



**CLASSIC DUNGEON DESIGNER'S NETBOOK #2**

# **OLD SCHOOL SPELLS REFERENCE**

**A COMPREHENSIVE LISTING OF MAGIC-USER, ILLUSIONIST, CLERIC and DRUID SPELLS,  
PUBLISHED BY TSR FOR USE WITH 1<sup>st</sup> Edition ADVANCED DUNGEONS & DRAGONS™  
FEATURING COMPILED COMMENTARIES & NOTES.**

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# MAGIC USER SPELLS

## Cantrips

### Bee (Summoning)

Area of Effect: 1 bee

Casting Time: ½ seg

**Explanation/Description:** When this cantrip is used, the caster summons a honey bee from someplace -where is of no importance, for the creature appears in seconds. The bee will appear in whatever spot the caster is gazing at, up to 10' distance from him or her. The bee is, of course, annoyed, and it is 90% likely to sting any living creature it finds itself upon. (This will certainly cause the subject to react violently if it would otherwise be so affected by a bee sting.) The verbal component is a low buzzing sound, made while the caster moves a forefinger through flight-like passes. (UA)

### Belch (Evocation)

Area of Effect: 1 person

Casting Time: 1/10 seg

**Explanation/Description:** When this cantrip is cast, the subject will involuntarily belch. A saving throw is applicable only to see how loud or muffled the burping is, failure indicating a very loud belch, success meaning that the sound is relatively low and muffled. The verbal component is an almost inaudible belch, done at the same time that the caster's hand presses his or her diaphragm. (UA)

### Blink (Evocation)

Area of Effect: 1 person

Casting Time: 1/10 seg

**Explanation/Description:** By means of this cantrip, the caster causes the subject person (or creature) to blink his, her, or its eye or eyes. The blinking reaction is only momentary, of course, lasting no more than half a second. A successful saving throw indicates only a single eye wink, or no effect for one-eyed creatures. The verbal component is a softly spoken magical word (such as *hat-cha-cha*), voiced while the caster snaps his fingers. (UA)

### Bluelight (Conjuration)

Area of Effect: 1' dia. sphere

Casting Time: ½ seg

**Explanation/Description:** This cantrip enables the caster to conjure a small sphere of glowing blue radiance. The light has an eerie effect when seen from a distance, but the 3-inch sphere only illuminates an area of 5' around itself. Furthermore, the *bluelight* does

not cast reflections beyond this radius. The light does not affect either infravision or ultravision. When the caster says a rhyme using the words blue and light in any combination, the *bluelight* appears in his or her open palm and remains aglow until the caster ceases to concentrate on it. (UA)

### Bug (Summoning)

Area of Effect: 1 bug

Casting Time: ½ seg

**Explanation/Description:** A variation of the bee cantrip, the bug cantrip enables the caster to summon some form of crawling insect. The beetle or bug appears in the same manner as the bee summoned by the cantrip of that name. It will likewise be irritated and will pinch, bite, or otherwise attack the creature it might find itself upon, with appropriate results. Verbal component is the name of the insect desired while the caster's forefinger makes a sliding and pointing motion at the desired area of the bug's appearance (up to 10' distant). (UA)

### Change (Alteration)

Area of Effect: One object

Casting Time: 1/10 seg

**Explanation/Description:** By means of a change cantrip, the caster alters one small object to another, although the change must be within the same kingdom, and only animal and vegetable objects are affected. Thus, a piece of parchment can be changed to a brightly colored cloth square, then the cloth can be changed to a rose by another use of the cantrip. Likewise, a bird can be changed into a bat, the bat to a flying squirrel by another use of the same type of cantrip, and so forth. Each change requires a change cantrip. The cantrip will not cause more than a 50% increase or decrease in size/volume, and the effect will last for a base time of 1 turn. If the change is radical, then the time will be reduced accordingly; Le., changing a dead object to a live one is a radical change and will last only 1 round. On the other hand, a very slight alteration such as color change or the like will last for 1 or more days. A saving throw against this magic does not apply as long as small, animal-intelligence, non-magical creatures of normal sort are concerned. Typically, a magic word is verbalized while the hand makes a pass over the object to be affected. (UA)

## **Chill** (Evocation)

Area of Effect: 1' cube

Casting Time: ½ seg

**Explanation/Description:** A cantrip of this nature allows the caster to cause non-living liquid or solid material to become about 40° F. cooler than it was, subject to a minimum temperature of freezing. The chilling effect lasts for but an instant, after which the subject warms slowly back to normal temperature. Verbal component is a soft whistling, somatic is a downward thrust thumb. (UA)

## **Clean** (Abjuration)

### **Dirty** (Reverse)

Area of Effect: 4 sq. yds.

Casting Time: ½ seg

**Explanation/Description:** This cantrip enables the caster to remove heavy soil, dirt, and like foreign objects from floors, walls, dishes, windows, etc. The subject surfaces are then spotless, but care must be taken in removal of pigments and the like, so usually only one type of material will be treated in a single application. Verbal component is a low out-rush of air, somatic is a circular hand motion.

The opposite of a *clean* cantrip, *dirty*, enables the caster to soil, spot, and sully walls, floors, dishes, garments, etc. Verbal component is a spitting sound, made while the feet are shuffled and stamped. (UA)

## **Color** (Evocation)

Area of Effect: 1 cubic yd.

Casting Time: ½ seg

**Explanation/Description:** By use of this cantrip, the caster brings color to an object. It can be used to restore faded hues or to tinge those already colored with a different hue. Thus, dull or faded fabric can be brightened, pigments restored, or even hair or skin changed to another color. The effect must be renewed every 30 days. Verbal component is a humming, somatic is a back-and-forth or wringing hand motion. (UA)

## **Cough** (Evocation)

Area of Effect: 1 person

Casting Time: 1/3 seg

**Explanation/Description:** This cantrip enables the caster to make the subject individual cough spasmodically. If a saving throw is made, the cough is only a brief hacking which will not usually disturb other activities. Failing the saving throw indicates the victim is affected by a loud and active series of coughs lasting from 1 to 3 seconds. The somatic component is a gagging gesture while a gasp is verbalized. (UA)

## **Creak** (Evocation)

Area of Effect: Special

Casting Time: 1/6 seg

**Explanation/Description:** By means of this cantrip, the caster evokes a noise similar to that of a door with

corroded hinges slowly opening, or else a sound as if someone or something were walking across squeaking floorboards. The former sound lasts for 1/3 segment; the latter noise will last half a segment and seem to traverse up to 10 feet distance. The caster makes a low creaking sound in his or her throat while using a hand to make an opening motion or fingers to make a walking motion. (UA)

## **Dampen** (Evocation)

Area of Effect: 1 cubic yd.

Casting Time: ½ seg

**Explanation/Description:** When a cantrip of this sort is cast, the subject area is permeated by a fog-like dampness which leaves all material within it damp to the touch. It is useful for many sorts of things. It is hard on parchment, and it similarly makes it and like substances hard to set aflame. Those within the area of effect of the dampen cantrip will be enwrapped in a light fog, and objects in this fog, while still visible, will lose their detail. Verbal component is a low hooting or a hummed ditty, somatic is a hand gesture upwards with writhing fingers. (UA)

## **Distract** (Enchantment)

Area of Effect: Special

Casting Time: 1/3 seg

**Explanation/Description:** By means of this cantrip, the caster causes all who are watching to look at an area of the caster's choice. The area must be to the right or left of the caster, and the distraction must be within 10 feet of the caster. Thus, the caster can cause viewers to watch his or her right hand and a location a few feet distant where the caster's finger is pointing, while the caster's left hand does something unnoticed. Saving throws apply only to individuals above 0 level, or with at least 1 + 1 hit dice and an intelligence rating of greater than low. The distract cantrip has a duration of only 1 segment. The caster speaks an attention-getting word or phrase and gestures to the left or right to effectuate the cantrip. (UA)

## **Dry** (Abjuration)

Area of Effect: 1 cubic yd.

Casting Time: ½ seg

**Explanation/Description:** This cantrip removes dampness and excess moisture from materials within the area of effect. It is useful for cloth, herbs, and cleaning chores. Verbal component is similar to that of the dampen cantrip, and the somatic is a two-handed wringing motion. (UA)

## **Dust** (Abjuration)

### **Dusty** (Reverse)

Area of Effect: 10' radius

Casting Time: ½ seg

**Explanation/Description:** A cantrip of this sort removes all fine dust and tiny grit particles from exposed surfaces such as floors, shelves, walls, etc. The material

so removed is transported elsewhere, but new dust can accumulate, of course. Verbal component is a continuous in-drawing of breath, somatic is a back-and-forth hand motion.

The reverse, dusty, causes a film of dust and grime to settle upon all exposed surfaces within the cantrip area of effect. The verbal component is a low humming sound, made while the hands move in shaking motions. (UA)

### **Exterminate** (Abjuration)

Area of Effect: 1 small creature Casting Time: 1/10 seg

**Explanation/Description:** When this cantrip is used, the caster may kill a small pest such as a fly, mouse, rat, beetle, or the like. It is useful for indoor and outdoor applications. If the subject is very small, an area of up to ½' cubic foot can be rid of pests. This cantrip is effective against magical creations and normal-sized creatures magically shrunk to insect-size, but has no effect on *polymorphed* creatures and similarly enchanted beings. The somatic gesture is a pointed finger, while the caster verbalizes a low *zzzt* sound. (UA)

### **Firefinger** (Alteration)

Area of Effect: ½' line Casting Time: 1/3 seg

**Explanation/Description:** The *firefinger* cantrip enables the caster to cause a jet of flame up to one-half foot in length to shoot forth from his or her finger. The flame is very hot and will ignite combustible materials such as parchment, twigs, kindling, and the like without difficulty, providing the materials are relatively dry. The flame persists for up to 1 segment. To bring about the magic of this cantrip, the caster speaks a word of power over elemental fire (such as *ron-son*, *zip-Po*, or the much revered word, *dun-hill*), extends the forefinger, and makes a sideways motion with the thumb. (UA)

### **Flavor** (Enchantment)

Area of Effect: 1 object Casting Time: ½ seg

**Explanation/Description:** This cantrip enables the caster to give the subject a superior or better or different flavor. Thus, mush can be made to taste as if it were lobster bisque, but the dweomer will not actually affect quality or wholesomeness. Spoiled food remains spoiled; a poisoned drink would still be deadly (though any tell-tale taste of the poison may be masked in this fashion). The verbal component is a muttered lip-smacking sound; the somatic gesture is a shaking motion. (UA)

### **Footfall** (Illusion)

Area of Effect: Special Casting Time: 1/6 seg

**Explanation/Description:** When this cantrip is used, the caster creates the audio illusion of footsteps. The sound is as if a human or humanoid was walking. The

footfalls can be soft or fairly noisy. They can approach, move away from, follow, or otherwise seem to parallel a person or party. They must begin within 10' of the caster, but they may thereafter move away from him or her up to a 20' distance, or may approach closer than 10'. The caster must softly vocalize sounds similar to footsteps while pointing in the area they are to occur initially and subsequently. (UA)

### **Freshen** (Enchantment)

#### **Curdle** (Reverse)

#### **Wilt** (Reverse)

Area of Effect: One object Casting Time: ½ seg

**Explanation/Description:** By means of this cantrip, the caster brings new life or freshness to the object desired. The magic applies to food and drink items such as milk, beer, meat, and raw vegetables. It also works with cut vegetables, flowers, herbs, etc. Although it will remove a slight taint of spoilage, restore drooping flowers, and so on, it is not as effective as a *purify food & drink* spell, and it lasts for but an hour. The subject must be of relatively small size, i.e. a small cask of liquid, a sheep, a bushel of vegetables, etc. If used on a creature that is harmed by magic such as *purify food & drink*, the cantrip inflicts 1-4 points of damage.

The verbal component is an *mmmmm* sound, while the hand makes a mystic symbol with thumb and forefinger forming a circle and the other fingers upright and apart.

A reverse, *Curdle*, is broader than its name, for it affects many food and drink items. The magic curdles milk and hastens spoilage or wilting, but does not putrefy food & drink as per that spell. It has a permanent effect on the object. It is otherwise similar to *freshen*. The caster verbalizes a retching sound while pointing the thumb downward.

A second reverse, *wilt*, affects only vegetable material -whether growing or picked. Thus, a plant can be made to wilt (or possibly wither if it is not very healthy), or a bunch of cut flowers sag or droop. Verbal component is a descending hum, while the forefinger is slowly curled from an upright position. (UA)

### **Gather** (Alteration)

#### **Spill** (Reverse)

Area of Effect: 1 sq. yd. Casting Time: 1/6 seg

**Explanation/Description:** This cantrip enables the caster to neatly gather numerous small objects into a stack or pile. For instance, if nails, nuts, coins, papers, or like objects were spilled, the magic would bring them together. It can be used selectively, for instance to separate one type of material from another, but only the selected type would be gathered neatly. The caster verbalizes the type of material to be gathered while making a gathering motion.

The opposite of a gather cantrip, *spill*, this enables the caster to cause the contents of a container to spill

out. The object container is actually tipped by the cantrip, and since the magic is not powerful, containers of more than about gallon size, or magical ones, will not be affected by the cantrip. Solids and/or liquids within the object container will spill out, if the container is not securely closed or capped. To bring about the magic, the caster verbalizes an uh-oh sound while making an abrupt hand motion. (UA)

### **Giggle** (Charm)

Area of Effect: 1 person

Casting Time: 1/3 seg

**Explanation/Description:** By means of this cantrip, the caster causes the subject individual to involuntarily giggle. The loudness and length of this reaction depend on the saving throw. If the subject fails to save, the result will be a chuckle or giggle lasting about 2 or 3 seconds. If the save succeeds, only a brief chuckle will be caused. The verbal component is a single word or phrase (known in magical circles as a "punch line") to be spoken while one finger is moved back and forth rapidly. (UA)

### **Gnats** (Summoning)

Area of Effect: 1' cubic

Casting Time: ½ seg

**Explanation/Description:** A cantrip of this nature is similar to the *bee* and *bug* cantrips described above, except that when it is used a cloud of gnats is summoned. The swarm will immediately proceed to fly around the head of the nearest living creature (which must be no more than 1" from the caster), and unless this creature makes a successful Saving Throw vs. Poison, the cloud of gnats will distract the creature for from 1-4 segments before the gnats fly elsewhere. The verbal component is a high-pitched buzzing sound made with the tongue and upper palate while the caster points a digit at the area in which the gnat cloud is to appear. (UA)

### **Groan** (Illusion)

Area of Effect: Special

Casting Time: 1/6 seg

**Explanation/Description:** A *groan* cantrip creates the audible illusion of a wracking cry coming from some location no more than 1" from the caster. Naturally, those creatures within hearing distance are allowed a Saving Throw vs. Spells, and if it succeeds, the individual will hear no such noise. The caster makes a soft groaning sound in his or her throat while pointing to the area from which the sound is to appear to come. A container or door will not hamper the range, so that a groaning sound can be made to seem to come from behind a door, in a chest, etc. (UA)

### **Hairy** (Alteration)

#### **Shave** (Reverse)

Area of Effect: One object

Casting Time: 1/10 seg

**Explanation/Description:** While this cantrip is not actually one of the standard useful ones which apprentices reverse for mischievousness, it is one which is generally used for no good purpose. It causes hair, fur, or hair-like growth to thicken and lengthen. Thus, a head of hair, a peach, a beard, a cat, or whatever could be affected. The growth will cause the subject material to increase from 2-12 inches in length. The subject material must be trimmed or cut to remove the cantrip's effect. This cantrip can be reversed to shorten growth or effectively shave, but since the effect on short material (growth under 1 inch in length) is complete absence of growth for 2-12 days, it is not often used. The caster verbalizes snicking sounds while making massaging motions for growth, or scissoring motions for removal. (UA)

### **Hide** (Illusion)

Area of Effect: 1 object

Casting Time: 1/10 seg

**Explanation/Description:** This cantrip allows the caster to magically hide an object of virtually any size for a short period of time. The cantrip casts a *dweomer* over the desired object so that it becomes invisible to all who are in front of the caster. Note that the magic does not affect sound, so that if a crowing rooster were made to seemingly disappear, the noise of its cry would still be heard. Likewise, if an elephant were hidden by the cantrip, the sound of its tread, trumpeting, or even breathing might be heard. The *dweomer* will not work if viewers are beside or behind the caster. The cantrip lasts for 1 turn on an object of 2 cubic yards or less in volume. The duration is reduced by 1 round for every additional 2 cubic yards of volume made to seemingly disappear, until at 20 cubic yards of volume, the duration is 1 round. At over 20 cubic yards of volume, duration is reduced by 1 segment per 2 additional cubic yards; i.e., the *hide* cantrip will have a duration of 9 segments if cast on an object of 22 cubic yards volume; 8 segments for 24 cubic yards, 7 segments for 26, 6 for 28, 5 for 30, 4 for 32, 3 for 34, 2 for 36, and 1 segment for 38 cubic yards. Anything over 38 cubic yards in volume will at best momentarily disappear and then reappear again. Verbal component is an activating word such as *abracadabra* while the hand makes a pass across the forepart of the object. The caster can dispel the cantrip simply by speaking the activating word. (UA)

### **Moan** (Illusion)

Area of Effect: Special

Casting Time: 1/10 seg

**Explanation/Description:** This cantrip is the same as a *groan* cantrip, except that the sound involved is either a pitiful moaning or else an eerie one. The desired

sound is either a low-pitched one for the haunting effect or a high-pitched one for the pitiful effect. (UA)

## Mouse

Area of Effect: 1 mouse

Casting Time: ½ seg

**Explanation/Description:** Similar to the cantrip which summons a bee or a bug, the *mouse* cantrip enables the caster to bring forth a mouse up to 10' from his or her position. The animal will be a typical field mouse or as similar a species as possible. When it arrives, the caster will have no control over the mouse, and the animal will behave as would any mouse in the given situation. The caster speaks a summoning word (typically the name of a food desirable by mice) while holding his or her hands in such a way as to resemble mouse ears. (UA)

## Mute (Alteration)

Area of Effect: 1 object

Casting Time: 1/10 seg

**Explanation/Description:** The *mute* cantrip allows the caster to alter the shape of small objects of a mineral nature. The magic is effective against glass, metal, stone, etc. A plane can be altered to a rod, a torus to a sphere, etc. Thus, a coin could be changed to be a ring. Similarly, glass could be changed to crystal, lead to silver, copper to gold, etc. However, the dweomers of magical items are too strong for this cantrip to affect them. The duration of the mute is but 1 round. If another individual actually touches the object affected, the dweomer of the cantrip might be affected: The individual touching it makes a Saving Throw vs. Spells, and if it succeeds the cantrip is dispelled. The components for the mute cantrip are similar to those of a *change* cantrip. (UA)

## Nod (Evocation)

Area of Effect: 1 person

Casting Time: 1/10 seg

**Explanation/Description:** This cantrip causes the subject to give an involuntary nod of the head due to muscle contraction. The effect is as if the subject were nodding in agreement or as a greeting. A successful saving throw negates the effect. The caster gives a slight nod of the head while pointing his or her small finger at the subject. (UA)

## Palm (Illusion)

Area of Effect: 1 small item

Casting Time: 1/10 seg

**Explanation/Description:** This cantrip enables the caster to secrete a small object in his hand without seeming to do so. The dweomer creates an illusory duplicate of the object to be palmed, so that the other can be taken while under a form of hide cantrip (which actually works regardless of viewer position). The illusory duplicate of the palmed object lasts but 1 segment, so it must be covered or screened from view, or else any onlookers will see it wink out of existence. A special

word is spoken while a digit points at the object to be palmed. The caster may then pick up the now-invisible actual object while seemingly only touching or handling the illusory duplicate. (UA)

## Polish (Alteration)

Area of Effect: 1 object

Casting Time: ½ seg

**Explanation/Description:** When this cantrip is used, the caster magically smoothes and brings a luster to materials such as wood, metal, stone, leather, or ceramic. Naturally, the desired object must be relatively clean in order for the cantrip to be effective. The object affected must be of reasonable size -a floor of up to 1,000 square feet, an armoire, etc. It works better on smaller objects, of course, such as boots, mirrors, crystal containers, etc. The caster hums a ditty while making a buffing motion. (UA)

## Present (Alteration)

Area of Effect: 1 small item

Casting Time: 1/6 seg

**Explanation/Description:** A *present* cantrip enables the caster to bring any small object or series of objects from within a 2-foot radius of his or her person to his or her hand. The object or objects will appear magically in the caster's hand as he or she puts the hand upward or outward with a flourish and speaks the key word to begin the dweomer. If an object as large as a tankard is thus presented, the cantrip will be exhausted, but as many as a dozen coins could be brought to the hand before the dweomer failed. The caster must know the exact nature and location of the object or objects to be presented. If they are on the person of another individual, a Saving Throw vs. Spells applies to the individual, unless the object or objects are in plain sight. (UA)

## Rattle (Illusion)

Area of Effect: Special

Casting Time: 1/10 seg

**Explanation/Description:** By means of this cantrip, the caster causes the audible illusion of a rattling sound associated with chains. Its direction and distance is the same as for a groan cantrip. The sound will last for up to 2 seconds. All creatures within 10' of the sound are entitled to a Saving Throw vs. Spell to determine whether they hear the illusory sound. The spell caster names the rattling device which he or she desires to create the illusion of while shaking one hand vigorously. (UA)

## Salt (Evocation)

Area of Effect: One object

Casting Time: 1/6 seg

**Explanation/Description:** This cantrip causes a sprinkling of fine salt to magically appear and descend upon the desired object - a stew, some troublesome weed patch, or a barrel full of stock fish to be

preserved. The object must be of a reasonable size - up to perhaps 4 square yards in area or about 30 gallons liquid volume. Care must be taken to avoid over-salting if the object involved is smaller, and if the object is larger, it will not receive much salt. Creatures adversely affected by salt (such as a giant slug) take 1-4 points of damage from this cantrip. The verbal component is a labial smacking, performed while the hand makes a sprinkling motion. (UA)

### **Scratch** (Evocation)

Area of Effect: 1 creature      Casting Time: 1/6 seg

**Explanation/Description:** A *scratch* cantrip causes the subject creature to experience an annoying itch on some portion of the body. Unless a saving throw is successful, the subject will involuntarily scratch at this itch. This scratching will take but a second, and will immediately cause the itch to cease. Verbal component is the name of some body pest (flea, louse, etc.), uttered while the area of the itch is pointed to. (UA)

### **Shine** (Alteration)

#### **Tarnish** (Reverse)

Area of Effect: 1 object      Casting Time: ½ seg

**Explanation/Description:** Similar to the *polish* cantrip, this magic allows the caster to remove tarnish, rust, corrosion, and similar substances from the desired object. This cantrip brings about a mirror-bright shine to objects capable of such, causing their surfaces to be smooth and unmarred. A piece of jewelry, for instance, would be made more attractive, and the gems (only) of such a piece might be actually made more valuable: If base value of the gem(s) in a piece of jewelry was originally decreased, and a *shine* cantrip is used upon the object, then the owner may (if desired) find out whether the value of the gem(s) has been changed. (The DM should roll again on the "Increase or Decrease of Worth Beyond Base Value" table on page 26 of the DMG, with a -1 modifier to the die roll.) No gem can be "re-valued" in this manner more than once. A single object up to about 1 cubic yard in volume can be treated by this cantrip. Its components, are similar to those of *polish*.

The reverse, *tarnish*, causes a covering of rust, corrosion, verdigris, or the like to cover an object normally subject to such tarnishing. The object must be of about 1 cubic yard or less in volume. Verbal component is a spitting sound, while the hand makes a sprinkling motion. (UA)

### **Smokepuff** (Evocation)

Area of Effect: 1' diam. cloud      Casting Time: 1/3 seg

**Explanation/Description:** When this cantrip is employed, a puff of actual smoke appears in the desired location, up to 10' distant from the caster, and will ascend as would a normal cloud of smoke, or be

dissipated, depending on the prevailing conditions. The caster can cause the smoke to be either white, gray, black, brown, yellow, or green. The caster names the color of smoke desired while moving a hand from an extended horizontal position to a vertical one, meanwhile breathing forth a puff of air. (UA)

### **Sneeze** (Evocation)

Area of Effect: 1 creature      Casting Time: ½ seg

**Explanation/Description:** A cantrip of this nature causes an irritation in the nasal passages of the subject. Unless the subject makes a successful Saving Throw vs. Spells, a sneeze will occur. This single sneeze will relieve the irritation. The caster verbalizes the name of an irritant substance while touching his or her nose. (UA)

### **Spice** (Evocation)

Area of Effect: 1 object      Casting Time: ½ seg

**Explanation/Description:** Unlike the *flavor* cantrip, this magic actually brings a particular spice to the object of food or drink. Thus, ginger, pepper, and like spices can be brought to add zest (or disguise). Herbs such as bay leaf, garlic, parsley, and so forth can likewise be evoked by this cantrip. The quantity is sufficient to spice food or drink for about a dozen people. The spice (or herb) appears over the object vessel as a fine powder or flake, falls upon it, and adds its substance to the dish or drink. A ditty is hummed for the verbal component, while the hand makes a crumbling and sprinkling motion. (UA)

### **Spider** (Summoning)

Area of Effect: 1 spider      Casting Time: ½ seg

**Explanation/Description:** This cantrip, much as does a *bee* or *bug* or *mouse* or *gnats* cantrip, summons a small, ordinary spider from elsewhere to the location desired by the caster, up to 10' distant from his or her person. The arachnid so summoned will usually be a common garden spider or the like, no larger than an inch or two in diameter, and basically harmless. There is a 5% chance that the creature will turn out to be one with powerful poison (black widow, brown recluse, etc.). Since the spider summoned will be annoyed, the creature upon which it finds itself, if such is the case, will be subject to an immediate bite attack. This will have only a momentary effect, distracting the victim for 1 segment, for a normal spider. If the spider is of the very poisonous sort, the victim must also make a Saving Throw vs. Poison at + 4. Success indicates 1 point of damage is inflicted. Failure indicates 2 points of damage are inflicted, and the victim will feel sick and be unable to act normally for 1-4 days unless a *neutralize poison* spell is cast to remove the toxin. (A slow poison will defer the sickness for 1 day.) To cast the cantrip, the caster speaks the word arachnid while spreading his or her fingers and wiggling them. (UA)

## **Sprout** (Alteration)

Area of Effect: 1 cubic yd.

Casting Time: ½ seg

**Explanation/Description:** By means of this cantrip, the caster causes acceleration in the growth of plants, particularly with respect to the germination of plant seeds. Upon its casting, the cantrip will cause seeds to shoot forth tiny sprouts, newly sprouted plants to grow an inch or so, buds to flower, etc. Fruits and vegetables can be caused to ripen (or actually go past ripening to spoilage) by this cantrip. A susurrant sound is verbalized while the caster's hand makes hoeing motions. (UA)

## **Stitch** (Alteration)

### **Ravel** (Reverse)

Area of Effect: Special

Casting Time: ½ seg

**Explanation/Description:** This cantrip magically sews seams in cloth or leather. It will make new ones, or repair old work. About 20 yards of cloth can be thus stitched, but only about 2 yards of leather. The seam thus created is neither stronger nor weaker than a seam done without magic. Usually a brief rhyme is recited as the hand makes a sewing motion.

The reverse, *ravel*, will work only if there is a loose or broken thread in the seam or fabric to be affected, except for material magically stitched by the appropriate cantrip. When the latter sort of seam or material is involved, the ravel cantrip will always work except in a case where the subject is otherwise magical, i.e. a **bag of holding**, a **cloak of protection**, **boots of elvenkind**, etc. The name of the cantrip is verbalized while the fingers make a plucking motion. (UA)

## **Sweeten** (Evocation)

### **Sour** (Reverse)

Area of Effect: 1 object

Casting Time: ½ seg

**Explanation/Description:** This cantrip is the same as a *spice* cantrip, except that the result is the evocation of a sweetener - sugar, honey, or even a syrup. Components are a buzzing sound and a stirring motion.

The reverse, *sour*, causes the subject food or drink to take on a sour taste, not unlike vinegar of the appropriate sort. While it is typically used to spoil wine, beer, or some pastry, the sour cantrip can be used to useful purpose. The magic actually causes about a pint (maximum) of vinegar to appear over the subject. This can be an empty container in which such liquid is desired. The caster purses the lips and makes a whoosh sound while clenching the hand. (UA)

## **Tap** (Evocation)

Area of Effect: 1 sq. ft.

Casting Time: 1/6 seg

**Explanation/Description:** By means of this cantrip, the caster is able to evoke an invisible force which will tap or rap against some solid object - a door, lid, floor,

table, wall, pane, or whatever. The sound will occur once, twice, or thrice, according to the number of fingers extended by the caster. It is an actual sound; creatures within 10' of the noise will certainly hear it if they are able. Verbal component is a hollow sound created by the tongue against the palate, or a key phrase spoken softly, while the finger makes a tapping motion. (UA)

## **Thump** (Illusion)

Area of Effect: Special

Casting Time: 1/10 seg

**Explanation/Description:** An audible illusion, the *thump* cantrip causes all creatures within a 10' radius of the area of effect to hear a loud but muffled thumping sound, as if something large just fell from a height of a foot or so. A successful Saving Throw vs. spell nullifies the cantrip's effect. The caster can cause the sound to seemingly come from any location within a 1" radius of his or her person. The caster swallows loudly while pointing toward the area where the cantrip is to come from, while thinking of the thumping sound. (UA)

## **Tie** (Alteration)

### **Knot** (Permutation)

### **Tangle** (Permutation)

### **Untie** (Reverse)

Area of Effect: 1 object

Casting Time: ½ seg

**Explanation/Description:** By means of this cantrip, the caster can magically cause the object of the magic - thread, string, cord, rope, or even cable - to tightly knot itself to either its other end or an end of a similar object within 1' of it. The resulting knot will be a normal one such as a square knot, half-hitch, running bowline, or whatever other sort is desired. The caster verbalizes the name of the knot while holding up three fingers.

A permutation, *knot*, causes the thread, string, cord, or rope to knot itself in such a manner as to be very difficult to untie, and from 2-8 rounds, minus DEX bonus for reaction of the individual untying the knot, to undo. It works even on material already affected by a tie cantrip, but not on magical ropes, ropes being held onto by a character or creature, or taut lines such as a bowstring. The caster verbalizes a low zzzz sound while moving the arm forward with a strong wrist motion.

A permutation, *tangle*, allows the caster to cause fine material such as thread, hair, small grass, and the like to become twisted and entwined in a tangle. It will not work on heavy material such as rope. Untangling subject material will take 3-12 rounds, unless it is roughly done - and the material is broken and snapped in the process, torn loose, etc. The cantrip will tangle mixed materials such as grass and string, hair and threads, and so forth. A buzzing is verbalized while the finger makes a stirring motion.

A final permutation, *untie*, is simply the reverse of the magic. The caster selects an object - thread, string, cord, etc. - which is knotted or tied. The cantrip removes the knot or tying. Note that the untie cantrip

will cause a tangle to be nullified. The cantrip will not remove both a *knot* and a normal tying (normal knot or one caused by a *tie* cantrip), but it will cause the former to disappear so that only a normal tying remains. This cantrip has no effect on magical objects. Somatic and verbal components vary according to the desired result. In general, a popping sound is made while the hands are moved apart - either as if a knot were being untied or a cord snapped. (UA)

### **Tweak** (Conjuration)

Area of Effect: 1 creature      Casting Time: 1/3 seg

**Explanation/Description:** By means of this cantrip, the caster causes an unseen thumb and forefinger to harmlessly, but annoyingly, tweak some portion of a chosen subject within a 10' radius of the caster. Portions subject to the tweak cantrip are: cheek, nose, ear, beard, moustache, whiskers, or tail. The cantrip's effects do not disturb spell casting, although the tweaking might distract any creature by causing it to turn to discover the source of the annoyance. A failure to Save vs. Spells (with respect to creatures with an INT under 7), or failure to roll a score greater than INT on 3d6 (with respect to creatures with INT of 7 or greater), indicates a 1-segment distraction. The caster speaks a magic phrase (such as *kitchy-kitchy-coo*) while making a pinching and pulling motion with thumb and forefinger. (UA)

### **Twitch** (Evocation)

Area of Effect: 1 creature      Casting Time: 1/3 seg

**Explanation/Description:** By means of this cantrip, the caster causes a muscle contraction in some portion of the subject creature's appendages - head, neck, hand, arm, foot, leg, etc. The twitch will be noticeable, but will not cause the subject great discomfort or loss of control or concentration. The cantrip is negated by a successful saving throw. Verbal component is the name of the area to be affected while the caster gazes at the area and makes a twitching motion with the hand. (UA)

### **Unlock** (Conjuration)

Area of Effect: 1 lock      Casting Time: ½ seg

**Explanation/Description:** This cantrip enables the caster to conjure an invisible, key-like force appropriate to the locking mechanism to be opened (or closed). The *unlock* cantrip will affect only simple locks of the most basic sort - typically those which have closing pressure prongs or bolt and pins, or bolt and spring closures. Locks with tumblers or levers, as well as secret-combination locks, are not subject to this cantrip. Note that simple locks with complex wards to prevent skeleton-key triggering will be subject to an *unlock* cantrip. While the caster speaks a word or phrase associated with locks (*tick-tock-double-lock* or *yah-el,*

*etc.*) he or she makes a twisting motion with fingers held as if to grasp a key. (UA)

### **Warm** (Evocation)

Area of Effect: 1' cube      Casting Time: ½ seg

**Explanation/Description:** This cantrip is the same as *chill*, except that the magic brings a warming of the liquid or solid. The temperature will rise at most about 40° F. The cantrip will never cause living creatures to become warmer than their normal body temperature. Components are an *aah* sound vocalized while the hands are rubbed briskly together. (UA)

### **Whistle** (Evocation)

Area of Effect: Special      Casting Time: 1/6 seg

**Explanation/Description:** When this cantrip is cast, the dweomer causes a faint or loud whistling sound. A faint whistling can be heard within 10', a loud one within 30'. The sound can be sharp and normal-seeming or echoing, hollow, and eerie. The caster must whistle softly in a manner similar to the desired sound while he or she looks at the area from which the sound is to come and holds two fingers near his or her mouth. (UA)

### **Wink** (Enchantment)

Area of Effect: 1 person      Casting Time: 1/10 seg

**Explanation/Description:** This cantrip enables the caster to cause the subject individual to wink one eye. A saving throw indicates that the winking is rapid and not greatly noticeable, while failure to save indicates a greatly exaggerated, prolonged winking. The caster speaks a magical phrase (such as *twenty-three skidoo*) while making an imperceptible winking of his or her eye. (UA)

### **Wrap** (Alteration)

Area of Effect: 1 cubic yd.      Casting Time: ½ seg

**Explanation/Description:** When a *wrap* cantrip is employed, the caster creates a strong and sturdy wrapping around the subject desired - a bit of herbs, a heap of flour, a bundle of cloth, etc. The material of the cantrip is of a suitable type and thickness for the item(s) to be wrapped. Thus, a few ounces of fine powder will be contained in a waxy tissue, gem stones in a felt-like envelope, meal in cloth, and so forth. The wrapping can be undone normally, but the caster can just as easily order it to open, so the cantrip is often used to enfold the material components of a spell. The caster verbalizes a general class of wrapping desired while making folding motions with his hands. (UA)

## Yawn (Evocation)

Area of Effect: One creature      Casting Time: 1/6 seg

**Explanation/Description:** A *yawn* cantrip makes the subject creature feel a brief wave of drowsiness which in turn evokes a yawn reaction. If a Saving Throw vs. Spells succeeds, the subject creature is totally unaffected by the dweomer of the cantrip. Failure, however, not only forces a yawn to immediately occur, but the subject is then more susceptible to a sleep spell. During the balance of the round in which the yawn cantrip was cast, and during the whole of the following round, the subject will automatically fall into comatose slumber from a sleep spell cast upon it, so 1 additional creature will be vulnerable to the spell if more than 1 creature of 4 or fewer hit dice are subjected to the spell. Further, if creatures of 4 + 1 to 4 + 4 hit dice are involved, there is then a chance that two such creatures will actually be affected by sleep. Even a creature of up to 5 + 2 hit dice can be affected by sleep if previously victimized by a yawn cantrip, but the effect of the sleep spell is rolled for as if the creature had 4 + 1 to 4 + 4 hit dice; Le., there is a 50% chance that it will not be affected. The caster hums a lullaby for the verbal component while making a rocking motion with cupped hands. (UA)

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## Level 1

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## Affect Normal Fires (Alteration)

Range: 10'      Components: V, S  
Duration: 1 round/lvl      Casting Time: 1 seg  
Area of Effect: 3' radius fire      Saving Throw: None

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

## Alarm (Evocation)

Range: 10'      Components: V, S, M  
Duration: 2-8 turns + 1 turn/level      Casting Time: 7 round  
Area of Effect: Up to 20 sq. ft./lvl      Saving Throw: None

**Explanation/Description:** When an *alarm* spell is cast, the magic-user causes a selected area to react to the presence of any living creature larger than a normal rat, i.e. anything larger than about one-half cubic foot in volume or more than about 3 pounds in weight. The area of effect can be a portal, a section of floor, stairs, etc. As soon as any living creature sets foot upon the area, touches it, or otherwise contacts it, the *alarm* spell will evoke a loud ringing which will be clearly heard within a 60' radius. (Reduce the radius by 10' for

interposing doors, by 20' for substantial interposing walls.) The sound will last for 1 segment and then cease. While undead creatures will not cause the spell to function, invisible creatures, as well as those from other planes who are otherwise alive, will do so. Ethereal or astrally projected creatures will not trigger an *alarm*, but flying and levitating creatures will. The material components of this spell are a tiny bell and a piece of very fine silver wire. (UA)

## Armor (Conjuration)

Range: Touch      Components: V, S, M  
Duration: Special      Casting Time: 7 rounds  
Area of Effect: One creature      Saving Throw: None

**Explanation/Description:** By means of this spell, the caster creates a magical field of force which serves as if it were leather armor (AC 8). If the spell is cast upon a person already armored, it has no effect. However, if it is cast upon a creature with an armor class normally better than 9 (due to its size, speed, skin, etc.) it will benefit the normal armor class by one step, i.e. AC 8 becomes 7, AC 7 becomes 6, and so on. The magic *armor* spell does not slow or hinder movement, adds no weight or encumbrance, nor does it prevent spell casting. It lasts until dispelled or until the wearer sustains cumulative damage totaling greater than 8 points + 1 per level of the caster. Thus, the wearer might take 8 points from an attack, then several turns later sustain an additional 1 point of damage. Unless the spell were cast by a magic user of 2<sup>nd</sup> level or higher, it would be dispelled at this time. Until it is dispelled, the *armor* spell allows the wearer full benefits of the armor class gained due to the dweomer. The material component is a piece of finely cured leather which has been blessed by a cleric.

**DM's Note:** This spell will not function in conjunction with protective magic devices other than a *ring of protection*. (UA)

## Beast of Burden (Alteration)

Range: 30'      Components: V, S, M  
Duration: 2 hrs/lvl      Casting Time: 1 round  
Area of Effect: Special      Saving Throw: None

**Explanation/Description:** This spell partially lightens goods placed upon a single mount. The effective encumbrance of all objects on the mount, including riders, is reduced by one-half, in effect doubling the amount of weight the mount can carry. A mount that suddenly finds itself carrying one and one-half its maximum load without the spells protection cannot walk, slowly sinks to the ground, and stands a 50% chance of going lame. A mount suddenly burdened by twice its maximum load collapses to the ground, suffering 1-6 points of damage and automatically goes lame. The material components are a lodestone and pinch of metal filings. (GHA)

## Bookworm Bane (Evocation)

Range: 20'                                      Components: V, S, M  
Duration: 1 turn/lvl                        Casting Time: 1 seg  
Area of Effect: Special                      Saving Throw: None

**Explanation/Description:** This spell is used to seek out and destroy one of the most feared enemies of the mage: the bookworm. When cast, the spell creates a disembodied hand that will search through 100 books or scrolls per round, seeking out bookworms with a 95% chance of detection. Once a worm is found, the hand will pursue the bookworm relentlessly, attacking with the skill of a fighter equal in level to the caster. A successful hit by the hand means that the bookworm is instantly crushed to death. The hand possesses a STR of 8, so it can move aside books and scrolls in pursuit of the fleeing bookworm. The hand is incapable of performing any other functions or fighting any other foe. The material component is a child-sized glove made of tough leather. (GHA)

## Bubbling Buoyancy (Alteration)

Range: 20'/lvl                                      Components: V, S, M  
Duration: 1 turn/lvl                            Casting Time: 1 seg  
Area of Effect: 100 lbs/lvl                    Saving Throw: None

**Explanation/Description:** By use of this spell, the mage can allow normally non-buoyant objects to float upon a layer of small crystal bubbles filled with air. Up to 100 pounds per level of the caster can be made to float, including gold, lead, stone, or living creature. An object that has sunk can be raised to the surface if the object is within the spell's range. The material components are a small cork and a pinch of bromine salt. (GHA)

## Burning Hands (Alteration)

Range: Caster                                      Components: V, S  
Duration: 1 round                                Casting Time: 1 seg  
Area of Effect: Fan of flame                   Saving Throw: None  
3' long in a 120-degree arc

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

## Charm Person (Enchantment/Charm)

Range: 120'                                        Components: V, S  
Duration: See below                            Casting Time: 1 seg  
Area of Effect: One person                   Saving Throw: None.

**Explanation/Description:** Except as shown above, this spell is the same as the 2<sup>nd</sup>-level druid spell, *charm person or mammal* (q.v.), but the magic-user can charm only persons, i.e. brownies, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, and troglodytes. All other comments regarding spell effects apply with respect to persons. (PHB)

**DM's Note:** Attacks causing damage upon the subject person will cause a saving throw bonus of +1 per hit point of damage sustained in the round that the charm is cast. (DMG)

## Chime of Release (Alteration)

Range: 60'                                        Components: V, S, M  
Duration: 1 segment                           Casting Time: 1 seg  
Area of Effect: One creature                Saving Throw: None

**Explanation/Description:** When this spell is cast, a delicate chime rings out, the vibration of which will release any form of non-magical bonds holding a single creature or person. Ropes will be untied, chains and shackles loosened, leather straps unbound, a gag undone, or a wooden stock will be opened by the chime. The spell can even be used to release a bit and bridle on a horse, freeing the mount from a rider's direct control. The material component is a small brass tubular chime, which disappears when the spell is cast. (GHA)

## Comprehend Languages (Alteration)

### Confuse Languages (Reverse)

Range: Caster                                      Components: V, S, M  
Duration: 5 rounds/lvl                        Casting Time: 1 round  
Area of Effect: 1 written object            Saving Throw: None  
or 1 creature

**Explanation/Description:** When this spell is cast, the magic-user is able to read an otherwise incomprehensible written message such as a treasure map (but not a magical writing, other than to know it is "magic") or understand the language of a speaking creature. In either case, the magic-user must touch the object to be read or the creature to be understood, and the spell does not enable the spell caster to write or speak the language.

The material components of this spell are a pinch of soot and a few grains of salt. The reverse, *confuse languages*, prevents comprehension or cancels a comprehend languages spell. (PHB)

**DM's Note:** The reverse, *confuse languages*, can be cast upon a scroll to make it unreadable, but a second *comprehend languages* spell will then succeed. (DMG)

## Corpselight (Alteration/Necromantic)

Range: 10' /lv  
Duration: 1 round + 1 round/lv  
Area of Effect: Special

Components: V, S, M  
Casting Time: 1 seg  
Saving Throw: None

**Explanation/Description:** This spell causes corpses, undead, or body parts to glow with a pale radiance which outlines them. The radiance may be white, yellow, green, amber, or red according to the words of casting. It may be mentally altered in intensity by the caster as many times as desired during the life of the spell, from very bright (not blinding, but enough by which to read or perform delicate tasks such as lock-picking or surgery) to very dim. To do this, the caster must be within 3' of the glow. Constant concentration is not necessary to maintain the glow.

