaped to any creature form as desired or imagined except limbs may not be added or deleted.

Transform to Mud

Magic-User 5

Range: 120'

Duration: Special

This spell will transform any kind of soil, sediment, or rock into thick, gloppy mud. The amount of mud created is any amount up to 900 cubic feet. For example a 30'x30'x1' patch of mud could be created, but the actual dimensions are up to the caster. The mud created will dry like normal mud. Structural stone, such as a castle wall, will most probably collapse if transformed with this spell.

Transform to Slime

Magic-User 6

Range: 120'

Duration: Special

Casting this spell turns any kind of earth, rock, sand, or normal sedimentary surface into a pool of acidic slime within a 20' x 20' x 1' area radiating from a central Focal Point. Anyone within the area - including the caster, if cast too closely - will sink into the slime and immediately be affected by the acid, taking 1d6 in damage if skin is exposed. Mere cloth offers no protection and will begin to dissolve in seconds, and be gone completely if exposure continues for one minute. Leather, metal and more durable objects require a Saving Throw for each round they are exposed. Further, the slime itself is dense and grasps at those in it, requiring a Strength of 9 or more to move out, or through it. Water will neutralize the effects of the acid, otherwise it will continue to affect any object or being it is in contact with for 1d6 rounds after removal from the

pool.

Translucence*

Cleric 5

Duration: Permanent

Range: Touch

By this spell, a Cleric is able to molecularly transform an object, creature, or character or any part of them, so that they exhibit any degree of translucence desired - from see through skin, to partial see through, to nearly invisible with only the faint distortion of the outline showing. Reversed as **Opaque**, the spell will cause translucent objects to absorb all light, turning them into dense blackness.

Tranquilize*

Cleric 2

Range: Touch

Duration 3 Minutes

Allows the Cleric to calm and make mellow any one character; even those suffering from hysterics, excessive fear, anger or insanity. It will also prevent sudden drops in Morale. It will also remove paralysis caused by undead but will not restore any lost Levels. Tranquilized spell casters are unable to cast spells.

Reversed, **Anxiety**, causes the victim to become hesitant and jittery, forcing them to move last in any combat round, setting effective Dexterity to no more than 7, and increasing the chance of being surprised by 50%. Morale will likewise be penalized by 3 factors.

Transmute

Cleric 5

Range: Touch

Duration: Permanent

The Cleric successfully calling

for this miracle is able to change a single living creature into a plant or an inanimate object as desired, provided it will fit within a ten foot diameter circle. The transmuted being retains all 5 senses, but will be unable to move without additional magics. The caster may reverse their own casting at will, and can thus **Transmute** themselves temporarily.

Traveling Spell

Magic-user 5

Range: 15 feet

Duration: 24 hours per caster level

Similar to **Substitutiary Locomotion** and **Telekinesis**, the spell causes an object (broom, carpet, chair, bed, etc.) to be surrounded with a force that will move the object at rates up to 500 miles per hour, along with anyone or anything on it, wherever the spell caster commands or a command word is spoken. The spell lasts one day per level of the spell caster. It can, like most spells, be made permanent, in which case the object itself becomes magical.

Trip Trap

Magic-user 1

Range: 60 feet

Duration: 1 Minute

Casting this spell causes any and all normal, non magical traps to spring as if activated by the normal means.

Truth

Magic-user 4

Range: Touch

Duration: 10 Minutes per level of the caster

The recipient of this spell is able to tell, with 100% accuracy,

when someone is lying.

VanGrasstek's Armor

Magic-user 4

Range: Touch

Duration: 10 Hits

The recipient is completely surrounded by an almost invisible barrier. Only close attention may reveal a slight silvery shimmer. The barrier is completely protective against all physical attacks, and will absorb any successful hit, no matter how weak or strong. The spell will do so exactly ten times, but after absorbing the tenth successful hit, the barrier will disappear completely.

Ventriloquism

Magic-user 2

Range: 80 feet

Duration: 40 Minutes + 10 Minutes
per level of the caster

Using this spell, the caster can mimic the sound of any voice or noise and have it emanate from any point within range. The sound can be multiple voices, music or loud, disorienting noise if the spell caster wishes, whose effects would then be identical to the **Commotion** spell.

Vermin Plague

Cleric 5

Range: Miles per level of the Cleric
or less

Duration: Hours per level of the
Cleric or less

Causes annoying and dangerous small animals of whatever types are present in the area to multiply prolifically and spread out voraciously or angrily within the area of effect.

Vigor

Magic-user 1

Range: Personal

Duration: 1 minute per level

The caster gains double temporary Hit Points for the duration of the spell. The points affected are those at the time the spell is cast; so a hale individual with 5 HP would now have 10 HP, but if they had been wounded and were down to 2 HP, the spell would give them only 4. Provided the recipient has not dropped to zero or less Hit Points before the spell expires, they will be left with at least 1 HP even if that means keeping one of the temporary points at the end of the spell.

Waalibor's Vacuum

Magic-user 2

Range: 120 feet

Duration: 1 Minute

The spell creates a two dimensional circle with a diameter of 6 feet, that sucks all air or gasses on one side, shooting them, along with anything caught in the wind, out the other side. Anything except the caster, within 30 feet of the effect weighing less than 120 pounds or within 60 feet and weighing less than 30 pounds and not firmly secured or gripping something secure (Strength of 10 or greater required), will be drawn into the vacuum and ejected to a distance as far as the distance they were from the effect when it started. Damage to living beings so ejected is equal to falling damage (Saving Throw allowed), plus the possibility of being hit by other objects caught in the wind. In confined spaces of less than 400 square feet the effect can create a whirlwind. The facing

of the effect is up to the caster.