One corpse or separate body part per level of the caster may be affected by this spell; high-level casters can cause entire bands of undead to serve as ambulatory light sources. A caster can always choose to exclude particular corpses from a *corpse light* spell. The material components of such a spell are the carrion to be affected, a pinch of saltpeter, and a bit of phosphorous or a glowworm. Note that insubstantial undead such as gaseous form vampires, wraiths, and the like are affected by this spell. No undead harmed by bright light or sunlight is harmed by *corpse light*. (REF5)

## Dancing Lights (Alteration)

Range: 40' + 10' /lv  
Duration: 2 rounds/lv  
Area of Effect: See below

Components: V, S, M  
Casting Time: 1 seg  
Saving Throw: None

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

## Dancing Werelight (Alteration)

Range: 60' + 20' /lv  
Duration: 2 hrs + 1/2 hr/lv  
Area of Effect: Special

Components: V, S, M  
Casting Time: 1 seg  
Saving Throw: None

**Explanation/Description:** This spell creates a mote of light completely under the caster's control. The light shed by mote can be increased or decreased at the caster's will, ranging from the brightness of a light spell to the dim glow of a candle. The *werelight* can flit about from place to place as the caster directs, as

long as it stays within the range of the spell. The *werelight* could be called upon to hang over the caster's head as a convenient reading light. The *werelight* spell cannot be attached to an object or creature. It can only exist as a mote hanging in the air. The material component is a live firefly. (GHA)

## Detect Magic (Divination)

Range: Caster  
Duration: 2 rounds/lv  
Area of Effect: path, 10' wide, 60' long

Components: V, S  
Casting Time: 1 seg  
Saving Throw: None

**Explanation/Description:** The only differences between this spell and the 1<sup>st</sup>-level cleric *detect magic* spell are noted above (duration, area of effect, and no material component). (PHB)

**DM's Note:** This spell detects the intensity of the magic (dim, faint, moderate, strong, very strong, intense) and there is a 10% chance per level of the caster that the type (abjuration, alteration, etc.) can be found as well, although if a dual type, the detection percentage applies to both and must be rolled for separately. (DMG)

## Detect Undead (Necromantic)

### Cloak Undead (Reverse)

Range: 10' /lv  
Duration: 1 round/lv  
Area of Effect: Globe, 10' rad/lv

Components: V, S  
Casting Time: 1 seg  
Saving Throw: None

**Explanation/Description:** When a magic user casts this spell, it enables the caster to be aware of the presence and location of undead within the spell range, even if the undead are invisible or concealed (within coffins, beneath floors, behind doors, etc.). A prickling sensation warns the caster of the direction of undead who pass into the spells radius after it has taken effect. The globe moves with the caster. This magic does not enable creatures who are not mentally linked with the caster to detect undead.

The reverse of the spell, *cloak undead*, renders undead invisible to detect undead and normal sight within an identical radius of effect. Note that the caster must remain present; the globe of magical cloaking is centered on, and moves with, the caster. Only undead can be cloaked by means of this spell, not normal corpses or living things. A cloaked undead landing a successful attack on any other creature is instantly revealed, and cannot be concealed again except by use of another such spell. This spell does not foil true sight or similar magic, and may be nullified by *dispel magic*. Cloaked undead cannot be turned, but cannot enter magically protected areas with any bonus or special ease.

**DM's Note:** Eastern vampires, normally invisible, become wholly visible to all creatures for one full round after any round in which they successfully physically attack any creature. (REF5)

## Empathic Perception (Divination)

Range: 5'/lvl  
Duration: 3 rounds/lvl  
Area of Effect: 1 creature  
per probe

Components: V, S, M  
Casting Time: 1 seg  
Saving Throw: None

**Explanation/Description:** This spell enables the caster to sense the basic emotions of a creature, person, or animal, such as fear, hunger, thirst, anger, pain, joy, or love. The spell will work on all creatures possessing a mind, but not automatons, golems, undead, or inhuman beings from other planes. Only one creature can be probed every five rounds, and the creature must be within the caster's line of sight, not behind a door or wall. A shielded mind cannot be probed empathically. The material component for *empathic perception* is a copper piece. (GHA)

## Enlarge (Alteration)

### Reduce (Reverse)

Range: 5'/lvl  
Duration: 1 turn/lvl  
Area of Effect: 1 creature  
or object

Components: V, S, M  
Casting Time: 1 seg  
Saving Throw: Neg

**Explanation/Description:** This spell causes instant growth of a creature or object. *Enlargement* causes increase in both size and weight. It can be cast upon only a single creature or object. The effect of the enlargement spell is to increase the size of a living creature (or a symbiotic or community entity) by 20% per level of experience of the magic-user, with a maximum additional growth of 200%. The effect on objects is one-half that of creatures, i.e. 10% per level to a 100% maximum additional enlargement.

The creature or object must be seen in order to effect the spell. The maximum volume of living material which can be initially affected is 10 cubic feet - for non-living matter, 5 cubic feet - per level of the magic-user.

While magical properties are not increased by this spell - a huge +1 sword is still only +1, a staff-sized wand is still only capable of its normal functions, a giant-sized potion merely requires a greater fluid intake to make its magical effects operate, etc. - weight, mass and strength are. Thus, a table blocking a door would be heavier and more effective; a hurled stone would have more mass (and be more hurtful providing enlargement took place just prior to impact); chains would be more massive; doors thicker; a thin line turned to a sizable, longer rope; and so on. Likewise, a person 12' tall would be as an ogre, while an 18' tall person would actually be a giant for the duration of the spell. The reverse spell, *reduce*, will negate the effects or actually make creatures or objects smaller in the same ratios as the regular spell application functions.

Unwilling victims of the spell, or its reverse, are entitled to a saving throw, which, if successful, indicates the magic does not function, and the spell is wasted. The material component of this spell is a pinch of powdered iron. (PHB)

**DM's Note:** All garments and equipment worn by a subject of this spell should be considered to automatically drop off if held by straps or fasteners, otherwise to split away during growth, so it is not possible to "squeeze someone to death in their armor" by means of an *enlarge*. Material components possessed will not change size. Coats of mail, however, will be ruined if growth occurs while worn. Note that you can opt to make a target wearing objects an impossible task for an *enlarge* spell unless the character is actually touched so as to distinguish the creature from the objects. (DMG)

## Erase (Alteration)

Range: 30'  
Duration: Instantaneous  
Area of Effect: Scroll or 2 pp  
of writing

Components: V, S  
Casting Time: 1 seg  
Saving Throw: Special

**Explanation/Description:** The erase spell removes writings of either magical or mundane nature from a scroll or one or two pages or sheets of paper, parchment or similar surfaces. It will not remove *explosive runes* or a *symbol*, however. There is a basic chance of 50%. plus 2% per level of experience of the spell caster with respect to magical writings, plus 4% per level for mundane writing, that the spell will take effect. This represents the saving throw, and any percentile dice score in excess of the adjusted percentage chance means the spell fails. (PHB)

**DM's Note:** This spell might be useful against a *glyph of warding*. (DMG)

## Eye of the Tiger (Alteration)

Range: Touch  
Duration: 1 round/lvl  
Area of Effect: 1 Creature

Components: V, S, M  
Casting Time: 1 round  
Saving Throw: None

**Explanation/Description:** By casting this spell, the mage can endow a creature with superior night vision equal to that of a great cat. The creature will be able to see in dim light up to a range of 30' and notice moving objects up to 60' away. Under conditions of total darkness, the creature can note moving objects slightly better. The material components are a tiger's whiskers and ground carrot. (GHA)

## Feather Fall (Alteration)

Range: 10'/lvl  
Duration: 1 seg/lvl  
Area of Effect: 10 cubic feet

Components: V, M  
Casting Time: < 1 seg  
Saving Throw: None

**Explanation/Description:** When this spell is cast, the creature(s) or objects affected immediately assumes the mass of a feathery piece of dawn. Rate of falling is thus instantly changed to a mere constant 2' per second or 12' per segment, and no damage is incurred when landing when the spell is in effect. However, when the spell duration ceases, normal rate of fall

occurs. The spell can be cast upon the magic-user or some other creature or object up to

The *feather fall* affects an area of 10 cubic feet, and the maximum weight of creatures and/or objects cannot exceed a combined total equal to a base 2,000 gold pieces weight plus 2,000 gold pieces weight per level of the spell caster. example a 2<sup>nd</sup> level magic-user has a range of 20', a duration of 2 segments, a weight maximum of 6,000 gold pieces (600 pounds) when employing the spell. The spell works only upon free-falling or propelled objects. It will not affect a sword blow or a charging creature, but it will affect a missile. The material component is a small feather or a piece of down somewhere on the person of the spell caster. (PHB)

## Feeling Fingers (Evocation)

Range: 20' Components: V, S, M  
Duration: 1hr + 1 turn/lvl Casting Time: 1 seg  
Area of effect: Special Saving Throw: None

**Explanation/Description:** This spell calls into existence a disembodied hand under the caster's command. The hand cannot hold, grasp, or carry, but it does have an amazingly sensitive sense of touch. The hand's sense of touch is so fine that it can note miniscule cracks, separations, or openings in a surface, and thus detect the presence of a secret or concealed door with a 50% chance of success. The hand can search a 10 foot by 10 foot area each turn. The hand cannot be destroyed by physical attacks, but it can be dispelled if dealt four or more points of magical damage. The hand can trip a non-magical trap if the location of the trap is known. The material components for the spell are a child-sized silk glove and a swan's feather. (GHA)

## Find Familiar (Conjuration/ Summoning)

Range: 0 Components: V, S, M  
Duration: See below Casting Time: 2d12 hr  
Area of Effect: 1 mile radius/lvl Saving Throw: Special

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

become his or her familiar. This will be determined on the table below:

Die	Familiar	Secondary Power
1-4	Cat	Night vision + imp hearing
5-6	Crow	Imp Vision
7-8	Hawk	Imp Distance Vision
9-10	Owl	Night Vision + Imp Hearing
11-12	Toad	Wide Angle Vision
13-14	Weasel	Imp Hearing + Smell
15	Special *	See sub-table
16-20	None available**	

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

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

Alignment of Magic-User	Result of Special Familiar
chaotic evil or neutral chaotic	quasit
chaotic good, neutral, or neutral	pseudo-dragon
lawful neutral or lawful good	brownie
lawful evil or neutral evil	imp

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

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

A familiar will fight for the life of the magic-user it serves only in a life and-death situation, and imps and quasits will be 90% likely not to do so at the risk of their own life. (PHB)

**DM's Note:** If the magic-user opts to send away a familiar, he or she may never again find another until the former is killed or dies. Purposely killing or causing to be killed a familiar (or former familiar) is most likely to find great disfavor with the gods, assuming, of course, that this pertains to the magic-user and his or her associated familiar. Note that spell duration concerns

the finding of the familiar. Once it is found, the familiar will serve until killed. (DMG)

### Firewater (Alteration)

Range: 10' Components: V, S, M  
Duration: 1 round Casting Time: 1 seg  
Area of Effect: 1 pint /lv Saving Throw: None

**Explanation/Description:** By means of this spell, the magic-user changes a volume of water to a volatile, flammable substance similar to alcohol and likewise lighter than water. If this substance is exposed to flame, fire, or even a spark, it will burst into flames and burn with a hot fire. Each creature subject to firewater flame will suffer 2-12 hit points of damage. The firewater created will evaporate and be useless within 1 round, even if it is securely contained and sealed, so it must be utilized (ignited) within 10 segments of its creation. The material components of this spell are a few grains of sugar and a raisin. (UA)

### Flare (Evocation)

Range: 0 Components: V, S  
Duration: 1 seg Casting Time: 1 seg  
Area of Effect: Special Saving Throw: None

**Explanation/Description:** This spell is typically used for long range signaling outdoors. It produces a streak of intense light that shoots straight up into the air from the caster's index finger and remains visible for one full segment. It is equally visible in daylight or darkness, and can be seen from as far as five miles, plus one mile per level of experience the caster has attained. A *flare* used to indicate the position of the mage and his party, or it may be used to transmit simple messages. Since the *flare*'s color is controlled by the caster, a simple code may be devised for signaling between an army and its scouting parties. For instance a red *flare* might indicate that an enemy is near, a yellow might mean that the enemy is retreating, etc. (D123)

### Flash (Evocation)

Range: 30' + 5'/lv Components: V, S  
Duration: Instantaneous Casting Time: 1 seg  
Area of Effect: 10' radius globe Saving Throw: Special

**Explanation/Description:** This spell creates a sudden flood of bright light in a 10' radius globe. All creatures within the area of effect who fail a Saving Throw vs. Spells are blinded for 1d4 rounds. Those who make their saving throw are merely dazed for 1d4 rounds, suffering a -2 penalty on all hit rolls. They are also off-balance in melee, so any attack made against a dazed creature has a +2 hit modifier. Creatures outside the globe facing the *flash* do not suffer any ill effects. Creatures without eyes are not affected by this spell. (GHA)

### Floating Disc (Evocation)

Range: 20' Components: V, S, M  
Duration: 3 turns + 1 turn/lv Casting Time: 1 seg  
Area of Effect: See below Saving Throw: None

**Explanation/Description:** With this spell, the caster creates a circular plane of null-gravity known as a *floating disc*. The disc is concave, 3' in diameter, and holds 1,000gp weight per level of the magic-user casting the spell. The disc floats at approximately 3' above the ground at all times and remains level likewise. It maintains a constant interval of 6' between itself and the magic-user if unbidden. It will otherwise move within its range, as well as along with him at a rate of 60', at the command of the magic-user. If the spell caster moves beyond range, or if the spell duration expires, the *floating disc* winks out of existence and whatever it was supporting is precipitated to the surface beneath it. The material component of the spell is a drop of mercury. (PHB)

**DM's Note:** The caster cannot ride on the disc. The disc always follows the magic-user. (DMG)

### Friends (Enchantment/Charm)

Range: Caster Components: V, S, M  
Duration: 1 round/lv Casting Time: 1 seg  
Area of Effect: 10' radius + 10' /lv Saving Throw: Special

**Explanation/Description** A *friends* spell causes the magic-user to gain a temporary increase of 2-8 points in charisma - or a temporary lowering of charisma by 1-4 points- depending on whether creatures within the area of effect of the spell make - or fail - their Saving Throw vs. Spells. Those that fail their saving throw will be very impressed with the spell caster and desire greatly to be his or her friend and help. Those that do not fail will be uneasy in the spell caster's presence and tend to find him or her irritating. The components for this spell are chalk (or white flour), lampblack (or soot), and vermilion applied to the face before casting the spell.

**DM's Note:** This spell has absolutely no effect on creatures of animal intelligence or lower. (PHB)

### Grease (Evocation)

Range: 10' Components: V, S, M  
Duration: Permanent Casting Time: 1 seg  
Area of Effect: 1 sq. ft./ lv Saving Throw: Special

**Explanation/Description:** A *grease* spell creates an area covered by a slippery substance of a fatty, greasy nature. Any creature stepping upon this area will have to Save vs. Petrification or slip, skid, and fall. Of course, if a creature is aware of the area, it can possibly be avoided. The spell can also be used to cause a greasy coating on some surface other than that underfoot - a rope, ladder rungs, weapon handle, etc. Lone material objects will always be subject to such a spell use, but if the magic is cast upon an object being wielded or employed by a creature, the creature must fail a

Saving Throw vs. Spells for the grease spell to be effective. A single saving throw will negate the effects. The material component of the spell is a bit of pork rind, butter, or other greasy material. (UA)

### Hold Portal (Alteration)

Range: 20'/lvl                      Components: V  
Duration: 1 round/lvl              Casting Time: 1 seg  
Area of Effect: One portal not      Saving Throw: None  
   > 80 square feet/lvl

**Explanation/Description:** This spell magically bars a door, gate or valve of wood, metal or stone. The magical closure holds the portal fast just as if it were securely stopped and locked. The range of the spell is 20' per level of experience of the caster, and it lasts for 1 round per level. Note that any extra-dimensional creature (demon, devil, elemental, etc.) will shatter, such a held portal. A magic-user of four or more experience levels higher than the spell caster can open the held portal at will. A knock spell or *dispel magic* spell will negate the hold portal. *Held portals* can be broken or battered down. (PHB)

### Identify (Divination)

Range: Touch                      Components: V, S, M  
Duration: 1 seg/lvl              Casting Time: 1 turn  
Area of Effect: One item              Saving Throw: Special

**Explanation/Description:** When an *identify* spell is cast, one item may be touched and handled by the magic-user in order that he or she may possibly find what dweller it possesses. The item in question must be held or worn as would be normal for any such object, i.e. a bracelet must be placed on the spell caster's wrist, a helm on his or her head, boots on the feet, a cloak worn, a dagger held, and so on. Note that any consequences of this use of the item fall fully upon the magic-user, although any saving throw normally allowed is still the privilege of the magic-user. For each segment the spell is in force, it is 15% + 5% per level of the magic-user probable that 1 property of the object touched can become known - possibly that the item has no properties and is merely a ruse (the presence of *magic aura* or a *magic mouth* being detected). Each time a property can be known, the referee will secretly roll to see if the magic-user made his or her Saving Throw vs. Spells. If the save was successful, the property is known; if it is 1 point short, a false power will be revealed; and if it is lower than 1 under the required score no information will be gained. The item will never reveal its exact plusses to hit or its damage bonuses, although the fact that it has few or many such plusses can be discovered. If it has charges, the object will never reveal the exact number, but it will give information which is +/-25% of actual, i.e. a wand with 40 charges could feel as if it had 30, or 50, or any number in between. The item to be identified must be examined by the magic-user within 1 hour per level of experience of the examiner after it has been

discovered, or all readable impressions will have been blended into those of the characters who have possessed it since. After casting the spell and determining what can be learned from it, the magic-user loses 8 points of constitution. He or she must rest for 6 turns per 1 point in order to regain them. If the 8 point loss drops the spell caster below a constitution of 3, he or she will fall unconscious, and consciousness will not be regained until full constitution is restored 24 hours later. The material components of this spell are a pearl (of at least 100gp value) and an owl feather steeped in wine, with the infusion drunk and a live miniature carp swallowed whole prior to spell casting. If a **luckstone** is powdered and added to the infusion, probability increases 25% and all saving throws are made at +4. (PHB)

**DM's Notes:** See also the 5<sup>th</sup> level Magic User spell, *Superior Identification*.

### Jump (Alteration)

Range: Touch                      Components: V, S, M  
Duration: See below              Casting Time: 1 seg  
Area of Effect: One creature      Saving Throw: None

**Explanation/Description:** When this spell is cast, the individual is empowered to leap up to 30' forward or 10' backward or straight upward. Horizontal leaps forward or backward are in only a slight arc - about 2'/10' of distance traveled. The jump spell does not insure any safety in landing or grasping at the end of the leap. For every 3 additional levels of experience of the magic-user beyond the 1<sup>st</sup>, he or she is able to empower 1 additional leap, so a 4<sup>th</sup> level magic-user can cast a jump spell which enables the recipient to make 2 leaps, 3 leaps at 7<sup>th</sup> level, etc. All leaps must be completed within 1 turn after the spell is cast, for after that period has elapsed the spell wears off. The material component of this spell is a grasshopper's hind leg, one for each leap, to be broken when the leap is made. (PHB)

### Light (Alteration)

Range: 60'                      Components: V, S  
Duration: 1 turn/lvl              Casting Time: 1 seg  
Area of Effect: 20' radius globe      Saving Throw: None

**Explanation/Description:** With the exceptions noted above, this spell is the same as the 1<sup>st</sup> level cleric *light* spell. (PHB)

**DM's Note:** This spell can effectively blind an opponent as noted under the commentary on the cleric spell of the same name. (DMG)

### Light Step (Alteration)

Range: Touch                      Components: V, S, M  
Duration: 5 rounds/lvl              Casting Time: 1 seg  
Area of Effect: One creature      Saving Throw: None

**Explanation/Description:** This spell gives a creature a very limited form of levitation. The creature walks

normally over any surface, but walks so lightly that no tracks are left behind. If the creature breaks into a charge or run the spell ends immediately. The creature can also move across a fluid as well as a solid surface, but the movement rate is reduced to one-half the creature's normal walking rate, as the creature must step carefully. The light step spell will not enable a creature to walk across turbulent water or ocean waves, however, since the chaotic motion of the fluid disturbs the levitation field. The spell actually makes the creature unable to activate pit traps. It doesn't allow the creature to leap higher or jump safely from a cliff, only to walk with a lighter step. The material components are a bit of fur taken from a cat's paw and a duck's feather. (GHA)

### **Magic Aura** (Illusion/Phantasm)

Range: Touch	Components: V, S, M
Duration: 1 day/lvl	Casting Time: 1 round
Area of Effect: See below	Saving Throw: Special

**Explanation/Description:** By means of this spell any one item of a weight of 50gp per level of experience of the spell caster can be given an aura which will be noticed if detection of magic is exercised upon the object. If the object bearing the *magic aura* is actually held by the creature detecting for a dweomer, he, she or it is entitled to a Saving Throw vs. Spells, and if this throw is successful, the creature knows that the aura has been placed to mislead the unwary. Otherwise, the aura is simply magical, but no amount of testing will reveal what the magic is. The component for this spell is a small square of silk which must be passed over the object to bear the aura. (PHB)

### **Magic Missile** (Evocation)

Range: 60' + 10'/lvl	Components: V, S
Duration: Instantaneous	Casting Time: 1 seg
Area of Effect: 1+ creatures in a 10'x10' area	Saving Throw: None

**Explanation/Description:** Use of the magic missile spell creates one or more magical missiles which dart forth from the magic-user's fingertip and unerringly strike their target. Each missile does 2-5 hit points (d4+1) of damage. If the magic-user has multiple missile capability, he or she can have them strike a single target creature or several creatures, as desired.

For every 2 levels of experience, the magic-user gains an additional missile, i.e. 2 at 3<sup>rd</sup> level, 3 at 5<sup>th</sup> level, 4 at 7<sup>th</sup> level, etc. (PHB)

### **Mending** (Alteration)

Range: 30'	Components: V, S, M
Duration: Instantaneous	Casting Time: 1 seg
Area of Effect: One object	Saving Throw: None

**Explanation/Description:** This spell repairs small breaks in objects. It will weld a broken ring, chain link, medallion or slender dagger, providing but one break

exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or wineskin is completely healed over by a mending spell. This spell will not repair magic items of any kind. The material components of this spell are two small magnets of any type (lodestone in all likelihood) or two burrs. (PHB)

### **Melt** (Alteration)

Range: 30'	Components: V, S, M
Duration: 1 round/lvl	Casting Time: 1 seg
Area of Effect: 1 cu. yd. of ice or 2 cu. yds. of snow/lvl	Saving Throw: Special

**Explanation/Description:** When a *melt* spell is cast, the magic-user effectively raises the temperature in the area of effect. This sudden increase in warmth will melt ice in 1 round, so that a 1st level magic-user can melt a cube of solid ice, 1 yard on a side, in 1 round after the spell is cast, so that the ice becomes water. Twice this volume of snow can be affected, so that the spell will melt 1 cubic yard of snow in 1/2 round, or will turn 2 cubic yards (1 yd. x 1 yd. x 2 yds) of snow to water in 1 round. Against such monsters as white dragons, winter wolves, yeti, woolly rhinos, those composed of para-elemental ice, and the like, a melt spell will inflict 2 points of damage per level of the spell caster, or 1 point per level if the subject creature makes its Saving Throw vs. Spells. The *melt* spell is generally ineffective against types of creatures other than those enumerated above. The material components for a melt spell are a few crystals or rock salt and a pinch of soot. (UA)

### **Message** (Alteration)

Range: 60' + 10'/lvl	Components: V, S, M
Duration: 5 seg + 1 seg/lvl	Casting Time: 1 seg
Area of Effect: See below	Saving Throw: None

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

**DM's Note:** This is not a *tongues* spell, and speech will be as normal for the spell caster. (DMG)

## Mount (Conjuration/Summoning)

Range: 10' Components: V, S, M  
Duration: 12 turns + 6/lvl Casting Time: 1 round  
Area of Effect: One creature Saving Throw: None

**Explanation/Description:** By means of this spell, the caster calls a normal animal to serve him or her as a mount. The animal will serve willingly and well, but at the expiration of the spell duration it will disappear, returning to its own place. The type of mount gained by this spell depends on the level of the caster; of course, a caster of sufficiently high level to qualify for a camel (for instance) can choose a "lower level" mount if he or she so desires. Available mounts are these:

1 <sup>st</sup> through 3 <sup>rd</sup> level:	mule or light horse
4 <sup>th</sup> through 7 <sup>th</sup> level:	draft horse or warhorse
8 <sup>th</sup> through 12 <sup>th</sup> level:	camel
13 <sup>th</sup> level & up:	elephant (and hound at 18th level)

The mount will not come with any riding gear, unless it is of a class lower than the caster would normally be entitled to gain, i.e. a 4<sup>th</sup> level magic-user can gain a warhorse *without* saddle and harness or a light horse *with* saddle and harness. The statistics of the animal gained are typical of all creatures of the same class. The material component of the spell is a bit of hair or dung from the type of animal to be conjured. (UA)

## Precipitation (Alteration)

Range: 10'/lvl Components: V, S, M  
Duration: 1 seg/lvl Casting Time: 1 seg  
Area of Effect: 3" dia. cylinder up to 12" high Saving Throw: None

**Explanation/Description:** This spell is identical to the 1<sup>st</sup>-level clerical spell of the same name, except that a holy symbol is not part of the material component. (UA)

## Protection from Avians (Abjuration)

Range: Touch Components: V, S, M  
Duration: 5 rounds/lvl Casting Time: 1 seg  
Area of Effect: Special Saving Throw: None

**Explanation/Description:** A creature protected by this spell receives a special benefit when in combat with avians totaling no more than 15 hit dice. If more hit dice attack, the spell is negated. Affected avians have a -2 penalty on rolls to hit the protected creature for the duration of the spell. The material component is a feather from any bird wrapped with a strip of tough leather. (GHA)

## Protection from Evil (Abjuration)

### Protection from Good (Reverse)

Range: touch Components: V, S, M  
Duration: 2 rounds/lvl Casting Time: 1 seg  
Area of Effect: One creature Saving Throw: None

**Explanation/Description:** With the differences shown above, and the requirement of powdered iron and silver as the material components for tracing the magic circle for *protection from evil*, the spell is the same as the 1<sup>st</sup> level cleric *protection from evil* spell (PHB)

**DM's Note:** This spell prevents attacks which employ parts of the body of affected creatures. (DMG)

## Push (Conjuration/Summoning)

Range: 10' + 3'/lvl Components: V, S, M  
Duration: Instantaneous Casting Time: 1 seg  
Area of Effect: See below Saving Throw: None

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

The material component of this spell is a small pinch of powdered brass which must be blown from the palm prior to pointing at the object of the spell. (PHB)

## Read Magic (Divination)

### Unreadable Magic (Reverse)

Range: Caster Components: V, S, M  
Duration: 2 rounds/lvl Casting Time: 1 round  
Area of Effect: Caster Saving Throw: None

**Explanation/Description:** By means of a *read magic* spell, the magic-user is able to read magical inscriptions on objects - books, scrolls, weapons and the like - which would otherwise be totally unintelligible to him or her. (The personal books of the magic-user, and works already magically read, are intelligible.) This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a **curse scroll**. Furthermore, once the spell is cast and the magic-user has read the magical

inscription, he or she is thereafter able to read that particular writing without recourse to the use of the *read magic* spell. The material component for the spell is a clear crystal or mineral prism. Note that the material is not expended by use. The reverse of the spell, *unreadable magic*, makes such writing completely unreadable to any creature, even with the aid of a *read magic*, until the spell wears off or the magic is dispelled. The material components for the reverse spell are a pinch of dirt and a drop of water. (PHB)

**Run** (Enchantment)

Range: Touch	Components: V, S, M
Duration: 5-8 hours	Casting Time: 1 round
Area of Effect: Special (humans, demi-humans only)	Saving Throw: None

**Explanation/Description:** The *run* spell enables the recipient to run at full speed (twice normal speed) for from 5-8 hours without tiring. However, after so running the individual must spend a like number of hours resting, as well as drinking plenty of liquids and eating heartily. For every 2 levels of experience of the spell caster, another individual can be affected, i.e. at 4th level, 2 individuals can be touched and empowered to run; at 6th level, 3 individuals; etc. Only humans and demi-humans in their natural forms are affected by this spell, and barbarians having the special running ability of that class are immune to the spell's effects. The material component of this spell is an elixir made from the juice of dried plums boiled in spring water and the oil of 5-8 beans of a spurge (castor) plant. (UA)

**Serpent Missile** (Evocation)

Range: 60' + 10'/lvl	Components: V, S, M
Duration: Special	Casting Time: 1 seg
Area of Effect: 1+ creature(s)	Saving Throw: Reduce dmg to 1hp/missile in a 100' sq. area

**Explanation/Description:** This spell is a variation of the common *magic missile* spell. It utilizes a scale of a venomous snake to produce each missile. By throwing one or more scales, depending upon the caster's lvl, of course, one or more glowing green serpent forms appear from the caster's fingertips and flash toward the desired target(s). If the target creature successfully Saves vs. Spells, then only 1 point of damage per serpent missile is inflicted. If a save is not made, then 2-8 points of damage are caused by this dweomer. (WG6)

**Shield** (Evocation)

Range: Caster	Components: V, S
Duration: 5 rounds/ lvl	Casting Time: 1 seg
Area of Effect: See below	Saving Throw: None

**Explanation/Description:** When this spell is cast, an invisible barrier before the front of the magic-user comes into being. This *shield* will totally negate *magic*

*missile* attacks It provides the equivalent protection of armor class 2 against hand hurled missiles (axes, darts, javelins, spears, etc.), armor class 3 against small device-propelled missiles (arrows, bolts, bullets, manticore spikes, sling stones, etc.), and armor class 4 against all other forms of attack. The shield also adds +1 to the magic-user's saving throw dice vs. attacks which are basically frontal. Note that all benefits of the spell accrue only to attacks originating from the front facing the magic-user, where the *shield* can move to interpose itself properly. (PHB)

**Shocking Grasp** (Alteration)

Range: Touch	Components: V, S
Duration: 1 round	Casting Time: 1 seg
Area of Effect: One creature	Saving Throw: None

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

**Sleep**(Enchantment/Charm)

Range: 30' + 10'/ lvl	Components: V, S, M
Duration: 5 rounds/lvl	Casting Time: 1 seg
Area of Effect: See below	Saving Throw: None

**Explanation/Description:** When a magic-user casts a *sleep* spell, he or she will usually cause a comatose slumber to come upon one or more creatures [other than undead and certain other creatures specifically excluded (from the spell's effects)]. All creatures to be affected by the *sleep* spell must be within a 30' diameter circle. The number of creatures which can be affected is a function of their life energy levels, expressed as hit dice and hit points. The area of effect is determined by the range and area center decided upon by the spell caster.

Slapping or wounding will awaken affected creatures, but noise will not do so. Awakening requires 1 complete melee round. Note that sleeping creatures can be slain automatically at a rate of 1 per slayer per melee round. The material component for this spell is a pinch of fine sand, rose petals, or a live cricket. (PHB)

Hit Dice	Number Affected
1 or less	4d4
1+ to 2	2d4
2+ to 3	1d4
3+ to 4	1d2
4+1 to 4+4	0 or 1 (d2-1)

**DM's Note:** Unless a single creature is designated as the target of a *sleep* spell in a mixed group, the *sleep* spell will first affect the lowest lvl/HD targets. (DMG)

### Smoky Sphere (Evocation)

Range: 60' Components: V, S, M  
Duration: 1 round Casting Time: 1 seg  
Area of Effect: 10' radius globe Saving Throw: Neg.

**Explanation/Description:** This spell summons into the caster's hand a small crystalline sphere filled with gray, hazy mass. The *smoke sphere* can be thrown as far as 60 feet away from the caster as a grenade-like missile. The sphere shatters when it hits, filling an area 10 feet in radius with harsh, irritating smoke. Unless a *save vs. poison* is made, all creatures within the area of effect will suffer a fit of coughing, gasping, and choking for 1d4 + 1 rounds. The affected creatures attack and make saving throws with a -2 penalty until the fit passes, and any spell with a verbal component has a 30% chance of failure when cast by a coughing spellcaster. The smoke cloud disperses and becomes harmless after one round. The sphere must be used within three rounds of casting or the substance becomes inert and useless, and the crystal sphere disintegrates. If the smoke sphere is shattered before it is thrown, the smoke cloud will affect the caster. The material component is a charred stick or piece of charcoal and a small, hollow glass ball. (GHA)

### Spider Climb (Alteration)

Range: Touch Components: V, S, M  
Duration: 1 round + 1 round/lvl Casting Time: 1 seg  
Area of Effect: One creature Saving Throw: None

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

### Steady Aim (Alteration)

Range: Special Components: V, S, M  
Duration: 1 turn/lvl Casting Time: 1 seg  
Area of Effect: One Fighter Saving Throw: None

**Explanation/Description:** This spell will aid a moving archer or crossbowman with a steady shooting hand. No matter how fast the archer is moving or how unsteady his motion, the fighter will suffer no attack penalty on shots made with device-propelled missiles.

The spell provides no archery bonuses. The material component is a small coiled spring. (GHA)

### Taunt (Enchantment)

Range: 30' Components: V, S  
Duration: Instantaneous. Casting Time: 1 seg  
Area of Effect: 2 lvl or HD/lvl Saving Throw: Neg

**Explanation/Description:** A *taunt* spell enables the caster to jape and jeer effectively with respect to any creature with an INT of 2 or greater. The spell's dweomer gives the magic-user's words and sounds real meaning to the subject creature or creatures. These words and sounds will challenge the subject(s), be insulting, and in general cause irritation and anger. If the subject creature or creatures fail to *Save vs. Spells*, the *taunt* spell will cause them to rush forth in fury to do battle with the spell caster, and each and every affected creature so coming will certainly attack the spell caster if physically capable of doing so, they will seek to use body weapons and hand-held weapons rather than attacking from a distance. Separation by an impenetrable or un-crossable boundary (a wall of flame, a deep chasm) will cause the spell to break. Only one sort of creature can be affected by a single *taunt* spell; in a mixed group of orcs and goblins (for instance) the caster would be able to affect either the orcs or the goblins (caster's choice), but not both at once. The magic affects creatures closest to the spell caster first, regardless of maximum range. Thus, if a group of gnolls were being taunted by a 10th-level magic-user, the nearest ten creatures would be subject to the spell first, even though the spell caster might prefer to affect the gnollish shaman at the rear of the group. Troops under a strong leader would gain a saving throw bonus of +1 to +4, at the DM's discretion. (UA)

### Undead Mount (Necromantic)

Range: Touch Components: V, S, M  
Duration: 1 turn + 1 turn/lvl Casting Time: 1 round  
Area of Effect: Special Saving Throw: None

**Explanation/description:** By means of this spell, a magic-user can animate a dead horse or similar creature, or create one from bones. The mount created will be under the complete mental control of the caster, and may be ridden by one or more creatures and/or carry burdens, to a maximum weight of 3,000gp. Overloading such a mount, or attempting to create one from insufficient bones, will break the spell instantly, wasting the magic. (Note that the bones used need not all come from the same creature.) Broken bones and crippled lame corpses can be successfully used, or

An *undead mount* is unintelligent and thus unaffected by enchantment/charm magic, is neutral in alignment, and moves at a 220' rate regardless of encumbrance (or slower at the caster's mental bidding). Undead mounts always move in utter silence, and can be destroyed by inflicting 1d4+1 hp per level

of the caster points of damage on them (all types of weapons will hit). The caster may choose in the initial casting to have the mount glow very faintly. The material components for this spell are a drop of water, a human hair, a pinch of powdered hoof from any riding animal, and the corpse or bones that will act as the body of the mount. Undead mounts cannot be turned. (REF5)

### Unseen Servant (Conjuration/ Summoning)

Range: Caster                      Components: V, S, M  
Duration: 6 turns + 1 turn/lvl      Casting Time: 1 seg  
Area of Effect: 30' radius              Saving Throw: None

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

**DM's Note:** The created force has no shape, so it cannot be clothed. (DMG)

### Ventriloquism (Illusion/Phantasm)

Range: 10'/lvl (max 60')              Components: V, M  
Duration: 2 rounds + 1 round/lvl      Casting Time: 1 seg  
Area of Effect: One object              Saving Throw: Special

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

### Wizard Mark (Alteration)

Range: Touch                      Components: V, S, M  
Duration: Permanent              Casting Time: 1 seg  
Area of Effect: 1' sq.              Saving Throw: None

**Explanation/Description:** When this spell is cast, the magic-user is able to inscribe, visibly or invisibly, his or her personal rune or mark, as well as up to six additional

characters of smaller size. A *wizard mark* spell allows the caster to etch the rune upon stone, metal, or any softer substance without harm to the material upon which the mark is placed. If an invisible mark is made, detect magic will cause it to glow and be readable (which does not necessarily imply understandability). *Detect invisibility*, *true seeing*, *true sight*, a **gem of seeing**, or a **robe of eyes** will likewise note an invisible wizard mark. A *read magic* spell will reveal the maker's intent, and an *erase* spell will wipe clean a wizard marked surface. The material components for the casting of this spell are a pinch of diamond dust (about 50gp worth) and a pigment or pigments for the coloration of the mark. If the mark is to be invisible, the pigments are still needed, but the caster uses a stylus of some sort rather than his or her digit. (UA)

### Write (Evocation)

Range: Caster                      Components: V, S, M  
Duration: 1 hour/ level              Casting Time: 1 round  
Area of Effect: Caster              Saving Throw: None

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

**DM's Note:** Ink for use with this spell is only 10% likely to be located at any given apothecary/chemist in a town, or double that for a city. Ink will come in a flask which will be sufficient to inscribe 2-4 spells. The cost will be 200 to 500 gold pieces. You should devise whatever formula for manufacture of this substance you desire. Ichor of slithering tracker, octopus ink, and powdered gems are a fair place to start from. (DMG)

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## Level 2

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### Acid Arrow (Evocation)

Range: 30'                                      Components: V, S, M  
Duration: Special                              Casting Time: 4 seg  
Area of Effect: One target                      Saving Throw: Special

**Explanation/Description:** By means of this spell, the magic-user creates a magic "arrow" which speeds itself to its target as if fired from the bow of a fighter of the same level as the magic-user casting the spell. The arrow is equal to a + 1 weapon for hit determination purposes. The effect of a hit might inflict damage on the target even if it would not normally be harmed by an arrow or magic weapon of only + 1 value. This is due to the acid. The arrow itself does 2-5 points of damage. The acid which gushes forth when it hits is equal to an acid missile of 8-ounce volume (10' dia. area of effect, 2-8 hit points damage, plus item saving throw; splash does not apply). The acid's strength increases by one round's worth of damage for every 3 levels of experience of the spell caster above the 3rd, so that damage will occur over two rounds if the spell cast is from a 4<sup>th</sup>-6<sup>th</sup> level magic user, unless the target can have the acid neutralized. The material components of the spell are a dart and powdered rhubarb leaf and adder stomach. (UA)

### Adventurer's Luck (Alteration)

Range: Touch                                      Components: V, S, M  
Duration: 3 turns                                      Casting Time: 1 round  
Area of Effect: Special                              Saving Throw: None

**Explanation/Description:** This spell bestows upon the touched creature a special form of luck. For the duration of the spell, the recipient of this magic can act as though he or she were holding a **luckstone** and using its magical effects. The material component is 5,000gp worth of ruby dust sprinkled over the creature's head; this vanishes after the spell expires. (GHA)

### Audible Glamer (Illusion/Phantasm)

Range: 60' + 10' /lvl                              Components: V, M  
Duration: 2 rounds/lvl                              Casting Time: 2 seg  
Area of Effect: Hearing distance                      Saving Throw: Special  
from targeted point

**Explanation/Description:** When the *audible glamer* spell is cast, the magic-user causes a volume of sound to arise, at whatever distance he or she desires (within range), and seeming to recede, close, or remain in a fixed place as desired. The volume of sound caused, however, is directly related to the level of the spell caster. The relative noise is based upon the lowest level at which the spell can be cast, 3<sup>rd</sup> level. The noise of the *audible glamer* at this level is that of 4 men, maximum. Each additional experience level adds a like

volume, so at 4<sup>th</sup> level the magic-user can have the spell cause sound equal to that of 8 men, maximum. Thus, talking, singing, or shouting, and/or walking, marching or running sounds can be caused. The auditory illusion created by an *audible glamer* spell can be virtually any type of sound, but the relative volume must be commensurate with the level of the magic-user casting the spell. A horde of rats running and squeaking is about the same volume as 8 men running and shouting. A roaring lion is equal to the noise volume of 16 men, while a roaring dragon is equal to the noise volume of no fewer than 24 men. If a character states that he or she does not believe the sound, a saving throw is made, and if it succeeds, the character then hears nothing, or possibly just a faint sound. Note that this spell is particularly effective when cast in conjunction with *phantasmal force*. The material component of the spell is a bit of wool or a small lump of wax. (PHB)

### Bind (Alteration/Enchantment)

Range: 30'                                      Components: V, S, M  
Duration: 1 round/lvl                              Casting Time: 2 seg  
Area of Effect: Special                              Saving Throw: None

**Explanation/Description:** When this spell is employed, the magic-user causes any ropelike object of non-living material to behave as he or she orders. The subject can be string, yarn, cord, line, rope, or even a cable. About 50' of normal rope (1 inch diameter), plus 5' per level of the spell caster, can be affected. Reduce length proportionately when diameter increases, and increase length by 50% when diameter is halved. The commands possible to give under a bind spell are: Coil (form a neat, coiled stack); Coil & Knot; Loop; Loop & Knot; Tie & Knot; and the reverses of all of the above (Uncoil, etc.). The rope or other ropelike object must be within about 1 foot of any object in order for it to respond properly, so it must usually be thrown or hurled nearby. Any creature affected by the ropelike object can, of course, interact with it as if it were a normal object. The creature's hold overrides the dweomer on the rope, and the rope takes 2 points of slashing damage before breaking. The rope cannot be used as a garrote, but can be used as a trip line or to entangle (as the druid spell) a single opponent. The dweomer does not cause the rope to have magical properties beyond its ability to obey commands (cf. **rope of climbing, rope of entanglement**). (UA)

### Blackmote (Evocation)

Range: 30' + 5' /lvl                              Components: V, S, M  
Duration: Special                                      Casting Time: 1 round  
Area of Effect: Special                              Saving Throw: None

**Explanation/Description:** This spell summons a microscopic mote of energy from the Negative Material Plane to the caster's hand. The caster must immediately roll a Saving Throw vs. Death Magic at +2 to be able to control the *blackmote*. If the caster

saves, the *blackmote* will lie dormant in the mage's hand for one round, building up power. The caster can do nothing else during this time, the as he or she must concentrate fully on the *blackmote*. If the caster's concentration is broken during this time, the *blackmote* is dispelled. At the end of the round, them spell is at full power, and them *blackmote* can be hurled at a creature within the range of the spell. The *blackmote* automatically strikes, exploding in a burst of darkness and cold, inflicting 2-12 damage plus one point of damage per level of the caster. Undead and creatures from then Negative Material Plane or lower outer planes are unaffected by a *blackmote*. If the caster fails the initial Save vs. Death Magic, the mage loses control of the mote. It immediately explodes in the caster's hand, inflicting one point of damage and paralyzing the mage for 1d4 rounds. The material component is a sliver of bone taken from an undead skeleton. (GHA)

### Bladethirst (Alteration)

Range: Touch	Components: V, S, M
Duration: 1 round	Casting Time: 1 round
Area of Effect: None	Saving Throw: None

**Explanation/Description:** By means of a pinch of powdered silver, adamantite, or mithral, and at least a drop of (human) blood, the caster endows the blade (or blades) of an edged weapon with a +3 bonus to hit on the following round only. This temporary magic is visible as a blue-white glow about the weapon, and fades when the blade strikes a creature or the spell expires, whichever first occurs. The weapon must be touched by the caster, and can be wielded by the caster or any other creature. The +3 bonus applies on the round following the casting. (GHA)

### Blazing Beam (Evocation)

Range: 30' + 10'/lvl	Components: V, S
Duration: Instantaneous	Casting Time: 2 seg
Area of Effect: 1 creature	Saving Throw: Special

**Explanation/Description:** This spell draws a parcel of energy from the positive material plane to the caster's hand, which can be fired in a ray 1' wide and up to 30' plus 10' per level of the caster in range. Except for undead, a creature struck by the beam is entitled to a saving throw. A creature that successfully saves is struck by a glancing shot and is only dazed for 1d4 rounds, suffering -2 penalty to-hit rolls and a +2 penalty to armor class. A creature that fails is struck full in the face by the beam and is blinded for 2d4 rounds, suffering -4 penalty on hit rolls and a +4 penalty to armor class. An undead creature struck by the beam is not entitled to a save, and is not dazed or blinded, but suffers 4d6 points of damage. (GHA)

### Boiling Bath (Evocation-Conjuration)

Range: 60'	Components: V, S, M
Duration: 1 seg	Casting Time: 2 seg
Area of Effect: One creature	Saving Throw: Neg.