Wall of Fire

Magic-User 4

Range: 60'

Duration: Special

An immobile, opaque, blazing curtain of shimmering fire springs into existence. Only creatures with 4 or more Hit Dice can pass through the flames. All others will bounce off and take 1d6 points of fire damage. The wall also deals 1d6 points of fire damage to any living creature passing through it. Twice that damage to undead creatures. The wall is up to 20' in height and either a sheet of flame 60' long, or a ring with a radius up to 30'. The caster may choose to make the wall smaller if desired. If the caster evokes the wall so that it appears where creatures are, each creature takes damage as if passing through the wall; a Type IV Saving Throw is allowed to avoid damage. The caster must concentrate to maintain the spell and may do so indefinitely (within reasonable limits of endurance),

Wall of Ice

Magic-User 4

Range: 60'

Duration: Permanent until dispelled

As with **Wall of Fire**, the 6 inch thick ice wall is up to 20' in height and either a solid sheet 60' long, or a ring with a radius up to 30'. The wall will repel all fire based attacks, both natural and magical. The wall is solid and can only be broken by creatures of 4+1 Hit Dice or more.

Wall of Iron

Magic-User 6

Range: 60'

Duration: 12 Minutes

This spell causes a flat, vertical iron wall to spring into being. The wall is composed of one 5'x5' square section, three inches thick. The caster can increase the thickness of the wall with a proportionate reduction in the area; for example, doubling the thickness halved the area. The wall cannot be conjured so that it occupies the same space as a creature or another object. The wall must always be a flat plane, though the edges can be shaped to fit the available space. The wall may not be made less than one inch thick. The caster can create the wall vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left un-pushed. Creatures can push the wall in one direction rather than letting it fall randomly. Creatures with room to flee the falling wall may do so by making successful Type IV Saving Throw (with Dexterity bonus added). Any creature of Ogre-size or smaller that fails the save takes 10d6 points of damage. The wall cannot crush larger creatures. Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

Wall of Sand

Magic-user 4

Duration: 12 Minutes

Range: Sight

Creates a magical wall of moving sand. The size of the wall is

roughly 8 inches thick and 30' by 30' straight or a circle with a circumference of 15 feet and the same height. An additional 5 feet in any direction or 4 inches in thickness can be added for each level of Augmentation. The shape and curvature of the wall can be adjusted at will by the caster and can even be made to form a dome. The wall can also be moved at a speed equal to the basic movement rate of the caster. The sand will cause 3d6 points of damage to anything caught in it, and will remove paint, rust, etc. ruin clothes and cause general wear and tear.

Wall of Stone

Magic-User 5

Range: 60'

Duration: 6 Minutes +1 per caster level above 10

This spell creates a two feet thick wall of rock composed of one 10'x10' square section. The caster can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object. The caster can create a wall of stone in almost any shape desired. The wall created need not be vertical, nor rest upon any firm foundation. The wall can be crudely shaped by reducing the area. Like any other stone wall, this one can be destroyed by a **disintegrate** spell or by normal means such as breaking and chipping.

Wall of Water

Magic-user 4

Duration: 12 Minutes

Range: Sight

Creates a magical wall of water. The size of the wall is roughly 8

inches thick and 30' by 30' straight or a circle with a circumference of 15 feet and the same height. An additional 5 feet in any direction or 4 inches in thickness can be added for each level of Augmentation. The shape and curvature of the wall can be adjusted at will by the caster and can even be made to form a dome. The wall can also be moved at a speed equal to the basic movement rate of the caster. The water will cause no damage, but will leave anything caught in it soaking wet.

Water Breathing

Magic-User 3

Range: 30'

Duration: 30 Minutes per caster level

The affected creatures in range when the spell is cast can breathe water freely. The spell does not make creatures unable to breathe air.

Water Walking

Magic-user 2

Range: 100 feet

Duration: Minutes equal to
caster level

This spell allows either the caster or one person per level of the caster to move normally on top of the water as if it were a solid surface.

Web

Magic-user 2

Range: 30 feet

Duration: 8 hours

Web creates a 10' x 10' x 20' many-layered mass of strong, sticky strands similar to spider webs, trapping anything hit by them. The strands can be burned though in one minute. Anyone with Ogre Strength or

greater can break free in 2 minutes. Otherwise it takes 2d8 minutes to cut or tear through the webbing.

Web Strand

Magic-user 3

Range: Personal

Duration: Permanent

Causes a thread of webbing to shoot out from the casters palm to a distance of 60 feet. The web is 1/8 inch thick and very sticky. The strand can be moved and directed as the caster desires. A Strength score of 10 or greater is required to break it but it can easily be burned or cut with a sharp object.

Web Net

Magic-user 3

Range: Personal

Duration: Permanent

Causes a 9' by 9' net made of webbing to shoot out from the casters palm to a distance of 30 feet. The webbing is 1/8 inch thick and very sticky and will cling to and wrap around anything it lands on. A Strength score of 10 or greater is required to break it but it can easily be burned or cut with a sharp object. It will take 2-8 minutes to break free. Strength scores lower than 10 add one additional Round per strength factor; Strength scores higher than 10 subtract one additional Round per factor. Creatures caught within while the web is afire will suffer 1d4 burn damage.

Wind

Magic-user 4

Range: 180 feet

Duration: 4 Minutes

Creates a breeze, either rang-

ing from gentle to steady at the discretion of the caster, winds within a cube 20 feet per side along a path chosen by the caster. The breeze is sufficient to fill the sails of a ship if desired and may be maintained for longer by Augmentation. A caster of 11th level or greater can use this spell to create a **Wind Blast** of gale force winds. Anything not tied down or otherwise secured or extremely heavy will be picked up and thrown 3d6 feet and suffer falling damage equal to half the distance thrown unless a successful falling save is made.

Withering Hand

Magic-user 5

Range: Personal

Duration: 6 minutes

Causes the immediate and permanent evaporation of all water within 30' of the caster. Plants, animals and all flesh will wither and turn to brittle husks, pools will go dry, springs will temporarily cease, and so forth. The spellcaster, and anyone or anything in direct contact with the spellcaster, is immune to the effects of the spell. The effect will move with the caster until dispelled or expired.

Witch Eye

Magic-User 4

Range: 240'

Duration: 60 Minutes

With this spell the caster creates an invisible magical "eye" through which they can see. The eye has Dark Sight, but otherwise sees exactly as the caster would. It can be created in any place the caster can see, up to a range of 240' away, and thereafter can move at a rate of

120' per minute as directed by the caster. The eye will not move more than 240' feet away from the caster under any circumstances. The eye cannot pass through solid objects, but as it is exactly the size of a normal human's eye, it can pass through holes as small as 1 inch in diameter. The caster must be stationary and concentrate to use the eye.

Wiz-lock

Magic-User 2

Range: 10'

Duration: Permanent

A **Wiz-lock** spell cast upon a door, chest, or portal magically locks it. The caster can freely open their own **Wiz-lock** without affecting it, as can any Magic-user 3 or more Levels higher than the caster of the **Wiz-lock** or by another Magic-user if they make a Saving Throw of $10 +$ the difference in Levels between the Magic-users, or minus the difference if the Magic-user attempting to pass is 1 or 2 Levels above the **Wiz-lock**; otherwise, a door or object secured with this spell can be opened only by breaking in or with a successful **Dispel Magic** or **Knock** spell.



Notes:

Spell Books

Magic-users make and maintain books containing the spells they know, and prepare their spells for use by studying these books of known spells. Each Magic-User must carefully prepare personal spell books, one book for each level of spells they know. These books contain only the spells the Magic-user has managed to study and copy successfully, and no others. No spell book contains all the spells that are known to exist for no wizard has ever been able to master them all.

A Magic-user must have book in hand to prepare the spells they will have available to cast later during an adventure, and attempts to memorize spells from someone else's spell books or other source will automatically fail. Spells can never be cast directly from a spell book, but a Magic-user may attempt to copy spells from another book into their own books of known spells.

The chance to copy a spell into a personal spell book is determined by Intelligence, as shown in the table following:

Intelligence Trait	% Chance to Copy Any Given Spell	<i>Maximum</i>
3	20%	2
4	25%	3
5	30%	4
6-7	35%	4
8	40%	5
9	45%	5
10	50%	6
11	55%	7
12	60%	7
13	65%	8
14	70%	9
15	75%	10
16	80%	14
17	85%	18
18	95%	Any

For example, a Magic-user with an Intelligence score of 13 can copy up to 8 first level spells into their Book of Known first level Spells and never any more. The same with 2nd level spells and so forth.

The Referee should apply the chance to copy table above for every new spell a Magi-user attempts to acquire from an outside source (but see spell research below). If the Referee wishes to let the players acquire spells randomly, each time that the character gains the ability to cast spells of a higher level, the player can roll % dice for each spell they wish to learn on the available spell lists for the campaign, up to the minimum number for their intelligence score. A failed roll means the Magic-user cannot copy the spell into their book - but they may attempt again each time a new copy is found in a different spellbook.

Some Referees may require the player character to discover more spells through adventuring, through research or to purchase them.

Spells successfully researched are automatically entered into the spell book, regardless of whether the maximum number has been reached.

Further, no matter how many levels this Magic-user advances in Experience Levels, they can never prepare any spells they don't have in their books - but they may, if the referee allows, prepare for casting more than one "copy" of the same spell from their book of known spells. Once a given spell is in a book of known spells, it is there forever. It cannot be replaced.

Formulae

Alchemists and all other Magic-users who manufacture potions and the like, do so through the use of formulae which are often written in books or occasionally may be found on a scroll. These formula contain the necessary ingredients, preparations and step by step protocols to create the desired item. They are usually written in a secret code known only by the Alchemist or Magic-user who originally wrote it, but may still be deciphered through the use of a **Read Scripts** spell. These books can be of great value, doubly so for certain rare and rumored formulae books. Once a formulae has been successfully utilized by a Magic-user or Alchemist, they have a 10% chance per level of having correctly memorized that formulae and they will be able to replicate it from memory without needing to resort to a written text. At the Referee's discretion, formulae may be present in lair treasures as half of the scrolls or maps recovered.

Magic Item Manufacture

Every magic item has a creator and a story behind its creation.

With the proper formula, all Magic-users, as well as Alchemists, can produce potions. Potions will be of the same level as an equivalent spell. A potion which does not have an exact spell equivalent may be assigned whatever level the Referee thinks best.

The magic level of various items and the level of Magic-user required to make them are shown in the table below:

Items	Item Magic Level	Magic-users Minimum Level	Cleric Minimum Level*	Time to Complete
Potions	varies	any	N/A	1 week per spell level
A Spell on a Scrolls	varies	11	N/A	1 week per spell level
Magic Arrows & Projectiles	1	7	N/A	1 month
Magic Helmets & Shields to +1	2	7	6	1 month
Enchanting Weapons to +1 (non swords)	4	11	N/A	2 Months
Enchanting Armor or Swords to +1	5	11	N/A	2 Months
Holy Relics and Symbols	5	N/A	9	1 month
Wands, Misc. Magic Items	6	11	N/A	3 months
Rings, Amulets, Jewelry	7	13	N/A	6 months
Staves, Artefacts	8	16	11	1 year

Manufacturing magic items is expensive, of course, and takes time. Provided the Magic-user or Cleric has a proper formula or instruction manual, or has prior experience making the item, the cost to manufacture is as listed on the table below.

Magic Level	Cost per Item (GP)
1	100
2	200
3	500
4	1000
5	2000
6	4000
7	8000
8	16,000

For armor and weapons, each additional + doubles time and cost. Thus a sword with a +3 capability costs triple, and so on. Note: if the item is being manufactured for the first time without a proper instruction protocol, it counts as new magic research.

MAGIC ITEM ALIGNMENT

Magic items will have an Alignment, usually identical to that of their creator. Unless otherwise specified, a character may handle magic items with Alignments identical to their own with no trouble. However, voluntarily touching with bare flesh any magic item with a different Alignment than the personalities' will result in very harmful effects unless the character makes a Saving Throw. The type of effect depends upon the spell level of the object.