**Explanation/Description:** This spell creates a cauldron-shaped container of force filled with boiling oil, which appears over the target's head. The cauldron will dump its contents onto the creature unless a Saving Throw vs. Spells is made. Success with the saving throw means the creature is aware of the cauldron's sudden appearance and leaps clear before the cauldron is poured. A creature who fails the save takes the full dose of boiling oil, suffering 3d4 points of heat damage. The material components are a few drops of oil and a pinch of sulfur. (GHA)

### Brawl (Alteration)

Range: Touch	Components: V, S, M
Duration: 1 round/lvl	Casting Time: 2 seg
Area of Effect: Spellcaster	Saving Throw: None

**Explanation/Description:** This spell grants the recipient greater prowess in weaponless combat. The fighter gains a +2 bonus to hit will all pummeling, grappling, or overbearing attacks. The fighter receives a +2 initiative bonus for pummeling attacks and a 10% bonus to stun an opponent. The fighter suffers no initiative penalty when performing a grappling attack, and any grappling hold achieved by the fighter is more secure, so the held creature attacks at -4. The material component for the spell is a bit of chest fur from a bear or gorilla. (GHA)

### Breath of Life (Alteration)

Range: 100'	Components: V
Duration: 5 turns	Casting Time: 1/6 seg
Area of Effect: 1 creature/lvl	Saving Throw: None

**Explanation/Description:** With the power of this spell, the mage can endow one or more creatures with sufficient endurance to hold their breath for five full turns. Affected creatures cannot drown or be subject to the effects of inhaled gases while holding their breath. The caster can bestow the spell upon one creature for every level of experience. The spell is only one word long, and has no somatic or material components, so the mage can cast the spell quickly in an emergency. (GHA)

### Continual Light (Alteration)

Range: 60'	Components: V, S
Duration: Permanent	Casting Time: 2 seg
Area of Effect: 60' radius sphere	Saving Throw: Special

**Explanation/Description:** This spell is the same as the 3<sup>rd</sup> level cleric spell continual light, except that the range is only 60', not 120', and it cannot be reversed by the caster. (PHB)

## Crystal Dagger (Evocation/Conjuration)

Range: 0  
Duration: 2 rounds + 1 round/lvl  
Area of Effect: Special

Components: V, S, M  
Casting Time: 2 seg  
Saving Throw: None

**Explanation/Description:** This spell summons into the caster's hand a dagger composed of the material from the quasi-elemental plane of mineral, strongly infused with energy drawn from the Positive Material Plane. The crystal dagger has no hit bonus and inflicts 1d4 + 2 points of damage to opponents struck in melee. Against undead and creatures from the lower planes, the dagger inflicts 1d4 + 3 points of damage. If the crystal dagger does maximum damage to an undead or a Lower Planes creature, that monster is paralyzed for the next melee round and the dagger vanishes. The material component is a tiny dagger made from fine lead crystal, worth 250gp. (GHA)

## Darkness, 15' Radius (Alteration)

Range: 10'/lvl  
Duration: 1 turn + 1 round/lvl  
Area of Effect: 15' radius sphere

Components: V, M  
Casting Time: 2 seg  
Saving Throw: Special

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

## Deep Pockets (Alteration/Enchantment)

Range: Touch  
Duration: 24 turns + 6/lvl  
Area of Effect: One garment

Components: V, S, M  
Casting Time: 1 turn  
Saving Throw: None

**Explanation/Description:** This spell allows the magic-user to specially prepare a garment so as to hold far more than it normally could. A finely sewn gown or robe of high-quality material (at least 300gp value) is fashioned so as to contain numerous hand-sized pockets. One dozen is the minimum number. The *deep pockets* spell then makes one of these pockets able to hold 1,000gp worth of weight (5 cubic feet volume) as if it were only 100gp of weight. Furthermore, there will be no discernible bulge where the special pocket is. The spell can be changed to allow 10 pockets each of 100gp weight capability (x2 cubic foot volume each). If a robe or like garment is sewn with 100 or more pockets (1,000gp minimum cost), then 100 pockets can be dweomered to contain 10gp weight each and hold 1/6 cubic foot volume each. If the spell duration expires while there is material within the enchanted pockets, or a *dispel magic* is cast upon the enchanted garment, the wearer must make a Saving Throw vs. Spells. Failure indicates the material in those pockets has gone from extra-dimensional space to astral space - lost forever. Success indicates the material suddenly and totally

appears around the wearer, and immediately falls to the ground. In addition to the garment, the material components of this spell are a tiny golden needle and a strip of fine cloth given a half-twist and fastened at the ends. (UA)

## Detect Evil (Divination)

### Detect Good (Reverse)

Range: Caster  
Duration: 5 rounds/lvl  
Area of Effect: Path 10' x 60'

Components: V, S  
Casting Time: 2 seg  
Saving Throw: None

**Explanation/Description:** Except as noted above, this spell is the same as the 1<sup>st</sup>-level cleric *detect evil*. (PHB)

**DM's Note:** The magic detects only the intensity of the evil.

## Detect Invisibility (Divination)

Range: Caster  
Duration: 5 rounds/lvl  
Area of Effect: Path 10'x10'/lvl

Components: V, S, M  
Casting Time: 2 seg  
Saving Throw: None

**Explanation/Description:** When the magic-user casts a *detect invisibility* spell, he or she is able to clearly see any objects which are invisible, as well as astral, ethereal, hidden, invisible or out of phase creatures.

Detection is in the magic-user's line of sight along a 10' wide path to the range limit. The material components of this spell are a pinch of talc and a small sprinkling of powdered silver. (PHB)

## Dextrous Digits (Evocation)

Range: 90'  
Duration: 3 turns/lvl  
Area of Effect: Special

Components: V, S, M  
Casting Time: 2 seg  
Saving Throw: None

**Explanation/Description:** This spell summons into existence a pair of disembodied hands that will follow the mage's every order. The hands can perform all the functions of an unseen servant, but can also accomplish deeds requiring fine coordination, such as tinkering with tools, working with laboratory equipment, sculpting, painting, or playing a musical instrument. The hands can perform any task the caster can accomplish, including non-weapon proficiencies known by the mage. The hands will perform with a DEX equal to that of the caster. Each hand can hold and carry up to 200gp weight individually, or 500gp weight together. The hands can move no farther apart than the caster's own hands. The hands can move 120' per round, regardless of weight carried, but can move no farther than 90 feet away from the caster or they vanish. The hands cannot wield a weapon in melee or punch or grapple. Although the hands are immune to the physical attacks, they can be destroyed by six or more points of magical damage. The material component is a pair of gloves embroidered with the mage's initials. (GHA)

## Dispel Silence (Abjuration)

Range: 0  
Duration: Special  
Area of Effect: Sphere 10'/lvl

Components: S, M  
Casting Time: 2 seg  
Saving throw: None

**Explanation/Description:** This dweomer negates existing magical *silence* within the area of effect, and dispels any *silence* created by spell casting or magic-item power within the area of effect for 1 melee round per lvl of the spell caster after the melee round of casting. Thus, a *dispel silence* cast by a 12th-lvl mage would negate (no saving throws allowed) any *silence* cast on him or about his person, and prevent such *silence* from occurring or returning for twelve consecutive melee rounds after casting. *Dispel magic* will in turn destroy a *dispel silence* dweomer, but *silence* will not return unless cast anew, or if of a permanent (i.e. magic-item function) sort. The dweomer created by this spell is always a sphere centered upon the mage, extending through walls and doors, and intervening objects, and so forth. The spell is cast by means of a hand gesture and the casting into the air of a pinch of powdered diamond (at least 50gp worth of the crushed gemstone). (Dragon, May 1985, pg. 31)

## Encompassing Vision (Alteration)

Range: Touch  
Duration: 1 hr/lvl  
Area of Effect: 1 creature

Components: V, S, M  
Casting Time: 1 round  
Saving Throw: None

**Explanation/Description:** This spell grants a creature a full 360° of vision, so the creature can see sides and rear as well to the front. The creature cannot be surprised from the rear by any attacker the creature can see normally. The spell will work in combination with any sort of enhanced or magical vision, including infravision, ultravision, or x-ray vision. A creature with both *detect invisible* and *encompassing vision* can see invisible, ethereal, or astral being from the flank or rear as well. The person affected by this spell also has a -2 penalty on all saving throws vs. gas attacks. The material component is a crystal disc with eight eyes inscribed upon it, spaced at 45 degree intervals around the edge of the disc. (GHA)

## ESP (Divination)

Range: Caster  
Duration: 1 round/ lvl  
Area of Effect: 5' radius/lvl,  
max 90 ft'

Components: V, S, M  
Casting Time: 2 seg  
Saving Throw: None

**Explanation/Description:** When an *ESP* spell is used, the caster is able to detect the surface thoughts of any creatures in range - except creatures with no mind (as we know it), such as all of the undead. The *ESP* is stopped by 2 or more feet of rock, 2 or more inches of any metal other than lead, or a thin sheet of lead foil. The magic-user employing the spell is able to probe the surface thoughts of 1 creature per turn, getting simple instinctual thoughts from lower order creatures. Probes

can continue on the same creature from round to round. The caster can use the spell to help determine if some creature lurks behind a door, for example, but the *ESP* will not always reveal what sort of creature it is. The material component of this spell is a copper piece. (PHB)

## False Trap (Illusion/Phantasm)

Range: Touch  
Duration: Permanent  
Area of Effect: One object

Components: V, S, M  
Casting Time: 3 rounds  
Saving Throw: None

**Explanation/Description:** By means of this spell, the mage weaves an illusion around an object, making it appear trapped to any normal inspection (such as by a thief). Any such examiner has an 80% chance of finding and believing the false trap. This likelihood decreases by 3% per level of experience of the thief. Furthermore, if a thief attempts to remove the illusory trap, believing it to be real, there is only a 20% likelihood that the illusion will be dispelled or exposed by these efforts. In this case, the thief, seeing the illusion unchanged, will conclude that the attempt to remove the "trap" has failed. Only one false trap may be placed within a 50' radius, and if two items bearing this illusion come within 50' of each other, both will be dispelled.

## Flaming Sphere (Alteration/Evocation)

Range: 10'  
Duration: 1 round/lvl  
Area of Effect: 6' dia. sphere

Components: V, S, M  
Casting Time: 2 seg  
Saving Throw: Neg.

**Explanation/Description:** A *flaming sphere* spell causes a burning globe of normal-type fire to come into being up to 10' distant from the spell caster. This sphere will then begin rolling in the direction in which the magic-user points, even though it might be uphill. It will roll over low barriers such as walls, furniture, etc., as long as these barriers are not over 4' tall. Flammable substances will be set afire by contact with the sphere. Creatures struck will suffer 2-8 points of damage. All creatures within a 5' radius of the sphere's center must Save vs. Spells or else take the indicated damage. A successful save negates the *flaming sphere*. The flaming sphere moves at a rate of 10' per round as long as the spell caster points in the direction it is to move, for it otherwise merely stays at rest and flames. It can be extinguished by the same means as any normal fire of its size. The material components are a bit of tallow, a pinch of sulphur, and a dusting of powdered iron. (UA)

## Fool's Gold (Alteration)

Range: 10'                      Components: V, S, M  
Duration: 6 turns/lvl        Casting Time: 1 round  
Area of Effect: 1' cubic /lvl   Saving Throw: Special

**Explanation/Description:** Copper coins can temporarily be changed to gold pieces, or brass items turned to solid gold for the spell duration by means of this dweomer. Note that a huge amount of copper or brass can be turned to gold by the spell - assume 4,000gp are equal to a cubic foot for purposes of this spell. Any creature viewing fools gold is entitled to a saving throw which must be equal to or less than its intelligence score, but for every level of the magic-user the creature must add 1 to his dice score, so it becomes unlikely that fools gold will be detected if it was created by a high level caster. If the "gold" is struck hard by an object of cold-wrought iron, there is a slight chance it will revert to its natural state, depending on the material component used to create the "gold": if a 50gp citrine is powdered and sprinkled over the metal to be changed, the chance that cold iron will return it to its true nature is 30%; if a 100gp amber stone is powdered, there is a 25% chance that iron will dispel the dweomer; if a 500gp topaz is powdered, the chance drops to 10%; and if a 1,000gp oriental (corundum) topaz is powdered, there is only a 1% chance that the cold iron will reveal that it is *fools gold*. (PHB)

## Forget (Enchantment/Charm)

Range: 30'                      Components: V,S  
Duration: Permanent        Casting Time: 2 seg  
Area of Effect: 20' x 20'     Saving Throw: Neg

**Explanation/Description:** By means of this dweomer the spell caster causes creatures within the area of effect to forget the events of the previous round (1 minute of time previous to the utterance of the spell). For every 3 levels of experience of the spell caster another minute of past time is forgotten.

Naturally, *forget* in no way negates any *charm*, *suggestions*, *geases*, *quests*, or similar spells, but it is possible that the creature who caused such magic to be placed upon the victim of a forget spell could be forgotten by this means. From 1-4 individual creatures can be affected by the spell, at the discretion of the caster. If only 1 is to be affected, the recipient Saves vs. Magic at -2 on the dice; if 2 are spell objects, they save at -1; and if 3 or 4 are to be made to forget by this dweomer, they save normally. A clerical *heal* or restoration spell, specially cast for this purpose, will restore the lost memories, as will a *wish*, but other means will not serve to do so. (PHB)

## Hunting Hawk (Alteration)

Range: Touch                      Components: V, S, M  
Duration: 1 round/lvl        Casting Time: 2 seg  
Area of Effect: Spellcaster     Saving Throw: None

**Explanation/Description:** When this spell is cast upon an arrow, the missile gains a special dweomer that changes the arrow into a *hunting hawk* as the arrow leaves the bow. The hunting hawk: AC 6; Move 330'; HD 1; hp 6; #AT 3; Dmg 1-2/1-2/1; THAC0 19; AL N. The hawk's first strike is a swooping attack, striking at +2 bonus to hit with its claw attacks doing double damage, but no beak attack is allowed. Thereafter, the hawk will continue to attack opponents as the caster orders, for one round per level of experience of the caster, or until the hawk is destroyed. If a magic arrow has hunting hawk cast upon it, then the hawk retains whatever magical bonuses the arrow had, including attack or damage bonuses, so a hawk formed from an arrow +2 will also be +2 on all attack and damage rolls. An arrow of slaying cannot be affected by the spell. When the spell's duration ends, the affected arrow disappears permanently. The material component is a wing feather. (GHA)

## Invisibility (Illusion/Phantasm)

Range: Touch                      Components: V, S, M  
Duration: See below        Casting Time: 2 seg  
Area of Effect: 1 creature     Saving Throw: None

**Explanation/Description:** This spell causes the recipient to vanish from sight and not be detectable by normal vision or even infravision. Of course, the invisible creature is not magically silenced with respect to noises normal to it. The spell remains in effect until it is magically broken or dispelled, or the magic-user or the other recipient cancels it or until he, she or it attacks any creature. Thus, the spell caster or recipient could open doors, talk, eat, climb stairs, etc., but if any form of attack is made, the invisible creature immediately becomes visible, although this will allow the first attack by the creature because of the former invisibility. Even the allies of the spell recipient cannot see the invisible creature, or his, her or its gear, unless these allies can normally see invisible things or employ magic to do so.

Note that all highly intelligent creatures with 10 or more hit dice, or levels of experience, or the equivalent in intelligence/dice/levels have a chance to automatically detect invisible objects. The material components of the *invisibility* spell are an eyelash and a bit of gum arabic, the former encased in the latter. (PHB)

## Invisibility to Undead (Alteration)

Range: 0                          Components: V,S,M  
Duration: 1 round/lvl        Casting Time: 2 seg  
Area of Effect: 1 creature     Saving Throw: Special

**Explanation/Description:** By means of this spell, the caster or a single creature touched during spell-casting

is made invisible to undead. Despite any sounds made by or activities of the protected creature, undead will not sense the creature's presence. A protected creature who successfully attacks an undead is instantly revealed to that undead only, and cannot be hidden again except by application of another spell. Accidental contact between an undead and a protected creature (even if damage to either creature results) will not reveal the protected creature. Protected creatures cannot turn undead. Wraiths and more powerful undead are allowed a saving throw against this spell; if successful, they will be unaffected. Note that a powerful undead free of the spell's effects can urge lesser undead to attack a protected creature, but cannot make them see it. The material components of this spell are a piece of bone, a pinch of powdered silver, and an eyelash.

**DM's Note:** This spell has some important differences from the 1<sup>st</sup>-level clerical *invisibility to undead*. (REF5)

### Irritation (Alteration)

Range: 10'/level	Components: V, S, M
Duration: Special	Casting Time: 2 seg
Area of Effect: One creature	Saving Throw: Neg.

**Explanation/Description:** An *irritation* spell affects the epidermis of the subject creature. Creatures having very thick or insensitive skins (such as buffalo, elephants, scaled creatures, etc.) are basically unaffected by the dweomer. There are two versions of the spell, either of which can be cast from the standard preparation:

**Itching** - When cast, this causes the subject to feel an instant itching sensation on some portion of its body. If 5-8 segments are not immediately spent scratching this irritated area, the subject creature will be so affected that the next 3 rounds will be spent squirming and twisting, effectively lowering the subject's armor class by 4 and its to-hit probability by 2 during this time. Spells are ruined for the initial round this spell is in effect, but not for the following three rounds.

**Rash** - When a rash version of the spell is cast, the subject creature will notice nothing for 1-4 rounds, but thereafter its entire skin will begin to breakout in red welts which faintly itch. The rash will persist until either a cure disease or dispel magic is cast upon it. It lowers CHA by 1 point per day until four days have passed, i.e. maximum loss of comeliness is 4 points. After one week, the subject's DEX is lowered by 1 point also. Symptoms vanish immediately upon the removal of the rash, all statistics returning to normal. The material component for this spell is powdered leaf from poison ivy, oak, or sumac. (UA)

### Knock (Alteration)

Range: 60'	Components: V
Duration: See below	Casting Time: 1 seg
Area of Effect: 10' sq./lvl	Saving Throw: None

**Explanation/Description:** The *knock* spell will open stuck or held or wizard-locked doors. It will also open barred or otherwise locked doors. It causes secret doors

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

### Know Alignment (Divination)

#### Conceal Alignment (Reverse)

Range: 10'	Components: V, S
Duration: 1 round/lvl	Casting Time: 1 round
Area of effect: One/2 rounds	Saving throw: None

**Explanation/Description:** Except as noted above, this spell is the same as the 2<sup>nd</sup>-level clerical spell of the same name. If a target creature is scried for only one round, only its alignment ethic (law/chaos) will be discerned. (UA)

### Levitate (Alteration)

Range: 20'/lvl	Components: V, S, M
Duration: 1 turn/lvl	Casting Time: 2 seg
Area of Effect: 1 creature	Saving Throw: Neg

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

### Locate Object (Divination)

Range: 20'/level	Components: V, S, M
Duration: 1 round/lvl	Casting Time: 2 seg
Area of Effect: See below	Saving Throw: None

**Explanation/Description:** This spell is the same as the 3<sup>rd</sup>-level cleric *locate object* except that its range differs. (PHB)

**DM's Note:** See the cleric spell of the same name for complete commentary. (DMG)

## Magic Mouth (Alteration)

Range: See below

Duration: Until triggered

Area of Effect: One object

Components:  $V, S, M$

Casting Time: 2 sec

Saving Throw: None

**Explanation/Description:** When this spell is cast, the magic-user empowers the chosen object with an enchanted mouth which suddenly appears and speaks the message which the spell caster imparted upon the occurrence of a specified event. The *magic mouth* can speak any message of 25 words or less in a language known by the spell caster, over a 1 turn period from start to finish. It cannot speak magic spells. The mouth moves to the words articulated, so if it is placed upon a statue, for example, the mouth of the statue would actually move and appear to speak. Of course, the *magic mouth* can be placed upon a tree, rock, door or any other object excluding intelligent members of the animal or vegetable kingdoms. The spell will function upon specific occurrence according to the command of the spell caster, i.e. speak to the first creature that touches you - or to the first creature that passes within 30'. Command can be as general or specific and detailed as desired, such as the following: "Speak only when an octogenerian female human carrying a sack of groat clusters sits cross-legged within 10'." Command range is %" per level of the magic-user, so a 6<sup>th</sup> level magic-user can command the magic mouth to speak at a maximum encounter range of 3", i.e. "Speak when a winged creature comes within 3'." Until the speak command can be fulfilled, the *magic mouth* will remain in effect, thus spell duration is variable. A *magic mouth* cannot distinguish invisible creatures, alignments, level or hit dice, nor class, except by external garb. The material component of this spell is a small bit of honeycomb. (PHB)

## Magnify (Alteration)

Range: 200' /lvl of caster

Duration: 1 round/lvl

Area of Effect: Anything within the caster's sight

Components:  $V, S$

Casting Time: 2 sec

Saving throw: None

**Explanation/Description:** This spell allows the caster to view an object or area as if it were larger, or as if the caster were closer to it. Possible uses are examining sections of a wall for cracks which may indicate a secreted door, or viewing a guard tower from a distance to determine how many guards are present. Magnification is doubled for every level of the caster above 1<sup>st</sup> lvl (2x at 2<sup>nd</sup> lvl, 4x at 3<sup>rd</sup> lvl, 8x at 4<sup>th</sup> lvl, 16x at 5<sup>th</sup> lvl, etc.) (GHA)

### Mirror Image (Illusion/Phantasm)

Range: Caster

Duration: 2 rounds/lvl

Area of Effect: 6' radius Saving Throw: None

Components:  $V, S$

Casting Time: 2 sec

Saving Throw: None

**Explanation/Description:** When a *mirror image* spell is invoked, the spell caster causes from 1 to 4 exact

duplicates of himself or herself to come into being around his or her person. These images do exactly what the magic-user does, and as the spell causes a blurring and slight distortion when it is effected, it is impossible for opponents to be certain which are the phantasms and which is the actual magic-user. When an image is struck by a weapon, magical or otherwise, it disappears, but any other existing images remain intact until struck. The images seem to shift from round to round, so that if the actual magic-user is struck during one round, he or she cannot be picked out from amongst his or her images the next. To determine the number of images which appear, roll percentile dice, and add 1 to the resulting score for each level of experience of the magic-user: 25 or less = 1 mirror image, 26-50 = 2, 51-75 = 3, 76 or more = 4. At the expiration of the spell duration all images wink out. (PHB)

### Preserve (Abjuration)

Range: Touch

Duration: Permanent

Area of Effect:  $\frac{1}{2}$  cu./lvi

Components: V, S, M

Casting Time: 2 rounds

Saving Throw: None

**Explanation/Description:** A *preserve* spell enables the caster to retain some item fresh and whole until some later time when it is needed in a spell. Of course, the *dweomer* is ineffective in retaining the potency of material such as mistletoe, holly berries, and similar stuffs which must be gathered periodically. It is likewise ineffective in preserving the deceased for later resurrection. It is otherwise effectual. The sort of material which can be treated by a *preserve* spell depends upon the level of the caster:

- Hard, relatively dry material: 2<sup>nd</sup>-4<sup>th</sup> level
- Soft, relatively wet material: 5<sup>th</sup>-7<sup>th</sup> level
- Semi-liquid and liquid materials: 8<sup>th</sup> level & up

A container is necessary only in cases where a relatively high degree of moisture is concerned. The material components of the spell are a pinch of dust, a bit of resin (or amber), and a drop of brandy. (UA)

## Protection from Cantrips (Abjuration)

Range: Touch

Duration: 1 day/level

Area of Effect: One creature  
or object

Components: V, S

Casting Time: 2 seconds

Saving Throw: None

**Explanation/Description:** By casting this spell, the magic-user provides immunity to the effects of cantrips cast by other magic-users, apprentices, or creatures that use cantrip magic. The spell will protect the caster, or one item or person that he or she touches (such as a spell book or a drawer containing spell components). Any cantrip that is cast against the person or item in question dissipates with an audible popping sound. This spell is often used by a magic-user with mischievous apprentices, or one who wishes apprentices to clean or shine an area using elbow grease instead of magic.

Any unwilling target of this spell must be touched (via a roll to-hit) and is allowed a Saving Throw vs. Spells to escape the effect. (UA)

### Pyrotechnics (Alteration)

Range: 120'                      Components: V, S  
Duration: See below        Casting Time: 2 seg  
Area of Effect: Special    Saving Throw: None

**Explanation/Description:** With the exception of the differences noted above, this spell is the same as the 3<sup>rd</sup>-level druid spell *pyrotechnics*. (PHB)

### Ray of Enfeeblement (Ench/Charm)

Range: 10' + 3'/lvl                      Components: V, S  
Duration: 1 round/lvl                  Casting Time: 2 seg  
Area of Effect: 1 creature              Saving Throw: Neg

**Explanation/Description:** By means of a ray of *enfeeblement*, a magic-user weakens an opponent, reducing strength - and attacks which rely upon it - by 25% or more. For every level of experience beyond the third of the magic-user casting the spell, there is an additional 2% strength reduction, so that at 4<sup>th</sup> level, strength is 27%. Range and duration of the spell are also dependent upon the level of experience of the spell caster. For example, if a creature is struck by a ray of *enfeeblement*, it will lose the appropriate percentage of hit points of damage it scores on physical attacks (missiles, thrusting/cutting/crushing weapons, biting, clawing, goring, kicking, constriction, etc.). Your referee will determine any other reductions appropriate to the affected creature. If the target creature makes its saving throw, the spell has no effect. (PHB)

### Rope Trick (Alteration)

Range: Touch                      Components: V, S, M  
Duration: 2 turns/lvl                  Casting Time: 2 seg  
Area of Effect: 1 piece of rope    Saving Throw: None

**Explanation/Description:** When this spell is cast upon a piece of rope from 5' to 30' in length, one end of the rope rises into the air until the whole is hanging perpendicular, as if affixed at the upper end. The upper end is, in fact, fastened in an extra-dimensional space, and the spell caster and up to five others can climb up the rope and disappear into this place of safety where no creature can find them. The rope cannot be taken into the extra-dimensional space if six persons have climbed it, but otherwise it can be pulled up. Otherwise, the rope simply hangs in air, and will stay there unless removed by some creature. The persons in the extra-dimensional space must climb down the rope prior to the expiration of the spell duration, or else they are dropped from the height to which they originally climbed when the effect of the spell wears out. The rope can be climbed by only one person at a time. Note that the rope trick spell allows climbers to reach a normal place if they do not climb all the way to the

rope's upper end, which is in an extra-dimensional space. The material components of this spell are powdered corn extract and a twisted loop of parchment. (PHB)

**DM's Note:** Those climbing the rope and gaining the safety of the extra-dimensional space are able to see out of it clearly, as if they were observing through a window of about 3' width by 5' height. Those outside can not see in. (DMG)

### Scare (Enchantment/Charm)

Range: 10'                      Components: V, S, M  
Duration: 3d4 rounds                  Casting Time: 2 seg  
Area of Effect: 1 creature              Saving Throw: Neg

**Explanation/Description:** When this spell is directed at any creature with fewer than 6 levels of experience/hit dice, it must Save vs. Magic or fall into a fit of trembling and shaking. The frightened creature will not drop any items held unless it is encumbered. If cornered, the spell recipient will fight, but at -1 on to-hit and damage dice rolls and all saving throws as well.

Note that this spell does not have any effect on elves, half-elves, the undead (skeletons, zombies, ghouls, shadows, ghosts, wights, wraiths), larvae, lemures, manes, or clerics of any sort. The material component used for this spell is a bit of bone from an undead skeleton, zombie, ghoul, ghost or mummy. (PHB)

### Scent Mask (Illusion/Phantasm)

Range: Touch                      Components: V, S, M  
Duration: 1 turn/lvl                  Casting Time: 2 seg  
Area of Effect: 1 creature/lvl        Saving Throw: Special

**Explanation/Description:** This spell will conceal all odors emanating from a creature for the duration of the spell. If cast upon the mage or another person, that person cannot be detected by scent. The recipient of this spell cannot be tracked by an animal or being that uses its smell to track, such as a bloodhound. If cast upon a creature that uses its odor as a weapon or form of defense, the spell negates the odor if the creature fails a saving vs. spells. The musky odor of a skunk or wolverine or the stench of a troglodyte could be suppressed by the spell. The material component is a scentless flower. (GHA)

### Shatter (Alteration)

Range: 60'                      Components: V, S, M  
Duration: Instantaneous                  Casting Time: 2 seg  
Area of Effect: 1 object                  Saving Throw: Neg

**Explanation/Description:** The *shatter* spell affects non-magical objects of crystal, glass, ceramic, or porcelain such as vials, bottles, flasks, jugs, windows, mirrors, etc. Such objects are shattered into dozens of pieces by the spell. Objects above 100 gold pieces weight equivalence per level of the spell caster are not affected, but all other objects of the appropriate composition must Save vs. Crushing Blow or be

shattered. The material component of this spell is a chip of mica. (PHB)

### Silencing Hand (Evocation/Enchantment)

Range: 40' Components: V, S, M  
Duration: 2 round/lvl Casting Time: 2 seg  
Area of Effect: One creature Saving Throw: Neg.

**Explanation/Description:** This spell creates an appropriately sized hand that will fly toward the chosen creature and clamp tightly over the creature's mouth unless the creature makes it's saving throw. A creature affected by the spell will be unable to talk clearly, cannot cast any spells requiring a verbal component, or use a magical item triggered by an audible command word. The hand cannot be pulled away from the creature's mouth or be harmed by a physical attack, but can be destroyed by six or more points of magical damage, although most magical attacks carry the risk of harming the affected creature. A successful *dispel magic* spell destroys the hand without injury to the creature. The material component is a cloth glove smeared with a sticky syrup or honey. (GHA)

### Skull Watch (Necromantic)

Range: 0 Components: V,S,M  
Duration: 1 round + 1 round/lvl Casting Time: 2 seg  
Area of Effect: Special Saving Throw: none

**Explanation/Description:** By use of the intact skull (including jawbone) of a skeleton from any intelligent race, a thread, and a flake of the caster's earwax, this magic creates a magical warning system. At casting, the skull is set in midair where it will hang, motionless, until activated, or on a surface, so that its eye sockets point in a certain desired direction. If any living creature passes into the gaze of the skull (a 20'-wide path extending from the eyes straight ahead for 90', or until a solid barrier intervenes, whichever is closer), the skull will be activated. It will emit a sudden and very loud shriek. This dies away in a horrible wail as the skull sinks slowly to the ground.

This sound can be heard by ail in the vicinity up to as much as a quarter of a mile away and can always be heard by the spell-caster, if anywhere on the same plane. *Silence* magic will stifle the skull's wail for aid in the vicinity, but the caster will still hear it. Destruction of the skull (AC7, 1hp per level of the caster) or movement of it to look elsewhere will not cause it to wail, but the caster will hear an echoing rumbling, Skull warnings sound in the caster's head, and are not audible to others nearby. Note that although a caster may have multiple *skull guardians*, ail will sound identical when activated. Rumors persist of a 3<sup>rd</sup>-level version of this spell that has an unlimited waiting period between casting and activation. (REF5)

### Soothing Vibrations (Enchantment/Charm)

Range: 60' Components: V  
Duration: 1 round/lvl Casting Time: 2 round  
Area of Effect: 20' rad sphere Saving Throw: Special

**Explanation/Description:** As the mage casts the spell, all creatures in the area of effect begin to hear soothing vibrations that cause them to pause and listen. As the music continues, the creatures feel the mage broadcasting peaceful, kindly thoughts to them. The creatures will do nothing for one round until the mage is finished casting the spell. Thereafter, all animals in the area of effect of semi-intelligence or lower will feel kindly to the mage, and show no aggression or fear unless attacked first. All other creatures are entitled to a saving throw at +2 to avoid the spell's lulling effect. All animals and those creatures who fail the save are more susceptible to *charm* spells cast before the spell's duration ends, and suffer a -2 penalty against any charm spell cast upon them, such as *animal friendship*, *charm person or mammal*, or *charm monster*. There is no somatic or material component to the spell, just the soothing, vibrating voice of the caster. (GHA)

### Spectral Wings (Evocation/Necromantic)

Range: 0 Components: V,S,M  
Duration: 1 round + 1 round/lvl Casting Time: 1 round  
Area of Effect: Special Saving Throw: None

**Explanation/Description:** This spell creates an unseen, largely intangible flying steed. The steed forms from an intact bone of any flying creature (the material component of the spell, consumed in the casting). The bone may be from a creature of any size in life, such as a normal bird or bat. The caster can clearly see the mount at ail times, as a grey, translucent winged shape of giant size, typically 12. long (plus tail, if any). Its wingspan is over 26.. The steed resembles the creature from whose bones it came. The mount is invisible to others, but creatures or objects carried are completely visible.

The aerial steed is unintelligent and cannot be mentally or magically contacted, controlled, or influenced. It is a force, not a creature, and is totally controlled by the will of the caster. If the caster is slain, rendered unconscious, or turns his attention elsewhere, the *spectral wings* will continue to act on the last command given them (perhaps flying into solid obstacles and the like). A *spectral wings* is not undead; it cannot be turned and has no alignment. It can carry 1,000gp in weight per level of the caster, living and/or non-living material, and provides a solid, stable platform for aerial transportation or spell-casting.

A *spectral wings* is utterly silent, has a Maneuverability Class of A, and may pass through solid objects without dissipating or being damaged. Beings and materials carried are not empowered to pass through solid obstacles, and will suffer impact damage and/or be separated from the wings. A *spectral wings* loaded in excess of its weight capacity will simply allow the last objects added to pass through it, along with anything



the duration of the spell. The material components are a string from a sitar and a wooden mallet. (GHA)

### Uncontrollable Laughter (Evocation)

Range: 50' Components: V, S, M  
Duration: 1 round Casting Time: 2 seg  
Area of Effect: One creature Saving Throw: Special

**Explanation/Description:** This spell enables the caster to cause the subject to perceive everything as hilariously funny. The effect is not immediate, and the subject creature will feel only a slight tingling on the round the dweomer is placed, but on the round immediately following, it will begin smiling, then giggling, chuckling, tittering, snickering, guffawing, and finally collapsing into gales of uncontrollable hideous laughter. Although this magic mirth lasts only a single round, the affected creature must spend the next round regaining its feet, and it will be at -2 from its STR (or -2 to-hit and damage) on the 3<sup>rd</sup> and 4<sup>th</sup> rounds following the spell casting. A successful Saving Throw vs. Spells negates the effect. The saving throw depends on the intelligence of the creature. Creatures with INT of 3 or less are totally unaffected. Those with INT of 4-8 save at -6; those with INT of 9-12 save at -4; those with INT of 13-15 save at -2; and those with INT of 16 or greater have normal saving throw probability. The material components of the spell are a small feather, a tiny wooden paddle, and a minute tort. The tort is hurled at the subject, while the feather is waved in one hand and the paddle is tapped against the posterior of the spell caster. (UA)

### Vocalize (Alteration)

Range: Touch Components: S, M  
Duration: 5 rounds Casting Time: 1 round  
Area of Effect: One spellcaster Saving Throw: None

**Explanation/Description:** This spell allows the recipient to cast spells that normally require a verbal component without having to make a sound, so long as the casting of the subsequent spell(s) takes place entirely within the duration of the vocalize spell. This spell is of great use in situations where quiet is desired, or when the recipient is under the influence of a silence spell. The vocalize spell does not negate possible effects upon other vocal communication (a message spell could be cast from within an area of magical silence, but no information would be transmitted back to the caster). The spell does not negate the effect of silence, but merely offsets it for the purpose of subsequent spell casting. If a spell cast by means of a vocalize spell has some audible effect, that sound will be masked for as long as the silence remains in force. The material component of this spell is a bell without a clapper, or else a jailbird's tongue. (UA)

### Web (Evocation)

Range: 5'/lvl Components: V, S, M  
Duration: 2 turns/lvl Casting Time: 2 seg  
Area of Effect: 80 cubic ft Saving Throw: Special  
between anchoring points

**Explanation/Description:** A web spell creates a many-layered mass of strong, sticky strands similar to spider webs, but far larger and tougher. These masses must be anchored to two or more points-floor and ceiling, opposite walls, etc. - diametrically opposed. The web spell covers a maximum area of 80 cubic feet, and the webs must be at least 1" thick, so a mass 40' high, 20' wide, and 10' deep may be cast. Creatures caught within webs, or simply touching them, become stuck amongst the gluey fibers. Creatures with less than 13 strength must remain fast until freed by another or until the spell wears off. For every full turn entrapped by a web, a creature has a 5% cumulative chance of suffocating to death. Creatures with strength between 13 and 17 can break through 1' of webs per turn. Creatures with 18 or greater strength break through 1' of webs per round. (Note: Sufficient mass equates to great strength in this case, and great mass will hardly notice webs.) Strong and huge creatures will break through 10' of webs per segment. It is important to note that the strands of a web spell are flammable. A magic flaming sword will slash them away as easily as a hand brushes away cobwebs. Any fire - torch, flaming oil, flaming sword, etc. - will set them alight and burn them away in a single round. All creatures within the webs will take 2-8 hit points of damage from the flames, but those freed of the strands will not be harmed. Saving throw is made at -2. If the Saving Throw vs. web is made, two results may have occurred. If the creature has room to escape then he is assumed to have jumped free. If there is no room to escape then the webs are only ½ strength. The material component of this spell is a bit of spider web. (PHB)

**DM's Note:** If this spell is cast without two firm anchoring places, the webs collapse and entangle themselves, effectively negating the spell. (DMG)

### Whip (Evocation)

Range: 70' Components: V, S, M  
Duration: 1 round/level Casting Time: 2 seg  
Area of Effect: Special Saving Throw: Special

**Explanation/Description:** By means of this spell, the magic-user creates a material, whip-like substance up to 10' distant from his or her person. The spell caster can then wield this whip by moving his or her hand as if it held an actual one, for the magical one will respond to movements made by its evoker. The lash can be used so as to make both a whistling crack and an actual strike each turn. The sound alone is sufficient to keep normal animals at bay unless they Save vs. Spells. Any animal actually struck (as indicated by a normal to-hit die roll) must Save vs. Spells at -1 to -4 or else slink away and not return for at least an hour. Note that the whip

does not do actual damage to the creature struck. Creatures with INT above 3 are not affected, nor are giant-sized animals above bear-size, nor are monsters.

The whip can also be used in melee combat, a successful to-hit roll indicating that the lash has struck and wrapped around an opponent's weapon. If that weapon is an edged one, the whip must make a Saving Throw vs. Crushing Blow (13 or better); if the weapon is non-edged, the whip must Save vs. Normal Blow (6 or better). Success on this saving throw indicates that the whip has torn the weapon from the opponent's hand - unless the opponent succeeds on a Saving Throw vs. Spells. An affected weapon will be cast to the ground, and the opponent must take 1 round to recover it. The magic bonus of a target weapon applies as a penalty to the whip's Saving Throw vs. Crushing Blow or normal blow, and the magic resistance of an intended target opponent must fail for a to-hit roll to be possible in the first place. The material component of the spell is a small bit of silk braided so as to form a miniature whip. (UA)

### Wizard Lock (Alteration)

Range: Touch	Components: V, S
Duration: Permanent	Casting Time: 2 seg
Area of Effect: 30 square ft/lvl	Saving Throw: None

**Explanation/Description:** When a *wizard lock* spell is cast upon a door, chest or portal, it magically locks it. The *wizard-locked* door or object can be opened only by breaking, a *dispel magic*, a *knock* spell, or by a magic-user 4 or more levels higher than the one casting the spell. Note that the last two methods do not remove the *wizard lock*, they only negate it for a brief duration. Creatures of extra-dimensional nature do not affect a *wizard lock* as they do a held portal (see *hold portal*). (PHB)

**DM's Note:** The caster can always pass through his or her own *wizard locked* portal freely. (DMG)

### Zephyr (Evocation)

Range: 0	Components: V, S, M
Duration: 1 segment	Casting Time: 2 seg
Area of Effect: 10' path, 5'/lvl length	Saving Throw: None

**Explanation/Description:** By means of this spell, a gentle draft of air moves from the spell caster and travels in the direction that he or she is facing. It continues until the maximum area of effect is reached. The force of the *zephyr* is sufficient to cause small flames to waver and dance. It fans flames and fires of larger size, making them hotter (+1 on damage dice, if applicable). It will hold back moving clouds of vapors (such as a *cloudkill*) for 1 round. It will weaken such vapors as *fog cloud* and *wall of fog* so as to reduce their duration by half. It will move stagnant air, vapors, or even poisonous gases backwards by 1", and this force likewise reduces their duration and potency by half, unless the vapor or gas is renewed by some source. The material component for this spell is a piece

of fine parchment, accordion folded and tacked near the bottom with a pin or ivory or silver. (UA)

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## Level 3

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### Acid Cloud (Evocation)

Range: 60'	Components: V, S, M
Area of Effect: 30' dia. globe	Casting Time: 3 seg
Duration: 1 round/2 lvl	Saving Throw: Special

**Explanation/Description:** This spell creates a small crystalline sphere filled with a yellowish-brown mist. The crystal can be held for as long as the caster likes, but the contents become useless after 3 rounds. The sphere can be thrown up to 20 yards as a grenade-like missile. When the sphere shatters, the mist is released, filling the air in a 30' foot radius with yellowish acid fumes. Everything within the area of effect is affected as if placed in an acid bath. All creatures within the fumes will take 4-16 points of acid damage immediately, with no save allowed, and will suffer 1-4 points of damage for every additional round of exposure to the fumes. All objects touched by the acid fumes must make a Saving Throw vs. Acid or be eaten away. For every additional round of exposure to the fumes, an item must save again. The atmospheric acid bath will remain in existence for one round for every two levels of the caster, but any winds or rains or turbulent atmospheric conditions will negate the spell. The material component is a small vial of diluted *aqua regia* ("royal water"). (GHA)

### Blink (Alteration)

Range: Caster	Components: V, S
Duration: 1 round/ level	Casting Time: 1 seg
Area of Effect: Caster	Saving Throw: None

**Explanation/Description:** By means of this spell, the magic-user causes his or her material form to "blink" out and back to this plane once again in random period and direction during the duration of each minute the spell is in effect. (Cf. *Monster Manual*, Blink Dog.) The segment of the round that the spell caster "blinks out" is determined by random roll with 2d4, and during this same segment he or she will appear again 2' distant from his or her previous position.