Spell Level	Mismatched Alignment Contact Effect
Level VI	Instant Death
Level V	Frozen in stasis until freed by a means specific to the object
Level IV	Switch Alignment and loss of up to six Levels for 1 Month
Level III	Switch Alignment and loss of up to four Levels for 1 Month
Level II	Switch Alignment for 1 Month and suffer 2d6 in damage from electric shock
Level I	Electric jolt - take 6 Point values of Damage

If the character is being forced to touch the object, they suffer the effects described on the table for one spell level less than the spell level of the object. The character who makes a successful throw suffers no immediate ill effect but may have to make additional Saving Throws later or may otherwise be affected depending on the nature of the object and the discretion of the Referee. In specific cases a magical object may be designed to produce other effects which may be substituted for those on the table.

New Magic Research

Magic-users are, of course, usually very interested in expanding their powers and creating new ones. Creating new magic is a question of time, money, and the level of the magic. Spells can be researched by Magic-users and Clerics of any level, and potions can be researched by Magic-users and Alchemists of any level, but in all cases no spell or a potion can be produced that is of a greater level than that which the manufacturer could normally cast. Potions which turn out to be failures are always POISON, regardless of what is on the label.

The process of creating new magic is the same as outlined above for manufacturing. However, each base time period is assigned a 20% chance of success or failure. The base time period is the normal manufacturing time based on the level of magic. For example, the base time to enchant armor is 2 months.

Chance of success is 20% and increases by 10% each time the base cost is doubled. An additional 10% chance is added for every week after the first that the research continues, so, for example, new magic research going into the fourth week beyond the base time period would get a 40% bonus chance of succeeding. Each week after the base time period also adds to the cost, by the full amount. For example, a third level potion would normally take 3 weeks to manufacture at a flat cost of 500 GP as shown in the table. However, if the potion was new research, an additional 500 GP would need to be spent every additional week until success was achieved. If it took 7 weeks, that would be base cost + the cost of 4 additional weeks, i.e. $500 + 2000 = 2500$.

Neither Magic-users or Clerics can create new magic of a magic level above that which they are normally capable of. Further, the costs given assume access to a library and/or laboratory where relatively undisturbed research can be conducted. Without such research facilities, it is still possible to do the necessary research but at 10 times the cost!

Determining the level of the new magic is somewhat subjective

but must be done by the Referee, after carefully considering the existing spell levels and magic items, in addition to the particulars of the campaign world. A potion which does not have an exact spell equivalent and does not have a specified level may be assigned whatever level the Referee thinks best.

Note that all of the above applies to Alchemists also, excepting of course that they cannot manufacture staves, wands, or any object that actively projects a spell multiple times. Clerics are only permitted to create one magic item at a time as a fact of divine providence. Magic-users may attempt to manufacture more than one item at a time but doing so can be quite risky. If the magic is being created in the same laboratory as another magic item, or if it remains unattended for more than 8 hours, there is a 10% cumulative chance per day that a yellow mist will arise. Thus a magic item being manufactured and left unattended for 5 days has a 50% chance of becoming yellow mist, and the same is true of two magic items being manufactured in the same laboratory for the same period.

Yellow mist is a dense noxious gas that arises when any 2 or more potions of different types mix. In an open area the gas will spread to cover a 15 foot radius per potion involved. If the gas arises from untended potion manufacture, it will not dissipate for years and may spread over miles of territory. The effects of the gas are choking, coughing, and a burning sensation in any exposed skin. Victims within a cloud of Yellow mist are unable to breathe and will lose 1/2 of their Constitution per minute. Upon reaching less than 1 Constitution factor the victim is unconscious and will die in 1 minute without medical or magical attention. Skin damage from the gas is 1d4 Hit Points per ten minutes. The mist will dissipate in 1 hour unless continuously produced.

The Bond

Spells, whether made by Alchemists in a lab or cast by Magic-users through voice, are all basically one off affairs. Once used, the magic is gone. Magic items are quite a bit different, and more intimate than mere spells. Magic items that have a passive and continuous effect are generally safe (exceptions can be made on purpose, however). These would be cloaks of invisibility, enchanted arms and armor, rings of protection and so forth. However, magic items that must be triggered or that project a spell effect of any sort are dangerous to use, for example a wand of Lightning Bolts, a crystal ball, a ring of Fireballs, a helm of Telepathy, a medallion of ESP, and the like. These items have a 10% chance for spell casters or 15% chance for all other classes, of forming a bond between item and user, each time the magical power surges as it is called into use.

The effects of such a bond are that the user will not wish to discard or replace the item. They will grow inordinately possessive of it and have a strong craving to use it whenever opportunity arises (save versus Wisdom to defy the craving).

Thereafter, the bonded individual has a further chance per use, 10% for Magic-user and Clerics or 15% for others, of developing one of the 5 types of mental illness. This chance is reduced by 1% for each level of the wielder, so that a 5th Level Magic-user bonded to a particular magic item has but a 5% chance per use of developing an insanity; an eighth level Magic-user, but a 2% chance and so forth. Continued use means continual chances, and the character could conceivably develop all 5 types of mental illness (Post Traumatic Stress, Schizophrenia, Paranoia, Amnesia, Hallucination). Note that magic wands that cause spell Augmentation are something of an exception. While these wands are just as likely to bond with a user as other wands, staves, and triggered effect magic items, they do not carry the side effects that can lead to insanity.

Obviously, it is in the character's best interests to use magic items with activated spell effects carefully and sparingly, if at all.

Breaking the Bond

Death of the owner or destruction of the item severs the bond. Other methods may exist but can neither be easy nor harmless. Magic items which have been separated from their bond have a 50% chance of becoming **cursed**.

Magic and Iron

Clerical "magic" is of a divine origin and is neither affected by nor has any relationship to iron, but iron and the magic of Magic-users is intimately linked. When the magic of a Magic-user is in operation it always produces an odor of hot metal, or some say, hot blood.

Iron, while molten, or red hot, is a kind of conduit or enabler of magical energy. Even the iron content in warm fresh or circulating blood (heme) will act as such an enabler. Few persons outside the learned circles of the magic using classes understand the connection, but it is well known that the unexpected smell of blood is a warning that spells are being cast.

By the same token, cold, hard iron and steel objects are barriers to magic because the magic therein is arrested, finished, stilled. The finished, cold, product arrests or freezes the magic but like the metal itself, the magic is active and malleable when the iron is red hot. It need not be flowing, but the more malleable, the easier the magic.

Spell casters avoid contact with any objects, including magical

objects, containing any amount of cold (room temperature) iron when they are attempting to cast a spell. Any cold iron will stress the successful completion of the spell. This of course includes iron and steel armor.

Further, spell casters must eat a diet heavy in red meat, marrow, blood puddings and the like, and iron rich vegetables like spinach, due to the constant risk of anemia from the magic they cast; casting spells draws out some of the iron from their blood with every spell. The laboratories of many a Wizard develop a light coating of red dust that is the iron that has been drawn from the caster during spell work.

Solid, cold objects predominantly made of iron will resist the penetration of pass through magic effects like: X-ray Vision, Locate Object, Detection, ESP and Clairaudience.

In the presence of magic, objects containing any amount of iron will begin to grow warm – the stronger the magic, the greater the warmth. Continued exposure will increase the warmth to the point that the iron can grow red hot and even melt – at which point it begins to strengthen the magic instead of resisting it as when it was cold. A spell caster clamped in manacles could still theoretically cast a spell, but would almost certainly burn themselves very badly in the process.

This also means that anyone in iron armor or holding any iron at all within the area of effect of a spell will likewise be affected. A warrior in plate standing in the bask of a continual light spell is going to start sweating pretty quickly and sword bearing goblins under the cloak of a Darkness spell will find their hands getting burned if they don't let go. Note that "flash bang" magic effects, such as fireballs, lightning, teleportation and so forth, take place too quickly to effect iron and its alloys very much.

To find how fast and to what extent this warming effect occurs, consult the tables below (damage, if any, being left to Referee discretion):

Time in minutes (spell levels 1-3)

Weight lbs.	Very warm	Scalding	Red Hot	Molten
>5		10	20	30
6-30	10	20	20	40
31<	20	30	40	50

Time in minutes (spell levels 4-6)

Weight lbs.	Very warm	Scalding	Red Hot	Molten
>5			10	20
6-30		10	20	30
31<	10	20	30	40

Enchanted objects containing iron, such as magic swords, will always be warm to the touch, and always have at least a very feint odor of magic.

Enchanting Iron

Iron and alloys of iron such as steel can not be enchanted as easily as objects of wood, stone, bone and so forth. For Iron and its alloys to be made into magic items, the enchantment must be done while the iron is hot, fresh from the forge. Once finished and cooled, no changes to the enchantment can be made without reheating.

Constitution and Magic

As mentioned above, creating magic physically draws out the iron components (heme) in the blood of the caster. This is usually well within the tolerance of the high level Magic-user, but it can be much more challenging to lower level Magic-users. If, within a 24 hour period, a Magic-user casts 2/3rds or more of their mentally retained spells, a Constitution check is required due to the loss of iron in the blood. Failure of the check results in magical exhaustion and fatigue, which will last for a period of time randomly determined by the Referee, but not to be less than 12 hours - longer if the exhausted caster is unable to eat properly.

Augmentation

Spells may be augmented by making them as if they were of a higher level. Augmentation increases the effect of the spell by 20% per higher level but requires the added time it takes to make a spell of the target level and the expense of 20% per level added also. Usually, Wizards cannot augment a spell to a level above their own, unless they commit a great deal of time, and expense to the endeavor. Through such intensive research it is possible to learn how to effectively reduce the complexity (level) of a spell so that Augmentation of the apparent effect of the spell is possible beyond the normal level of the Wizard.

Spell Ingredients

Wizards need stuff. They constantly search out sources for the

ingredients they require to create spells. What those ingredients are can radically alter the feel of magic in a campaign world. It could be buttercups and fairy tears, or it could be orc eyes and grave mold. Whatever the case, it is definitely important to know how much and to what extent the players will be interested in joining in searches for spell ingredients. Arneson himself does not seem to have used "search for spell ingredients" as group adventure hook much, if at all. Gathering spell ingredients seems to have been one of the sort of things that were left for the players to do individually between group adventures. It could be handled as a one on one adventure with the player or just as a short between game narrative, if the other players are not interested in such quests. This is part of the reason it's important to track players on a calendar.

In my own campaign, the wizards often gather monster body parts and such, for use in formula, and also for sale (hide value) during the normal course of an adventure. Anything else they need is usually purchased.

ALTERNATIVE MAGIC METHODS

Alternative Spell Progression

This method ignores the "Vancian" spells per level tables. A Magic-user's personal spell book and the spells they have in it determine what possible spells they can cast. Spell books are, as usual, separated by level, so that all level 1 spells are present in a level 1 spellbook; all level 2 spells in a level 2 spellbook and so on. The referee may rule that all spells of a given level in the game rulebook are present in all (up to date) standard (off-the-shelf) spell books. Magic-users can add new spells to personalize their spells through research as usual.

The level of spell book a caster can access accords with the usual spell chart, as follows:

MU Level	Spell Level
1, 2	1
3, 4	2
5, 6	3
7, 8	4
9, 10	5
12+	6

Per the usual rule, a Magic-user will need to own a spellbook of a given level in order to learn the spells of that level. Magic-users will

need to "refresh" their familiarity with their spell books prior to going on an adventure. Long absence from their personal books (more than 2 weeks) will result in a +3 (15%) penalty added to fail chance. (see below).

There is no limit on the number of times a caster can cast per day, or the number of times they can cast a particular spell, however, every time a mentally prepared spell is cast a failure roll and an exhaustion roll must be made. Note that the spell failure table does not apply to casting scroll spells or using devices. The player will roll a d20 and a d6 simultaneously and consult the tables below.