(Direction is determined by roll of d8: 1 = right ahead, 2 = right, 3 = right behind, 4 = behind, 5 = left behind, 6 = left, 7 = left ahead, 8 = ahead.) If some object is already occupying the space where the spell caster is indicated as "blinking" into, his or her form is displaced in a direction away from original (round starting) position for any distance necessary to appear in empty space, but never in excess of an additional 10'. If that extra distance still dictates the magic-user and another solid object are to occupy the same space, the spell caster is then trapped on the ethereal plane. During and after the blink segment of a round, the spell caster can be attacked only by opponents able to strike both

locations at once, e.g. a breath weapon, fireball, and similar wide area attack forms.

Those not so able can only strike the magic-user if they managed to attack prior to the "blink" segment. The spell caster is only 75% likely to be able to perform any acts other than physical attack with a hand-held stabbing or striking weapon during the course of this spell. That is, use of any spell, device, or item might not be accomplished or accomplished in an incorrect manner or in the wrong direction. Your referee will determine success/failure and the results thereof according to the particular action being performed. (PHB)

### **Clairaudience** (Divination)

Range: See below	Components: V, S, M
Duration: 1 round/ lvl	Casting Time: 3 seg
Area of Effect: See below	Saving Throw: None

**Explanation/Description:** The *clairaudience* spell enables the magic-user to concentrate upon some locale and hear in his or her mind whatever noise is within a 6" radius of his or her determined clairaudience locale center. Distance is not a factor, but the locale must be known, i.e. a place familiar to the spell caster or an obvious one (such as behind a door, around a corner, in a copse of woods, etc.). Only sounds which are normally detectable by the magic-user can be heard by use of this spell.

Only metal sheeting or magical protections will prevent the operation of the spell. Note that it will function only on the plane of existence on which the magic-user is at the time of casting. The material component of the spell is a small silver horn of at least 100gp value, and casting the spell causes it to disappear. (PHB)

### **Clairvoyance** (Divination)

Range: See below	Components: V, S, M
Duration: 1 round/ level	Casting Time: 3 seg
Area of Effect: See below	Saving Throw: None

**Explanation/Description:** Similar to the *clairaudience* spell, the *clairvoyance* spell empowers the magic-user to see in his or her mind whatever is within sight range from the spell locale chosen. Distance is not a factor, but the locale must be known - familiar or obvious. Furthermore, light is a factor whether or not the spell caster has the ability to see into the infrared or ultraviolet spectrums. If the area is dark, only a 1" radius from the center of the locale of the spell's area of effect can be clairvoyed; otherwise, the seeing extends to normal vision range. Metal sheeting or magical protections will foil a *clairvoyance* spell. The spell functions only on the plane on which the magic-user is at the time of casting. The material component of the spell is a pinch of powdered pineal gland from a human or humanoid creature. (PHB)

### **Cloudburst** (Alteration)

Range: 10'/level	Components: V, S, M
Duration: 1 round	Casting Time: 3 seg
Area of Effect: 30' dia. cylinder up to 60' high	Saving Throw: None

**Explanation/Description:** This spell is identical to the 3<sup>rd</sup>-level clerical spell of the same name, except that a holy symbol is not part of the material component. (UA)

### **Crystal Dirk** (Evocation-Conjuration)

Range: 0	Components: V, S, M
Duration: 3 rounds + 1 round/lvl	Casting Time: 3 seg
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** This spell creates a weapon similar to that described in the 2<sup>nd</sup> level crystal dagger spell. The dirk is faintly magical, granting a +1 bonus on attack rolls. The dirk does 1-4 + 2 points of damage when it hits. Against undead and monsters from the lower outer planes, the dirk does 1d4 + 3 points of damage on a successful hit. If the crystal dirk scores maximum damage, the monster will be paralyzed until the end of the next round following the hit. The material component is a tiny dagger made from lead crystal worth 350gp. (GHA)

### **Crystal Rhythms** (Enchantment/Charm)

Range: 10'/lvl	Components: V, S, M
Duration: 2 rounds/lvl	Casting Time: 3 seg
Area of Effect: One creature	Saving Throw: Neg.

**Explanation/Description:** Unless the victim of the spell makes its saving throw, the creature's ears will be filled with the sound of energetic crystal chimes that no one else can hear. The creature will immediately drop anything in its hands and begin clapping, so the creature cannot use its hands for anything else. Spells requiring somatic components cannot be cast, thieving skills cannot be performed, tools cannot be used, and weapons cannot be wielded by the affected, and any creature with more than one pair of hands will clap along with as many hands as the creature has. The material components for the spell are a pair of crystals worth 500gp that vanish after the spell is cast. (GHA)

### **Deadly Strike** (Alteration)

Range: Touch	Components: V, S, M
Duration: 3 rounds + 1d6 rounds	Casting Time: 3 seg
Area of Effect: Spellcaster	Saving Throw: None

**Explanation/Description:** This spell improves the martial prowess of the caster. All melee attacks made by the caster are at the usual chance to hit, but every successful attack does maximum damage to the opponent for the duration of the spell. The spell will work in combination with any other magic which enhances fighting ability. The spell only affects hand-held or hurled weapons. The spell only affects hand-held melee weapons or hurled weapons, but not

device-propelled missile weapons. The material component is a full set of tiger claws. (GHA)

### Defense Against Lycanthropes (Abj.)

Range: Touch	Components: V, S, M
Duration: 2 rounds/lvl	Casting Time: 3 seg
Area of Effect: 1 Creature	Saving Throw: None

**Explanation/Description:** This spell will aid a creature in surviving attacks made by lycanthropes. Any attack made upon the creature by a lycanthrope has a -2 penalty to hit. No matter how much damage is inflicted by a lycanthrope, the creature will not contract lycanthropy as long as the spell is in effect. The spell will not protect the creature from contracting lycanthropy if injuries occurred before the spell was cast or after it expired. The material component is a crushed moonstone. (GHA)

### Defense Against Reptiles (Abjuration)

Range: Touch	Components: V, S, M
Duration: 5 rounds/lvl	Casting Time: 3 seg
Area of Effect: 1 Creature	Saving Throw: None

**Explanation/Description:** A creature protected by this spell gains an advantage in combat with non-magical reptiles and amphibians, including snakes, dinosaurs, frogs, and giant-sized species of such animals. Dragons are excluded from the spell's effects as well as other creatures with unnatural abilities. All such animals have a -2 penalty to hit the protected creature, and the creature gains a +4 bonus to Saving Throws vs. Poison (reptile and amphibian venom). The material components are a bit of snake skin and a dried frog's leg placed in a pouch of hardened leather. (GHA)

### Detect Illusion (Divination)

Range: Touch	Components: V, S, M
Duration: 2 rounds + 1/level	Casting Time: 3 seg
Area of Effect: Line of sight 10' wide, 10'/lvl long	Saving Throw: None

**Explanation/Description:** This spell is the same as the 1<sup>st</sup>-level illusionist spell *detect illusion*, except as noted above. (UA)

### Dispel Magic (Abjuration)

Range: 120'	Components: V, S
Duration: Permanent	Casting Time: 3 seg
Area of Effect: 30' cube	Saving Throw: None

**Explanation/Description:** Except as noted above, this spell is the same as the 3<sup>rd</sup>-level cleric spell *dispel magic*.

**DM's Notes:** For the effects of this spell on a magic item, see the cleric spell of the same name. (DMG)

### Expenitious Fire Extinguisher (Evocation)

Range: 20'/lvl	Components: V, S, M
Duration: 1 seg	Casting Time: 1 seg
Area of Effect: Special	Saving Throw: Special

**Explanation/Description:** This more powerful version of the *affect normal fires* spell enables the caster to quickly extinguish a large fire. When the spell is cast, anti-energy from the quasi-elemental plane of ash is momentarily drawn down upon the fire. An area on non-magical fire up to 100 square feet per level can be put out in just one segment, so the spell is ideal for combating forest and brush fires. The spell is less effective against magical fire. The chance of extinguishing a magical fire is only 60%, and a maximum area of 100 square yards, regardless of the level of the spellcaster, can be snuffed. The spell has no effect on fire-based creature or flames emanating from a creature's body, such as fire elementals, fire grues, or the type VI demon. The material components for the spell are a pinch of cold ash mixed with salt. (GHA)

### Eye of the Eagle (Alteration)

Range: Touch	Components: V, S, M
Duration: 1 turn/lvl	Casting Time: 1 round
Area of Effect: Person touched (fighters only)	Saving Throw: None

**Explanation/Description:** This spell endows a fighter with superior eyesight that also grants expert weapon use. The range of the person's vision is effectively doubled, even in combination with infravision or normal vision. This advantage dramatically improves accuracy at great distances. In addition, the fighter gains a +2 bonus to hit at the weapon's normal ranges. The material components are a few feathers from the head of an eagle and ground carrot. (GHA)

### Explosive Runes (Alteration)

Range: Touch	Components: V, S
Duration: Until triggered	Casting Time: 3 seg
Area of Effect: One object below	Saving Throw: See below

**Explanation/Description:** By tracing the mystic runes upon a book, map, scroll, or similar instrument bearing written information, the magic-user prevents unauthorized reading of such. The explosive runes are difficult to detect, 5% per level of magic use experience of the reader, thieves having only a 5% chance in any event. When read, the explosive runes detonate, delivering a full 12 to 30 (6d4 + 6) hit points of damage upon the reader, who gets no saving throw, and either a like amount, or half that if saving throws are made, on creatures within the blast radius. The magic-user who cast the spell, as well as any other magic-users he or she instructs, can use the instrument without triggering the runes. Likewise, the magic-user can totally remove them whenever desired. They can

otherwise be removed only by a dispel magic spell, and the explosive runes last until the spell is triggered. The instrument upon which the runes are placed will be destroyed when the explosion takes place unless it is not normally subject to destruction by magical fire. (PHB)

### Feign Death (Necromantic)

Range: Touch                      Components: V, S  
Duration: 6 rounds + 1 round/lvl      Casting Time: 1 seg  
Area of Effect: One creature      Saving Throw: None;  
   willing recipient only

**Explanation/Description:** By means of this spell, the caster or any other creature whose levels of experience/hit dice do not exceed the magic-user's own level can be put into a cataleptic state which is impossible to distinguish from actual death. Although the person/creature affected by the *feign death* spell can smell, hear, and know what is going on, no feeling or sight of any sort is possible; thus, any wounding or mistreatment of the body will not be felt and no reaction will occur and damage will be only one-half normal. In addition, paralysis, poison, or energy level drain will not affect the individual creature under the influence of this spell, but poison injected or otherwise introduced into the body will become effective when the spell recipient is no longer under the influence of this spell, although a saving throw is permitted. Note that only a willing individual can be affected by *feign death*. The spell caster is able to end the spell effects at any time desired, but it requires 1 full round for bodily functions to begin again. (PHB)

**DM's Note:** For the rate of air consumption and effects on poisoning, see the cleric spell of the same name. (DMG)

### Fireball (Evocation)

Range: 100' + 10'/lvl                      Components: V, S  
Duration: Instantaneous                      Casting Time: 3 seg  
Area of Effect: 20' radius sphere      Saving Throw: ½ dmg

**Explanation/Description:** A *fireball* is an explosive burst of flame, which detonates with a low roar, and delivers damage proportionate to the level of the magic-user who cast it, i.e. 1 six-sided die (d6) for each level of experience of the spell caster. Exception: Magic **fireball wands** deliver 6 die *fireballs* (6d6), magic staves with this capability deliver 8 die *fireballs*, and scroll spells of this type deliver a *fireball* of from 5 to 10 dice (d6 + 4) of damage. The burst of the *fireball* does not expend a considerable amount of pressure, and the burst will generally conform to the shape of the area in which it occurs, thus covering an area equal to its normal spherical volume. [The area which is covered by the *fireball* is a total volume of roughly 33,000 cubic feet (or yards)]. Besides causing damage to creatures, the *fireball* ignites all combustible materials within its burst radius, and the heat of the *fireball* will melt soft metals such as gold, copper, silver, etc. Items exposed to the spell's effects must be rolled for to determine if

they are affected. Items with a creature which makes its saving throw are considered as unaffected. The magic-user points his or her finger and speaks the range (distance and height) at which the *fireball* is to burst. A streak flashes from the pointing digit and, unless it impacts upon a material body prior to attaining the prescribed range, flows into the *fireball*. If creatures fail their saving throws, they all take full hit point damage from the blast. Those who make saving throws manage to dodge, fall flat or roll aside, taking ½ the full hit point damage - each and every one within the blast area. The material component of this spell is a tiny ball composed of bat guano and sulphur. (PHB)

### Flame Arrow (Evocation)

Range: Touch                      Components: V, S, M  
Duration: 1 seg/lvl                      Casting Time: 3 seg  
Area of Effect: Arrows or bolts      Saving Throw: None

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

### Fly (Alteration)

Range: Touch                      Components: V, S, M  
Duration: 6 turns/ lvl + 1d6 turns      Casting Time: 3 seg  
Area of Effect: 1 creature                      Saving Throw: None

**Explanation/Description:** This spell enables the magic-user to bestow the power of magical flight. The creature affected is able to move vertically and/or horizontally at a rate of 120' per move (half that if ascending, twice that if descending in a dive). The exact duration of the spell is always unknown to the spell caster, as the 1-6 turns variable addition is determined by the Dungeon Master secretly. The material component of the *fly* spell is a wing feather of any bird. (PHB)

**DM's Notes:** Utilizing a *fly* spell takes as much concentration as walking, so most spells could be cast while *flying*, either while hovering or moving slowly (30' or less). (DMG)

### Force Umbrella (Evocation)

Range: 50'                      Components: V, S, M  
Duration: 1 turn/lvl                      Casting Time: 3 seg  
Area of Effect: Special                      Saving Throw: None

**Explanation/Description:** This spell creates a broad, bowl-shaped dome of force over the caster's head, 10'

in radius, shimmering violet in appearance. The dome will follow the caster wherever he travels. The dome will not only shield the caster from rain, sleet, or snow, but also against physical or magical attacks from above, such as siege weapons, giant-hurled boulders, or a breath weapon from a flying dragon. The force umbrella provides a +4 saving throw bonus against magical attacks from above, and a -6 armor class bonus against physical attacks from above. The umbrella will also deflect 75% of arrow or bolt attacks from above or a high angle of indirect fire, such as a volley of arrows. It will conform to restricted spaces and allow the caster to move through narrow openings. The material components are a miniature umbrella made of wood and leather and a pinch of diamond dust. (GHA)

### Golden Revelation (Alteration)

Range: 0  
Duration: 5 round/lvl  
Area of Effect: 30'wide cone  
60' long

Components: V, S, M  
Casting Time: 3 seg  
Saving Throw: None

**Explanation/Description:** With this spell, the mage can reveal hidden, concealed, or invisible creature within the conical area. The concealed creature will be surrounded with an aura of golden light, shining out in a 1'-diameter about the creature, making it easily seen. The mage can make a full 360° sweep-search of the area in one round. The spell might reveal a thief hiding in shadows, a barbarian concealed in natural terrain, or a creature hidden behind an obstacle. The spell creates a glow around an invisible, out-of-phase, ethereal, *duo-dimensional*, or astral being in the area of effect, as well as creatures using a **cloak of elvenkind**, **robe of blending**, or **ring of chameleon power**. A saving throw against being affected by the golden revelation is not permitted, although successful magic resistance protects a creature from being outlined by the spell. The material component is a box wrapped with waxed parchment, containing a glowworm. (UA)

### Gust of Wind (Alteration)

Range: 0  
Duration: 1 seg  
Area of Effect: 10'x10'/ level

Components: V, S, M  
Casting Time: 3 seg  
Saving Throw: None

**Explanation/Description:** When this spell is cast, a strong puff of air originates from the magic-user and moves in the direction he or she is facing. The force of this *gust of wind* is sufficient to extinguish candles, torches, and similar unprotected flames. It will cause protected flames - such as those of lanterns - to wildly dance and has a 5% chance per level of experience of the spell caster to extinguish even such lights. It will also fan large fires outwards 1' to 6' in the direction of the wind's movement. It will force back small flying creatures 10' to 60' and cause man-sized ones to be held motionless if attempting to move into its force, and similarly slow large flying creatures by 50% for 1 round. It

will blow over light objects. Its path is 10' wide by 10' of length per level of experience of the magic-user casting the *gust of wind* spell i.e. an 8<sup>th</sup>-level magic-user causes a gust of wind which travels 80'. The material component of the spell is a legume seed. (PHB)

**DM's Note:** This spell is particularly useful against such spells as *obscurement*, *stinking cloud*, and *cloudkill*. (DMG)

### Haste (Alteration)

Range: 60'  
Duration: 3 rounds + 1 round/lvl  
Area of Effect: 1 creature/lvl  
in a 40'x40' area

Components: V, S, M  
Casting Time: 3 seg  
Saving Throw: None

**Explanation/Description:** When this spell is cast, affected creatures function at double their normal movement and attack rates. Thus, a creature moving at 60' and attacking 1 time per round would move at 120' and attack 2 times per round. Spell casting is not more rapid. The number of creatures which can be affected is equal to the level of experience of the magic-user, those creatures closest to the spell caster being affected in preference to those farther away, and all affected by haste must be in the designated area of effect. Note that this spell negates the effects of a slow spell (see hereafter). Additionally, this spell ages the recipients due to speeded metabolic processes. Its material component is a shaving of licorice root. (PHB)

### Hold Person (Enchantment/Charm)

Range: 120'  
Duration: 2 rounds/lvl  
Area of Effect: See below

Components: V  
Casting Time: 3 seg  
Saving Throw: Negates

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

### Infravision (Alteration)

Range: Touch  
Duration: 12 turns + 6 turns/lvl  
Area of Effect: 1 creature

Components: V, S, M  
Casting Time: 1 round  
Saving Throw: None

**Explanation/Description:** By means of this spell the magic-user enables the recipient of infravision to see light in the infrared spectrum. Thus, differences in heat





caused by the touch of undead mummies. The caster is also empowered to inflict the rotting disease by touch. The disease causes the flesh of a victim to rot (no saving throw, but all undead are affected), permanently causing a loss of 2 CHA points per month, and is fatal in 1-6 months. It can be cured only by *cure disease* or more powerful magic, and negates all *cure wound* spells. Infected creatures heal wounds at 10% of the normal rate. The caster's appearance is not changed by the spell, nor are his STR, alignment, or hp of damage of blows dealt by him. The caster must make a successful hit roll to deliver a *mummy touch*, and cannot choose to turn the power on or off to affect certain creatures but not others; once the spell is ended by will of the caster, who can end it prematurely if desired, it cannot be revived again. The caster cannot transfer the powers of this magic to another creature. A caster with an active *mummy touch* can suffer physical damage from mummies, but is not afraid of or paralyzed by them, and if slain by mummies during the spell duration, will not rot. Creatures slain by a *mummy touch* do not rot as the victims of mummies do. The rotting disease created by the magic cannot be transferred to weapons, drinkables, or the like for later transference to victims; it works only by direct touch (maximum of one touch per round). The material components of this spell are a pinch of mummy dust, a drop of the caster's blood, and a scrap of rotting meat or fish, which are brought together in the casting and consumed by the gathering magic.(REF5)

### Phantasmal Force (Illusion/ Phantasm)

Range: 80' + 10'/ level      Components: V, S, M  
Duration: See below      Casting Time: 3 seg  
Area of Effect: 80' square      Saving Throw: Special  
+ 10' square/lvl

**Explanation/Description:** When this spell is cast, the magic-user creates a visual illusion which will affect all believing creatures which view the *phantasmal force*, even to the extent of suffering damage from phantasmal missiles or from falling into an illusory pit full of sharp spikes. Note that audio illusion is not a component of the spell. The illusion lasts until struck by an opponent - unless the spell caster causes the illusion to react appropriately - or until the magic-user ceases concentration upon the spell (due to desire, moving, or successful attack which causes damage). Creatures which disbelieve the *phantasmal force* gain a Saving Throw vs. Spells, and if they succeed, they see it for what it is and add +4 to associates' saving throws if this knowledge can be communicated effectively. Creatures not observing the spell effect are immune until they view it. The spell can create the illusion of any object, or creature, or force, as long as it is within the boundaries of the spell's area of effect. This area can move within the limits of the range. The material component of the spell is a bit of fleece. (PHB)

**DM's Note:** The magic-user must know of and understand the force/creature he/she is making an illusion of. Thus, if the caster has never cast a *fireball* or

has never seen a dragon turtle, his illusion of such will be very poor. (DMG)

### Protection from Evil 10' Radius (Abjur)

#### Protection from Good 10' Radius (Reverse)

Range: Touch      Components: V, S, M  
Duration: 2 rounds/ level      Casting Time: 3 seg  
Area of Effect: One creature      Saving Throw: None

**Explanation/Description:** This spell is the same as the 1<sup>st</sup>-level *protection from evil* spell except with respect to its area of effect. See also the 1<sup>st</sup>-level cleric *protection from evil* spell for general information. (PHB)

**DM's Note:** This spell prevents use of body weaponry by affected creatures. (DMG)

### Protection from Insects (Abjuration)

Range: Touch      Components: V, S, M  
Duration: 5 rounds/lvl      Casting Time: 3 seg  
Area of Effect: 1 Creature      Saving Throw: None

**Explanation/Description:** This spell provides a measure of protection from insects, spiders, and scorpions, including giant-sized and unnatural species of such animals. All such animals attack the protected creature at -2 penalty to hit and all the protected creatures saving throws against insect or arachnid venom have a +4 bonus. The spell works on no more than 20 hit dice of bugs of all types. If more than 20 hit dice of insects attack, the spell dissipates. The material component is an insect trapped in amber. (GHA)

### Protection from Normal Missiles (Abjur)

Range: Touch      Components: V, S, M  
Duration: 1 turn/lvl      Casting Time: 3 seg  
Area of Effect: 1 creature      Saving Throw: None

**Explanation/Description:** By means of this spell, the magic-user bestows total invulnerability to hurled and projected missiles such as arrows, axes, bolts, javelins, small stones and spears. Furthermore, it causes a reduction of 1 from each die of damage inflicted by large and/or magical missiles such as ballista missiles, catapult stones, and magical arrows, bolts, javelins, etc. Note, however, that this spell does not convey any protection from such magical attacks as *fireballs*, *lightning bolts*, or *magic missiles*. The material component of this spell is a piece of tortoise or turtle shell. (PHB)

### Pugnacious Pugilist (Evocation)

Range: 60'      Components: V, S, M  
Duration: 2 round/lvl      Casting Time: 3 seg  
Area of Effect: Special      Saving Throw: None

**Explanation/Description:** This spell creates a pair of man-sized hands, appearing as clenched and padded fists. The hands pummel with the effectiveness of an 18/50 STR fighter of one-half the caster's experience

level. The hands together fight as a character with AC 4 and three hit points per level of the mage. The hands are dispelled when they run out of hit points. The hands can pummel only, and cannot hold a weapon or grapple. The hands cannot be grappled or overborne, since they can easily flit away. The material components are a mitten stuffed with cotton and a brass bell. (GHA)

### Radiant Baton (Evocation)

Range: 0  
Duration: 1 round/lvl  
Area of Effect: Special

Components: V, S, M  
Casting Time: 3 seg  
Saving Throw: None

**Explanation/Description:** When the mage casts this spell, it summons into the caster's hand a slender baton from the energy drawn from the quasi-elemental plane of radiance. The baton can be one of seven colors of the rainbow as the caster chooses. The attacked form of the baton will correspond to the color chosen, being similar to the attack of a radiance quasi-elemental creature, as follows:

**Red baton:** cold energy (+1 damage to fire-based creatures, no damage if cold-based)

**Orange baton:** heat energy (+1 damage to cold-based creatures, no damage if fire-based)

**Yellow baton:** acid damage (save vs. spell to take no damage)

**Green baton:** *neutralize poison* (per cleric spell)

**Blue baton:** electrical energy (+10 damage to metal armored enemy)

**Indigo baton:** undead specific (only undead harmed)

**Violet baton:** vegetation specific (only plants harmed)

The baton will do a base 2-8 points of damage plus one point of damage per level of the caster when a hit is scored. The type of damage corresponds to the color of the baton. The color of the baton is chosen during casting, and cannot change thereafter. Creatures are allowed no saving throw verse the effects of the radiant baton. The baton automatically hits any creature that successfully strikes the caster in that melee round, otherwise the caster must use his own THAC0 to determine a successful strike on an enemy. The material components are a crystal prism (which shatters after the spell) and a set of seven small, silver rods. (GHA)

### Revenance (Alteration/Necromantic)

Range: Touch  
Duration: Special  
Area of Effect: 1 undead/level

Components: V, S, M  
Casting Time: 3 seg  
Saving Throw: None

**Explanation/Description:** This powerful magic enables caster to make undead creatures temporarily immune to turning attempts and destruction or disruption (even if normally automatic) by paladins and clerics. A mace of disruption and similar holy items will still have normal effects on undead protected by this spell. but

*protection from evil* magic will be ignored by revenant undead.

The caster can affect one undead creature per level. for one turning attempt (each) per level of the caster. All creatures to be affected must be touched by the caster within two rounds of casting. The magic will last until the undead are destroyed until they have faced as many turning attempts as the caster had levels at the time of casting the revenance. This spell is much used to render skeleton or zombie treasure guardians more effective. Its material contents are a flake of ash. a pinch of dust. a drop of the caster's blood. a fragment of bone. a stone and a drop of the caster's spittle; all of which vanish during casting.

**DM's Note:** A little known higher-level variant of this spell is said to create revenant undead (see the FIEND FOLIO, Revenant). (REF5)

### Secret Page (Alteration)

Range: Touch  
Duration: Until dispelled  
Area of Effect: One page of any size up to 2' square

Components: V, S, M  
Casting Time: 1 turn  
Saving Throw: None

**Explanation/Description:** When cast, a *secret page* spell alters the actual contents of a page to appear to be something entirely different. Thus, a map can be changed to become a treatise on burnishing ebony walking sticks; the text of a spell can be altered to show a ledger page or even another form of spell, etc. *Confuse languages* and *explosive runes* may be cast upon the secret page, but a *comprehend languages* will not reveal the actual contents of the secret page. The caster is able to reverse the effect of the spell by the mere utterance of a command word, then peruse the actual page, and return it to its *Secret page* form thereafter. The caster can also remove the spell by double repetition of the command word. Others noting the dim magic of a page with this spell cloaking its true contents can attempt a *dispel magic*, but if it fails, the page will be destroyed. Short of an *alter reality* or *wish* spell, only will-o-wisp or boggart essence will reveal the true nature of the subject of a *secret page* spell, if that page is not subjected to *dispel magic*. The material component of the spell is powdered herring scales. (UA)

### Sepia Snake Sigil (Conjuration/Summoning)

Range: 5'  
Duration: Special  
Area of Effect: One sigil

Components: V, S, M  
Casting Time: 3 seg  
Saving Throw: None

**Explanation/Description:** There are three forms of this spell, but each eventually causes the conjuration of a deep brown snake-like force. This so-called sepia snake springs into being and strikes at the nearest living creature (but the sepia snake will not attack the magic-user who cast the spell). Its attack is made as if it were a monster with hit dice equal to the level of the magic-user who cast the dweomer. If it is successful in

striking, the victim is engulfed in a shimmering amber field of force, frozen and immobilized until the caster releases the dweomer or until a *dispel magic* spell does so. Until then, nothing can get at the victim, move the shimmering force surrounding him or her, or otherwise affect the field or the victim. The victim does not age, grow hungry, sleep or regain spells when in this state, and is not aware of his or her surroundings. If the sepia snake misses its target, it dissipates in a flash of brown light, with a loud noise and a puff of dun-colored smoke which is 10' in diameter and lasts for 1 round. The three applications are:

- 1) as a **glowing sigil** in the air drawn by the spell caster and pointed at the intended target
- 2) as a **glyph of umber** marked on some surface that is touched or gazed upon
- 3) as a **small character** written into some magic work to protect it

The components for the spell are 100gp worth of powdered amber, a scale from any snake, and a pinch of mushroom spores. (UA)

### Slow (Alteration)

Range: 90' + 10'/lvl	Components: V, S, M
Duration: 3 rounds + 1 round/lvl	Casting Time: 3 seg
Area of Effect: 1 creature/lvl in a 40'x40' area	Saving Throw: None

**Explanation/Description:** A slow spell causes affected creatures to move and attack at one-half of the normal or current rate. Thus, it negates a *haste* spell, has cumulative effect if cast upon creatures already slowed, and otherwise affects magically speeded or slowed creatures. The magic will affect as many creatures as the spell caster has levels of experience, providing these creatures are within the area of effect determined by the magic-user, i.e. the 40' x 40' area which centers in the direction and at the range called for by the caster. The material component of this spell is a drop of treacle. (PHB)

### Suggestion (Enchantment/Charm)

Range: 30'	Components: V, M
Duration: 6 turns + 6 turns/lvl	Casting Time: 3 seg
Area of Effect: 1 creature	Saving Throw: None

**Explanation/Description:** When this spell is cast by the magic-user, he or she influences the actions of the chosen recipient by utterance of a few words - phrases, or a sentence or two - suggesting a course of action desirable to the spell caster. The creature to be influenced must, of course, be able to understand the magic-user's *suggestion*, i.e., it must be spoken in a language which the spell recipient understands. The *suggestion* must be worded in such a manner as to make the action sound reasonable; a request asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act will automatically negate the effect of the spell.

However, a suggestion that a pool of acid was actually pure water, and a quick dip would be refreshing, is another matter; or the urging that a cessation of attack upon the magic-user's party would benefit a red dragon, for the group could loot a rich treasure elsewhere through co-operative action, is likewise a reasonable use of the spell's power. The course of action of a *suggestion* can continue in effect for a considerable duration, such as in the case of the red dragon mentioned above. If the recipient creature makes its saving throw, the spell has no effect. Note that a very reasonable suggestion will cause the saving throw to be made at a penalty (such as -1, -2, etc.) at the discretion of your Dungeon Master. Undead are not subject to suggestion. The material components of this spell are a snake's tongue and either a bit of honeycomb or a drop of sweet oil. (PHB)

### Sure-Footed Shuffle (Alt-Ench/Charm)

Range: 30'	Components: V, S, M
Duration: 1 turns + 1-6 turns/lvl	Casting Time: 3 rds
Area of Effect: All creatures within range	Saving Throw: None

**Explanation/Description:** When this spell is cast, the listeners hear fiddle music for one round. Thereafter, the creatures are given the walking agility and sure-footedness of a mountain goat. The creature can climb an incline of up to 50 degrees with no trouble. In any situation where the creature might trip, slip, stumble, or lose his footing or balance, the creature receive a +4 bonus to saving throw or -4 modifier to the creature's DEX check to avoid falling, using whichever roll is applicable. The material components are a fiddle string and a sliver from the hoof of a mountain goat. (GHA)

### Tiny Hut (Alteration)

Range: 0	Components: V, S, M
Duration: 6 turns/lvl	Casting Time: 3 seg
Area of Effect: 5' radius sphere	Saving Throw: None

**Explanation/Description:** When this spell is cast, the magic-user causes an opaque sphere of force to come into being around his or her person, half of the sphere projecting above the ground or floor surface, the lower hemisphere passing through the surface. This field causes the interior of the sphere to maintain at 70° F. temperature in cold to 0° F., and heat up to 105° F. Cold below 0° lowers inside temperature on a 1 for 1 basis, heat above 105° raises the inside temperature likewise. The tiny hut will withstand winds up to 50 m.p.h. without being harmed, but wind force greater than that will destroy it. The interior of the tiny hut is a hemisphere, and the spell caster can illuminate it dimly upon command, or extinguish the light as desired. Note that although the force field is opaque from positions outside, it is transparent from within. In no way will *tiny hut* provide protection from missiles, weapons, spells, and the like. Up to 6 other man-sized creatures can fit into the field with its creator, and these others can

freely pass in and out of the tiny hut without harming it, but if the spell caster removes himself from it, the spell will dissipate. The material component for this spell is a small crystal bead which will shatter when spell duration expires or the hut is otherwise dispelled. (PHB)

**Tongues** (Alteration)

**Babble** (Reverse)

Range: 0	Components: V, M
Duration: 1 round/ level	Casting Time: 3 seg
Area of Effect: 30' radius	Saving Throw: None

**Explanation/Description:** Except as noted above, this spell is the same as the 4<sup>th</sup>-level cleric spell, *tongues*. Also, the material component is a small clay model of a ziggurat, which shatters when the spell is pronounced. (PHB)

**Ward Against Undead** (Abj/Necromantic)

Range: 10' /level	Components: V, S
Duration: 1 round + 1 round/lvl	Casting Time: 3 seg
Area of Effect: Sphere, 10' /lvl	Saving Throw: Neg

**Explanation/Description:** This spell allows the caster to prevent undead creatures entering a certain area . typically a cross-section of corridor, chamber, or another area containing the caster and companions. Undead attempting to enter the protected area, which glows with a faint blue faerie fire-like radiance, visible to all, must Save vs. Breath Weapon according to their hit dice to do so.

Undead within the warded area when it is cast are slowed to ½ movement rate for the spell duration; undead who save vs. the spell are totally unaffected. The warded area is stationary, once cast, and does not affect movement, combat, spell-casting, or turning attempts. It cannot be prematurely ended, once cast, except by dispel magic, and does not require continued concentration by the caster to maintain its existence. Undead may attempt to enter a warded area once per round, and are allowed a saving throw for each attempt.

Once a save is successful, that undead is never again affected by the same ward spell. A slowed undead who leaves a warded area and then attempts to re-enter it must successfully save to do so. Multiple wards may be cast in the same area, and undead would have to save against all of them to enter. A *dispel magic* will bring down such a ward (one ward per dispel, if multiple wards exist). (REF5)

**Water Breathing** (Alteration)

**Air Breathing** (Reverse)

Range: Touch	Components: V, S, M
Duration: 1 round/lvl	Casting Time: 3 seg
Area of Effect: 1 creature	Saving Throw: None

**Explanation/Description:** Except as noted above, and that the material component of the spell is a short

reed or piece of straw, this is the same as the 3<sup>rd</sup>-level druid spell, *water breathing*. (PHB)

**Wind Wall** (Alteration)

Range: 10'/lvl	Components: V, S, M
Duration: 1 round/lvl	Casting Time: 3 seg
Area of Effect: area 10' x10'/lvl	Saving Throw: Special

**Explanation/Description:** This spell brings forth an invisible curtain of wind of considerable strength - sufficient to blow birds as large as crows upward, or to tear papers and like materials from unsuspecting hands. (If in doubt, a Saving Throw vs. Spells determines whether the subject maintains its grasp.) Normal insects cannot pass such a barrier. Loose material, even cloth garments, caught in a *wind wall* will fly upward. The material components are a tiny fan and a feather of exotic origin. (UA)

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**Level 4**

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**Battering Gauntlets** (Evocation)

Range: 60'	Components: V,M,S
Duration: 1 round/lvl	Casting Time: 4 seg
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** This spell brings into existence a shimmering violet force shaped like a battering ram with a clenched fist as the ram's head. The force assumes a cylindrical shape 12'-long by 2' in diameter, but the caster can shorten its length to 3 feet in order to fit in a cramped space. The spell acts as a battering ram of great power, destroying a normal door with one hit, a reinforced door with three hits, a stone door with five hits, and has a 50% chance to destroy a metal door (the spell is destroyed in the gauntlet fails). Only one attack can be made per round, as with any ordinary battering ram. Used against a smaller physical obstruction, such as a dungeon door or metal grate reinforced with magic, a saving throw is made for the door at the level of the mage who cast the reinforcing spell on the door. If the save is successful, the gauntlet spell is destroyed. If the save fails, the gauntlet spell begins working on the door. Against a living target, the ram has no effect. The caster must always remain within 60 feet of the ram or it will dissipate. The ram cannot be damaged by physical attacks, but it can be destroyed by magical damage if it suffers one-half of the number of hit points of the caster. *Dispel magic* or *disintegrate* spells can also destroy the gauntlet. The spell cannot be used to open chest or batter anything but a door or portal. It only functions against portals that are designed to open at some time. The material component is a metal rod with a chain mail gauntlet slipped over one end. (GHA)

## Blacklight Burst (Evocation)

Range: 10'/lvl                      Components: V, S, M  
Duration: Instantaneous          Casting Time: 4 seg  
Area of Effect: 20' rad sphere    Saving Throw: Special

**Explanation/Description:** This risky spell brings forth a blast of energy from the Negative Material Plane for an instant. Those within the area of effect suffer 1d4 points of damage per level of the caster, or only one half damage is a save vs. death magic is successful. Affected creatures who fail their save will also be slowed (as the spell) for 1-4 rounds. Creature from the Positive Material Plane or upper outer planes take an additional point of damage per level of the caster, and the saving throw is made at -2. Such creatures who fail their save will also be stunned for 1-4 rounds, rather than slowed. There is always a 10% chance that the mage will lose control of the spell and be affected by its attack, as a ray from the area of effect bounces back to strike the caster. Undead are never affected by the spell. The material component is a bit of earth taken from the grave of a ghoul or ghastr. (GHA)

## Black Tentacles (Conjuration/Summoning)

Range: 30'                              Components: V, S, M  
Duration: 1 round/level          Casting Time: 8 seg  
Area of Effect: 30 sq. ft./lvl      Saving Throw: None

**Explanation/Description:** By means of this spell the caster creates many rubbery, black tentacles in the area of effect of the dweomer. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot - including water. Each tentacle is 10' long, AC 4, and takes as many points of damage to destroy as the magic-user who cast the spell has levels of experience. Furthermore, there will be one such tentacle for each of the levels of experience of the spell caster. Any creature within range of the writhing tentacles is subject to attack. If more than one target is within range of a tentacle, the probability of attack on each is determined and the result found by die roll. A victim of a tentacle attack must make a Saving Throw vs. Spells. If this succeeds, the victim takes 1-4 hit points of damage from initial contact with the tentacle, and it then is destroyed. Failure to save indicates that the damage inflicted will be 2-8 points, the ebon member is wrapped around its victim, and damage will be 3-12 points on the second and succeeding rounds. Since these tentacles have no intelligence to guide them, there is the possibility that they will entwine any object - a tree, post, pillar - or continue to squeeze a dead opponent. Once grasped, a tentacle remains wrapped around its chosen target until the tentacle is destroyed by some form of attack or it disappears due to the expiration of the dweomer's duration. The component for this spell is a piece of tentacle from a giant octopus or giant squid. (UA)

## Charm Monster (Enchantment/Charm)

Range: 60'                              Components: V, S  
Duration: Special                    Casting Time: 4 seg  
Area of Effect: Special              Saving Throw: Neg.

**Explanation/Description:** This spell is similar to a charm person spell (q.v.), but it will affect any living creature - or several creatures of lesser level as explained hereafter. The magic-user casts the charm monster spell, and any affected creature regards the spell caster as friendly, an ally or companion to be treated well or guarded from harm. If communication is possible, the charmed creature will follow reasonable requests, instructions, or orders most faithfully (cf. suggestion spell). Affected creatures will eventually come out from under the influence of the spell, and the probability of such breaking of a charm monster spell is a function of the creature's level, i.e. its number of hit dice: that the magic-user wears or carries, subject to a maximum weight equal to 5,000 gold pieces of non-living matter, or half that amount of living matter, is transferred with the spell caster. Recovery from use of a dimension door spell requires 7 segments. (PHB)

Monster level or Hit Dice	Percent Chance/ Week of Breaking Spell
1 <sup>st</sup> or up to 2	5%
2 <sup>nd</sup> or up to 3+2	10%
3 <sup>rd</sup> or up to 4 + 4	15%
4 <sup>th</sup> or up to 6	25%
5 <sup>th</sup> or up to 7 + 2	35%
6 <sup>th</sup> or up to 8 + 4	45%
7 <sup>th</sup> or up to 10	60%
8 <sup>th</sup> or up to 12	75%
9 <sup>th</sup> or over 12	90%

Naturally, overtly hostile acts by the person charming the monster will automatically break the spell, or at the very least allow the monster a new Saving Throw vs. the charm. The spell will affect from 2-8 1<sup>st</sup> level creatures, 1-4 2<sup>nd</sup> level creatures, 1 or 2 3<sup>rd</sup> level, or 1 creature of 4<sup>th</sup> or higher level. (PHB)

**DM's Note:** It is needful to point out that this spell does not suddenly empower the caster, or his or her associated characters, with any special means of communications. If the caster is unable to convey to the charmed creature his or her instructions, then the monster will simply refrain from harming the spell caster, and the others in the area, if any, will still be subject to its attentions, hostile or otherwise. Similar to a *charm person* spell, if damage is inflicted on the charmee at the same time (round) as the spell is cast, then the saving throw is made at + 1 for each 1 point of damage so inflicted. (DMG)

## Confusion (Enchantment/Charm)

Range: 120' Components: V, S, M  
Duration: 2 rounds + 1 round/lvl Casting Time: 4 seg  
Area of Effect: Up to 60' x 60' Saving Throw: Special

**Explanation/Description:** Except as noted above, this spell is identical to the 7<sup>th</sup> level druid spell, *confusion*. However, it affects a basic 2-16 creatures. Its material component is a set of three nut shells. (PHB)

## Construction Crew (Evocation)

Range: 120' Components: V, S, M  
Duration: 12 hrs Casting Time: 1 turn  
Area of Effect: Special Saving Throw: None

**Explanation/Description:** This spell creates as many pairs of hands as the caster's experience level. All of the hands come equipped with carpentry tools. The hands do the work of a construction team equal in ability to any crew of professional carpenters, masons, miners, or sappers. The hands never need to rest or eat. Each pair of hands performs as one worker. They are unable to fight or inflict physical on anything. They cannot be destroyed by non-magical means and each pair has as many hit points as the caster has levels. The material components include an assortment of miniature tools, worth at least 500gp. (GHA)

## Death's Door (Necromantic)

Range: Touch Components: V, S, M  
Duration: 1 hour/lvl Casting Time: 6 seg  
Area of Effect: 1 creature Saving Throw: None

**Explanation/Description:** Like the 3<sup>rd</sup>-level clerical spell of the same name, death's door works by touch upon a creature at death's door. (-1 to -9 hit points). An important difference from the clerical spell is that it works on all creatures, including undead. The spell brings the touched creature to 0 hit points and stops bleeding and deterioration for the spell duration (further magical means can thus restore the creature to a functioning state). The material components of the spell are a clear gem or crystal, a drop of water or dew, a drop of blood, a drop of milk or nectar, and any form of unguent. (REF5)

## Dig (Evocation)

Range: 30' Components: V, S, M  
Duration: 1 round/lvl Casting Time: 4 seg  
Area of Effect: 5' cube/lvl Saving Throw: Special

**Explanation/Description:** A *dig* spell enables the caster to excavate 125 cubic feet of earth, sand, or mud per round. The hole thus dug is a cube 5' per side. The material thrown from the excavation scatters evenly around the pit. If the magic-user continues downward beyond 5', there is a chance that the pit will collapse: 15%/additional 5' in depth in earth, 35%/additional 5' depth in sand, and 55%/additional 5' depth in mud. Any creature at the edge (1') of such a

pit uses its DEX score as a saving throw to avoid falling into the hole, with a score equal to or less than the DEX meaning that a fall was avoided. Any creature moving rapidly towards a pit area will fall in unless it Saves vs. Spells. Any creature caught in the center of a pit just dug will always fall in. The spell caster uses a miniature shovel and tiny bucket to activate a dig spell and must continue to hold these material components while each pit is excavated. (PHB)

**DM's Note:** This spell will inflict 5-20 hit points of damage if cast upon a clay golem. (DMG)

## Dimension Door (Alteration)

Range: 0 Components: V  
Duration: Special Casting Time: 1 seg  
Area of Effect: Spell caster Saving Throw: None

**Explanation/Description:** By means of a dimension door spell, the magic user instantly transfers himself or herself up to 3" distance per level of experience of the spell caster. This special form of teleportation allows for no error, and the magic-user always arrives at exactly the spot desired - whether by simply visualizing the area (within spell transfer distance, of course) or by stating direction such as "30 inches straight downwards," or "upwards to the northwest, 45 degree angle, 42 inches." If the magic-user arrives in a place which is already occupied by a solid body, he or she remains in the Astral plane until located by some helpful creature willing to cast a *dispel magic* upon the person, for he or she is stunned and cannot successfully perform any spell casting. If distances are stated and the spellcaster arrives with no support below his or her feet (i.e., in mid-air), falling and damage will result unless further magical means are employed. All that the magic-user wears or carries, subject to a maximum weight equal to 5,000 gold pieces of non-living matter, or half that amount of living matter, is transferred with the spell caster. Recovery from use of a dimension door spell requires 7 segments. (PHB)

## Dispel Illusion (Abjuration)

Range: 5'/level Components: V, S  
Duration: Permanent Casting Time: 4 seg  
Area of Effect: Special Saving Throw: None

**Explanation/Description:** This spell is similar to the 3<sup>rd</sup>-level illusionist spell of the same name. A magic-user attempting to dispel an illusion is considered at two levels below his actual level with respect to illusion/phantasm spells cast by an illusionist. (UA)

## Drums of Despair (Enchantment/Charm) rev

Range: 20'/lvl Components: V, S, M  
Duration: 2 rounds/lvl Casting Time: 4 seg  
Area of Effect: 400 sq ft/lvl Saving Throw: Special

**Explanation/Description:** This spell will create the sound of oppressively loud war drums in a large area, filling all creatures in the area of effect with feelings of

dread and despair. The spell will cover an area at the direction of the caster, so a 10<sup>th</sup>-level mage could affect an area 200' x 20', 100' x 40', or 50' x 80'. All affected creatures will be -2 on all attack, damage, and saving throws, and will suffer a -2 morale penalty. Creatures of 2 hit dice or less are not entitled to a saving throw to avoid the enchantment. Creatures of 2+1 to 4 hit dice make their save at -2, and creatures of 4+1 hit dice and higher roll an unmodified save. The material components are a pair of miniature bronze drums with onyx decorations, worth 1,000gp in materials and workmanship, that will vanish after the spell is cast.