Spell Failure table:

Wizard Level	Spell Level 1	Spell Level 2	Spell Levels 3 & 4	Spell Levels 5 & 6
1	5	7	9	11
2	4	6	8	10
3	3	5	7	9
4	2	4	6	8
5	1	3	5	7
6	0	2	4	6
7	0	1	3	5
8	0	0	2	4
9	0	0	1	3
10	0	0	0	2
11	0	0	0	1
12+	0	0	0	0

Roll d20 over the number shown to succeed - a successful roll and the spell is cast.

Wearing Armor: Wearing armor reduces the chance of casting a spell. In the traditional descending AC method, simply subtract the AC number from 9 and add the result to the target number in the table. Thus, Armor Class 9 (wearing no armor at all), would not affect the spell in any way, but wearing plate mail - Armor Class 3 - would add 6 to the target number in the table. If you are using the ascending AC method instead, then subtract 10 from the armor class number to get the target number modifier. For example AC 15 minus 10 gives a target number modifier of 5.

A failed cast causes the caster to lose the ability to cast that particular spell until they have rested and had an opportunity to read the spell in their spell book.

Regardless of whether the spell succeeds or fails, the exhaustion table roll must be made and the table consulted.

The exhaustion table below also applies to clerics and to casting spells from scrolls or stored spells, but not to using magic producing devices like wands, staves and rings.

Exhaustion Table:

D6	Cleric Spells (any level)	Mu Spell level 1	Mu Spell Level 2	Mu Spell Level 3	Mu Spell Level 4	Mu Spell Level 5	Mu Spell Level 6
1	0	0	0	0	0	0	0
2	0	0	-1	-2	-3	-4	-5
3	0	-1	-2	-3	-4	-5	-6
4	-1	-2	-3	-4	-5	-6	-7
5	-2	-2	-4	-5	-6	-7	-8
6	-2	-3	-5	-6	-7	-8	-9

The number in the column is then subtracted from the Constitution score of the character. Upon reaching zero or less Constitution the caster is magically exhausted, and will suffer effects identical to the *Feeblemind* spell. Complete recovery of the Constitution score will occur with a full rest of at least six hours.

First Try Failures

The Magic-user can only cast spells of a level they can access and that they have cast successfully on their first try. This is determined by making a successful casting role on the first ever attempt to cast it. A failure means that spell is beyond the ability of the Magic-user - for as long as they remain at the same Experience Level. When a Magic-user gains a new Experience Level, they may try again to cast spells they previously failed at.

Once a Magic-user has learned to cast a particular spell successfully at least once, they may continue to try to cast that spell in the future at their normal failure rates. Failing at some later attempt does not mean they can no longer access the spell.

This method plays on Arneson's idea that a spell had to be successfully cast at least once before the MU could progress. In this case

the Magic-user learned to cast the spell successfully at least once and thus can attempt to cast it again at their usual fail rate.

Inscribed Magic

Inscribed magic is glyphs, signs and runes imbued with a magical effect. Inscribing magic is a means whereby a Wizard of 11th level or greater may instill a permanent magical effect on an object. All “magical” objects must have characters either carved or stamped and stained with blood or written/painted with blood. Sometimes, these magical runes may be invisible under normal circumstances, but they can always be revealed with a reveal magic spell or under conditions particular to the object, such as in moonlight, in fire in the presence of certain creatures, etc.

Making A Permanent Inscribed Spell

A permanent spell may be carved into a permanent edifice, such as a building, a statue, etc., or may be carved on an artifact, such as a weapon, a ring or medallion, etc. The glyphs, runes or signs must be carved or stamped into the object being enchanted. Runes that are drawn will not affect what they are drawn on, however, the ink itself can be enchanted this way.

Inscribed Magic Ritual

Each rune or sign has a name and an associated power or related group of powers. To enchant an object, these steps must be performed in exact order:

1. *Carve* the runes.
2. *“color”* the runes with blood.
3. *“prove”* the runes by chanting the names of the runes in the order they were carved.
4. *“enchant”* - say poetically and sometimes plainly or sometimes cryptically what the runes were meant to do.

The time it takes for the magic to be complete depends on the level of the spell as detailed above in the magic item creation rules.

Trigger

Runes are always continuously live; however, their effects often only occur in specific circumstances. The magic of the spell will radiate from the focal point (runes). The spell itself will be triggered when the appropriate condition occurs. If no trigger is specified, the effect is continuous. Triggers can be anything, a magic word, the

presence of a being within a certain distance, a specific event, such as falling into a trap or being shot at, etc.

Ranged effects, once activated, will extend the full distance of their range, provided nothing prevents it, and will always effect the target that is closest to the focal point (rune) and so on until there is no one left within range.

Effect of Inscribed Magic

The inscribed magic will have a level of effectiveness varying between 6 and 8, as determined by the Referee. The specific effects of the individual runes are whatever the Magic-user who created them wishes them to be. For example, they might trigger an explosion or a lightning bolt or a vision or duplicate the effects of a spell.

Duration of Runes

Inscribed magic is independent of the spell caster. Because of this, inscribed magic will remain effective until the terms or circumstances of the spell, are broken or it is re-carved/written as a new rune/runescript by someone of equal or greater level than the original creator. The death of the spell caster will not affect the permanence of the magic. As long as the item and the runes remain intact the spell will remain.

If the item, or focal point, is broken, then the person who broke it must take a Throw versus Wisdom or receive such damage as the Referee deems appropriate.

Recarving

An equal or higher level spell caster may attempt to recarve the runes to alter their effect. Success will be determined by an Intelligence Throw.

Alchemical Magic

There are three sources of Alchemical magic, and therefore three schools: Vegetable Organic, Animal Organic, Mineral. Each spellcaster will draw on one of these sources for their power, and create their magic from these ingredients.

Alchemical spells are tied to physical things made of special ingredients, not magic energy or enchanted words. Alchemical Spells are often found in the form of potions in bottles or vials, gasses trapped in delicate glass balls, powders in paper tubes, and the like, including spell scrolls written with magical ink made from distilled magical berries, beetles, and such. Alchemical spells must be employed in a

particular fashion to cause the spell effect and, except for some potions and powders that may have multiple doses, are generally used entirely upon application.

Regardless of the form the final alchemical spell is in, several ingredients are required. These ingredients are often, (but not always) hard to come by and expensive. They may range from the hair of a white dog born at midnight to stale bread. The exact ingredients of each spell are not specified in these rules for several reasons. It is not essential to the game to know the specific ingredients used in the preparation of an alchemical spell, and each player can choose to make up those details, or not, as they wish.

Whatever their final form and ingredients, alchemical spells must be prepared in a laboratory. There is a 35% base chance the finished spell will be a dud and fail when employed. This failure rate increases by 10% per level of complexity of the spell, (i.e. level II - 45%, level III - 55%, etc.), -5% per level of any Alchemist who has previously completed that particular spell successfully. Thus, a 1st level Alchemist who has already completed a 1st level alchemical spell now has a 30% chance to fail to make the same 1st level spell. Likewise, a 5th level Alchemist who has already completed a 1st level alchemical spell and a 3rd level alchemical spell now has only a 5% chance of failure when making the same 1st level spell and a 25% of failure when making the same 3rd level spell, but would have the standard 35% chance and a 45% chance respectively to complete a new 1st and a new 3rd level spell. These percentages can be greatly modified by learning how to make a particular alchemical spell under the tutelage of an accomplished teacher, or through the use of a detailed formula scroll. A high Intelligence score will also improve an Alchemists chance of creating a successful alchemical spell by 5% for Intelligence scores of 15 or 16 and by 10% for a Intelligence score of 17+.

Spell level reflects both the complexity of the alchemical spell and the minimum level of the Alchemist who may attempt to safely create the spell. Alchemists cannot make spells above their level, although they may attempt to cast them – see Improper use of Spells below.

When an Alchemist has achieved sufficient experience points to advance to the next level, they must successfully complete an alchemical spell of the new level, or a similar research project before the new level becomes “official”.

Prepared alchemical spells may sometimes be purchased at a mini-

mum of 300 GP times the spell level. Alchemists frequently hire out their spell making services to wealthy patrons as a way to finance their own ambitions.

Generally, an Alchemist will not know if an alchemical spell has been completed successfully until it is actually employed. Thus if a Referee does not know the success or failure of the production of a given alchemical spell ahead of time, the above chances must be rolled against when the spell is employed. If the level of the Alchemist who made the alchemical spell is unknown assume the standard chances of failure modified in this case by 5% per level of the caster for spells they have cast or made before.

When an Alchemist acquires an alchemical spell they did not make, they may safely employ it if it is of their level or less and they have knowledge of how the spell is to be triggered. Again, however if the Referee does not know the success or failure of the production of a given alchemical spell ahead of time, the standard chances must be rolled against.

Length of time to make an alchemical spell is one week for level 1 spells, one month for level 2 spells, three months for level 3 spells and so on. An Alchemist may work on any number of spells at one time provided they have the components and the workspace. Upon reaching level 9, an Alchemist may reduce alchemical spell brewing time by $1/2$ and a level 11 alchemist needs only $3/4$ the usual time.

Improper Spell Use

Any non Alchemists who attempt to use alchemical spells do so at some peril. The same applies to Alchemists who attempt to use alchemical spells above their level. There is a 10% chance for non Alchemists, and a 20% chance for Alchemists, that the alchemical spell will actually work, regardless of the spell level, but there is also a 10% chance per level of the spell (i.e. 60% chance for level VI spells) that the effects will backfire in some hideous fashion on the caster. First roll percentile dice to see if the alchemical spell is successful, if it fails roll again to see if it backfires. If the alchemical spell is neither successful nor backfires, nothing at all will happen but the spell will be ruined.

Song Magic

I also wanted to get back to using a spell point magic which had been in the original system proposed for (the original game) and I thought spell point superior to the system that was used, as well as simpler.

Dave Arneson, Pegasus Magazine, Premiere Issue, 1981, Judges Guild Inc. Pg 6

In the Expanded Game, the option is provided to use Spell Points to cast spells. All spells are given a point rating. Elfin Mages receive an amount of points according to the chart provided. Once an Elfin Mage has used all their magic points, any additional Spell Points are temporarily taken from their Health until they either fail to cast a spell or exceed their Health score. Constitution points used to cast spells return at a rate of 1 point per day of rest. A Constitution of 0 or less is death from massive internal hemorrhaging.

Spell Points are fully recovered following 8 hours of sleep. Partial Spell Point recovery may be allowed following less than 8 hours of sleep but Spell Points only return once per day. A character could not sleep for 2 hours, recover a few points, and then try to recover more points later that same day.

Elfin Magic

Elfin Magic spells are identical to standard magic spells, however they are activated by singing, thus requiring no physical materials. To be successful, the Elfin Mage must make a Saving Throw vs. Constitution each time they cast a spell or fall exhausted for 2d6 turns. Alternatively, if the Referee and players prefer, the player may actually attempt to make a rhyme and sing it. Whereupon the Referee and/or other players may determine success or failure based on the players performance.

The number of spells that may be sung is limited by the spell points the Elfin Mage possess. Each level of spell costs one point to cast – thus, for example, a 4th level spell costs 4 points.

The number of Spell Points an Elfin mage has to cast begins with the following table:

Level	1	2	3	4	5	6	7	8	9	10
Points	4	6	8	12	16	20	24	32	40	48

High Intelligence scores will also provide a bonus that may be added each level according to the following table:

Score	7	8	9	10
Bonus	1	2	3	4

Unlike normal spells, whose effects can be activated more or less instantaneously, Elfin song magic takes time to create. The more powerful the spell, the longer it takes to sing. However, Elfin Mages of advanced level are able to shorten the length of time it takes them to complete an effective song, according to the following table:

Title	Levels	Spell Points Sung per Turn
Initiate	1-2	½
Demi Prince	3-4	1
Mage Prince	4-8	1 ½
Demi Lord	9-10	2
Mage Lord	11+	2 ½

Title	Levels	Spell Points Sung per Turn
Initiate	1-2	½
Demi Prince	3-4	1
Mage Prince	4-8	1 ½
Demi Lord	9-10	2
Mage Lord	11+	2 ½

Thus, a 1st or 2nd level Elf Mage needs two turns to complete a level I spell costing 1 spell point.