The reverse of the spell, *Rousing Anthem*, produces a loud trumpet call that raises the spirits of all allied creatures in the same-sized area of effect. All affected creatures will be +1 on attack and saving throws, and NPCs will receive a two-point bonus on morale checks. The material component for the anthem is a set of four miniature silver trumpets trimmed with lapis lazuli, worth a total of 5,000gp, which vanish after the spell is cast. (GHA)

### Electric Arc (Evocation)

Range: 5'/lvl	Components: V, S, M
Duration: Instantaneous	Casting Time: 4 seg
Area of Effect: Special	Saving Throw: 1/2

**Explanation/Description:** This spell causes one or more small flashes of lightning to erupt from the caster's fingertips and strike one or more opponents. One arc of lightning will be evoked for every three levels of the caster. Each electric arc will inflict 1-6 damage plus one point per level of the caster. A Saving Throw vs. magic reduces damage by one-half. The spell is most effective when each electric arc is directed at a separate opponent. Only one arc may strike a target per combat round; others striking the same target have no effect. The material components for the spell are a bit of fur and a glass rod. (GHA)

### Enchanted Weapon (Alteration)

Range: Touch	Components: V, S, M
Duration: 5 rounds/lvl	Casting Time: 1 turn
Area of Effect: Weapon(s)	Saving Throw: None

**Explanation/Description:** This spell turns an ordinary weapon into a magical one. The weapon is the equivalent of a +1 weapon but has no bonuses whatsoever. Thus, arrows, axes, bolts, bows, daggers, hammers, maces, spears, swords, etc. can be made into enchanted weapons. Two small (arrows, bolts, daggers, etc.) or one large (axe, bow, hammer, mace, etc.) weapon can be affected by the spell. Note that successful hits by enchanted missile weapons cause the spell to be broken, but that otherwise the spell duration lasts until the time limit based on the level of experience of the magic-user casting it expires, i.e. 40 rounds (4 turns) in the case of an 8<sup>th</sup> level magic-user. The material components of this spell are powdered lime and carbon. (PHB)

### Extension I (Alteration)

Range: 0	Components: V
Duration: Special	Casting Time: 2 seg
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** By use of an *extension I* spell the magic-user prolongs the duration of a previously cast first, second, or third level spell by 50%. Thus, a *levitation* spell can be made to function 1+1 turns/level, a *hold person* spell made to work for 3 rounds/level, etc. Naturally, the spell has effect only on such spells where duration is meaningful. (PHB)

**DM's Note:** This spell must be cast after the spell to be extended, whether by another spell-user during the same round, or the initial spell caster or another immediately preceding the casting of the *extension*. If a round elapses, the extension goes for naught. (DMG)

### Faithful Shield-Maidens (Summoning)

Range: 50'	Components: V, S, M
Duration: 3 rounds/lvl	Casting Time: 4 seg
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** This spell summons a pair of shimmering violet phantom beings that will stay on either side of the mage and protect him from all attackers. The shield-maidens are AC 4 (phantom chain-mail and large shield); Move 120'; HD 3; HP 20; Dmg 1-6 (phantom spear); THAC0 16; AL N. The shield-maidens stay close enough to the caster for their shields to help cover the mage. The shield of one maiden will provide the caster with a -1 armor class bonus. If both shield-maidens protect the same side of the caster with their shields, the armor class bonus is -2. While the shield-maidens can protect the caster from attacks from different directions, they will move no farther than 50 feet away from the caster, even if the mage orders them to move away. They follow magically wherever the caster goes. The material components are a pair of small crystal shields tied with string to a miniature wooden figure of the caster. (GHA)

### Fear (Illusion/Phantasm)

Range: 0	Components: V, S, M
Duration: Special	Casting Time: 4 seg
Area of Effect: 60' long cone, 30' dia at end, 10' at base	Saving Throw: Neg.

**Explanation/Description:** When a *fear* spell is cast, the magic-user sends forth an invisible ray which causes creatures within its area of effect to turn away from the spell caster and flee in panic. Affected creatures are likely to drop whatever they are holding when struck by the spell; the base chance of this is 60% at 1st level (or at 1 hit die), and each level (or hit die) above this reduces the probability by 5%, i.e. at 10th level there is only a 15% chance, and at 13th level 0% chance. Creatures affected by fear flee at their fastest rate for the number of melee rounds equal to the level of experience of the spell caster. The panic takes effect

on the melee round following the spell casting, but dropping of items in hand will take place immediately. Of course, creatures which make their Saving Throws vs. Spells are not affected. The material component of this spell is either the heart of a hen or a white feather. (PHB)

### Fire Charm (Enchantment/charm)

Range: 10'	Components: V, S, M
Duration: 2 rounds/lvl	Casting Time: 4 seg
Area of Effect: 30' dia of fire	Saving Throw: Neg.

**Explanation/Description:** By means of this spell the magic-user causes a normal fire source such as a brazier, flambeau, or bonfire to serve as a magical agent, for from this source he or she causes a gossamer veil of multi-hued flame to circle the fire at 5' distance. Any creatures observing the fire or the dancing circle of flame around it must Save vs. Spells or be charmed into remaining motionless and gazing, transfixed at the flames. While so charmed, creatures are subject to suggestion spells of 12 or fewer words, saving against their influence at -3. The *fire charm* is broken by any physical attack upon the charmed creature, if a solid object is interposed between the creature and the veil of flames so as to obstruct vision, or when the duration of the spell is at an end. Note that the veil of flame is not a magical fire, and passing through it incurs the same type and amount of damage as would be sustained from passing through its original fire source. The material component for this spell is a small piece of multicolored silk of exceptional thinness which the dweomer crafter must throw into the fire source. (PHB)

### Fire Shield (Evocation-Alteration)

Range: 0	Components: V, S, M
Duration: 2 rounds + 1 round/lvl	Casting Time: 4 seg
Area of Effect: Personal	Saving Throw: None

**Explanation/Description:** By casting this spell the magic-user appears to immolate himself or herself, but the flames are thin and wispy, shedding light equal only to half that of a normal torch (15' radius of dim light), and colored blue or green if variation A is cast, violet or blue if variation B is employed. Any creature striking the spell caster with body or hand-held weapons will inflict normal damage upon the magic-user, but the attacker will take double the amount of damage so inflicted! The other spell powers depend on the variation of the spell used:

A) The flames are hot, and any cold-based attacks will be saved against at -2 on the dice, and either ½ normal damage or no damage will be sustained; fire-based attacks are normal, but if the magic-user fails to make the required saving throw (if any) against them, he or she will sustain double normal damage. The material component for this variation is a bit of phosphorous.

B) The flames are cold, and any fire-based attack will be saved against at -2 on the dice, and either ½ normal damage or no damage will be sustained; cold-

based attacks are normal, but if the magic-user fails to make the required saving throw (if any) against them, he or she will sustain double normal damage. The material component for this variation is a live firefly or glow worm or the tail portions of 4 dead ones. (PHB)

### Fire Trap (Evocation)

Range: Touch	Components: V, S, M
Duration: Until discharged	Casting Time: 3 rounds
Area of Effect: 1 Object	Saving Throw: Special

**Explanation/Description:** Any closable item (book, box, bottle, chest, coffer, coffin, door, drawer, and so forth) is affected by a *fire trap* spell, but the item so trapped cannot have a second spell such as hold portal or wizard lock placed upon it except as follows: if a *fire trap/hold portal* is attempted, only the spell first cast will work, and the other will be negated (both negated if cast simultaneously). If a *fire trap* is cast after a wizard lock, the former is negated, if both are cast simultaneously both are negated, and if a *wizard lock* is cast after placement of a *fire trap* there is a 50% chance that both spells will be negated. A *knock* spell will not affect a fire trap in any way - as soon as the offending party enters/touches, the trap will discharge. The caster can use the trapped object without discharging it. When the trap is discharged there will be an explosion of 5' radius, and all creatures within this area must make Saving Throws vs. Spells. Damage is 1-4 hit points plus 1 hit point per level of the magic-user who cast the spell, or one-half the total amount for creatures successfully Saving vs. Magic. The item trapped is NOT harmed by this explosion.

There is only 50% of the normal chance to detect a fire trap, and failure to remove it when such action is attempted detonates it immediately. To place this spell, the caster must trace the outline of the closure with a bit of sulphur or saltpeter. (PHB)

**DM's Note:** A *dispel magic* has the possibility stated to remove the *fire trap*. If it fails to do so, the trap is not affected and is not triggered. (DMG)

### Flaming Blade (Alteration)

Range: 20'	Components: V, S, M
Duration: 3 rounds + 1 round/lvl	Casting Time: 4 seg
Area of Effect: One dagger	Saving Throw: None

**Explanation/Description:** This spell will endow a dagger with the power of flame or frost, as chosen by the caster. Each power has an effect as described below.

**Flame:** The blade ignites like a torch, casting light in a 30-foot radius. The flame will ignite any combustibles which the blade contacts. The blade gains no magical bonuses, but will inflict an additional point of damage in melee. The blade does three additional points of damage against a cold-based creature, so a flaming dagger will inflict 1d4+3 damage to a yeti.

**Frost:** The blade glows with a cold blue aura that sheds light in a 10' radius. The blade has no magical bonus, but will do one extra point of damage against a

fire-based creature, such as a salamander or fire grue. The blade can also freeze up to one cubic foot of water per round when the blade is in contact with water. This spell will have no effect on a weapon that already has a flame or frost capability.

The material component for the spell is phosphorous to produce a **flame blade** or quartz crystal to create a **frost blade**. (GHA)

**Force Sculpture** (Evocation)

Range: 30' Components: V, S, M  
Duration: 1 turn/lvl Casting Time: 1 round  
Area of Effect: Special Saving Throw: None

**Explanation/Description:** This very flexible spell enables the mage to create a visible plane of force that can be shaped into any form the caster wishes. That caster could create a table, ladder, club, bucket, stilts, or cane, for example. Once an object is formed, it retains its form for the duration of the spell. The object imitates must be fairly rigid, can have no moving parts, cannot have a sharp point or edge, and cannot possess finely detailed features. A rope, long bow, sword, chariot, or accurate statue cannot be created with the spell. All objects formed out of force cannot be harmed by physical attacks, but can be dispelled by magical attacks that inflict more points of damage to the object than the caster's hit points. Up to one cubic foot of material per level of the caster can be simulated. The material component for the spell is a lump of soft clay with diamond dust mixed into it. (GHA)

**Fumble** (Enchantment/Charm)

Range: 10'/lvl Components: V, S, M  
Duration: 1 round/lvl Casting Time: 4 seg  
Area of Effect: 1 creature Saving Throw: ½

**Explanation/Description:** When a *fumble* spell is cast, the magic-user causes the recipient of the magic to suddenly become clumsy and awkward. Running creatures will trip and fall, those reaching for an item will fumble and drop it, those employing weapons will likewise awkwardly drop them. Recovery from a fall or of a fumbled object will typically require the whole of the next melee round. Note that breakable items might suffer damage when dropped. If the victim makes his or her saving throw, the fumble will simply make him or her effectively operate at one-half normal efficiency (cf. slow spell). The material component of this spell is a dab of solidified milkfat. (PHB)

**Giant Strength** (Alteration)

Range: Touch Components: V, S, M  
Duration: 3 turns/lvl Casting Time: 1 turn  
Area of Effect: Person touched Saving Throw: None

**Explanation/Description:** This improvement of the *strength* spell empowers the recipient with superhuman physical strength. The strength gained depends on the experience level of the caster, as shown below.

Mage's Level	Increase STR To:
7th	16
9th	17
12th	18/01
13th	18/75
14th	18/90
15th	18/00
16th +	19

Those with STR already greater than the spell's effect get one more point of STR. Neither *permanency* nor a *wish* can make the STR permanent. The material component is a bit of hair from a giant or a titan. (GHA)

**Grue Conjunction** (Conjuration/Summoning)

Range: 60' Components: V, S, M  
Duration: 3 rounds/lvl Casting Time: 1 turn  
Area of Effect: Special Saving Throw: None

**Explanation/Description:** This spell, which is actually a group of four risky spells, will summon one grue - harginn, ildriss, chaggrin, or varrdig - from one of the four elemental planes:

Air	Incense
Earth	Soft Clay
Fire	Sulfur
Water	Sea Water

These material components must be used when summoning the grue desired. The type of grue to be summoned must be decided before the caster memorizes the spell. Grue are notoriously untrustworthy and difficult to control, so the caster must rely on more than just concentration to keep the grue under his command. As soon as the grue is summoned, it will demand a payment from the caster for its service. The payment offered must be at least 500gp worth of goods of interest to the grue, or the grue will be angered and immediately attack the caster. If the grue is satisfied with the offer, it will grudgingly perform one service for the caster for the duration of the spell. The grue will try to subvert or openly disobey the caster's orders if the grue finds them unpleasant. (GHA)

**Hallucinatory Terrain** (Illusion/Phantasm)

Range: 20'/lvl Components: V, S, M  
Duration: Special Casting Time: 1 turn  
Area of Effect: 10' x 10' /lvl Saving Throw: None

**Explanation/Description:** By means of this spell the magic-user causes an illusion which hides the actual terrain within the area of the spell's effect. Thus, open fields or a road can be made to look as if a swamp or hill or crevasse or some other difficult or impassable terrain existed there. Also, a pond can be made to appear as a grassy meadow, a precipice look as if it were a gentle slope, or a rock-strewn gully made to look as if it were a wide and smooth road. The hallucinatory terrain persists until a dispel magic spell is

cast upon the area or until it is contacted by an intelligent creature. Each level of experience of the magic-user enables him or her to affect a larger area. At 10<sup>th</sup> level, a magic-user can affect an area up to 100' X 100' square, while at 12<sup>th</sup> level the spell caster affects a 120' X 120' square area. The material components of this spell are a stone, a twig, and a bit of green plant - leaf or grass blade. (PHB)

### Handy Timepiece (Conjuration/Summoning)

Range: 0  
Duration: Length of other spell  
Area of Effect: Special

Components: V, S, M  
Casting Time: 1 hr  
Saving Throw: None

**Explanation/Description:** After this spell is cast, the next spell cast by the caster is timed. A small golden gong appears in front of the caster and softly chimes a warning one minute before the spell ends. This magic only works with spells with a duration of less than 48 hours. To cast the spell, the mage must collect a feather from a migratory bird, a fruit fly, a few grains of sand, a solid silver pendulum worth 100gp, and a solid gold orb of exquisite craftsmanship worth 5,000gp, all of these vanish with the end of the spell. (GHA)

### Ice Storm (Evocation)

Range: 10'/level  
Duration: 1 round  
Area of Effect: Special

Components: V, S, M  
Casting Time: 4 seg  
Saving Throw: None

**Explanation/Description:** When this spell is cast, the magic-user causes either great hail stones to pound down in an area of 40' diameter and inflict from 3-30 (3d10) hit points of damage on any creatures within the area of effect; or the *ice storm* can be made to cause driving sleet to fall in an area of 80' diameter and both blind creatures within its area of effect for the duration of the spell and cause the ground in the area to be icy, thus slowing movement within by 50% and making it 50% probable that a moving creature will slip and fall when trying to move. The material components for this spell are a pinch of dust and a few drops of water.

**DM's Note:** This spell will negate a *heat metal* spell, but its first application will also cause damage in the process. (PHB)

### Instant Exit (Alteration-Conjuration)

Range: 30'  
Duration: 1 round  
Area of Effect: Special

Components: V, S, M  
Casting Time: 1 seg  
Saving Throw: None

**Explanation/Description:** This spell enables the mage and others to use a limited and risky form of teleportation. When the spell is cast, a door suddenly appears on the wall or other flat surface within 3 yards of the caster. The caster and as many others who can pass through the door in one round (usually at the rate of one creature or person per segment) can enter into a zone of nil-space by passing through the doorway. When the door is closed behind the mage, the mage

and all those with him in the nil-space zone are teleported to a random location within 250 yards of the door. If the door is not closed before the end of the spell's duration, then the door slams shut automatically at the end of the round. The door disappears when closed by the mage or after it shuts itself. The party has no control over where they will be teleported, and there is a 5% chance that the spell will malfunction and dump the party into the ethereal plane. To determine where the mage and his friends are sent, consult the DM map, track back along the path of the party, and place them in a random area where they have been before. This spell cannot send the party into an unknown territory. The material component is a miniature silver door decorated with ruby chips worth 5,000gp that vanishes after the spell is cast. (GHA)

### Lightburst (Evocation)

Range: 10'/lvl  
Duration: Instantaneous  
Area of Effect: 20' radius sphere

Components: V, S, M  
Casting Time: 4 seg  
Saving Throw: Special

**Explanation/Description:** This spell summons a burst of energy from the Positive Material Plane. All creatures within or facing the sudden blaze of energy are blinded for one round, with no saving throw. Creatures without eyes cannot be blinded. In addition, all undead, creatures from the Negative Material Plane, or beings from the lower outer planes within the area of effect take 1d6 points of damage per level of the caster. Such creatures suffer only half damage if they make their saving throw, but all undead make their save at -2. The material component is a small, solid gold orb worth 500gp, it is destroyed after the spell dissipates. (GHA)

### Magic Mirror (Enchantment - Divination)

Range: Touch  
Duration: 1 round/level  
Area of Effect: Special

Components: V, S, M  
Casting Time: 1 hour  
Saving Throw: None

**Explanation/Description:** By means of this spell, the magic-user changes a normal mirror into a scrying device similar to a **crystal ball**. The mirror used must be of finely wrought and highly polished silver of a minimum cost of 1,000gp. This mirror is not harmed by casting of the spell as are the other material components -the eye of a hawk, an eagle, or even a roc, and nitric acid, copper and zinc (cf. 5<sup>th</sup>-level cleric spell *magic font* and 2<sup>nd</sup>-level druid spell *reflecting pool*). The following spells can be cast through a magic mirror: *comprehend languages*, *read magic*, *tongues*, *infravision*, and *ultravision*. The following spells have a 5% chance per level of the caster of operating correctly if cast through the magic mirror: *detect magic*, *detect good/evil*, *message*, and *detect illusion*.

There is a chance of the target realizing he or she is being watched. The base chance for a target to detect any crystal ball-like spell is listed in the crystal ball item description, with the following additions: A

cavalier has a base 5% chance of detecting scrying and a barbarian has a base 1% chance. (UA)

### **Massmorph** (Illusion/Phantasm)

Range: 10'/lvl	Components: V, S, M
Duration: Special	Casting Time: 1 turn
Area of Effect 10' x 10' square/lvl	Saving Throw: None

**Explanation/Description:** When this spell is cast upon willing creatures of man-size or smaller, up to 10 such creatures per level of experience of the magic-user can be made to appear as normal trees of any sort. Thus, a company of creatures can be made to appear as a copse, grove, or orchard. Furthermore, these *massmorph*-ed creatures can be passed through - and even touched - by other creatures without revealing the illusion. Note, however, that blows to the creature-trees will reveal their nature, as damage will be sustained by the creatures struck and blood will be seen. Creatures *massmorph*-ed must be within the spell's area of effect.

Unwilling creatures are not affected. The spell persists until the caster commands it to cease or until a dispel magic is cast upon the creatures. The material component of this spell is a handful of bark chips. (PHB)

### **Master of Arms** (Alteration)

Range: Touch	Components: V, S, M
Duration: 1 turn/lvl	Casting Time: 4 seg
Area of Effect: Fighter touched	Saving Throw: None

**Explanation/Description:** This spell, when bestowed upon a fighter, improves the fighter's skill with one melee weapon. A weapon with which the fighter is not proficient becomes a weapon of proficiency in the character's hands. A weapon of proficiency is treated as a weapon of specialization. The spell will only affect fighters and fighter sub-class characters. The material component for master of arms is a feather from a crane. (GHA)

### **Memory Alteration** (Enchantment/Charm)

Range: 60'	Components: V, S
Duration: Special	Casting Time: 1 round
Area of Effect: One creature	Saving Throw: Neg.

**Explanation/Description:** This more powerful version of the 'forget' spell allows the mage to actively alter a part of a creature's memory. The portion of memory the caster can affect is limited to one specific event in the creature's life. The memory of a real event can be altered as the caster wishes. The mage could replace real facts about the event with false ones, or even place a completely new memory into the creature's mind, causing the creature to remember an event that never happened. The caster, however, is unable to remove a memory of an event in its entirety. There is no time limit on how far into the past an event can be altered. The creature is entitled to a Save vs. Spells to

avoid having his memory changed. A heal, restoration, or wish will correct any alterations made to a creature's memory. (GHA)

### **Mind Scan** (Divination)

Range: 10'/lvl	Components: V, S
Duration: 5 rounds/lvl	Casting Time: 4 seg
Area of Effect: 1 creature/probe	Saving Throw: Special

**Explanation/Description:** This spell allows for deeper study of an unshielded mind than ESP can accomplish. The caster can pick up the surface thoughts or emotions of a creature on the first round of the probe, read deeper thoughts or memories on the second through fourth rounds of study (allow Save vs. Spells), and all beginning with the fifth round. The caster may learn of a creature's dreams, suppressed memories, or primal desires. One major fact or subject can be learned or studied per round of deep probing. The limits on which topics can be probed are the same as for the ESP spell. (GHA)

### **Minor Globe of Invulnerability** (Abj)

Range: 0	Components: V, S, M
Duration: 1 round/lvl	Casting Time: 4 seg
Area of Effect: 10' sphere	Saving Throw: None

**Explanation/Description:** This spell creates a magical sphere around the caster which prevents any first, second or third level spells from penetrating, i.e. the area of effect of any such spells does not include the area of the minor globe of invulnerability. However, any sort of spells can be cast out of the magical sphere, and they pass from the caster of the globe, through its area of effect, and to their target without effect upon the minor globe of invulnerability. Fourth and higher level spells are not affected by the globe. It can be brought down by a dispel magic spell. The material component of the spell is a glass or crystal bead. (PHB)

**DM's Note:** The globe gives off a faint shimmering when it forms. Third level spells from devices ~ *fireballs* or *lightning*, for example - will not penetrate its sphere. (DMG)

### **Mnemonic Enhancer** (Alteration)

Range: 0	Components: V, S, M
Duration: 1 day	Casting Time: 1 turn
Area of Effect: The magic-user	Saving Throw: None

**Explanation/Description:** By means of this spell the magic-user is able to memorize, or retain the memory of, three additional spell levels, i.e. three spells of the first level, or one first and one second, or one third level spell. The magic-user can elect to immediately memorize additional spells or he or she may opt to retain memory of a spell cast by means of the Enhancer.

The material components of the spell are a piece of string, an ivory plaque of at least 100gp value, and an ink composed of squid secretion and either black

dragon's blood or giant slug digestive juice. All components disappear when the spell is cast. (PHB)

**DM's Note:** When this is used to gain additional lower level spells, the magic-user must then memorize the spells and equip himself or herself with the requisite components. (DMG)

## Monster Summoning II (Conj/Summoning)

Range: 40' Components: V, S, M  
Duration: 3 rounds + 1/lvl Casting Time: 4 seg  
Area of Effect: Special Saving Throw: None

**Explanation/Description:** This spell is similar to the third level *monster summoning I* spell. Its major difference is that 1-6 second level monsters are conjured up. The material components are the same as those of the lesser spell. There is also a 1-4 round delay. (PHB)

D6	Monster Summoned
1	Giant centipedes
2	Devil, Lemures
3	Gnolls
4	Stirges
5	Giant Toads
6	Troglodytes

## Plant Growth (Alteration)

Range: 10'/lvl Components: V, S  
Duration: Permanent Casting Time: 4 seg  
Area of Effect: 10' x 10' /lvl Saving Throw: None

**Explanation/Description:** Except as noted above, this spell is the same as a 3<sup>rd</sup> level druid spell, *plant growth*. (PHB)

## Polymorph Other (Alteration)

Range: 10'/lvl Components: V, S, M  
Duration: Permanent Casting Time: 4 seg  
Area of Effect: 1 creature Saving Throw: Neg

**Explanation/Description:** The *polymorph other* spell is a powerful magic which completely alters the form and ability, and possibly the personality and mentality, of the recipient. Of course, creatures with a lower intelligence cannot be polymorphed into something with a higher intelligence, but the reverse is possible. The creature polymorphed must make a system shock roll to see if it survives the change. If it is successful, it then acquires all of the form and abilities of the creature it has been polymorphed into. There is a base 100% chance that this change will also change its personality and mentality into that of the creature whose form it now possesses. For each 1 point of INT of the creature polymorphed, subtract 5% from the base chance. Additionally, for every hit die of difference between the original form and the form it is changed into by the spell, the polymorphed creature must adjust the base chance percentage by +/-5% per hit die below or above its own number (or level in the case of characters). The chance for assumption of the

personality and mentality of the new form must be checked daily until the change takes place. (Note that all creatures generally prefer their own form and will not willingly stand the risk of being subjected to this spell!) If a one hit die orc of 8 INT is polymorphed into a white dragon with 6 hit dice, for example, it is 85% ( $100\% - [5\% \times 8 \text{ INT}] + [(6 - 1) \times 5\%] = 85\%$ ) likely to actually become one in all respects, but in any case it will have the dragon's physical and mental capabilities; and if it does not assume the personality and mentality of a white dragon, it will know what it formerly knew as well. Another example: an 8<sup>th</sup> level fighter successfully polymorphed into a blue dragon would know combat with weapons and be able to employ them with prehensile dragon forepaws if the fighter did not take on dragon personality and mentality. However, the new form of the polymorphed creature may be stronger than it looks, i.e. a mummy changed to a puppy dog would be very tough, or a brontosaurus changed to an ant would be impossible to squash merely from being stepped on by a small creature or even a man-sized one. The magic-user must use a *dispel magic* spell to change the polymorphed creature back to its original form, and this too requires a "system shock" saving throw. The material component of this spell is a caterpillar cocoon. (PHB)

**DM's Note:** As is continually pointed out, henchmen and hirelings will NOT desire to be subjected to the effects of this spell! Furthermore, level of experience is not a part of a character's form, so it is quite foolish and totally impossible to attempt to polymorph a creature into an nth level character. Likewise, profession is not form, so attempting to polymorph to a fighter, thief, etc. results in human form and nothing more. Shape changers (lycanthropes, deities, druids, vampires, certain dragons, iackalweres, dopplegangers, mimics, et.al.) will be affected for but one round, then will return to their former form. (DMG)

## Polymorph Self (Alteration)

Range: 0 Components: V  
Duration: 2 turns/lvl Casting Time: 4 seg  
Area of Effect: The magic-user Saving Throw: None

**Explanation/Description:** When this spell is cast, the magic-user is able to assume the form of any creature - from as small as a wren to as large as a hippopotamus - and its form of locomotion as well. The spell does not give the other abilities (attack, magic, etc.), nor does it run the risk of changing personality and mentality. No system shock check is required. Thus, a magic-user changed to an owl could fly, but his or her vision would be human; a change to a black pudding would enable movement under doors or along halls and ceilings, but not the pudding's offensive or defensive capabilities. Naturally, the strength of the new form must be sufficient to allow normal movement. The spell caster can change his or her form as often as desired, the change requiring only 5 segments. Damage to the polymorphed form is computed as if it were inflicted upon the magic-user, but when the magic-user returns

to his or her own form, from 1-12 points of damage are restored. (PHB)

### Protection from Gas (Abjuration)

Range: 0  
Duration: 5 rounds/lvl  
Area of Effect: 20' radius

Components: V, S, M  
Casting Time: 2 seg  
Saving Throw: None

**Explanation/Description:** This spell creates a volume of space 20 feet in radius about the caster, within which all creatures are protected from the effects of all *non-magical* gases, fumes, and smoke. All natural gases that touch the edge of the sphere of protection are dispersed. The air within the sphere always remains clean, fresh, and replenished with oxygen, so those within the sphere will not suffer from lack of oxygen if the air outside is contaminated or its oxygen is consumed by fire. The spell will not work underwater or in a vacuum. The sphere moves with the caster. It is dispelled if touched by magical gases or if the caster moves using magical means. The material components are a fan and a small vial containing perfume worth at least 100gp. Both vanish after the spell is cast. (GHA)

### Protection from Slime (Abjuration)

Range: Touch  
Duration: 2 rounds/lvl  
Area of Effect: 1 Creature

Components: V, S, M  
Casting Time: 4 seg  
Saving Throw: None

**Explanation/Description:** This spell helps protect a creature against attacks by all molds, slimes, puddings, oozes, and other formless, primordial beings. All attacks against the protected creature are made with a -2 penalty and the protected creature's saving throw has a +2 bonus. In addition, the creature's flesh is highly resistant to any corrosive attack by such monsters, and is treated as being solid stone for the purpose of withstanding a slime monster's corrosive attack. The spell negates up to 10d4 points of damage from slime before it collapses. The material components are a bit of food mold pressed between two flat stones, and a pinch of diamond dust. (GHA)

### Remove Curse (Abjuration)

#### Bestow Curse (Reverse)

Range: Touch  
Duration: Permanent  
Area of Effect: Special

Components: V, S  
Casting Time: 4 seg  
Saving Throw: Special

**Explanation/Description:** Except as noted above, this spell is the same as the 3<sup>rd</sup> level cleric spell, *remove curse*. (PHB)

### Resilient Sphere (Alteration - Evocation)

Range: 20'  
Duration: 1 round/lvl  
Area of Effect: 10' sphere/lvl

Components: V, S, M  
Casting Time: 4 seg  
Saving Throw: Neg.

**Explanation/Description:** When this spell is cast, the result is a globe of shimmering force which encapsulates the subject creature - if it is small enough to fit within the diameter of the sphere and it fails to successfully *Save vs. Spells*. The resilient sphere will contain its subject for as long as its dweomer persists, and it is not subject to damage of any sort except from a **rod of cancellation**, a **wand of negation**, or a *disintegrate* or *dispel magic* spell. These will cause it to be destroyed without harm to the subject. Nothing can pass through the sphere, inside or out, and the target can breathe normally. The subject may struggle, but all that will occur is a movement of the sphere. The globe can be physically moved either by people outside the globe, or by the struggles of those within. The material components of the spell are a hemispherical piece of diamond (or similar hard, clear gem material) and a matching hemispherical piece of gum arabic. (UA)

### Running Warrior (Alteration)

Range: 60'  
Duration: 1 turn/lvl  
Area of Effect: One person

Components: V, S, M  
Casting Time: 4 seg  
Saving Throw: None

**Explanation/Description:** This spell will improve a person's ability in a running battle. First, the person is granted a movement rate of 150 yards, regardless of the encumbrance of armor or goods carried by the character. Second, no matter how far the person moves during a melee rounds, the person is still entitled to the same number of melee attacks as he or she normally receives. If the character was entitled to 2/1 attacks per round, the fighter could now move 60 yards, attack one foe, move another 90 yards and attack a second creature. The material component is a bit of fur from a live wolf. (GHA)

### Secure Shelter (Alteration - Enchantment)

Range: 20'  
Duration: 6 turns/lvl  
Area of Effect: 30 sq. ft./lvl

Components: V, S, M  
Casting Time: 4 turns  
Saving Throw: None

**Explanation/Description:** This spell enables the magic-user to magically call into being a sturdy cottage or lodge, made of material which is common in the area where the spell is cast - stone, timber, or (at worst) sod. The floor area of the lodging will be 30 square feet per level of the spell caster, and the surface will be level, clean, and dry. In all respects the lodging will resemble a normal cottage, with a sturdy door, two or more shuttered windows, and a small fireplace. While the lodging will be secure against winds of up to 70 miles per hour, it has no heating or cooling source (other than natural insulation qualities). Therefore, it must be heated as a normal dwelling, and

extreme heat will certainly affect it, and its occupants, adversely. The dwelling does, however, provide considerable security otherwise, as it will be as strong as a normal stone building regardless of its material composition, will resist flames and fire as if it were stone, and will be generally impervious to normal missiles (but not the sort cast by siege machinery or giants). The door, shutters, and even chimney are secure against intrusion, the two former being wizard locked and the latter being secured by a top grate of iron and a narrow flue. In addition, these three areas are protected by an *alarm* spell. Lastly, an *unseen servant* is called up to provide service to the spell caster. The inside of a *Secure Shelter* will contain crude furnishings as desired by the spell caster - up to 8 bunks, a trestle table and benches, as many as 4 chairs or 8 stools, and a writing desk. The material components of this spell are a square chip of stone, crushed lime, a few grains of sand, a sprinkling of water, and several splinters of wood. These must be augmented by the components of the *alarm* and *unseen servant* spells if these are to be included in the spell; i.e. string and silver wire and a small bell. (UA)

**Shout** (Evocation)

Range: 0  
Duration: instantaneous  
Area of Effect: 10' x 30' cone

Components: V, M  
Casting Time: 7 seg  
Saving Throw: Neg

**Explanation/Description:** When a shout spell is cast, the magic-user empowers himself or herself with tremendous vocal powers. Via the *dweomer* of the spell, the caster releases an ear-splitting noise which has a principal effect in a cone shape radiating from the mouth of the caster to a 30' terminus. Any creature within this area will be deafened for 2-12 rounds and take a like amount (2-12 points) of damage (unless a saving throw is made). Any exposed brittle or similar substance subject to sonic vibrations will be shattered by a shout, e.g. a wall of ice. A spell of this nature can be employed but once per day, for otherwise the caster might permanently deafen himself or herself. The material components for casting the shout spell are a drop of honey, a drop of citric acid, and a small cone made from a bull's or ram's horn. (UA)

**Silver Tongue** (Enchantment/Charm)

Range: 0  
Duration: 2 rounds/lvl  
Area of Effect: The mage

Components: V, S  
Casting Time: 4 seg  
Saving Throw: None

**Explanation/Description:** When this spell is cast, the mage's voice takes on an enthralling sing-song tone that instantly catches the ear of any listener. Anything said by the caster will sound very convincing, as if the mage had a 19 CHA (+40% reaction adjustment). Any half-truth spoken by the caster has a 75% chance of sneaking past the notice of a listener using a 'detect lie' spell and an outright lie has a 50% chance of not being discovered by 'detect lie'. (GHA)

**Speak with the Dead** (Necromantic)

Range: 10'  
Duration: Special  
Area of Effect: One creature

Components: V, S, M  
Casting Time: 1 turn  
Saving Throw: None

**Explanation/Description:** Like the 3<sup>rd</sup>-level clerical spell, this magic allows the caster to ask questions of dead (not undead) creatures and receive audible replies. Caster and dead must share a common language, and the spell must be cast on the remains or a portion thereof. The material components are a flame (of any source), a drop of the caster's blood, and the tongue of any creature (which may be dried or powdered). Number of questions answered, time allowed for questioning, and length of time after the creature's death that it may be successfully questioned all depend on the caster's level, as follows: (REF5)

Caster's Level	Max Time Dead	Time	# Questions
Up to 7 <sup>th</sup>	1 week	1 round	2
7-8	1 month	3 rounds	3
9-12	1 year	1 turn	4
13-15	10 years	2 turns	5
16-20	100 years	3 turns	6
21 <sup>st</sup> and up	1,000 years	6 turns	7

**Spell Enhancer** (Alteration)

Range: Special  
Duration: Special  
Area of Effect: Special

Components: V  
Casting Time: Special  
Saving Throw: None

**Explanation/Description:** This one-word spell will focus and increase the effectiveness of a spell cast by the mage. The 'spell enhancer' is cast first, followed immediately by the spell to be enhanced, during the same round. The enhanced spell will strike with greater power, resulting in a -2 penalty to all saving throws made against the spell. (GHA)

**Staff of Smiting** (Alteration)

Range: 0  
Duration: 2 rounds/lvl  
Area of Effect: The mage's staff

Components: V, S, M  
Casting Time: 4 seg  
Saving Throw: None

**Explanation/Description:** This spell increases the effectiveness of the caster's staff when used in melee. The spell will work only on non-magical staves. The spell adds a +1 bonus to hit and a +4 on damage rolls. The material component is a small iron bar. (GHA)

**Steaming Sphere** (Evocation)

Range: 60'  
Duration: 1 round/2 lvl  
Area of Effect: 30' radius globe

Components: V, S, M  
Casting Time: 4 seg  
Saving Throw: Special

**Explanation/Description:** This spell creates a small crystalline sphere filled with hot steam in the caster's hand. The mist within the sphere will remain active for three rounds. The sphere can be hurled up to 60 yards away from the caster. When the sphere hits a solid

surface, it instantly shatters, freeing the contents and filling an area 30 feet in radius with thick steam. It does 4d4 points of heat damage per round of exposure to the steam, with no save permitted. The steam totally obscures vision, reducing visibility to only 30 feet in front of an affected creature. Creatures within the area of effect of the steam bath will also be disoriented, making it difficult for creatures to find their way out of the steam bath. Each round a creature is within the steam cloud, the creature must make a Saving Throw vs. Spells to escape from the cloud. A creature who saves will emerge from the steam bath in a random direction; Imagine a clock face and roll 1d12 to find the direction in which the creature escapes. If the saving throw is failed, the creature stumbles around in the steam bath for another round. The material components are a few drops of pure water, a pinch of dust, and a bit of sulfur. (GHA)

### Stoneskin (Alteration)

Range: Touch	Components: V, S, M
Duration: Special	Casting Time: 1 seg
Area of Effect: 1 creature	Saving Throw: None

**Explanation/Description:** When this spell is cast, the affected creature gains a virtual immunity to any attack by cut, blow, projectile or the like. Thus, even a sword of sharpness would not affect a creature protected by *stoneskin*, nor would a rock hurled by a giant, a snake's strike, etc. However, magic attacks from such spells as *fireball*, *magic missile*, *lightning bolt*, and so forth would have normal effect. Any attack or attack sequence from a single opponent dispels the dweomer, although it makes the creature immune to that single attack or attack sequence. Attacks with relatively soft weapons, such as a monk's hands, an ogrillon's fist, etc, will inflict 1-2 points of damage on the attacker for each such attack while the attacked creature is protected by the *stoneskin* spell, but will not dispel the dweomer. The material components of the spell are granite and diamond dust sprinkled on the recipient's skin. (UA)

### Teleport Dead (Alteration/Necromantic)

Range: Touch	Components: V, S
Duration: Instantaneous	Casting Time: 3 seg.
Area of Effect: 1 undead	Saving Throw: Neg

**Explanation/Description:** By means of this magic, the caster can instantly teleport a single undead creature to any location desired on the same plane. Chances of teleporting high or low are as for the 5<sup>th</sup>-level teleport spell, but the caster cannot deliberately direct the undead high or low. A successful hit roll is required to touch undead not animated by the caster. (Note that intangible undead such as spectres, gaseous vampires, and the like can still be touched.)

All undead are entitled to a Saving Throw vs. Breath Weapon according to their hit dice to avoid the spell

effects. If they save successfully, the spell is wasted and lost. (REF5)

### Tin Soldiers (Alteration)

Range: 10'	Components: V, S, M
Duration: 5 rounds + 1 round/lvl	Casting Time: 1 round
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** To use this spell, the caster must have a pair of small, tin soldiers appropriate for one of the four versions of the spell. When the spell is cast, rousing martial music fills the air as the tin soldiers grow to human size and come to life. The tin soldiers will obey all orders faithfully, even to the death. The type of soldiers that can be conjured into existence depends on the level of the caster, as follows:

7<sup>th</sup> level caster -- **two heavy infantryman:** AC 4 (chain mail and large shield); Move 90'; HD 1+2; hp 8; #AT 1; Dmg 1d6 (spear or short sword); THAC0 18; AL N.

9<sup>th</sup> level caster -- **two heavy foot archers:** AC 5 (chain mail); Move 90'; HD 2+2; hp 15; #AT 2 or 1 (long bow or short sword); Dmg 1d6 (arrow or short sword); THAC0 16; AL N.

12<sup>th</sup> level caster -- **two light cavalymen** (if there is room for the horses): AC 6 (ring mail); Move 120'; HD 3+2; hp 23; #AT 2 or 1 (composite short bow or broad sword); Dmg 1d6 or 2d4 (arrow or broad sword); THAC0 16; AL N. They are riding light warhorses: AC 6 (leather barding); Move 21"; HD 2; hp 14; #AT 2; Dmg 1d4/1d4; THAC0 16; AL N.

14<sup>th</sup> level caster -- **two foot knights:** AC 2 (plate mail and large shield); Move 60'; HD 4+2; hp 30; #AT 1; Dmg 1d10+3; THAC0 15; AL N.

The material components are the pair of soldiers worth 100gp in workmanship and a miniature brass bugle worth 50gp, which vanish after the spell is cast. (GHA)

### Tonal Attack (Enchantment/Charm)

Range: 20'/lv	Components: V, S, M
Duration: 1 turn/lvl	Casting Time: 4 seg
Area of Effect: One creature	Saving Throw: Special

**Explanation/Description:** This spell will cause a spell-using creature to temporarily lose the knowledge of how to cast spells unless a saving throw is made. Clerics and druids make their saves at +2. If the save is successful, then any spell cast by the affected creature is reduced in effectiveness, as if the spell were cast by a character two experience levels lower for figuring spell range, area of effect, duration, or damage. The material components are a sitar string and a crystal mallet (1,000gp), which vanish after the spell is cast. (GHA)

## Tool Box (Conjuration/Summoning)

Range: 0  
Duration: 1 turn/lvl  
Area of Effect: Special

Components: V, S, M  
Casting Time: 1 round  
Saving Throw: None

**Explanation/Description:** This useful spell permits the mage to temporarily acquire one to ten tool when needed. The object or objects conjured can be as large as 200gp encumbrance value of goods. The caster can continue exchanging items for new items throughout the duration of the spell. The caster can conjure a hammer and chisel in the first round, exchange them for a saw in round five, trade the saw for a pry bar in round eight, and so on. Only non-living matter can be conjured. The tools cannot be taken more than 100 yards away from the box. The box is immovable and only the caster can take tools from it. The only tools that can be taken from the box are things that a carpenter or builder might have. Things that shouldn't be taken from the box include: thieves' tools, wax key blanks, ball bearings, magical weapons, and gem cutter blades. Things that might be in a skillful carpenter's box include: rope, skeleton key, huge hammers and metal stakes, large canvas sheets, nets and sand. The material component is a miniature wooden tool box. (GHA)

## Ultravision (Alteration)

Range: Touch  
Duration: 6 turns + 6 turns/lvl  
Area of Effect: One creature

Components: V, S, M  
Casting Time: 4 seg  
Saving Throw: None

**Explanation/Description:** By means of this spell the magic-user empowers the recipient to see radiation in the ultraviolet spectrum. In night conditions this means that vision will be clear, as if it were daylight, to a range of 100 yards, and shadowy and indistinct from beyond 100 yards to about 300 yards distance. If the night is very dark, with thick clouds overhead, reduction of ultravision sight is 50%. Where more than about 6' of earth or 3' of stone interpose between the sky and the individual, such as in virtually any underground area, ultravision allows only vision of the dimmest sort in about a 3' radius, since the ultraviolet rays are screened out. (Of course, if an emission source is nearby, the visual capabilities improve accordingly.) Nearby light, including the radiance shed by magic items, tends to spoil ultravision, the brightness of the rays "blinding" the eyes to dimmer areas more distant. The material component for this spell is a crushed amethyst of at least 500gp value. (UA)

## Wall of Fire (Evocation)

Range: 60'  
Duration: Special  
Area of Effect: Special

Components: V, S, M  
Casting Time: 4 seg  
Saving Throw: None

**Explanation/Description:** This spell differs from the fifth level druid spell, *wall of fire* (q.v.) only as indicated above and as stated below: the flame color is either

violet or reddish blue, base damage is 2-12 hit points (plus 1 hit point per level), the radius of the ring-shaped wall of fire is 10' + 2.5' per level of experience of the magic user casting it, and the material component of the spell is phosphorus. (PHB)

## Wall of Ice (Evocation)

Range: 10'/lvl  
Duration: 1 turn/lvl  
Area of Effect: Special

Components: V, S, M  
Casting Time: 4 seg  
Saving Throw: None

**Explanation/Description:** When this spell is cast, a sheet of strong, flexible ice is created. The wall is primarily defensive, stopping pursuers and the like. The wall is one inch thick per level of experience of the magic-user. It covers a 10' square area per level, i.e. a 10<sup>th</sup> level magic-user would cause a *wall of ice* up to 100' long and 10' high, or 50' long and 20' high, and so forth. Any creature breaking through the ice will suffer 2 hit points of damage per inch of thickness of the wall, fire-using creatures will suffer 3 hit points, cold-using creatures only 1 hit point when breaking through. If this spell is cast to form a horizontal sheet to fall upon opponents, it has the same effect as an *ice storm's* hail stones in the area over which it falls. Magical fires such as *fireballs* and fiery dragon breath will melt a *wall of ice* in 1 round, though they will cause a great cloud of steamy fog which will last 1 turn, but normal fires or lesser magical ones will not hasten its melting. The material component of this spell is a small piece of quartz or similar rock crystal. (PHB)

## Warding Tones (Enchantment/Charm)

Range: 120'  
Duration: 1 round/lvl  
Area of Effect: 250 sq ft

Components: V, S, M  
Casting Time: 4 seg  
Saving Throw: None

**Explanation/Description:** All creatures affected by this spell will have their ears filled with loud tones only they can hear. The notes will drown out all other sounds, effectively making the creature deaf, but also rendering the creature immune to all sonic attacks, such as siren's song, a banshee's wail, **drums of panic**, **drums of deafening**, or the first use of a **horn of blasting**. The material components are two lumps of bee's wax and a string from any orchestral string instrument. (GHA)

## Wizard Eye (Alteration)

Range: 0  
Duration: 1 round/lvl  
Area of Effect: Special

Components: V, S, M  
Casting Time: 1 turn  
Saving Throw: None

**Explanation/Description:** When this spell is employed, the magic-user creates an invisible sensory organ which sends visual information to him or her. The *wizard eye* travels at 30' per round, viewing an area ahead as a human would or 1" per round examining the ceiling and walls as well as the floor ahead and casually viewing the walls ahead. The *wizard eye* can "see" with infravision at 10', or it "sees" up to 60' distant in brightly lit

areas. The *wizard eye* can travel in any direction as long as the spell lasts. The material component of the spell is a bit of bat fur. (PHB)

**DM's Note:** The ocular device magically formed has substance and it has form which might be detected. Solid objects prevent the passage of a *wizard eye*, although it can pass through a space no larger than a small mouse hole (about one-half inch diameter) (DMG)

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## Level 5

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### Airy Water (Alteration)

Range: 0	Components: V, S, M
Duration: 1 turn/lvl	Casting Time: 5 seg
Area of Effect: 20' sphere 40' hemisphere	Saving Throw: None

**Explanation/Description:** The *airy water* spell turns normal liquid such as water or water based infusions or solutions to a less dense, breathable substance. Thus, if the magic-user were desirous of entering an underwater place, he or she would step into the water, cast the spell and sink downwards in a globe of bubbling water which he or she and any companions in the spell's area of effect could move freely in and breathe just as if it were air rather than water. The globe will move with the spell caster. Note that water breathing creatures will avoid a sphere (or hemisphere) of *airy water*, although intelligent ones can enter it if they are able to move by means other than swimming, but no water-breathers will be able to breathe in an area affected by this spell. There is only one word which needs to be spoken to actuate the magic, and the material component of the spell is a small handful of alkaline or bromine salts. (PHB)

### Animal Growth (Alteration)

#### Shrink Animal (Reverse)

Range: 60'	Components: V, S
Duration: 1 round/lvl	Casting Time: 5 seg
Area of Effect: up to 8 animals in a 20' square area	Saving Throw: None

**Explanation/Description:** Except as noted above, and for the fact that the material component of the spell is a pinch of powdered bone, this is the same as the 5<sup>th</sup> level druid spell *animal growth*. (PHB)

### Animate Dead (Necromantic)

Range: 10'	Components: V, S, M
Duration: Permanent	Casting Time: 5 rounds
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** Except as noted above, this spell is the same as the 3<sup>rd</sup> level cleric spell *animate dead*. (PHB)

**DM's Note:** See the cleric spell of the same name for a detailed commentary. (DMG)

### Avoidance (Abjuration/Alteration)

#### Attraction (Reverse)

Range: 10'	Components: V, S, M
Duration: Until dispelled	Casting Time: 3 seg
Area of Effect: Up to 3' cube	Saving Throw: Special

**Explanation/Description:** By means of this spell, the caster sets up a natural repulsion between the affected object and any living things. Thus, any living creature attempting to touch the affected object will be repulsed (unable to come closer than 1'), or will repulse the affected object, depending on the relative mass of the two; i.e., a lone halfling attempting to touch an iron chest with an avoidance spell upon it will be thrown back; a dozen such halflings would find themselves unable to come within 1' of the chest, while the chest would skitter away from a giant-sized creature as the creature approached.

The material component for the spell is a magnetized needle. Because the spell cannot be cast upon living things, any attempt to cast avoidance upon the apparel or possessions borne by a living creature entitles the subject creature to a saving throw. The reverse of this spell, *attraction*, uses the same material components, and sets up a natural attraction between the affected object and all living things. The creature will be drawn to the object if the creature is smaller, or the object will slide toward the creature if the creature is of greater mass than the object. A successful Bend Bars roll must be made to remove an object once it has adhered to another object or creature in this fashion. (UA)

### Chill Touch (Alteration/Necromantic)

Range: Touch	Components: V, S, M
Duration: 1 round/lvl	Casting Time: 5 seg
Saving Throw: None	Area of Effect: Special

**Explanation/Description:** This spell enables the caster to touch creatures as a lich does, chilling for 1-10 points of damage and paralyzing all creatures who fail to Save vs. Breath Weapon. The caster cannot turn the touch on and off, choosing not to harm certain creatures he or she touches while deliberately harming others, but only one creature per round can be affected. A successful hit roll is required to deliver a *chill touch*. Undead are immune to this magic. In turn, a caster with an active *chill touch* is immune to the chilling attacks of liches, and is immune to all forms of fear and paralysis. The material components of this spell are a drop of the caster's blood, a thorn, and a piece or pinch of powdered lich bone. (REF5)

## Cloudkill (Evocation)

Range: 10'

Duration: 1 round/lvl

Area of Effect: 40' wide,  
20' high, 20' deep cloud

Components: V, S

Casting Time: 5 segs

Saving Throw: None

**Explanation/Description:** This spell generates a billowing cloud of ghastly yellowish green vapors which is so toxic as to slay any creature with fewer than 4 + 1 hit dice, cause creatures with 4 + 1 to 5 + 1 hit dice to Save vs. Poison at -4 on the dice roll, and creatures up to 6 hit dice (inclusive) to Save vs. Poison normally or be slain by the cloud. The *cloudkill* moves away from the spell caster at 1" per round, rolling along the surface of the ground. A wind will cause it to alter course, but it will not move back towards its caster. A strong wind will break it up in 4 rounds, and a greater wind force prevents the use of the spell. Very thick vegetation will disperse the cloud in two rounds, i.e. moving through such vegetation for 20'. As the vapors are heavier than air, they will sink to the lowest level of the land, even pour down den or sinkhole openings; thus, it is ideal for slaying nests of giant ants, for example. (PHB)

**DM's Note:** The caster is able to cast this spell so that it farms around him or her, if this is desired. However, any creatures staying within the cloud for more than 1 round, even though they have 7 or more hit dice/levels, will take 1-10 hit points of damage on the second and each succeeding round. (DMG)

## Conjure Elemental (Conj/Summoning)

Range: 60'

Duration: 1 turn/lvl

Area of Effect: Special

Components: V, S, M

Casting Time: 1 turn

Saving Throw: None

**Explanation/Description:** There are actually four spells in one as respects *conjure elemental*. The magic-user is able to conjure an air, earth, fire or water elemental with this spell - assuming he or she has the material component for the particular elemental. A considerable fire source must be in range to conjure that type of elemental; a large amount of water must be likewise available for conjuration of a water elemental. Conjured elementals are very strong - typically having 16 hit dice (16d8). It is possible to conjure up successive elementals of different type if the spell caster has memorized two or more of these spells.

The type of elemental to be conjured must be decided upon before memorizing the spell. The elemental conjured up must be controlled by the magic-user, i.e. the spell caster must concentrate on the elemental doing his or her commands, or it will turn on the magic-user and attack. The elemental, however, will not cease a combat to do so, but it will avoid creatures when seeking its conjurer. If the magic-user is wounded or grappled, his or her concentration is broken. There is always a 5% chance that the elemental will turn on its conjurer regardless of concentration, and this check is made at the end of the second and each succeeding round. The

elemental can be controlled up to 3" distant per level of the spell caster. The elemental remains until its form on this plane is destroyed due to damage or the spell's duration expires. Note that water elementals are destroyed if they move beyond 6" of a body of water. The material component of this spell (besides the quantity of the element at hand) is a small amount of:

- **Air Elemental** - burning incense
- **Earth Elemental** - soft clay
- **Fire Elemental** - sulphur and phosphorus
- **Water Elemental** - water and sand

**DM's Note:** Special protection from uncontrolled elementals is available by means of a pentacle, pentagram, thaumaturgic triangle, magic circle, or *protection from evil* spell. (PHB)

## Cone Of Cold (Evocation)

Range: 0

Duration: Instantaneous

Area of Effect: Special

Components: V, S, M

Casting Time: 5 seg

Saving Throw: ½ dmg

**Explanation/Description:** When this spell is cast, it causes a cone-shaped area originating at the magic-user's hand and extending outwards in a cone 10' long per level of the caster. It drains heat and causes 1 four-sided die, plus 1 hit point of damage (1d4 + 1), per level of experience of the magic-user. For example, a 10<sup>th</sup> level magic-user would cast a cone of cold causing 10d4 + 10 hit points of damage. Its material component is a crystal or glass cone of very small size. (PHB)

## Contact Other Plane (Divination)

Range: 0

Duration : Special

Area of Effect: Special

Components: V

Casting Time: 1 turn

Saving Throw: None

**Explanation/Description:** When this spell is cast, the magic-user sends his or her mind to another plane of existence in order to receive advice and information from powers there. As these powers are located at random, and resent such contact in any case, only brief answers will be given. (Your DM will answer all questions with a "yes", "no", "maybe", "never", "irrelevant", etc.) The character can contact an elemental plane or some plane further removed. For every 2 levels of experience of the magic-user one question may be asked. Contact with minds far removed from the plane of the magic-user increases the probability of the spell caster going insane or dying, but the chance of the power knowing the answer, as well as the probability of the being telling the correct answer, are likewise increased by moving to distant planes:

Plane removed	likelihood of Insanity*	likelihood of Knowledge	Probability of Veracity*
Elemental	20%	90%***	75%
1 removed	5%	60%	65%
2 removed	10%	65%	67%
3 removed	15%	70%	70%
4 removed	20%	75%	73%

5 removed	25%	80%	75%
6 removed	30%	85%	81%
7 removed	35%	90%	85%
8 removed	40%	95%	85%
9 or more	50%	98%	90%

\* For every 1 point of INT over 15, the magic user reduces probability of insanity by 5%.

\*\* If the answer is unknown, and the answer is not true, the being will answer definitely. If truth is indicated, it will answer "unknown."

\*\*\*Assumes knowledge of questions pertaining to the appropriate elemental plane.

Insanity will strike as soon as 1 question is asked. It will last for 1 week for each removal of the plane contacted, 10 weeks maximum. There is a 1% chance per plane that the magic-user will die before recovering unless a *remove curse* spell is cast upon him or her. (PHB)

## Disguise Undead (Ill/Phant/Alt/Necromantic)

Range: 10' /lvl      Components: V, S, M  
Duration: 1 turn/lvl      Casting Time: 1 turn  
Saving Throw: None      Area of Effect: 1 undead/lvl

**Explanation/Description:** This spell enables the caster to alter the appearance of undead so that they appear as living creatures. They appear as they would have in healthy life, with flesh, eyes, and so on, and give off no charnel odors. Disguised undead have no discernible alignment; consider them Neutral for purposes of magical item contact. They do not detect as undead (although they will not detect as life, either), and can't be turned or destroyed by a cleric or paladin during the spell duration. All undead attacks and powers not related to appearance are unaffected by this spell. Flesh created by this spell will feel solid and normal to the touch, although it will not bleed or sweat. Disguised undead, of course, do not need to breathe. If the disguised undead can't normally speak or act independently, the spell does not enable them to do so. Mages dabbling in necromancy often use this magic to conceal the nature of skeleton or zombie bodyguards when visiting cities. The material components of this spell are a pinch of ashes, a pinch of dust, a drop of the caster's blood, a bone or bone fragment, a scrap of flesh, a human hair, and an insect cocoon. (REF5)

## Dismissal (Abjuration)

### Beckon (Conjuration/Summoning) (Reverse)

Range: 10'      Components: V, S, M  
Duration: Permanent      Casting Time: 1 round  
Area of Effect: 1 creature      Saving Throw: Neg.

**Explanation/Description:** By means of this spell, a magic-user on the Prime Material Plane seeks to force or allow some creature from another plane of existence to return to its proper plane (cf. 4<sup>th</sup>-level cleric

spell *abjure*). The name of the type of creature to be returned must be known, and if it has a given, proper, or surname, this too must be known and used in the spell. Magic resistance, if any, is checked for effect immediately. Then, the level of the spell caster is compared to the level or number of hit dice of the creature being dismissed. If the magic-user has a higher number, the difference between his or her level is subtracted from the saving throw score of the creature to be affected by the dismissal. If the creature has a higher level or higher number of hit dice than the level of the caster, then that difference is added to its saving throw score. Exception: If the creature desires to be dismissed, then only an unmodified saving throw is needed. Certain arcane works are reputed to allow greatly enhanced chances for spell success. If the spell is successful, the creature is instantly whisked away, but the spell has a 20% chance of actually sending the subject to a plane other than its own.

The reverse of the spell, *beckon*, attempts to conjure up a known and named (if applicable) creature from another plane. Success or failure is determined in the same manner as for a dismissal spell, but in this case magic resistance is only checked if the creature has no known proper name. If the spell succeeds, the creature is instantly transported from wherever it was to the plane of the spell caster. This does not guarantee that the beckoned creature will be kindly disposed to the magic-user, nor will it in any way be subject to his or her wishes or commands without some additional constraint. Because of this, various sorts of protective measures are generally taken when using this form of the spell, and even with careful preparation, the results might be unwholesome.

This spell does not work on creatures that are native to the Prime Material Plane but travel to other planes (such as *shedus*), nor against creatures that have part of their ancestry in the Prime Material Plane (such as *cambions*).

The material components of the spell vary with the type of creature to be dismissed or called. In general, items which are inimical and distasteful to the subject creature are used for a dismissal, and for a *beckon* spell materials which are pleasing, desirable, and rewarding must be used. (UA)

## Dispelling Screen (Evocation-Alteration)

Range: 5' /lvl      Components: V, S, M  
Duration: 1 round/lvl      Casting Time: 5 seg  
Area of Effect: 20' square      Saving Throw: None

**Explanation/Description:** This spell creates a shimmering screen of violet energy. As with other such screens, the *dispelling screen* can be shaped as the caster wishes. Any creature passing through the screen is affected by *dispel magic* with the same level of effectiveness as that spell cast by the mage, and is affected by 'dispel illusion' as if cast by a mage two levels of experience lower than the caster. Thus, creatures possessing some form of enchantment who pass through the *dispelling screen* often come out

weaker than when they started. The material components are a sheet of fine lead crystal and a chrysolite gemstone worth 1,000gp, which vanish after the spell is cast. (GHA)

### Distance Distortion (Alteration)

Range: 10'/lvi                      Components: V, S, M  
Duration: 1 turn/lvi              Casting Time: 6 seg  
Area of Effect: 100' square/lvi    Saving Throw: None

**Explanation/Description:** This spell can only be cast when the magic-user has an earth elemental conjured up, but the elemental will not react hostilely to co-operation with the spell caster when he or she announces that his or her intent is to cast a distance distortion spell. The magic places the earth elemental in the area of effect, and the elemental then causes the area's dimensions to be distorted in either of two ways: 1) the area will effectively be one-half the distance to those traveling over it, or 2) the area will be twice the distance to those traveling across it. Thus a 10' X 100' corridor could seem as if it was but 5' wide and 50' long, or it could appear to be 20' wide and 200' long. When the spell duration has elapsed, the elemental returns to its own plane. The true nature of an area affected by distance distortion is absolutely undetectable to any creatures traveling along it, although the area will radiate a dim dweomer, and a true seeing spell will reveal that an earth elemental is spread within the area. Material needed for this spell is a small lump of soft clay. (PHB)

### Dolor (Enchantment/Charm)

Range: 10'                      Components: V, S  
Duration: 2 rounds            Casting Time: 5 seg  
Area of Effect: 1 creature    Saving Throw: Special

**Explanation/Description:** By means of this spell, the magic-user attempts to force compliance or obedience from some oppositely aligned or hostile creature from a plane foreign to that of the spell caster. The dweomer causes unease in the creature in question during its mere reading, and on the round thereafter, the subject becomes nervous and filled with doubts, while on the last round of effect the creature actually feels a dull, all-encompassing dolor. The initial effects cause the subject creature to make all Saving Throw vs. *commands* and non-offensive spells (including charms) at -1 on the dice rolled to determine whether or not it resists, the adjustment favoring compliance. The secondary effects cause the adjustment to go to -2. The tertiary effect brings with it an adjustment of -3. Thereafter, the creature is no longer affected and it makes further saving throws without adjustment.

The verbal component of the spell must deal with the class of creature in question, containing as much information as possible about the subject creature.

When uttering the spell, the magic-user can be mentally assailed by the creature if the subject has a higher intelligence than the spell caster. In such a case,

the creature has a 5% chance per point of superior INT of effectively charming and dominating the magic user. In the case of such control, the creature will then do with the spell caster as its alignment dictates. If the spell caster is distracted or interrupted during the casting of the spell, the subject creature is able to automatically effect the charm and domination. (UA)

### Electrical Screen (Evocation)

Range: 5'/lvi                      Components: V, S, M  
Duration: 5 rounds/lvi            Casting Time: 5 seg  
Area of Effect: 20' sq/lvi        Saving Throw: Special

**Explanation/Description:** This spell creates a shimmering screen of electrical energy that can be shaped into a wall, hemisphere, or sphere, with a 20-foot diameter, as the caster wishes. It is always immovable. Any creature passing through the *electrical screen* will suffer a strong shock. Unless the creature makes it save, it will suffer 1d4 points of damage, lose any DEX bonuses for 1d4+1 rounds due to numbness, and suffer a -2 penalty on attack rolls for an equal amount of time. Creatures who make their saving throw take no damage and suffer no penalty on their DEX, but are mildly numbed and hit at -1 for 1d4+1 rounds. Creatures wearing metal armor save at -4 when passing through the screen. The material components are a bit of fur, a glass rod, and a thin sheet of fine crystal, all of which vanish after the spell is cast. (GHA)

### Enveloping Darkness (Evoc/Alter)

#### Instant Daylight (Reverse)

Range: 0                      Components: V, S, M  
Duration: 5 rounds + 2 rounds/lvi    Casting Time: 5 seg  
Area of Effect: 20' globe        Saving Throw: None

**Explanation/Description:** This spell creates a zone of impenetrable darkness around the mage 20' in radius. Although the caster can see in and through the zone of darkness without trouble, all others cannot see through the envelope, not even with *infravision* or *ultravision*. In addition, a distortion exists within the globe, appearing as if the caster has the power of displacement as a displacer beast. The caster is attacked at -2, in addition to the darkness penalty. *Instant Daylight* will negate the spell. The material components are a drop of pitch, a whisker from a black cat, and a bit of fur from the coat of a displacer beast. (GHA)

### Extension II (Alteration)

Range: 0                      Components: V  
Duration: Special            Casting Time: 4 seg  
Area of Effect: Special        Saving Throw: None

**Explanation/Description:** This spell is the same as the fourth level Extension I spell, except it extends the duration of first through fourth level spells by 50%. (PHB)

## Faithful Hound (Conjuration/Summoning)

Range: 10' Components: V, S, M  
Duration: 2 rounds/lvl Casting Time: 5 seg  
Area of Effect: Special Saving Throw: None

**Explanation/Description:** By means of this spell the magic-user summons up a phantom watchdog which only he or she can see. He or she may then command it to perform as guardian of a passage, room, door, or similar space or portal. The phantom watchdog will immediately commence a loud barking if any creature larger than a cat approaches the place it guards. As the Faithful Hound is able to detect invisible, astral, ethereal, out of phase, duo-dimensional, or similarly non-visible creatures, it is an excellent guardian. In addition, if the intruding creature or creatures allow their backs to be exposed to the phantom watchdog, it will deliver a vicious attack as if it were a 10 hit dice monster, striking for 3-18 hit points of damage, and being able to hit opponents of all sorts, even those normally subject only to magical weapons of +3 or greater. The *Faithful Hound* cannot be attacked, but it can be dispelled. Note, however, that the spell caster can never be more than 30' distant from the area that the phantom watchdog is guarding, or the magic is automatically dispelled. The material components of this spell are a tiny silver whistle, a piece of bone, and a thread. (PHB)

## Fabricate (Enchantment - Alteration)

Range: 10'/lvl Components: V, S, M  
Duration: Permanent Casting Time: Special  
Area of Effect: 1 cu. yd./lvl Saving Throw: None

**Explanation/Description:** By means of this spell, the magic-user is able to convert material of one sort into a product of desired nature which is of basically the same material as was initially used when the fabricate was cast. Thus, the spell caster can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, clothes from flax or wool, and so forth. Magical or living things cannot be created or altered by a fabricate spell. The quality of items made by means of the spell is commensurate with the quality of material used as the basis for the new fabrication. If mineral material is worked with, the area of effect is reduced by a factor of nine; i.e., 1 cubic yard becomes 1 cubic foot.

Articles requiring a high degree of craftsmanship (jewelry, swords, glass, crystal, etc.) cannot be fabricated unless the magic-user actually has great skill in the craft considered. Casting requires 1 full round per cubic yard (or foot) of material to be affected. (UA)

## Faithful Phantom Defenders (Summoning)

Range: 60' Components: V, S, M  
Duration: 1 round/lvl Casting Time: 5 seg  
Area of Effect: Special Saving Throw: None

**Explanation/Description:** This spell summons a set of phantom beings seen as shimmering outlines of violet light. The defenders do their best to keep between the mage and his adversaries, providing the caster with enough time and space to defend himself with spells. To most creatures the phantom defenders are solid, seemingly real entities. To the mage, the defenders are completely transparent and non-corporeal, so any attack spell cast by the mage has no effect on the defenders. The mage's spells can be cast through the defenders to strike enemy creatures. If the defenders are caught within the area of effect of the caster's spell, the defenders suffer no harm.

One of four sets of phantom defenders can be summoned by the mage, but the caster must decide which set will be called forth when the spell is memorized. Each set is best suited for a particular environment. The four sets are:

**Three faithful phantom soldiers:** AC 4 (phantom chain-mail and shield); Move 90'; HD 4; hp 24; #AT 1; Dmg 1-8 (phantom long sword); THAC0 15; AL N; SA able to hit creatures which are hit only by +1 magical weapons.

**Two faithful phantom centaurs:** AC 5; Move 180'; HD 4; hp 28; #AT 1; Dmg 1-6 (phantom light lance); THAC0 15; AL N; SA able to hit creatures which are hit by +2 weapons.

**Eight faithful phantom giant bats:** AC 8; Move 30'/180'; HD 2+2; hp 12; #AT 1; Dmg 1-4; THAC0 16; AL N; SA able to hit creature hit only by +3 or better weapons.

**Five faithful phantom sharks:** AC 6; Move 240'; HD 3; hp 15; #AT 1; Dmg 1d4+1; THAC0 16; AL N; SA able to hit creature hit only by +1 weapons.

The material component is a small lead crystal figure depicting the type of defender to be summoned and a 1,000gp emerald for each creature summoned. The emeralds vanish when the spell is cast. (GHA)

## Fantastic Fencers (Evocation)

Range: 60' Components: V, S, M  
Duration: 1 round/lvl Casting Time: 1 seg  
Area of Effect: Special Saving Throw: None

**Explanation/Description:** This spell creates one hand for every three levels of the caster, each of which holds a long sword. Each hand fights with the skill of a fighter of one-half the experience level of the caster. Each hand has an AC of 2 because of its small size and speed, and each can sustain 15 points of damage before being dispelled. Each fencer is capable of disarming an opponent and does so on a roll four greater than the roll needed to hit. A fencer likewise disarmed is dispelled automatically. The caster need not concentrate on the fencers to keep them functioning,

but only has to give them orders as if they were henchmen. The material component is a small, silver amulet shaped like a mailed gauntlet holding a gem-encrusted sword, worth at least 1,000gp (this vanishes when the spell is cast). (GHA)

### **Feeblemind** (Enchantment/Charm)

Range: 10'/lvl                      Components: V, S, M  
Duration: Permanent              Casting Time: 5 seg  
Area of Effect: 1 creature        Saving Throw: Neg.

**Explanation/Description:** Except as noted above, this spell is the same as the sixth level druid spell, *feeblemind* (q.v.). The material component of this spell is a handful of small clay, crystal, glass or mineral spheres. (PHB)

### **Flying Feat** (Alteration/Enchantment)

Range: 10'                              Components: V, S, M  
Duration: 3 turns/lvl              Casting Time: 1 round  
Area of Effect: Special            Saving Throw: None

**Explanation/Description:** This special flying spell is not cast upon a creature but an object. The enchanted object gains the power to fly up to 180 feet per round under the caster's direction. A broom, chair, table, carpet, wagon, or hut could be made capable of flight. The mage can affect up to 500gp weight per level of the caster, and the object can carry twice that amount of weight in passengers or freight if the object is large enough and sufficiently strong to support the weight under normal circumstances. An 18th level mage could lift a 9,000gp weight in passengers and up to 18,000gp weight in cargo, for example. The caster must concentrate upon the flying object to direct its motion and maintain its flight. If the caster is knocked unconscious, stunned or slain while directing the flying object, the object will immediately begin to plummet earthward as a falling object. The material component is a wing feather taken from a roc. (GHA)

### **Gong of Isolation** (Enchantment/Alteration)

Range: 10'/lvl                      Components: V, S, M  
Duration: 1 turn/lvl              Casting Time: 5 seg  
Area of Effect: 1 creature        Saving Throw: Neg.

**Explanation/Description:** When this spell is cast upon a creature, the mind-numbing sound of an extremely loud gong fills its mind. If the creature makes a saving throw at -2, the creature is only stunned for one round. But if the save fails, the creature loses all sensory input into the mind. The creature cannot see, hear, feel, taste, or smell, effectively making the creature helpless. If the creature engages in melee, all attacks are made at -6 to hit, but the creature has no idea what it is attacking even if the attack succeeds. Telepathic communication with the creature is still possible, and the creature might receive information about the world through such a link. A *wish*, *heal*, or *restoration* spell will completely cure the condition. The material

components are a miniature gold gong and tiny gold striker with a jade stone at its head, together worth 7,000gp in materials and workmanship, which vanish after the spell is cast. (GHA)

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

Range: 5'/lvl                              Components: V, S, M  
Duration: 1 round/lvl              Casting Time: 5 seg  
Area of Effect: 1-4 monsters        Saving Throw: Neg.

**Explanation/Description:** This spell immobilizes from one to four creatures of any type within spell range and in sight of the spell caster. He or she can opt to hold one, two, three or four monsters. If three or four are attacked, each saving throw is at normal; if two are attacked, each saving throw is at -1 on the die; and if but one is attacked, the saving throw is at -3 on the die. (Partially-negated hold monster spell effects equal those of a slow spell.) The material component for this spell is one hard metal bar or rod for each monster to be held. The bar or rod can be small, i.e. the size of a three-penny nail. (PHB)

### **Hold Undead** (Abjuration/Necromantic)

Range: 60'                              Components: V, S, M  
Duration: 1 round/lvl              Casting Time: 5 seg  
Area of Effect: 1-3 undead        Saving Throw: Neg.

**Explanation/Description:** Like the 2<sup>nd</sup>-level clerical spell, this magic holds affected targets immobile. The targets must be undead, who save against the spell as follows: one undead Saves vs. Spells at -2; two undead each save at -1; three undead save normally. The type of undead has no effect on the saving throw; the caster need not even know how many undead are present. No more than three undead can be affected. Those making their saving throws are completely unaffected. Held undead cannot be disrupted or turned, nor can they change form or cast spells. Any physical attack striking a held undead breaks the hold. The material components of the spell are a bone wrapped in ferrous wire and two magnets or lodestones. (REF5)

### **Interposing Hand** (Evocation)

Range: 10'/lvl                              Components: V, S, M  
Duration: 1 round/lvl              Casting Time: 5 seg  
Area of Effect: Special            Saving Throw: None

**Explanation/Description:** Interposing Hand is a large to huge-sized magic member which appears and places itself between the spell caster and his or her chosen opponent. This disembodied hand then remains between the two, regardless of what the spell caster does subsequently or how the opponent tries to get around it. The size of the Hand is determined by the magic-user, and it can be human-sized all the way up to titan-sized. It takes as many hit points of damage to destroy as the magic-user who cast it. Any creature weighing less than 2,000 pounds trying to push past it

will be slowed to one-half normal movement. The material component of the spell is a glove. (PHB)

**Lamentable Belabourment** (Ench/Evoc)

Range: 10' Components: V  
Duration: Special Casting Time: 5 seg  
Area of Effect: 1 or more creatures in a 10' radius Saving Throw: Special

**Explanation/Description:** By means of this spell, the magic-user causes a combination of fascination, confusion, and rage upon one or more creatures able to understand the language in which the spell caster speaks. Upon casting the spell, the magic-user begins discussion of some topic germane to the creature or creatures to be affected. Those not Saving vs. Spells will immediately begin to converse with the spell caster, agreeing or disagreeing, all most politely. As long as the spell caster chooses, he or she can maintain the spell by conversing with the subject(s). As long as there is no attack made upon them, they will ignore all else going on around them, instead "choosing" to spend their time exclusively talking and arguing. This saving throw, and all saving throws in this spell, is modified by the target's INT as follows: Creatures with INT of 2 or lower are not affected by the spell, but those with INT of 3-7 save at -1. Beings with INT of 8-10 save normally, those with INT of 11-14 at +1, and those with INT scores of 15 or higher at +2.

If the spell is maintained for more than 3 rounds, each subject creature must attempt another Save vs. Spells. Those failing to save this time will wander off in confusion for 3-12 rounds, avoiding the proximity of the spell caster in any event. Those who make the confusion save are still kept in fascination and must also save in the 4<sup>th</sup>, 5<sup>th</sup>, and 6<sup>th</sup> rounds (or for as long as the caster continues the dweomer) to avoid the confusion effect. If the spell is maintained for more than 6 rounds, each subject must Save vs. Spells to avoid going into a rage -either at oneself, if one is the sole object of the spell, or at all other subjects of the spell - and attacking (regular to-hit probability) against one's own person, or falling upon the nearest other subject of the dweomer with intent to kill. This rage will last for 2-5 rounds. Those subjects who Save vs. Spells on the rage check will realize that they have fallen prey to the spell and will collapse onto the ground, lamenting their foolishness, for 1-4 rounds unless they are attacked or otherwise disturbed.

If during the course of the maintenance of the spell the caster is attacked or otherwise distracted, he or she is still protected, for the subject or subjects will not notice. The magic-user can leave at any time after the casting and the subject(s) will continue on for 1 full round as if he or she were still there to converse with. In these cases, however, saving throws for continuance of the spell are not applicable, even if, for instance, the subject(s) would otherwise have had to save to avoid confusion or rage. Note that the spell is entirely verbal. (UA)

**Magic Jar** (Possession)

Range: 10'/1MI Components: V, S, M  
Duration: Special Casting Time: 1 round  
Area of Effect: One creature Saving Throw: Special

**Explanation/Description:** Magic jar is a very unusual spell. It enables the magic user to take over the mind of the victim and thus control the creature's body. In fact, if the body is human or humanoid, the magic-user can even use the spells he or she knows. The possessor can call upon rudimentary knowledge of the possessed, but not upon the real knowledge, i.e. a possessor will not know the language or spells of the possessed. The spell caster transfers his or her life force to a special container (a large gem or crystal), and from this magic jar the life force can sense and attack any creature within the spell range radius, but what the creature is, is not determinable from the magic jar. The special life force receptacle must be within spell range of the magic-user's body at the time of spell casting. Possession takes place only if the victim fails to make the required saving throw. Failure to possess a victim leaves the life force of the magic-user in the magic jar. Possession attempts require 1 round each. If the body of the spell caster is destroyed, the life force in the magic jar is not harmed. If the magic jar is destroyed, the life force is snuffed out. Returning to the real body requires 1 round, and can only be done from a magic jar in spell range of the body. The Saving Throw vs. a *magic jar* spell is modified by comparing combined INT and WIS scores (INT only in non-human or non-humanoid creatures) of the magic-user and victim.

Difference	Die Adjustment
Negative 9 or	+4
Negative 8 to 6	+3
Negative 5 to 3	+2
Negative 2 to 0	+1
Positive 1 to 4	0
Positive 5 to 8	-1
Positive 9 to 12	-2
Positive 13 or more	-3

A negative score indicates the magic-user has a lower score than does his or her intended victim; thus, the victim has a saving throw bonus. The magic jar is the spell's material component. Note that a possessed creature with any negative difference or a positive difference less than 5 is entitled to a saving throw each round to determine if it is able to displace the possessor's mind, a positive difference of 5 to 8 gains a saving throw each turn, a positive difference of 9 to 12 gains a saving throw each day, and a positive difference of 13 or better gains a saving throw each week. If the magic jarred creature regains control of its mind, the magic-user is trapped until he or she can take over the mind for control or escape. (PHB)

## Mind Shield (Alteration)

Range: Touch                      Components: V, S  
Duration: 1 hr + ½ hr/lvl      Casting Time: 1 round  
Area of Effect: 1 Creature      Saving Throw: None

**Explanation/Description:** This spell is used to protect a creature from intrusions into the mind. Spells or mental powers that can probe a mind have no effect on the creature. The creature makes its saving throw at +2 against all enchantment/charm magic that can affect thoughts, memories, or behavior -- *charm, suggestion, quiet, emotion, fascination*, or others. The mind shield allows a saving throw at -2 to avoid a *geas* spell. (GHA)

## Monster Summoning III (Conj/Summoning)

Range: 50'                      Components: V, S, M  
Duration: 4 rounds + 1/lvl      Casting Time: 5 seg  
Area of Effect: Special          Saving Throw: None

**Explanation/Description:** When this spell is cast, 1-4 third level monsters are summoned, coming within 1-4 rounds. See *monster summoning I* for other details. (PHB)

D10	Monster Summoned
1	Beetle, giant boring
2	Bugbear
3	Gelatinous Cube
4	Ghoul
5	Lizard, giant
6	Lycanthrope, wererat
7	Ogre
8	Spider, huge
9	Spider, Large
10	Weasel, giant

## Passwall (Alteration)

Range: 30'                      Components: V, S, M  
Duration: 6 turns + 1 turn/lvl      Casting Time: 5 seg  
Area of Effect: Special          Saving Throw: None

**Explanation/Description:** A *passwall* enables the spell caster to open a passage through wooden, plaster, or stone walls; thus he or she and any associates can simply walk through. The spell causes a 5' wide by 8' high by 10' deep opening. Note several of these spells will form a continuing passage so that very thick walls can be pierced. The material component of this spell is a pinch of sesame seeds. (PHB)

## Polar Screen (Evocation)

Range: 5'/lvl                      Components: V, S, M  
Duration: 5 rounds/lvl          Casting Time: 5 seg  
Area of Effect: 20' sq/lvl          Saving Throw: Special

**Explanation/Description:** This spell creates a misty, bluish-white screen of energy that can be shaped to form a wall, hemisphere, or sphere dimension. Any creature passing through the polar screen will be affected as if the creatures suddenly passed through a

freezing blizzard. Any creature who fails a Saving Throw vs. Spells will be coated with ice crystals for 1d4+1 rounds until the crystals melt away, during which time the creature suffers one point of cold damage per level of the caster. The creature is also severely chilled, suffering a -4 attack penalty until the ice melts. A creature who makes the saving throw is only affected by the ice crystals for one round, but is affected in the same way as those who fail the save. A *melt* spell will dispel the ice crystals from a creature's body, while a *fireball*, but no other flame, will destroy the polar screen. The material components are a thin sheet of fine lead crystals and a few bluish-white quartz crystals, all of which vanish after the spell is cast. (GHA)

## Primal Fury (Enchantment/Alteration)

Range: 20'                      Components: V, S, M  
Duration: 1 melee round/lvl      Casting Time: 5 seg  
Area of Effect: 1 fighter only      Saving Throw: None

**Explanation/Description:** This spell temporarily endows a fighter with a surge of rage and energy rivaling that of a berserker. Magical fear will not affect an enraged fighter. The fighter also receives a +2 bonus on attack and damage rolls, and gains an extra attack every other melee round, so an attack routine of 3/2 becomes 2/1. The fighter also gains a temporary endowment of 4d4 hit points, from which any damage is subtracted before the character's permanent hit point total is reduced. The spell does carry a risk, however, because the berserker rage is maintained throughout the duration of the spell. If all of a fighter's opponents are defeated before the spell expires, then the berserk fighter will turn on the nearest living creature, and continue attacking without regard for friend or foe until the spell expires. A *dispel magic* spell will immediately return a berserk fighter to his normal state. The material component is a bit of fur from a wolverine or a grizzly bear. (GHA)

## Private Sanctum (Alteration-Abjuration)

Range: 0                      Components: V, S, M  
Duration: 1 hr/lvl          Casting Time: 2 turns  
Area of Effect: One room      Saving Throw: None

**Explanation/Description:** This spell is used to insure privacy in a room of up to 1,600 square feet in area. All windows in the room become dark and misty as seen from outside, preventing creatures with normal vision, infravision, or other special vision from looking into the room. Those inside can still look out normally. X-ray vision will not be able to penetrate into the room, as if the room were completely enclosed in a lead shield. No sound, no matter how loud, can escape the room, so a thief cannot eavesdrop from outside. Scrying attempts, such as *ESP, clairaudience, clairvoyance*, or **crystal balls**, cannot penetrate the protected room, and a *wizard eye* cannot get inside. The mage can freely leave the room without the protection being dispelled. The material components are a thin sheet of

lead, a piece of opaque glass, a wad of cotton or cloth, and powdered chrysolite. (GHA)

## Radiant Arch (Alteration)

Range: 10'/lvl                      Components: V, S, M  
Duration: Special                  Casting Time: 1 round  
Area of Effect: One creature      Saving Throw: ½ dmg

**Explanation/Description:** This spell creates a glimmering rainbow of light that arches between the caster's open hands. Once the rainbow takes form, the caster can choose to fire a ray 1'-wide from the rainbow, aimed at one creature up to 10' away per level of the mage. The ray can take the form of one of the seven colors of energy drawn from the quasi-elemental plane of radiance.

**Red:** cold energy (+1 damage to fire-based creatures, no damage if cold-based)

**Orange:** heat energy (+1 damage to cold-based creatures, no damage if fire-based)

**Yellow:** acid damage (save vs. spell to take no damage)

**Green:** neutralize poison (per cleric spell)

**Blue:** electrical energy (+10 damage to metal armored enemies)

**Indigo:** undead specific (only undead harmed)

**Violet:** vegetation specific (only plants harmed)

The ray will inflict 1-6 points of damage per level of the caster, of a type corresponding to the color of the ray. If the creature makes its save, only half damage is suffered. The mage must concentrate to keep the radiant arch active, so any attack that breaks the caster's concentration will dispel the rainbow and prevent the caster from launching a ray. The material components are a crystal prism (which breaks after the spell) and a small black board with a pinhole through the center. (GHA)

## Radiant Screen (Evocation)

Range: 5'/lvl                      Components: V, S, M  
Duration: 2 rounds/lvl          Casting Time: 5 seg  
Area of Effect: 20' sq              Saving Throw: None

**Explanation/Description:** This spell creates a screen of energy drawn from the quasi-elemental plane of radiance. The screen can be up to 20' square, and can be shaped into a wall, hemisphere, or sphere as the caster orders. The *radiant screen* can be one of the seven colors of the rainbow, each color exhibiting a different form of energy identical to the colors of *Radiant Baton*.