Notice that there are no restrictions for Elfin Mages regarding what levels of spells they can cast. A 1st level Elfin Mage could cast a 6th level spell provided they had sufficient spell points to do so - although, even with a high Intelligence bonus they wouldn't have much spell casting ability left for the day. Of course, Elfin Mages can only sing magic that they know. A 1st level Elfin Mage may know 1d6 spells chosen by the player or randomly rolled for. As they progress in level Elf Mages do not automatically gain new spells. They must learn them from a teacher, from some record such as a magical tome or scroll, or create them from scratch through intense research. Spells learned from a written source have a 90% failure rate -5% per level of the Mage, until the Elfin Mage gets it right.

Countering a Spell (Elf Mages only)

If an Elfin Mage has a spell cast at them and the Mage also knows the spell, they have a chance to cancel its effect, provided they are aware the spell is being cast and are not engaged in some activity which would prevent them from trying. If, for example, an Elfin Mage is engaged in melee or some other activity and a spell is cast on them, that character has no chance to counter it; they must be aware and unoccupied to counter a spell.

To counter a spell, the character must roll a Constitution saving throw, just as if they were casting the spell themselves. Success means it is countered and the spell “fizzles out” without effect. Countering takes one turn and costs 1 spell point and no other activities at all may be undertaken during that turn.

A Note on “Elfin” Magic

The elfin magic system detailed here is done so as a suggestion. The Game Master could decide to use the system for some other group or purpose instead, as desired - be it as the magic of a lost or dying race of giant insects, or perhaps as a rare kind of psionics in orcs.

The Magician's Bane – the Arcanahog (courtesy Sam Briskin)

Armor Class 1

Hit Dice: 1-4

MV: 12"

This monster consumes magic items; as such, its' personality, intentions, appetite, difficulty, and alignment depends on how many items of what types it has consumed. Originally created by a Wizard intent on devising some way to conserve the power inherent in unneeded magic items, the creation exhibited an immediate and insatiable appetite and quickly gained intelligence through the consumption first of an intelligent sword, followed shortly thereafter by the Wizard who created the Arcanahog itself. While Arcanahogs do not gain the spells (usually), of the items (or Wizards) they consume, they may gain special abilities resulting in physical changes - depending on the details of the specific item - and any intelligence the item possessed adds to the Arcanahogs knowledge and comprehension. Each magical weapon or device/spell improving combat effectiveness an Arcantog eats adds a hit die. Upon eating its fifth and subsequent such item, the Arcanahog will spawn a 1 Hit Die "child" Arcanahog within 24 hrs. Very little about Arcanahogs as a species is known, given the variety and uniqueness of the few Arcanahogs encountered (and whose encounter was both known and survived). The overall number of these creatures and their rate of population increase is also unknown, though those with their ear to the underground have noticed a recent sharp increase in demand for any and all magic items.



Nota Bene: This work uniquely focuses on the creative ferment of the birthplace of fantasy RPGs - the Twin Cities area of Minnesota. All of the spells in Boldface Type on the spells by level tables are traceable to the original published game, and are identical to the spells given in *Champions of ZED™*, while the majority of the remainder of the spells are inspired by the works of Dave Arneson, Richard Snider, David Megarry, M.A.R Barker, Mark Bufkin, and Fred Funk III. Such resources by the players include Snider's pre D&D campaign rules, *Powers and Perils™*, *Pentantastar™*, *The Dungeons of Pasha Cada*, and *Fred's World*. Sources of inspiration from Arneson include foremost his *First Fantasy Campaign™*, and Dave Arneson and Richard Snider's *Adventures in Fantasy™* role playing game, but some other specific examples include Restore Larder from the DA series of modules and Dissolve, Stun, and Shiva Effect from powers given in Dave Arneson's *Trapman™*. An additional score of spells were cherry picked from the d20 line of Dave Arneson's "DAB" product's OGL spell lists and adapted to classic play. The spells Redirect Edged Weapons and Tranquelize derive with permission from Mark Bukin's *Beyond This Point be Dragons* manuscript - itself a reorganized version of the seminal draft of the game. The nature and effect of Charm spells was inspired by Arneson's Gin of Salik stories. Two spells were inspired by Craig VanGrasstek's *Rules to the Game of Dungeon*. A few other spells, are original presentations arising out my imagination or as occasionally inspired by various items of popular entertainment, or inspired by Earnest T. Hamm's *KABAL™*. In preparing the *Zero Edition Dungeoneering™* spells to conform to the original sources, it was found that details of duration, range, and effect were often vague, and time information particularly muddy. Nevertheless, the spells presented here agree in these and other particulars with whichever of the sources seemed clearest or best, and if these details were still lacking, as was often the case, clarification was sought in draft materials such as the Mornard Fragments, or printed works such as the 1971 *CHAINMAIL™* miniatures rules, the J. E. Holmes introductory edition, Arneson's 1979 *Adventures in Fantasy™* rules publications and Gygax's 1976 miniatures rules revision; and this last references was particularly useful for determining area of effect and range. In those few remaining instances where either range, or duration, or area of effect were still unclear, the information from the OGL source was used as is. For these traditional spells, I did not create new "crunch", except in that the time of effect of the Sleep spell is based on a guess from a discrepancy in Holmes, and "5 feet for every level above 5 (Thaumaturgist)" in detect evil was changed to 10' per tier to avoid an obvious complication with the range. Lastly, the way a Magic-user dispels magic was a necessary reconciliation of various sources, to conform to the greater power to dispel accorded to the Cleric in *Beyond This Point be Dragons*. Similarities in name or effect to some spells in the "Advanced" version of the game were, at least for my part, coincidental, as I did not consult those works.)

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