**Red baton:** cold energy (+1 damage to fire-based, none if cold)

**Orange baton:** heat energy (+1 damage to cold based, none if fire)

**Yellow baton:** acid damage (save vs. spells or take +2 splash)

**Green baton:** neutralize poison (per cleric spell)

**Blue baton:** electrical energy (+10 damage to metal armored enemy)

**Indigo baton:** undead specific (only undead harmed)

**Violet baton:** vegetation specific (only plants harmed)

The screen will affect anything passing through it as if the creature were being attacked by energy or matter of the type determined by the screen's color. The caster can change the color of the screen from round to round at will, but only one color per round can exist. The radiant screen will inflict two points of damage per level of the caster. Cold-based creatures will take three points of damage per level of the caster when passing through the orange screen, while fire-based creatures will suffer three points of damage per level from the red screen. The material components are a crystal prism, a beryl gemstone worth at least 500gp, and a thin sheet of fine crystal colored the seven colors of the rainbow, all of which vanish after the spell is cast. (GHA)

## Replay of the Past (Divination)

Range: 0                              Components: V, S  
Duration: Special                  Casting Time: 1 turn  
Area of Effect: Special              Saving Throw: None

**Explanation/Description:** This spell enables the caster to read the residual psychic impressions in a room or area, replaying a past event as an illusion that everyone in the area can clearly see. When an especially unusual or violent event occurs, it leaves behind psychic vibrations that can remain for years. The more important the event, the stronger the psychic residue and the longer the impressions last. When the mage casts the spell, the strongest impressions currently in the area enter the caster's mind. The event that produced the psychic impressions is replayed in the caster's mind in real time, so the replay takes as long to complete as the original event. The replay in the mind is crystal clear, so the caster can readily identify persons, creatures, or objects. If the spell is cast again in the same area, the event that created the second strongest psychic impressions will be replayed. The caster can continue replaying past events, reading the weaker and weaker psychic impressions, until all psychic residue in the area has been reviewed. (GHA)

## Secret Chest (Alt, Conj/Summoning)

Range: Special                      Components: V, S, M  
Duration: 60 days                  Casting Time: 1 turn  
Area of Effect: One chest of      Saving Throw: None  
about 2' x 2' x 3' size

**Explanation/Description:** In order to cast this spell the magic-user must have an exceptionally well-crafted and expensive chest constructed for him by master craftsmen. If made principally of wood, it must be of ebony, rosewood, sandalwood, teak or the like, and all of its corner fittings, nails, and hardware must be of platinum. If constructed of ivory, the metal fittings of the chest may be of gold; and if the chest is fashioned from bronze, copper, or silver, its fittings may be of electrum or silver. The cost of such a chest will never be less than 5,000gp. Once constructed, the magic-user must have

a tiny replica (of the same materials and perfect in every detail) made, so that the miniature of the chest appears to be a perfect copy. One magic-user can have but one pair of these chests at any given time, and even wish spells will not allow exception!

While touching the chest and holding the tiny replica, the caster chants the spell. This will cause the large chest to vanish into the ethereal plane. The chest can contain one cubic foot of material per level of the magic-user no matter what its apparent size. Living matter makes it 75% likely that the spell will fail, so the chest is typically used for securing valuable spell books, magic items, gems, etc. As long as the spell caster has the small duplicate of the magic chest, he or she can recall the large one from the ethereal plane to the locale he or she is in when the chest is desired. If the miniature of the chest is lost or destroyed, there is no way, including a *wish*, that the large chest will return.

While on the ethereal plane, there is a 1% cumulative chance per week that some creature/being will find the chest. If this occurs there is 10% likelihood that the chest will be ignored, 10% possibility that something will be added to the contents, 30% possibility that the contents will be exchanged for something else, 30% chance that something will be stolen from it, and 20% probability that it will be emptied. In addition, when the secret chest is brought back to the Prime Material Plane, an ethereal window is opened and remains open for 5 hours, slowly diminishing in size. As this hole opens between the planes there is a 5% chance that some ethereal monster will be drawn through, with a 1% cumulative reduction in probability each hour thereafter until the window is gone. However, no creature on the Prime Material Plane can locate the chest, even with a **gem of seeing**, *true seeing*, etc.

If Secret Chest is not retrieved before spell duration lapses, there is a cumulative chance of 5% per day that the chest will be lost forever, i.e. 5% chance for loss at 61 days, 10% at 62 days, and so forth. (PHB)

## **Sending** (Evocation)

Range: Special	Components: V, S, M
Duration: Special	Casting Time: 1 turn
Area of Effect: 1 creature	Saving Throw: None

**Explanation/Description:** By means of this spell, the caster is empowered to contact a single creature with whom he or she is familiar and whose name and appearance are well known. If the creature in question is not on the same plane of existence as the spell caster, there is a 5% chance per plane removed that the sending will not arrive; i.e., if the subject were two planes removed there would be a 10% chance of failure. The magic-user can send one word per level of experience, with articles not considered; e.g., a, an, and the are not treated as words with respect to the message sent. Although the sending is received, the subject creature is not obligated to act upon it in any manner. The sending, if successful, will be understood even though the creature has an INT of as little as 1 factor (1 point, or animal intelligence).

The material component for this spell consists of two tiny cylinders, each with one open end, connected by a short piece of copper wire. (UA)

## **Stone Shape** (Alteration)

Range: Touch	Components: V, S, M
Duration: Permanent	Casting Time: 1 round
Area of Effect: 1' cubic/lvl	Saving Throw: None

**Explanation/Description:** By means of this spell the magic-user can form an existing piece of stone into a shape which will suit his or her purposes. For example, a stone weapon can be made, a special trapdoor fashioned, or an idol sculpted. By the same token, it would allow the spell caster to reshape a stone door, perhaps, so as to escape imprisonment, providing the volume of stone involved was within the limits of the area of effect. While stone coffers can be thus formed, secret doors made, etc., the fineness of detail is not great. The material component of this spell is soft clay which must be worked into roughly the desired shape of the stone object and then touched to the stone when the spell is uttered. (PHB)

## **Strangling Grip** (Evocation)

Range: 10'/lvl	Components: V, S, M
Duration: 2 rounds	Casting Time: 5 seg
Area of Effect: 1 creature	Saving Throw: None

**Explanation/Description:** This spell creates a pair of disembodied hands that will seek out a creature's throat and strangle the creature with the same effect as an attack with a garrote. The hands must make a successful attack roll to grab the creature's throat, attacking with a +4 to hit on the mage's usual attack roll, because of the speed and ferocity of the attack. The strangling grip will strangle its victim to death by the end of the next round unless the creature is freed of the hands. The victim can break the grip if he makes a successful roll to bend bars. The grip can also be released if the mage's concentration is broken. The limits on which creatures can be affected by the spell are the same as the restrictions on the use of a normal garrote. The material components are a pair of gloves sewn into a clutching grip around the neck of a bottle. (GHA)

## **Superior Force Sculpture** (Evocation)

Range: 30'	Components: V, S, M
Duration: 3 turn + 1 turn/lvl	Casting Time: 1 round
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** This spell is a more advanced form of the 4th level force sculpture spell. The object or objects formed from the force can be more complex, composed of large, moving parts, or have an edge or point, but still must be fairly rigid. A wagon, quiver of quarrels, shovel, sword, or water wheel could all be simulated, but not a mechanical timepiece, crossbow, or spring. Fine details can be

worked into an object, provided that the caster has skill as an artisan or sculptor. Fine details take 2-8 rounds to place on an object, but remain for the duration of the spell. Up to 8 cubic feet of matter per level of the caster can be simulated. The duration of the spell is also longer than force sculpture. *Superior force sculpture* is otherwise identical to the 4<sup>th</sup> level spell. The material component is a lump of clay with diamond dust mixed into it. (GHA)

### Superior Identification (Divination)

Range: 0  
Duration: 1 round/lvl  
Area of Effect: 1 item

Components: V, S, M  
Casting time: 5 rds  
Saving throw: Special

**Explanation/Description:** When this spell is cast, one item may be examined by the mage so that he may identify the nature of the enchantment. The item need only be hand-held or touched, not worn or used in any way. The following information can be obtained:

(1) One basic magical property of the item (or the fact that it is not magical) is always revealed to the mage. This takes 1 melee round.

(2) There is a chance that a second magical property will be revealed. The mage will know in 1d4 melee rounds if there is a second such property, and will need a further 1d3 melee rounds to identify the nature of this enchantment. The chance for successfully identifying a second magical property is  $(\text{lvl} + \text{INT}) \times 3$ , to a maximum of 95%. Failing this check indicates that, as far as the mage can determine, the item does not possess or contain any additional enchantments.

The spell may be repeatedly cast on the same item to inquire about third and subsequent magical properties (if there are any), with the same  $[(\text{lvl} + \text{INT}) \times 3]$  chance for success. However, attempts to confirm earlier detections will always reveal the same result (even if that finding was in error).

Exact properties are revealed by this spell, such as the fact that a weapon is a sword +1. (If the weapon was also of the "flame tongue" variety, this could be discovered as a second property.) In the case of charged items, the number of charges is treated as a second property and, if the mage makes the  $[(\text{lvl} + \text{INT}) \times 3]$  roll, there is still a 25% chance that the number of charges is overestimated or underestimated by 2d10% (equal chance for over or under, but the number estimated will never be less than 1, or more than the number of charges possible).

Unlike the 1<sup>st</sup> lvl *identify* spell, casting of this magic does not subject the mage to a loss of CON. However, the spell cannot be cast more than once every two hours due to the intense concentration it demands, or else the mage repeating the spell will at once suffer a severe headache lasting 1d4 hours and be unable to memorize spells for a further 12 hours after the headache subsides.

The material components for the spell are the same as for the *identify* spell, except that the pearl must be of high quality (at least 250gp value). (CoG)

### Superior Spell Enhancer (Alteration)

Range: Special  
Duration: Special  
Area of Effect: Special

Components: V  
Casting Time: 1/6 seg  
Saving Throw: None

**Explanation/Description:** The spell enhancer increases the amount of damage caused by a spell cast by the mage. The one-word spell enhancer is cast first, followed by the attack spell to be enhanced. When the attack spell is launched, all Saving Throw vs. Spells are made at -1. The spell inflicts an additional point of damage per die of the spell, so a fireball inflicts 1d6+1 points of damage per die. When a magic missile is cast after the spell enhancer, each missile does 1d4+2 points of damage. (GHA)

### Telekinesis (Alteration)

Range: 10'/lvl  
Duration: 2 rounds +1/lvl  
Area of Effect: 250gp/lvl

Components: V, S  
Casting Time: 5 seg  
Saving Throw: None

**Explanation/Description:** By means of this spell the magic-user is able to move objects by will force, by concentrating on moving them mentally. The *telekinesis* spell causes the desired object to move vertically or horizontally. Movement is 20' the first round, 40' the second, 80' the third, 160' the fourth, and so on, doubling each round until a maximum telekinetic movement of 1,240' per round is reached. (Heavy objects traveling at high speed can be deadly weapons!) Note that *telekinesis* can be used to move opponents who fall within the weight capacity of the spell, but if they are able to employ as simple a counter-measure as an *enlarge* spell, for example (thus making the body weight go over the maximum spell limit), it is easily countered. Likewise, ambulation or some other form of motive power if the recipient of the spell is not able to ambulate, counters the effect of *telekinesis*, provided the velocity has not reached 160' per round. The various *Hand* spells will also counter this spell, as will much other magic. (PHB)

### Telepathic Bond (Divination/Alteration)

Range: 20'  
Duration: 2 turns/lvl  
Area of Effect: 2+ creatures

Components: V, S  
Casting Time: 1 round  
Saving Throw: None

**Explanation/Description:** With this spell, the mage can forge a *telepathic bond* between two or more creatures with an INT of 6 or higher. The bond can only be established between willing creatures. The creatures involved need not all speak the same language to communicate via the bond. The telepathic bond can be placed upon one creature for every three levels of the caster, so a 16th level mage can forge a link among five creatures. Once the bond is formed, the creatures can stay in contact only if they remain on the same plane. No special power or influence is conferred through the bond. A *permanency* spell does not have the power to make a

*telepathic bond* a life-long link, but a *wish* spell does, although no more than two creatures can be permanently bonded together in this way. (GHA)

**Teleport** (Alteration)

Range: Touch  
Duration: Instantaneous  
Area of Effect: Special

Components: V  
Casting Time: 2 seg  
Saving Throw: None

**Explanation/Description:** When this spell is used, the magic-user instantly transports himself or herself, along with a certain amount of additional weight which is upon, or being touched by, the spell caster, to a well-known destination. Distance is not a factor, but inter-plane travel is not possible by means of a teleport spell. The spell caster is able to teleport a maximum weight of 2,500gp equivalence, plus an additional 1,500gp weight for each level of experience above the 10<sup>th</sup>. i.e. a 13<sup>th</sup> level magic-user teleports a maximum weight of 7,000gp (700 pounds). If the destination area is very familiar to the magic-user (he or she has a clear mental picture through actual proximity to and studying of the area) it is unlikely that there will be any error in arriving exactly in the place desired. lesser known areas (those seen only magically or from a distance) increase the probability of error. Unfamiliar areas present considerable peril. This is demonstrated below:

Destination Area Is	Probability of Teleporting		
	High	On Target	Low
Very familiar	01-04	05-98	99-00
Studied carefully	01-08	09-96	97-00
Seen casually	01-16	17-92	93-00
Viewed once	01-32	33-84	85-00
Never seen	01-02	03-99	00

Teleporting high means the magic-user will arrive 10' above ground for every 1% he or she is below the lowest "On Target" probability - only 20' when the destination is very familiar, and as high as 320' if the destination area was never seen. Any low result means the instant death of the magic user if the area into which he or she teleports to is solid. Note that there is no possibility of teleporting to an area of empty space, is. a substantial area of surface must be there, whether a wooden floor, a stone floor, natural ground, etc. (PHB)

**Transmute Rock to Mud** (Alteration)

**Transmute Mud to Rock** (Reverse)

Range: 10' /lv  
Duration: Special  
Area of Effect: 2'cubic/lv

Components: V, S, M  
Casting Time: 5 seg  
Saving Throw: None

**Explanation/Description:** Except as noted above, and that the material components for the spell are clay and water (or sand, lime and water for the reverse), this spell is the same as the 5<sup>th</sup> level druid spell, *transmute rock to mud*. (PHB)

**Wall of Force** (Evocation)

Range: 30'  
Duration: 1 turn + 1 round/lv  
Area of Effect: 20' square/lv

Components: V, S, M  
Casting Time: 5 seg  
Saving Throw: None

**Explanation/Description:** A wall of force spell creates an invisible barrier in the locale desired by the caster, up to the spell's range. The wall of force will not move and is totally unaffected by any other spells, including *dispel magic*, save a *disintegrate* spell, which will immediately destroy it. Likewise, the *wall of force* is not affected by blows, missiles, cold, heat, electricity, or any similar things. Spells or breath weapons will not pass through it in either direction. The magic-user can, if desired, shape the wall to a hemispherical or spherical shape with an area equal to his or her ability, maximum of 20 square feet per level of experience. The material component for this spell is a pinch of powdered diamond. (PHB)

**DM's Note:** A *rod of cancellation* or a *sphere of annihilation* will bring down the *wall of force*, the former being used fully in the process, and the latter drawing any and all small objects into its vortex in the process. (Small objects are those weighing less than 100gp and within 10' radius of the sphere.) The diamond dust for the spell must be the equivalent of stone(s) of not less than 10,000gp value. (DMG)

**Wall of Iron** (Evocation)

Range: 5' /lv  
Duration: Permanent  
Area of Effect: Special

Components: V, S, M  
Casting Time: 5 seg  
Saving Throw: None

**Explanation/Description:** When this spell is cast, the magic-user causes a vertical iron wall to spring into being. Typically, this wall is used to seal off a passage or close a breach, for the wall inserts itself into any surrounding material if its area is sufficient to do so. The wall of iron is one quarter of an inch thick per level of experience of the spell caster. The magic-user is able to evoke an area of iron wall 15 square feet for each of his or her experience levels, so at 12<sup>th</sup> level a *wall of iron* 180 square feet in area can be created. If the wall is created in a location where it is not supported, it will fall and crush any creature beneath it. The wall is permanent, unless attacked by a *dispel magic* spell, but subject to all forces a normal iron wall is subject to, i.e. rust, perforation, etc. The material component of this spell is a small piece of sheet iron. (PHB)

**DM's Note:** If the *wall of iron* is created vertically, there is a 50% chance either way for its falling left or right, ahead or backwards, depending on its placement. It would take not less than 30 strength points with at least 400 pounds mass to affect this probability, and then only 1% for each pound over 300 or strength point over 30. If the caster concentrates specially, it is possible to double the area by halving the thickness.(DMG)

## Wall of Stone (Evocation)

Range: 5'/lvl  
Duration: Permanent  
Area of Effect: Special

Components: V, S, M  
Casting Time: 5 seg  
Saving Throw: None

**Explanation/Description:** This spell creates a wall of granite rock which merges into adjoining rock surfaces if the area is sufficient to allow it. It is typically employed to close passages, portals, and breaches against opponents. The wall of stone is 1/4' thick and 20' square in area per level of experience of the magic-user casting the spell. Thus, a 12<sup>th</sup> -level magic user creates a wall of stone 3' thick and 240 square feet in surface area (a 12' wide and 20' high wall, for example, to completely close a 10' X 16' passage). The wall created need not be vertical nor rest upon any firm foundation (cf. wall of iron); however, it must merge with an existing stone formation. It can be used to bridge a chasm, for instance, or as a ramp. The wall is permanent unless destroyed by a *dispel magic* spell or by normal means such as breaking, chipping or a *disintegrate* spell. The material component is a small block of granite. (PHB)

**DM's Note:** Any use of the wall as a bridge must be arched and buttressed. This will require 50% of the total volume of the wall, so a 20<sup>th</sup> level magic-user normally may create 400 square feet in surface area 5' thick. To use it as bridge, only 200 square feet can be considered, so a span 5' wide and 40' long could be made (assuming the chasm to be bridged was about 38' wide). Unsupported spans will automatically collapse of their own weight if over 20' across. (DMG)

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## Level 6

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## Anti-Magic Shell (Abjuration)

Range: 0  
Duration: 1 turn/lvl  
Area of Effect: 1'/lvl sphere

Components: V, S  
Casting Time: 1 seg  
Saving Throw: None

**Explanation/Description:** By means of an *anti-magic shell*, the magic-user causes an invisible barrier to surround his or her person, and this moves with the spell caster. This barrier is totally impervious to all magic and magic spell effects (this includes such attack forms as breath weapons, gaze weapons, and voice weapons). It thus prevents the entrance of spells or their effects, and it likewise prevents the function of any magical items or spells within its confines. It prevents the entrance of charmed, summoned, and conjured creatures. However, normal creatures (assume a normal troll rather than one conjured up, for instance) can pass through the shell, as can normal missiles. While a magic sword would not function magically within the shell, it would still be a sword. (PHB)

**DM's Note:** It must be pointed out that creatures on their own plane are normal creatures, so this spell cast upon the Elemental Plane of Fire, for example, would hedge out none of the creatures of the plane. (DMG)

## Besieging Bolt (Evocation)

Range: Special  
Duration: 1 round/2 lvl  
Area of Effect: Special

Components: V, S, M  
Casting Time: 1 round  
Saving Throw: None

**Explanation/Description:** This spell is similar to *magic missile*. When the spell is cast, the mage is able to fire one magic siege bolt for every two levels of the caster. The bolt will behave as a given siege engine missile in range and effect. The type of siege missile the bolt mimics depends on the caster's level.

Magic-user's Level	Siege Engine Missile Mimicked
12th	catapult, light
14th	catapult, heavy
16th	trebuchet

The bolts must be launched at the rate of one every two rounds in succeeding rounds. During this time the caster can do nothing else. If the spell is interrupted, no additional bolts can be launched. The bolts strike their target unerringly. The material component is a small stone sprinkled with diamond dust. (GHA)

## Beneficent Polymorph (Alteration)

Range: Touch  
Duration: 1 turn/lvl  
Area of Effect: 1 Creature

Components: V, S, M  
Casting Time: 6 seg  
Saving Throw: None

**Explanation/Description:** This spell endows the touched and willing creature with all the benefits of a *polymorph self* spell. The creature affected does not need to make a system shock roll to survive. While the first form taken by the creature is chosen by the caster, the creature is totally in control of its form changes for the remainder of the spell's duration, and can change form as often as it wishes, abiding by all the limitations of *polymorph self*. The spell does not bestow any special abilities of a *polymorphed* form. The spell does not affect the creature's mental state in any way. When the creature returns to its original form 1d12 hit point are restored. The material component of the spell is a soft, silk caterpillar cocoon. (GHA)

## Chain Lightning (Evocation)

Range: 40'+10'/lvl  
Duration: Instantaneous  
Area of Effect: Special

Components: V, S, M  
Casting Time: 6 seg  
Saving Throw: ½ dmg

**Explanation/Description:** When this spell is cast, the electrical discharge begins as a single stroke of lightning, ½' wide, commencing from the fingertips of the caster and extending to the primary target, which must lie within the maximum range of the spell as dictated by the level of the caster.

*Chain lightning* differs sharply from a *lightning bolt* spell in that it has a primary target as opposed to an area effect. If the primary target makes a successful Saving Throw vs. Spells, one-half damage from the bolt

of chain lightning is taken; otherwise full damage (1d6 points per level of the spell caster) will be inflicted.

In addition, after striking the initial target, the bolt arcs to the nearest other object, be it animal, vegetable, or mineral. This chain of striking continues from one object to another object nearest it, possibly setting up an oscillation between two (presumably stationary or immobilized) objects, or a regular pattern involving three or more objects. If two or more possible targets are equidistant, the chain lightning will arc to metal first, then to the one with the most fluid, otherwise at random. The chain keeps building up to as many "links" (including the initial target) as the spell caster has levels. Thus, a 12<sup>th</sup>-level magic user casting the spell would hit 12 targets: the primary target first, then 11 other (not necessarily different) targets. After the initial strike, each object subsequently struck is entitled to a Saving Throw vs. Spells, if applicable. Success on this save indicates that the stroke actually arced to the next nearest target, and the target that saved takes no damage.

The arcing bolt will continue until it has struck the appropriate number of objects, as indicated by a target's failure to save or lack of the opportunity to do so (as for an inanimate object of non-magical nature), until the stroke fades out or strikes a target that grounds it. Direction is never a consideration in plotting the path of the arcing chain lightning. Distance is a factor, though; a single arc can never be longer than the range limit. If, in order to arc, the bolt must travel a greater distance than its maximum range, the stroke fades into nothing. A tree or a substantial piece of conductive metal -such as interconnecting iron bars of a large cell or cage -will ground the lightning stroke and prevent further arcing.

The lightning inflicts one less d6 of damage on each target it hits after striking the primary target for the first time; if the initial target was struck by a 12d6 bolt, the next target struck takes an 11d6 bolt, then 10d6, 9d6, 8d6, 7d6, and so on all the way down to 1d6 - the last spurt of energy from the bolt. (A saving throw for half damage applies on each strike, different from the Saving Throw vs. Spells to see if the lightning actually hits a secondary target.) The caster can be struck by an arc from his or her own spell. The material components are a bit of fur; an amber, glass, or crystal rod; and as many silver pins as the spell caster has levels of experience. (UA)

## Contingency (Evocation)

Range: 0  
Duration: 1 day/lvl  
Area of Effect: The magic-user  
Components: V, S, M  
Casting Time: 1 turn  
Saving Throw: None

**Explanation/Description:** By means of this spell, the magic-user is able to place another spell upon his or her person so that the latter spell will come into effect upon occurrence of the situation dictated during the casting of the contingency spell. The contingency spell and the spell it is to bring into effect - the "companion" spell - are, in effect, cast at the same time (the 1-turn

casting time indicated above is a total for both castings). The spell to be brought into effect by the prescribed contingency must be one which affects the magic-user's person (*feather fall*, *levitation*, *fly*, *statue*, *feign death*, etc.) and of a level no higher than one-third of the experience level of the caster (rounded down), to an upper limit of the 6<sup>th</sup> spell level: a 4<sup>th</sup> level "companion spell" maximum at 12<sup>th</sup>, 13<sup>th</sup> or 14<sup>th</sup> level of experience; a 5<sup>th</sup> level maximum at 15<sup>th</sup>, 16<sup>th</sup> or 17<sup>th</sup> level of experience, and a 6<sup>th</sup> level maximum at 18<sup>th</sup> level of experience and beyond. Only one contingency spell can be in effect upon the spell caster at any one time; if a second is used, the first one (if still active) is cancelled.

The situation prescribed to bring the spell into effect must be clear, although it can be rather general. For example, a contingency cast with an *airy water* "companion spell" might prescribe that any time the magic-user is plunged into or otherwise engulfed in water or similar liquid, the *airy water* spell will instantly come into effect. Likewise, the contingency could bring a *feather fall* into effect anytime the magic user falls over 20' distance. In all cases, the contingency immediately brings into effect the second spell, the latter being "cast" instantaneously when the prescribed circumstances occur. Note that complex, complicated, and/or convoluted prescribed conditions for effecting the play of the dweomer are likely to cause the whole spell complex (the contingency spell and the companion magic) to simply fail when called upon.

The material components of this spell are (in addition to those of the companion spell) 100gp worth of quicksilver, an elephant ivory statuette of the magic-user, and an eyelash of an ogre magi, ki-rin, or similar spell-using creature. Note that the ivory statuette is not destroyed by the spell casting (although it might be subject to wear and tear), and it must be carried on the person of the spell caster for the contingency spell to perform its function when called upon. (UA)

## Control Weather (Alteration)

Range: 0  
Duration: 4-24 hours  
Area of Effect: 4- 16 square miles  
Components: V, S, M  
Casting Time: 1 turn  
Saving Throw: None

**Explanation/Description:** Except as noted above, and for the differing material components, this spell is the same as the 7<sup>th</sup> level cleric *control weather* spell. The material components of this spell are burning incense, and bits of earth and wood mixed in water. (PHB)

**DM's Note:** For commentary on this spell, see the cleric spell of the same name. (DMG)

## Death Spell (Conjuration/Summoning)

Range: 10'/lvl  
Duration: Instantaneous  
Area of Effect: 5' square/lvl  
Components: V, S, M  
Casting Time: 6 seg  
Saving Throw: None

**Explanation/Description:** When a *death spell* is cast, it slays creatures in the area of effect instantly and

irrevocably. The number of creatures which can be so slain is a function of their hit dice:

Victim's Hit Dice	Maximum Number of Creatures
less than 2	4-80 (4d20)
2 to 4	3-30 (3d10)
4+1 to 6+3	2-8 (2d4)
6+4 to 8+3	1-4 (1d4)

If a mixed group of creatures is attacked with a death spell, use the following conversion:

Equals Creatures with Hit Dice of:				
Creature's HD:	less than 2	2-4	4+1-6+3	6+4-8+3
6+4 to 8+3	10	5	5	-
4+1 to 6+3	8	3		.5
2 to 4	4	-	.125	.05

First, simply roll the dice to see how many creatures of less than 2 hit dice are affected, kill all these, then use the conversion to kill all 2 to 4 hit dice monsters, etc. If not enough of the number remains to kill the higher levels, they remain. This system can be reversed by applying it to higher hit dice victims first. Example: The 4d20 when rolled indicate a total of 53, 20 of this is used to kill one 6 + 4 to 8 + 3 die creature ( $20 \times .05 = 1$ ), 16 are used to kill two 4 + 1 to 6 + 3 hit dice creatures ( $16 \times .125 = 2$ ), 12 are used to kill three 2 to 4 die creatures ( $3 \times 4 = 12$ ), and 5 remainder can be used to kill off 5 less-than-2 dice creatures ( $5 \times 1 = 5$ ), i.e.  $20 + 16 + 12 + 5 = 53$ . A death spell does not affect lycanthropes, undead creatures, or creatures from other than the Prime Material Plane. The material component of this spell is a crushed black pearl with a minimum value of 1,000gp. (PHB)

**DM's Note:** Creatures with less than 1 hit die count as only ½ of a creature which otherwise has less than 2 hit dice. If such creatures are subjected to the spell, count them off thusly, although the maximum number affected cannot exceed 80 in any event.(DMG)

### Diamond Screen (Evocation)

Range: 5'/lvl	Components: V, S, M
Duration: 2 round/lvl	Casting Time: 6 seg
Area of Effect: 20' sq	Saving Throw: None

**Explanation/Description:** This spell creates a glittering screen of energy of any color chosen by the caster. All creatures passing through the screen will be attacked by a multitude of razor-sharp blades made of substance drawn from the quasi-plane of mineral. Each creature suffers 3-60 points of damage no matter what its armor class. The spell can be shaped into anything the caster wishes. The material component is a collection of sharp diamond chips worth at least 5,000gp, and these vanish after the spell is cast. (GHA)

### Disintegrate (Alteration)

Range: 5'/lvl	Components: V, S, M
Duration: Permanent	Casting Time: 6 seg
Area of Effect: Special	Saving Throw: Neg.

**Explanation/Description:** This spell causes matter to vanish. It will affect even matter (or energy) of a magical nature, such as *Forceful Hand*, but not a *globe of invulnerability* or an *anti-magic shell*. Disintegration is instantaneous, and its effects are permanent. Any living thing can be affected, even undead, and non-living matter up to 10' cubic volume can be obliterated by the spell. Creatures, and magical material with a saving throw, which successfully Saving Throw vs. Spells are not affected. Only 1 creature or object can be the target of the spell. Its material components are a lodestone and a pinch of dust. (PHB)

### Enchant An Item (Conjuration/Summoning)

Range: Touch	Components: V, S, M
Duration: Special	Casting Time: Special
Area of Effect: One item	Saving Throw: Neg.

**Explanation/Description:** This is a spell which must be used by a magic-user planning to create a magic item. The *enchant an item* spell prepares the object to accept the magic to be placed upon or within it. The item to be magicked must meet the following tests: 1) it must be in sound and undamaged condition; 2) the item must be the finest possible, considering its nature, i.e. crafted of the highest quality material and with the finest workmanship; and 3) its cost or value must reflect the second test, and in most cases the item must have a raw materials cost in excess of 100gp

With respect to requirement 3), it is not possible to apply this test to items such as ropes, leather goods, cloth, and pottery not normally embroidered, bejeweled tooled, carved, and/or engraved; however, if such work or materials can be added to an item without weakening or harming its normal functions, these are required for the item to be magicked.

The item to be prepared must be touched manually by the spell caster. This touching must be constant and continual during the casting time which is a base 16 hours plus an additional 8-64 hours (as the magic-user may never work over 8 hours per day, and haste or any other spells will not alter time required in any way, this effectively means that casting time for this spell is 2 days + 1-8 days). All work must be uninterrupted, and during rest periods the item being enchanted must never be more than 1' distant from the spell caster, for if it is, the whole spell is spoiled and must be begun again. (Note that during rest periods absolutely no other form of magic may be performed, and the magic-user must remain quiet and in isolation.) At the end of the spell, the caster will "know" that the item is ready for the final test. He or she will then pronounce the final magical syllable, and if the item makes a Saving Throw (which is exactly the same as that of the magic-user who magicked it) vs. Spells, the spell is completed. (Note that the spell caster's saving throw

bonuses also apply to the item, up to but not exceeding +3.) A result of 1 on the die (d20) always results in failure, regardless of modifications. Once the spell is finished, the magic-user may begin to place the desired dweomer upon the item, and the spell he or she plans to place on or within the item must be cast within 24 hours or the preparatory spell fades, and the item must again be enchanted.

Each spell subsequently cast upon an object bearing an *enchant an item* spell requires 4 hours + 4-8 additional hours per spell level of the magic being cast. Again, during casting the item must be touched by the magic user, and during rest periods it must always be within 10' of his or her person. This procedure holds true for any additional spells placed upon the item, and each successive dweomer must be begun within 24 hours of the last, even if any prior spell failed.

No magic placed on or into an item is permanent unless a *permanency* spell is used as a finishing touch, and this always runs a risk of draining a point of CON from the magic-user casting the spell. It is also necessary to point out that while it is possible to tell when the basic (*enchant an item*) spell succeeds, it is not possible to tell if successive castings actually take, for each must make the same sort of saving throw as the item itself made. Naturally items that are charged - rods, staves, wands, **javelins of lightning**, **ring of wishes**, etc. - can never be made permanent. Scrolls or magic devices can never be used to enchant an item or cast magic upon an object so prepared.

The material component(s) for this spell vary according to both the nature of the item being magicked and successive magic to be cast upon it. For example, a **cloak of displacement** might require the hides of 1 or more displacer beasts, a sword meant to slay dragons could require the blood and some other part of the type(s) of dragon(s) it will be effective against, and a **ring of shooting stars** might require pieces of meteorites and the horn of a ki-rin. These specifics, as well as other information pertaining to this spell, are known by your Dungeon Master. (PHB)

**DM's Note:** When casting the *permanency* spell on an item, the magic-user need only roll 2 or better with d20 to avoid loss of a CON point. Formulae for magic items are suggested in the *Dungeon Master's Guide* under FABRICATION OF MAGIC ITEMS. (DMG)

## Ensnarement (Conjuration/Summoning)

Range: 70'	Components: V, S, M
Duration: Special	Casting Time: 1 turn
Area of Effect: Special	Saving Throw: Neg.

**Explanation/Description:** The casting of this spell attempts a dangerous act - the luring of a powerful creature from another plane to a specially prepared trap where it will be held until it agrees to perform one service in return for freedom from the *ensnarement* spell. The spell causes an awareness of a gate-like opening on the plane of the creature to be ensnared. A special saving throw is then made to determine if the creature detects the nature of the planar opening as a

trap or believes it to be a gate. To save, the creature must roll equal to or less than its INT score on 3d6. The score is modified by the difference between the creature's INT and that of the spell caster's. If the creature has a higher score, the difference is subtracted from its dice roll to save. If the spell caster has a higher score, the difference is added to the total of the 3d6.

If the saving throw succeeds, the creature merely ignores the spell-created opening, and the dweomer fails. If the saving throw is not made, the creature steps into the opening and is ensnared. The type of creature to be ensnared must be known and stated, and if it has a specific, proper, or given name, this also must be used in casting of the *ensnarement* spell.

When actually ensnared, the creature coming from another plane to that of the spell caster is not constrained from harming the one who trapped it. Therefore, the caster uses a magic circle (for creatures from the upper planes or the Astral Plane), a thaumaturgic triangle (for creatures from the Ethereal, Elemental, or Concordant Opposition planes), or a pentagram (for creatures from the lower and infernal planes). Regardless of such protection, there is a chance that the entrapped creature will be able to break free and wreak its vengeance upon the spell caster. The base chance for an ensnared creature to break free depends on the manner in which the confining design was made. A hand-done one has a base chance of 20% of being broken, one inlaid or carved has only a base of 10%, and that for the first time only (which indicates whether or not the job was done properly). This base chance is modified by the total score of the magic-user's combined INT and experience level compared to the INT score and the experience level or number of hit dice of the creature subtracted from the percentage chance for the creature to break free. If the creature has a higher total, that difference is added to its chance to break free.

The chance may be further modified by care in preparation of the protective symbol. If the hand-made protection is inscribed over a long period of time, using specially prepared pigments (1,000gp per turn of application), the chance of an ensnared creature breaking free is reduced by 1% for every turn spent so preparing; i.e., an expenditure of 1 turn and 1,000gp reduces the chance of breaking free by 1%.

This can bring the base chance to 0%, but the further modifications for INT and level/hit dice still must be made thereafter, and no amount of special preparation can negate that risk. Similarly, an inlaid or inscribed design can be brought to a 0% chance of being broken by inlaying it with various metals, minerals, etc. This effort will require a minimum of one full month of time and add not less than 50,000gp to the basic cost of having the protection inlaid or inscribed into stone.

Any breaking of the lines of protection or blurring of the glyphs, runes, and sigils which guard the magical barrier will spoil the efficacy of the dweomer and allow

the creature to break free automatically. Even a straw dropped across the lines of a circle destroy its power. Fortunately, the creature within cannot so much as place a straw upon any portion of the inscribed protective device, for the magic of the barrier absolutely prevents it.

Once safely ensnared, the creature can be kept for as long as the spell caster dares. (Remember the danger of something breaking the inscription!) The caster can offer bribes, use promises, or make threats in order to exact one service from the captive creature. The DM will then assign a value to what the magic-user has said to the ensnared creature, rating it from 0 to 6. This rating is then subtracted from the INT score of the creature. If the creature makes its saving throw, a score equal to or less than its adjusted INT, it will refuse service. New offers, bribes, etc. can be made, or the old ones re-offered 24 hours later, when the creature's INT has dropped by 1 point due to confinement. This can be repeated until the creature promises to serve, until it breaks free, or until the caster decides to release it by means of some riddance spell. It need not be stressed that certain other spells can be used to force a captive creature into submission. summoned. If the spell caster has a higher total, that difference is

Once the single service is completed, the creature need only so inform the spell caster to be instantly teleported from whence it came. Revenge can be sought (cf. efreeti, aerial servant, and invisible stalker), impossible commands or unreasonable commands will never be agreed to. (UA)

### Excruciating Screen (Evocation)

Range: 5'/lvl	Components: V, S, M
Duration: 3 rounds/lvl	Casting Time: 6 seg
Area of Effect: 20' sq/lvl	Saving Throw: Special

**Explanation/Description:** This spell creates a misty grey screen which can be shaped into a wall, hemisphere, or sphere, within the designated dimension, as the caster directs. Any creature passing through this screen is affected as if the creature were momentarily transported to one of the four negative quasi-elemental planes. The plane which will affect creatures touching the screen must be chosen when the spell is memorized. Any creature passing through the excruciating screen must make a Save vs. Death Magic. Those who fail will be stunned for 1d4 rounds and suffer 4d4 points of damage due to the shock and pain. Creatures who make the save suffer a -1 on all saves for 1d4 rounds. The four planes that can be simulated by the screen and the screen's particular effect are described below.

**Vacuum:** The shock caused is due to asphyxiation. Creatures who do not need to breath are unaffected by the screen.

**Salt:** The shock is the result of the body moisture drawn from the creature. Creatures without body fluids will not be affected, such as golems, undead, or beings from the elemental planes of earth, fire, or air.

**Ash:** The shock is caused by a loss of the creature's body heat. Undead and cold-based creatures are unharmed by the screen.

**Dust:** The shock is produced by having part of a creature's solid body mass dispersed. Creatures of a gaseous or liquid form will not be harmed by this screen.

The material components are a crystal sheet and a hollow sphere, lump of salt, pinch of ash, or bit of dust, depending on the type of screen. (GHA)

### Extension III (Alteration)

Range: 0	Components: V
Duration: Special	Casting Time: 5 seg
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** This spell is the same as the 4<sup>th</sup>-level *Extension I* except that it will extend 1<sup>st</sup> through 3<sup>rd</sup>-level spells to double duration and will extend the duration of 4<sup>th</sup> or 5<sup>th</sup>-level spells by 50% of the indicated duration. (PHB)

### Eyebite (Ench/Charm, Illusion/Phantasm)

Range: 20'	Components: V, S
Duration: Special	Casting Time: 7 seg
Area of Effect: 1 creature	Saving Throw: Special

**Explanation/Description:** An eyebite spell enables the caster to merely meet the gaze of his or her subject and speak a single word to cause the dweomer to be effectuated. With this single spell, the caster can choose which particular effect is to strike the subject, but the eyebite spell is then dissipated, even though only one of its four possible effects were used. The four effects of the spell to be chosen from are these:

**Charm:** The magic-user can charm a person or monster by gaze and vocalization of a single word. The effect is to make the charmed subject absolutely loyal and docile with respect to the charmer, even to the point of personal danger. It is otherwise the same as a *charm person* or *charm monster* spell. A successful Saving Throw vs. Spells negates this effect.

**Fear:** The magic-user can cause fear by gaze and vocalization of a single word. The subject will act as if struck by a fear spell unless a Saving Throw vs. Spells is successful.

**Sicken:** This power enables the caster to merely gaze at the subject, speak a word, and cause sudden nausea and sickness to sweep over the subject's body. The victim will be at one-half normal abilities (STR, INT, etc.) from the pain and fever (creatures without ability scores are not affected). Movement will be at one-half normal rate also, and the victim will have to rest half of each turn in order to be able to move at all. A Saving Throw vs. Spells will negate the power of the dweomer. Otherwise, the victim will remain struck by the sickness, losing one actual point of CON per day until death occurs at zero CON points. The effects are negated by a successful *dispel magic* spell or by a *heal* spell. *Alter reality*, *limited wish*, and *wish* spells will also remove the sickness, but a *cure disease* will not. Note:

**Sleep:** The magic-user can cause any individual to fall into a comatose slumber by means of a gaze and a single word, unless the subject makes its Saving Throw vs. Spells. Creatures normally subject to the 1<sup>st</sup>-level spell sleep save at -2. Undead are not subject to this power. Affected creatures must be shaken or otherwise shocked to bring them back to consciousness.

**DM's Note:** All non-human, non-demi-human, and non-humanoid creatures save at + 4 vs. the sleep effect. (UA)

### Faithful Phantom Guardian (Summoning)

Range: Special	Components: V, S, M
Duration: Special	Casting Time: 3 turns
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** This spell summons a faithful phantom being to watch over and protect the mage for one day. The guardian will remain an undetectable observer, watching the caster from the ethereal plane. The guardian can see what is happening within 60' of the caster, and can spot invisible, out-of-phase, two-dimensional, ethereal, or astral creatures within the area around the mage. If the guardian spies any creature about to launch a surprise attack on the caster, the guardian will instantly materialize to intercept the attacker and defend the mage.

**The faithful phantom guardian:** AC 2; Move 150'; HD 6; hp 36; #AT 1; Dmg 1-10 (phantom two-handed sword); THAC0 13; AL N; SA able to hit creatures which are hit only by +2 magical weapons.

The guardian will fight up to one round per level of the caster or until it is destroyed. The mage also has the option of summoning the guardian to his side at any time. The guardian will appear in one round and fight under the same time limit. Once the guardian has spent its time on the prime material plane, it has completed its mission and will no longer watch the caster. The guardian appears as a shimmering outline of violet light. The phantom guardian cannot speak, so it cannot shout a warning to the mage if he or she is attacked. The material component is a 1,000gp diamond, which is sent to the guardian when the spell is cast as payment for its service. (GHA)

### Fortunes of War (Abjuration)

Range: Touch	Components: V, S, M
Duration: Special	Casting Time: 1 turn
Area of Effect: Person Touched (Fighters Only)	Saving Throw: None

**Explanation/Description:** This spell grants one fighter a bonus of special luck in battle. The fighter is given one chance to avoid any one attack that would reduce the fighter to zero or fewer hit points, or against magic that would remove the fighter from battle by turning to stone, paralyzation, petrification, *sleep*, *charm*, *fear*, *disintegration*, *death*, *power word*, or any other effect. The fighter is entitled to a saving throw to avoid defeat, even if a prior save failed. The fighter must make a Saving Throw vs. Death Magic at -2. If this

save succeeds, then the fighter miraculously avoids defeat. A damage attack that would normally reduce the fighter to zero hit points or less instead reduces the fighter's hit point total to one-half its current level; that is, a fighter with 17 hit points who takes 17 points of damage is reduced to 9 hit points. Any other attack which would cause instant defeat takes no effect if the death magic save is made. Regardless of the result of the save, *fortunes of war* is immediately dispelled after the attack. The material component is a valuable sacrifice made to the fighter's patron war god, worth at least 5,000gp in goods desirable to the deity. (GHA)

### Freezing Sphere (Alteration-Evocation)

Range: Special	Components: V, S, M
Duration: Special	Casting Time: 6 seg
Area of Effect: Special	Saving Throw: Special

**Explanation/Description:** *Freezing Sphere* is a multi-purpose dweomer of considerable power. If the caster opts, he or she may create a globe of matter at absolute zero temperature which spreads upon contact with water or liquid which is principally composed of water, so as to freeze it to a depth of 6 inches over an area equal to 100 square feet per level of the magic-user costing the spell. The ice so formed lasts for 1 round per level of the caster. The spell can also be used as a thin ray of cold which springs from the caster's hand to a distance of 10' per level of the magic-user; magic-user; this ray will inflict 4 hit points of damage per level of the caster upon the creature struck, with a Saving Throw vs. Spells applicable, and all damage negated if it is successful (as the ray is so narrow a save indicates it missed), but the path of the ray being plotted to its full distance, as anything else in its path must save (if applicable) or take appropriate damage. Finally, *Freezing Sphere* can be cast so as to create a small globe about the size of a sling stone, cool to the touch, but not harmful. This globe can be cast, and it will shatter upon impact, inflicting 4-24 hit points of cold damage upon all creatures within a 10' radius (and half damage if Saving Throw vs. Spells is made). Note that if the globe is not thrown or slung within a time period equal to 1 round times the level of the spell caster, it automatically shatters and causes cold damage as stated above. This timed effect can be employed against pursuers, although it can also prove hazardous to the spell caster and/or his or her associates as well. The material components of the spell depend upon in which form it is to be cast. A thin sheet of crystal about an inch square is needed for the first application of the spell, a white sapphire of not less than 1,000gp value for the second application of the spell, and a 1,000gp diamond is minimum for the third application of the spell. All components are lost when the spell is cast. (PHB)

**DM's Note:** The sling stone-sized application of this spell has a 40' range if hurled by hand, otherwise as a sling bullet. All ranges by hand are short; otherwise treat it as a slung missile. Use the GRENADE-LIKE MISSILES TABLE to find where misses strike. (DMG)

## Geas (Enchantment/Charm)

Range: Touch                      Components: V  
Duration: Special                Casting Time: 4 seg  
Area of Effect: 1 Creature      Saving Throw: None

**Explanation/Description:** A geas spell places a magical command upon the creature (usually human or humanoid) to carry out some service, or refrain from some action or course of activity, as desired by the spell caster. The creature must be intelligent, conscious, and under its own volition. While a geas cannot compel a creature to kill itself, or to perform acts which are likely to result in certain death, it can cause almost any other course of action. The spell causes the geased creature to follow the instructions until the geas is completed. Failure to do so will cause the creature to grow sick and die within 1 to 4 weeks. Deviation from or twisting of the instructions causes corresponding loss of STR points until the deviation ceases. A geas can be done away with by a *wish* spell, but a *dispel magic* or *remove curse* will not negate it. Your referee will instruct you as to any additional details of a geas, for its casting and fulfillment are tricky, and an improperly cast geas is null and void immediately (c.f. *wish*) (PHB)

**DM's Note:** The casting time is also the total time the magic-user has to word the geas spell. It is otherwise similar to a *quest*. (DMG)

## Glasse (Alteration)

Range: Touch                      Components: V, S, M  
Duration: 1 round/lvl          Casting Time: 1 round  
Area of Effect: Special          Saving Throw: None

**Explanation/Description:** By means of this spell the magic-user is able to make a section of metal, stone or wood as transparent as glass to his gaze, or even make it into transparent material as explained hereafter. Normally, up to four inches of metal can be seen through, stone up to 6' thick can be made transparent, and 20' of wood can be affected by the *glasse* spell. The spell will not work on lead, gold or platinum. The magic user can opt to make the *glasse* apply to himself or herself only, and apply it up to once per round while spell duration lasts; or the caster can actually make a transparent area, a one-way window, in the material affected. Either case gives a viewing area 3' wide by 2' high. The material component of the spell is a small piece of crystal or glass. (PHB)

**DM's Note:** The strength of the glassy area is the same as that of the original material. (DMG)

## Globe Of Invulnerability (Abjuration)

Range: 0                            Components: V, S, M  
Duration: 1 round/lvl          Casting Time: 1 round  
Area of Effect: 10' sphere      Saving Throw: None

**Explanation/Description:** This spell is the same as the 4<sup>th</sup>-level *minor globe of invulnerability* (q.v.), except as regards casting time and for the fact that it prevents the functioning of 1<sup>st</sup> through 4<sup>th</sup> level spells affecting

the magic-user within the globe, while he or she can cast spells through it, of course. (PHB)

## Guards & Wards (Evoc, Alt, Ench/Charm)

Range: 0                            Components: V, S, M  
Duration: 6 turns/lvl          Casting Time: 3 turns  
Area of Effect: 10' radius/lvl,      Saving Throw: None  
extending from 20' sphere

**Explanation/Description:** This special and powerful spell is primarily used to defend the magic-user's stronghold. The following take place in the area of effect upon casting of the spell:

1. All corridors become misty, and visibility is reduced to 10'.
2. All doors are *wizard locked*.
3. One door per level of experience of the magic-user is covered by an *illusion* as if it were a plain wall.
4. Stairs are filled with webs from top to bottom.
5. Where there are choices in direction -such as a cross or side passage-a minor *confusion*-type spell functions so as to make it 50% probable that intruders will believe they are going in the exact opposite direction.
6. The whole area radiates magic.
7. The magic-user can place one of the following additional magic:

- A. *Dancing lights* in four corridors
- B. *Magic mouths* in two places
- C. *Stinking Clouds* in two places
- D. *Gust of wind* in one corridor or room
- E. *Suggestion* in one place

Note that items 3 and 7 function only when the magic-user is totally familiar with the area of the spell's effect. *Dispel magic* can remove one effect, at random, per casting. A *remove curse* will not work.

The material components of the spell are burning incense, a small measure of sulphur and oil, a knotted string, a small amount of umber hulk blood, and a small silver rod. (PHB)

## Imbue Undead (Evoc/Necro)

Range: Touch                      Components: V,S,M  
Duration: Special                Casting Time: 1 turn  
Area of Effect: One undead      Saving Throw: None

**Explanation/Description:** By use of this spell, the caster bestows the ability to cast a particular spell on a single undead. The spell to be cast by the undead must be one known to, and usable by, the caster, who must cast it immediately after the imbue magic to transfer it. Any sort of spell can be transferred, and will take effect when released by the undead (no further verbal, somatic, or material components being required) as if cast by the living caster. A set of conditions for release of the spell must also be part of the casting, typically at any living creature entering a certain guarded area.

The spell is one-shot, that is, a single undead can only unleash the transferred spell once. It is then exhausted (as if the living caster had cast it). A given undead can only be imbued with a single spell at a time. This spell is often used to allow zombies to unleash *fireballs* or *lightning bolts* in hallways or shafts, or allow skeletons to *blink* when fighting intruders or employ *magic missiles*.(REF5)

### Invisible Stalker (Conjuration/Summoning)

Range: 10' Components: V, S, M  
Duration: Special Casting Time: 1 round  
Area of Effect: Special Saving Throw: None

**Explanation/Description:** This spell summons an invisible stalker from the Elemental Plane of Air. This 8 hit die monster will obey and serve the spell caster in performance of whatever tasks are set before it. However, the creature is bound to serve; it does not do so from loyalty or desire. Therefore, it will resent prolonged missions or complex tasks, and it will attempt to pervert instructions accordingly (for complete details of the invisible stalker, consult the *Monster Manual*). The invisible stalker will follow instructions even at hundreds or thousands of miles distance. The material components of this spell are burning incense and a piece of horn carved into a crescent shape. (PHB)

### Legend Lore (Divination)

Range: 0 Components: V, S, M  
Duration: Special Casting Time: Special  
Area of Effect: Special Saving Throw: None

**Explanation/Description:** The *legend lore* spell is used to determine information available regarding a known person, place or thing. If the person or thing is at hand, or if the magic-user is in the place in question, the likelihood of the spell producing results is far greater and the casting time is only 1 to 4 turns. If detailed information on the person, place or thing is known, casting time is 1 to 10 days. If only rumors are known, casting time is 2 to 12 weeks. During the casting, the magic-user cannot engage in other activities other than routine: eating, sleeping, etc. When completed, the divination will reveal if legendary material is available. It will often reveal where this material is- by place name, rhyme, or riddle. It will sometimes give certain information regarding the person, place or thing (when the object of the legend lore is at hand), but this data will always be in some cryptic form (rhyme, riddle, anagram, cipher, sign, etc.). The spell is cast with incense and strips of ivory formed into a rectangle, but some item must be sacrificed in addition - a potion, magic scroll, magic item, creature, etc. Naturally, *legend lore* will reveal information only if the person, place or thing is noteworthy or legendary. (PHB)

### Lower Water (Alteration)

#### Raise Water (Reverse)

Range: 80' Components: V, S, M  
Duration: 5 rounds/lvl Casting Time: 1 turn  
Area of Effect: 5' x 5'/lvl Saving Throw: None

**Explanation/Description:** Except as noted above, and for the facts that the reverse spell *raises water* only 5'/level of experience of the spell caster, and the material components for the spell are a small viol of water and a small vial of dust, it is the same as the 4<sup>th</sup> level cleric spell, *lower water*. (PHB)

### Lucubration (Alteration)

Range: 0 Components: V, S  
Duration: Instantaneous  
Area of Effect: The magic-user Saving Throw: None

**Explanation/Description:** By use of this spell, the magic-user is able to instantly recall any spell he or she has used and otherwise forgotten during the past 24 hours. The spell must have been memorized and actually used during the stated time period, and it cannot be of greater power than 5<sup>th</sup> level. *Lucubration* enables the spell caster to recall any 1<sup>st</sup>- through 5<sup>th</sup>-level spell precisely as if it had never been cast. Only one such spell can be so recalled by use of the *lucubration* dweomer. The spell recalled can thereafter be cast normally on any succeeding round. Material spell components must be available if the spell recalled requires such, or else the remembered spell is not usable until the material components are available. (UA)

### Merciful Metamorphosis (Alteration)

Range: 10'/lvl Components: V, S, M  
Duration: Permanent Casting Time: 6 seg  
Area of Effect: 1 creature Saving Throw: Neg.

**Explanation/Description:** This spell was developed as a merciful way to get rid of an adversary. The spell polymorphs an opponent into another creature as does *polymorph other*, but the target's save is made at -2. The target can only be polymorphed into a natural animal no larger than a typical herd beast. The polymorphed creature does not need to make a system shock roll to survive the spell. The polymorphed creature automatically assumes the mental state of the animal, forgetting all knowledge of its previous self. The animal does not radiate magic or the creature's original alignment aura, so there is little evidence the animal was anything other than what it appeared to be now. If returned to its original form by *dispel magic* or a *wish*, the creature will be quite bewildered, suffering the effect of a confusion spell for 2d4 rounds. After the confusion passes, the creature gradually recovers its previous knowledge and memories over a period of 1d4 days. The material component is a cocoon soaked in a balm of honey, powdered yellow-white moss agate worth 500gp, and powdered

emerald worth 700gp, all of which vanish with the casting of the spell. (GHA)

### Monster Summoning IV (Conj/Summoning)

Range: 60' Components: V, S, M  
Duration: 5 rounds + 1 round/lvl Casting Time: 6 segs  
Area of Effect: Special Saving Throw: None

**Explanation/Description:** This spell summons 1 to 3 fourth level monsters, and they appear within 1 to 3 rounds. See *monster summoning I* for other details. (PHB)

D10	Monster Summoned
1	Blink dog
2	Gargoyle
3	Ghast
4	Hell hound
5	Hydra, five heads
6	Werewolf
7	Owlbear
8	Shadow
9	Giant constrictor snake
10	Gray ooze

### Move Earth (Alteration)

Range: 10'/lvl Components: V, S, M  
Duration: Permanent Casting Time: Special  
Area of Effect: Special Saving Throw: None

**Explanation/Description:** When cast, the move earth spell moves dirt (clay, loam, sand) and its other components. Thus, embankments can be collapsed, hillocks moved, dunes shifted, etc. The area to be affected will dictate the casting time; for every 40' square area, 1 turn of casting time is required. If terrain features are to be moved - as compared to simply caving in banks or walls of earth - it is necessary that an earth elemental be subsequently summoned to assist. All spell casting and/or summoning must be completed before any effects occur. In no event can rock prominences be collapsed or moved. The material components for this spell are a mixture of soils (clay, loam, sand) in a small bag, and an iron blade. (PHB)

**DM's Note:** The practical limitation on the area of effect of this spell is a 240' square area, with four hours of casting time, exclusive of elemental conjuration. (DMG)

### Orb of Containment (Evocation)

Range: 30' Components: V, S, M  
Duration: Special Casting Time: 1 round  
Area of Effect: Special Saving Throw: None

**Explanation/Description:** This spell is used to create a useful container for very dangerous substances. When the caster has an object or substance to be contained, the spell can be cast to create a crystal sphere 6 inches in diameter, up to 30 yards away from the caster. The crystal orb will surround the object or part

of a semi-liquid substance and hold it securely. The interior of the orb has the hardness of adamantite steel, so even the most volatile or corrosive of substances will be held safely. Time within the orb is frozen, so the substance will not age. The orb cannot be shattered by physical force or most magical attacks, although a dispel magic or disintegrate spell can destroy its contents. The orb of containment will exist for one day, after which it fades out, freeing the contents. If the spell is cast again before the orb fades, the spell will be renewed and the orb will continue for an additional day without disturbing the contents. The material components are a diamond worth 1,000gp encased in glass, both of which shatter when the spell is cast. (GHA)

### Part Water (Alteration)

Range: 10'/lvl Components: V, S, M  
Duration: 5 rounds/lvl Casting Time: 1 turn  
Area of Effect: Special Saving Throw: None

**Explanation/Description:** Except as shown above, and also that the material components for this spell are two small sheets of crystal or glass, this spell is the same as the 6<sup>th</sup> level cleric spell, *part water*. (PHB)

### Project Image (Alteration, Illusion/Phantasm)

Range: 10'/lvl Components: V, S, M  
Duration: 1 round/lvl Casting Time: 6 seg  
Area of Effect: Special Saving Throw: None

**Explanation/Description:** By means of this spell, the magic-user creates a non-material duplicate of himself or herself, projecting it to any spot within spell range which is desired. This image performs actions identical to the magic-user - walking, speaking, spell-casting - as the magic-user determines. A special channel exists between the image of the magic-user and the actual magic-user, so spells cast actually originate from the image. The image can be dispelled only by means of a *dispel magic* spell (or upon command from the spell caster), and attacks do not affect it. The image must be within view of the magic-user projecting it at all times, and if his or her sight is obstructed, the spell is broken. The material component of this spell is a small replica (doll) of the magic-user. (PHB)

### Protection from Scrying (Abjur-Div)

Range: Touch Components: V, S, M  
Duration: 1 hr + 1/2 hr/lvl Casting Time: 1 turn  
Area of Effect: 1 Creature Saving Throw: None

**Explanation/Description:** This spell will protect a creature from all scrying attempts or intrusive divination. *Clairaudience, Clairvoyance, ESP, empathy, telepathy, crystal balls*, or a *magic mirror* will not succeed in locating, detecting, or studying the protected creature. The creature will immediately become aware of the attempt, no matter how great the distance between scryer and creature. If cast on

though this takes it beyond spell range. The material component of this spell is a pair of small magnetized iron bars attached to two small canine statuettes, one ivory and one ebony. (PHB)

## Spectral Guard (Evocation/Necromantic)

Range: 60'	Components: V, S, M
Duration: Special	Casting Time: 1 round
Area of Effect: 20' sphere	Saving Throw: None

**Explanation/Description:** This spell creates an invisible guardian at a specific, immovable location. The caster requires a spare weapon, a human bone, a drop of blood, and the eye of any creature, which may be dried or preserved (all are consumed during the casting). The spectral guard waits, undetectable by normal, non-magical means, until dispelled or until specific conditions, stated in the spell casting, are met. Such conditions are typically the unlocking of a certain door or chest, a creature who is not the caster entering a certain area or touching specific objects, and so on.

When the conditions are fulfilled, the *spectral guard* will appear as a wraith-like, swirling, flying being, with a tapering, legless form and distinct limbs necessary for wielding of the weapon. The wraith-like weapon will be a duplicate of the material component weapon consumed in the casting, and will do normal weapon damage. It is non-corporeal, able to pass through solid barriers, shields, and so on. It can strike ethereal and gaseous creatures, and creatures normally hit only by +2 or better magical weapons. Victims struck feel a chill as the spectral blade strikes.

The *spectral guard* strikes twice per round, is AC 0, strikes as the caster would, has phantom hit points equal to the caster's (at the time of casting this spell), and, if not dispelled by being slain, will fight for one round per level of the caster. *Dispel magic* is ineffective against a *spectral guard*. The guard flies at 240' per round, is Maneuverability Class A, and is utterly silent. It cannot be charmed, turned, repelled, blinded, or duped by illusions. It will detect living creatures unerringly within 5..

Once activated, a *spectral guard* can be dispelled at will by its caster, but cannot be stopped and restarted later; another spell is needed to replace the guard. The physical appearance (features, height, etc.) of *spectral guards* may be fashioned by will of the caster during casting, to resemble a specific real person or beings of a particular build, race, age, and/or sex. (REF5)

## Spiritwrack (Evocation/Abjuration)

Range: 10' + 1' / lvl	Components: V, M
Duration: Special	Casting Time: Special
Area of Effect: Special	Saving Throw: Special

**Explanation/Description:** A *spiritwrack* spell is a very strong protection/punishment spell against the powerful creatures of the nether planes (Abyssal, Hades, Hell, etc.), but to employ the magic, the spellcaster must know the name of the being at whom he

or she will direct the energy. Prior to actual utterance of a *spiritwrack* spell the magic-user must prepare an illuminated sheet of vellum, carefully inscribed in special inks made from powdered rubies and the ichor of a slain demon of type I, II, or III and covered with gold leaf in a continuous border. The spell caster must personally prepare this document, including the being's name thereon. (This will require from 8-32 hours of time and cost 1,000gp for vellum, special pens, gold leaf, and other miscellaneous materials alone; the cost of the powdered rubies is a minimum of 5,000gp for each document.) If the demon, devil, or other powerful being from a nether outer plane is present in some form (and not possessing another creature's body instead), the magic-user can then begin actual spell incantation.

Immediately upon beginning the reading of the document, the being named will be rooted to the spot unless it makes its magic resistance percentage (adjusted for the level of the magic-user) as a saving throw; and even if such a saving throw is made, the monster feels greatly uncomfortable, and if it has not been magically forced to the locale and so held there, it is 90% likely to retreat to its own (or another) plane, as the named being is powerless to attack the magic-user while he or she is reading the spell document. This first part of the document continues for 1 full round, with the discomfort to the named being becoming greater at the end. During the second minute of the incantation, the being named undergoes acute pain and loses 1 hit point per hit die it possesses. At the end of this round of reading, the being is in wracking pain. The third and final round of utterance of the condemnation will cause a loss to the being of 50% of its existing hit points, horrible pain, and at the end consign it to some confined space on its own plane - there to remain in torture for a number of years equal to the level of the magic-user who prepared the document.

Obviously, the being so dealt with will be the sworn foe of the magic-user forever afterwards, so the magic-user will be loath to finish the spell but rather use it as a threat to force submission of the being. Each round of reading will cause the being forced to listen to be a cumulative 25% likely to concede even without any other offerings or payment. (PHB)

**DM's Note:** Only one specially illuminated vellum sheet may be prepared by the magic-user and be in his or her possession and/or control at the same time. This will be realized by any magic-user as soon as a second is begun. It is not possible to have two such sheets naming the same being either, as the magic of the naming will be held within the first, but as soon as the second is made, it will go therein. Finally, no creature can make such a sheet naming itself. (DMG)

## Stone to Flesh (Alteration)

### Flesh to Stone (Reverse)

Range: 10'/level

Duration: Permanent

Area of Effect: 1 creature

Components: V, S, M

Casting Time: 6 seg

Saving Throw: Special

**Explanation/Description:** The stone to flesh spell turns any sort of stone into flesh - if the recipient stone object was formerly living, it will restore life (and goods), although the survival of the creature is subject to the usual system shock survival dice roll. Any formerly living creature, regardless of size, can be thus returned to flesh. Ordinary stone can be likewise turned to flesh at a volume of 9 cubic feet per level of experience of the spell caster. The reverse will turn flesh of any sort to stone, just as the stone to flesh spell functions. All possessions on the person of the creature likewise turn to stone. This reverse of the spell will require a saving throw be allowed the intended victim. The material components of the spell are a pinch of earth and a drop of blood; lime and water and earth are used for the reverse. (PHB)

**DM's Note:** In casting this spell upon a stone block, the magic-user can cause the area of effect to be cylindrical if so desired, so a passage can be thus made. Maximum diameter is 3', minimum 1'. (DMG)

## Transformation (Alteration-Evocation)

Range: 0

Duration: 1 round/lvl

Area of Effect: Personal

Components: V, S, M

Casting Time: 6 seg

Saving Throw: None

**Explanation/Description:** Transformation is a sight guaranteed to astound any creature not aware of its power, for when the magic-user casts the dweomer, he or she undergoes a startling transformation. The size and strength of the magic-user increase to heroic proportions, so he or she becomes a formidable fighting machine, for the spell causes the caster to become a berserk fighter! The magic-user's hit points double, and all damage he or she sustains comes first from the magical points gained; so if damage does not exceed original hit points, none is actually taken, but if damage beyond the additional amount is sustained, each point counts as 2 (double damage). The armor class of the magic-user is a full 4 factors better than that he or she possessed prior to casting the spell (AC 10 goes to 6, AC 9 to 5, AC 8 to 4, etc.), all attacks are at a level equal to those of a fighter of the same level as the magic-user (i.e., the spell caster uses the combat table normally restricted to fighters), and although he or she can employ a dagger only in attacking, damage inflicted by the weapon is at +2 additional hit points, and 2 such attacks per round are made by the magic-user. However, it is worth noting that this spell must run its full course, and the magic-user will continue attacking until all opponents are slain, he or she is killed, the magic is dispelled, or the Transformation duration expires. The material component for casting this dweomer is a potion of heroism (or super-heroism)

which the magic-user must consume during the course of casting the spell. (PHB)

### **Transmute Water to Dust** (Alteration)

#### **Transmute Dust to Water** (Reverse)

Range: 60'	Components: V, S, M
Duration: Permanent	Casting Time: 6 seg
Area of Effect: 10' cubic/lvl	Saving Throw: None

**Explanation/Description:** This spell is identical to the 6<sup>th</sup>-level druid spell of the same name, except as noted above. The magic-user does not need mistletoe as a material component. (UA)

### **Undead Regeneration** (Necromantic)

#### **Undead Drain** (Reverse)

Range: Touch	Components: V, S
Duration: Instantaneous	Casting Time: 6 seg
Area of Effect: 1 undead	Saving Throw: None

**Explanation/Description:** This magic enables the caster to heal an undead by a number of hit points equal to the caster's own level, plus 1d6. Note that gaseous and intangible undead can be touched by the caster passing into the space they occupy. The reverse of this spell, undead drain, requires a successful hit roll (if missed, the spell is lost), and inflicts a like amount of hp damage. Damage to undead is dissipated, not gained as extra hit points by the caster. Only undead can be affected by either version of this spell. (REF5)

### **Urgent Utterance** (Alteration)

Range: 0	Components: V, S, M
Duration: Up to 24 hours	Casting Time: 1 turn
Area of Effect: One spell	Saving Throw: None

**Explanation/Description:** This spell empowers the mage to specially prepare another spell for quick casting in an emergency. Urgent utterance is cast first, followed by the spell to be readied, except for the last word of the spell. When the mage needs to cast the readied spell, the caster need only utter the final word of the spell. The utterance of the final word only takes one segment, saving much time on most spells. The readied spell will stay in the caster's mind for only one day before it atrophies and fades out of memory. No more than two readied spells can be in the caster's mind at any time. Almost any spell of level 6 or less can be readied for quick casting, except the following: *find familiar, magic mirror, conjure elemental, contingency, enchant an item, ensnarement, guards and wards, legend lore, transformation, and limited wish*. The material component is a sapphire worth 1,000gp, which is crushed when the spell is cast. (GHA)

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## **Level 7**

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### **Banishment** (Abjuration - Evocation)

Range: 20'	Components: V, S, M
Duration: Permanent	Casting Time: 7 seg
Area of Effect: 2 levels/HD of creature(s)/lvl	Saving Throw: Special

**Explanation/Description:** A *banishment* spell enables the caster to force some creature from another plane to return to its own abode. The effect is instantaneous, and the subject cannot come back without some special summoning or means of egress from its own plane to the one from which it was banished. More than one creature can be forced into magical banishment, providing the spell caster is of sufficient strength (levels of experience) to do so, and providing that the potential subjects are within range of the spell. The spell requires that the magic-user both name the type of creature(s) to be sent away, give its true and proper name as well, and call upon powers opposed to the creature). In any event, the target creature's magic resistance must be defeated for the spell to be effective.

The material components of the spell are substances harmful, hateful, and/or opposed to the nature of the subject(s) of the dweomer. For every such substance included in the casting, a subject creature loses -2 from the dice rolled to determine its Saving Throw vs. Spells. For example, if iron, holy water, sunstone, and a sprig of rosemary were used in casting a banishment upon a demon, its Saving Throw vs. Spells would be made at -8 (four substances times the factor of 2).

Special items, such as hair from the tail of a ki-rin, or couatl feathers, could also be added to bring the factor up to -3 or -4 per such item. In contrast, a devil's scale or titan's hair, or mistletoe blessed by a druid might lower the factor to -1 with respect to a demon. If the subject creature makes its Saving Throw vs. Spells, the caster will be stung by a backlash of energy, take 2-12 points of damage, and be stunned for 2-12 segments.

**DM's Note:** If the powers called upon when casting the *banishment* spell are directly and actively opposed to the creature(s) to be banished, or if they are favorably and actively concerned with the interests of the spell caster, these powers can augment the efficacy of the spell components by from -1 (least concerned) to -6 (most concerned). Specifics of this effect are left up to the judgment of the referee. (UA)

## Cacodemon (Conjuration/Summoning)

Range: 10'                                      Components: V, S, M  
Duration: Special                            Casting Time: Special  
Area of Effect: 1 Creature                Saving Throw: Special

**Explanation/Description:** This perilous exercise in dweomercraft summons up a powerful demon of type IV, V, or VI, depending upon the demon's name being known to the magic-user. Note that this spell is not of sufficient power to bring a demon of greater power, and lesser sorts are not called as they have no known names. In any event, the spell caster must know the name of the type IV, V, or VI demon he or she is summoning. As the spell name implies, the demon so summoned is most angry and evilly disposed. The spell caster must be within a circle of protection (or a thaumaturgic triangle with *protection from evil*) and the demon confined within a pentagram (circled pentacle) if he or she is to avoid being slain or carried off by the summoned cacodemon. The summoned demon can be treated with as follows:

The magic-user can require the monster to perform a desired course of action by force of threat and pain of a *spiritwrack* spell (q.v.), allowing freedom whenever the demon performs the full extent of the service, and forcing the demon to pledge word upon it. This is exceedingly dangerous, as a minor error in such a bargain will be seized upon by the monster to reverse the desired outcome or simply to kill and devour the summoner. Furthermore, the demon will bear great enmity for the magic-user forever after such forced obedience, so the spell caster had better be most powerful and capable.

By tribute of fresh human blood and the promise of 1 or more human sacrifices, the summoner can bargain with the demon for willing service. Again, the spell caster is well advised to have ample protection and power to defend himself or herself, as the demon might decide the offer is insufficient - or it is easier to enjoy the summoner's slow death - and decide not to accept the bargain as offered. Although the demon will have to abide by a pledge, as his name is known, he will have to hold only to the exact word of the arrangement, not to the spirit of the agreement. On the other hand, only highly evil magic-users are likely to attempt to strike such a bargain, and the summoned cacodemon might be favorably disposed towards such a character, especially if he or she is also chaotic.

The summoned demon can be the object of a *trap the soul* spell. In this case, the magic-user will not speak with or bargain for the demon's services, although the cacodemon might be eager to reach an accord with the dweomercrafter before he is forced into imprisonment. The trapping of the demon is risky only if proper precautions have not been taken, for failure to confine the monster usually means only that it is able to escape to its own plane. Once trapped, the demon must remain imprisoned until the possessor of his object of confinement breaks it and frees him, and this requires one service from the now loosed monster. If the individual(s) freeing the demon fails to demand a

service when the monster asks what is required of him, the demon is under no constraint not to slay the liberator(s) on the spot, but if a service is required, the creature must first do his best to perform it and then return to the Abyss.

The duration of service of any demon must be limited unless the demon is willing to serve for an extended period. Any required course of action or service which effectively requires an inordinate period of time to perform, or is impossible to perform, is 50% likely to free the demon from his obligations and enable him to be unconstrained in his vengeance upon the spell caster if he or she is not thereafter continually protected, for a demon so freed can remain on the plane it was summoned to for as long as 666 days.

The demon summoned will be exceptionally strong, i.e. 8 hit points per hit die. Casting time is 1 hour per type (numeric) of the demon to be summoned. If there is any interruption during this period, the spell fails. If there is an interruption while the cacodemon is summoned, it is 10% probable that it will be able to escape its boundaries and attack the magic-user, this percentage rising cumulatively each round of continued interruption.

Each demon is entitled to a Saving Throw vs. this *summoning* spell. If a score higher than the level of the magic-user summoning is rolled with 3d6 (2d10 with respect to type VI demons), that particular spell failed to bring the desired demon. When this occurs, it is certain that the named demon is imprisoned or destroyed or the name used was not perfectly correct, so the spell caster will have to call upon another name to bring forth a cacodemon.

The components of this spell are 5 flaming black candles; a brazier of hot coals upon which must be burned sulphur, bat hairs, lard, soot, mercuric nitric acid crystals, mandrake root, alcohol, and a piece of parchment with the demon's name inscribed in runes inside a pentacle; and a dish of blood from some mammal (preferably a human, of course) placed inside the area where the cacodemon is to be held. (PHB)

## Charm Plants (Enchantment/Charm)

Range: 30'                                      Components: V, S, M  
Duration: Permanent                        Casting Time: 1 turn  
Area of Effect: Special                      Saving Throw: Neg.

**Explanation/Description:** The *charm plants* spell allows the spell caster to bring under command vegetable life forms, communicate with them, and these plants will obey instructions to the best of their ability. The spell will charm plants in a 30' x 10' area. While the spell does not endow the vegetation with new abilities, it does allow the magic-user to command the plants to use whatever they have in order to fulfill his or her instructions, and if the plants in the area of effect do have special or unusual abilities, these will be used as commanded by the magic-user. The saving throw applies only to intelligent plants, and it is made at -4 on the die roll. The material components of the spell are a

pinch of humus, a drop of water and a twig or leaf. (PHB)

### Death Screen (Evocation-Alteration)

Range: 5'/lvl                      Components: V, S, M  
Duration: 1 round/lvl            Casting Time: 7 seg  
Area of Effect: 20' sq            Saving Throw: Special

**Explanation/Description:** This spell calls into existence a grey, misty screen shaped as the caster wills. Any creature passing through the screen will suddenly find itself trapped in a mysterious zone of nil-space where the creature is subject to anti-energy drawn from one of the four negative quasi-planes. For every round the creature is trapped it will lose 25% of its current hit point total, dropping to 0 hit points at the end of the 4th round if the creature fails to escape. The creature will be dead with -10 hit points at the end of the 5th round. For every round a creature is trapped, it is entitled to a Saving Throw vs. Death Magic. Success indicates the creature escapes back into the Prime Material plane, emerging from the side of the screen opposite the side entered. The saving throw to escape is made at -1 in the 1<sup>st</sup> round, -2 in the 2<sup>nd</sup>, -3 in the 3<sup>rd</sup>, and -4 in the 4<sup>th</sup> round. If the spell ends before a creature escapes or dies, the creature is released onto the material plane as the screen disappears, as if the creature had escaped on its own. A creature re-emerging onto the prime material plane, injured but alive, is stunned for 1d4 rounds as it recovers from the effect of the life-draining zone. Those imprisoned in the zone may heal themselves or use other magic, but can't escape unless they make saving throws for the zone. The material components are a sheet of lead crystal, earth from a vampire's coffin, and a hollow sphere (for vacuum). (GHA)

### Delayed Blast Fire Ball (Evocation)

Range: 100' + 10'/lvl            Components: V, S, M  
Duration: Special                Casting Time: 7 seg  
Area of Effect: 20' globe        Saving Throw: ½ dmg

**Explanation/Description:** This spell creates a *fire ball* with + 1 on each of its dice of damage, and it will not release its blast for from 1 to 50 segments (1 to 5 rounds), according to the command upon casting by the magic-user. In other respects, the spell is the same as the 3<sup>rd</sup> level *fireball* spell. (PHB)

### Duo-Dimension (Alteration)

Range: 0                              Components: V, S, M  
Duration: 3 rounds + 7 /lvl      Casting Time: 7 seg  
Area of Effect: Personal        Saving Throw: None

**Explanation/Description:** A *duo-dimension* spell causes the caster to have only two dimensions, height and width but no depth. He or she is thus invisible when a sideways turn is made, and this invisibility can only be detected by means of a *true seeing* spell or similar means. In addition, the duo-dimensional magic-user

can pass through the thinnest of spaces as long as they have the proper height according to his or her actual length - going through the space between a door and its frame is a simple matter.

The magic-user can perform all actions on a normal basis. He or she can turn and become invisible, move in this state, and appear again next round and cast a spell, disappearing on the following round. Note that when turned the magic-user cannot be affected by any form of attack, but when visible he or she is subject to triple the amount of damage normal for an attack form, i.e. a dagger thrust would inflict 3-12 hit points of damage if it struck a *duo-dimensional* magic-user. Furthermore, the magic-user has a portion of his or her existence on the Astral Plane when the spell is in effect, and he or she is subject to possible notice from creatures thereupon. If noticed, it is 25% probable that the magic-user will be entirely brought to the Astral Plane by attack from the astral creature.

The material components of this spell are a thin, flat ivory likeness of the spell caster (which must be of finest workmanship, gold filigreed, and enameled and gem-studded at an average cost of 5,000 to 10,000gp) and a strip of parchment. As the spell is uttered, the parchment is given a half twist and joined at the ends. The figurine is then passed through the parchment loop, and both disappear forever. (PHB)

### Fire and Ice (Evocation)

Range: 50'                              Components: V, S, M  
Duration: Instantaneous          Casting Time: 7 seg  
Area of Effect: 30' radius globe   Saving Throw: Special

**Explanation/Description:** When the spell is cast, a red crystal sphere immediately appears before the caster, then flies away at great speed toward an area targeted. A split-second later, a blue crystal appears and follows behind the red sphere. When the red sphere reaches the area chosen by the caster, it explodes in a fireball 30' in radius, inflicting 4-16 points of fire damage to all within the area of effect. A successful saving throw will reduce the damage by one-half. A split-second later, the blue sphere explodes in the same area of effect, causing 4-16 hit points of cold damage to all within a 30' radius. Those who made the Save vs. Fire will also take only one-half damage from the cold blast, but those who failed the save take full damage from the cold. The greatest effect of the one-two attack combination is the tremendous shock inflicted on inanimate objects by the radical change in temperature. All items in the area of effect must save as non-magical items. Failing this save will probably cause the materials to crack or shatter. The material components are a pinch of phosphorous and a small quartz crystal. (GHA)

## Forcecage (Evocation)

### Forcecube (Reverse)

Range: 10'/2 lvl

Duration: 6 turns + 1/lvl

Area of Effect: 20' cube

Components: V, S

Casting Time: 3-4 seg

Saving Throw: None

**Explanation/Description:** This powerful spell enables the caster to bring into being a cube of force, but it is unlike the magic item of that name in one important respect: The *forcecage* does not have solid walls of force; it has alternating bands of force with ½' gaps between. Thus, it is truly a cage rather than an enclosed space with solid walls. Creatures within the area of effect of the *dweomer* are caught and contained unless they are able to pass through the openings - and of course all spells and breath weapons can pass through the gaps in the bars of force of the *forcecage*. Furthermore, creatures with a magic resistance can apply that resistance in a single attempt to pass through the walls of the cage. If resistance fails, then the creature in question is caged. Regardless of success, any and all other creatures also in the area of effect of the spell are trapped unless they also have magic resistance which allows them to escape. The *forcecage* is also unlike the solid-walled protective device, cube of force, in that it can be gotten rid of only by means of a dispel magic spell or by expiration of the *dweomer*.

By means of special preparation at the time of memorization, a *forcecage* spell can be altered to a *forcecube* spell. *Forcecube* has one eighth the area of effect (a cube 10' on a side), and the *dweomer* then resembles the magic of a cube of force in all respects except for the differences between a cast spell and the magic of a device, including the methods of defeating its power.

Although the actual casting of either application of the spell requires no material component, the study of the spell required to commit it to memory does demand that the magic-user powder a diamond of at least 1,000gp value, using the diamond dust to trace the outlines of the cage or cube he or she desires to create via spell casting at some later time. Thus, in memorization, the diamond dust is employed and expended, for upon completion of study, the magic-user must then toss the dust into the air and it will disappear. (UA)

## Grasping Hand (Evocation)

Range: 10'/lvl

Duration: 1 round/level

Area of Effect: Special

Components: V, S, M

Casting Time: 7 seg

Saving Throw: None

**Explanation/Description:** *Grasping Hand* is a superior version of the 6<sup>th</sup> level *Forceful Hand* spell, being like it in many ways. The *Grasping Hand* can actually hold motionless a creature or object of up to 1,000 pounds weight, or move creatures as a double strength *Forceful Hand*. The material component is a leather glove. (PHB)

## Instant Summons (Conjuration/Summoning)

Range: Infinite + special

Duration: Instantaneous

Area of Effect: 1 small object

Components: V, S, M

Casting Time: 7 seg

Saving Throw: None

**Explanation/Description:** When this spell is cast, the magic-user teleports some desired item from virtually any location directly to his or her hand. The object must be singular, can be no larger than a sword is long, have no more mass and weight than a shield (about 75gp weight), and it must be non-living. To prepare this spell, the magic-user must hold a gem of not less than 5,000gp value in his or her hand and utter all but the final word of the conjuration. He or she then must have this same gem available to cast the spell. All that is then required is that the magic-user utter the final word while crushing the gem, and the desired item is transported instantly into the spell caster's right or left hand as he or she desires. The item must, of course, have been previously touched during the initial incantation and specifically named, and only that particular item will be summoned by the spell. If the item is in the possession of another creature, the spell will not work, but the caster will know who the possessor is and roughly where he, she, or it is located when the summons is cast. Items can be summoned from other planes of existence, but only if such items are not in the possession (not necessarily physical grasp) of another creature. For each level of experience above the 14<sup>th</sup>, the magic-user is able to summon a desired item from 1 plane further removed from the plane he or she is upon at the time the spell is cast, i.e. 1 plane at 14<sup>th</sup> level, but 2 at 15<sup>th</sup>, 3 at 16<sup>th</sup>, etc. Thus, a magic-user of 16<sup>th</sup> level could effect the spell even if the item desired was on the second layer of one of the outer planes, but at 14<sup>th</sup> level the magic-user would be able to summon the item only if it were on one of the Elemental Planes or the Astral or the Ethereal Plane. (PHB)

**DM's Note:** The special jewel used will have a magic ally-created inscription naming the object it will summon. The inscription is invisible and readable only by means of a read magic spell to all but the caster of the spell. Items contained within a *secret chest* are not subject to this spell. (DMG)

## Limited Wish (Conjuration/Summoning)

Range: Unlimited

Duration: Special

Area of Effect: Special

Components: V

Casting Time: Special

Saving Throw: Special

**Explanation/Description:** A *limited wish* is a very potent but difficult spell. It will fulfill literally, but only partially or for a limited duration, the utterance of the spell caster. Thus, the actuality of the past, present or future might be altered (but possibly only for the magic-user unless the wording of the *limited wish* is most carefully stated) in some limited manner. The use of a *limited wish* will not substantially change major realities, nor will it bring wealth or experience merely by asking. The spell can, for example, restore some hit points (or all hit points for a limited duration) lost by the magic-user.

It can reduce opponent hit probabilities or damage, it can increase duration of some magical effect, it can cause a creature to be favorably disposed to the spell caster, and so on (cf. *wish*). The *limited wish* can possibly give a minor clue to some treasure or magic item. Greedy desires will usually end in disaster for the wisher. Casting time is the actual number of seconds-at six per segment - to phrase the *limited wish*. (PHB)

### **Magnificent Mansion** (Alt/Conjuration)

Range: 10'

Duration: 1 hour/level

Area of Effect: 300 sq. ft./lvl

**Explanation/Description:** By means of this spell, the magic-user conjures up an extra-dimensional dwelling, entrance to which can be gained only at a single point of space on the plane from which the spell was cast. From the entry point, those creatures observing the area will see only a faint shimmering in the air, an area of some 4' in width and 8' in height. The caster of the spell controls entry to the mansion, and the portal is shut and made invisible behind him when he enters. He may open it again from his own side at will. Once observers have passed beyond the entrance, they will behold a magnificent foyer and numerous chambers beyond. The place will be furnished and contain sufficient foodstuffs to serve a nine-course banquet to as many dozens of people as the spell caster has levels of experience. There will be a staff of near-transparent servants, liveried and obedient, there to wait upon all who enter. The atmosphere and temperature will be clean, fresh, and warm. Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond. Rest and relaxation within the place is normal, but the food is not. It will seem excellent and be quite filling as long as one is within the place. Once outside, however, its effects disappear immediately, and ravenous hunger will strike unless the individuals actually ate normal food. For each imaginary meal eaten inside the mansion, the individual must spend 1 hour sitting and eating normal fare. Failure to do so means that he or she has lost as many points of STR as he or she ate meals when in the mansion-like space. Such STR loss is restorable upon eating as noted, but this must be done within 6 hours or the loss of STR will be permanent. The components for this spell are a miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon. These are utterly destroyed when the spell is cast. (It is worth mentioning that this spell has been used in conjunction with a normal portal, as well as with illusion magic. There is evidence that the design and interior of the space created can be altered to suit the caster's wishes.) (UA)

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

Range: 10'/lvl

Duration: Special

Area of Effect: Special

Components: V, S, M

Casting Time: 7 seg

Saving Throw: None

**Explanation/Description:** This is the same as an invisibility spell (q.v.) except that it can hide creatures in a 30' x 30' area, up to 300 to 400 man-sized creatures, 30 to 40 giants, or 6 to 8 large dragons. (PHB)

### **Monster Summoning V** (Conj/Summoning)

Range: 70'

Duration: 6 rounds + 1 round/lvl

Area of Effect: Special

Components: V, S, M

Casting Time: 6 seg

Saving Throw: None

**Explanation/Description:** This spell summons 1-2 fifth level monsters, and they will appear in 1-3 rounds. See *monster summoning I* for other details. (PHB)

D6	Monster Summoned
1	Cockatrice
2	Doppelganger
3	Hydra (7 heads)
4	Lycanthrope (wereboar)
5	Minotaur
6	Giant snake, poisonous

### **Penultimate Cogitation** (Alteration)

Range: 0

Duration: Instantaneous

Area of Effect: Spellcaster

Components: V, S

Casting Time: 1 round

Saving Throw: None

**Explanation/Description:** This permits the mage to call to mind one spell from one of the caster's personal spell books, provided the appropriate spell book is within one mile of the mage. The spell must be one that the caster knows, as explained in the *Players Handbook*. The spell cannot be called from a scroll or another mage's spell book. The call spell can be any of the 1<sup>st</sup> to 6<sup>th</sup> level. Only one spell can be called by casting of the penultimate cogitation. The called spell can be cast on any succeeding round. There is always a 10% chance that the called spell will be magically erased from the mage's spell book. (GHA)

### **Phase Door** (Alteration)

Range: Touch

Duration: 1 usage/2 lvl

Area of Effect: Special

Components: V

Casting Time: 7 seg

**Explanation/Description:** When this spell is cast, the magic-user attunes his or her body, and a section of wall is affected as if by a *passwall* spell (q.v.). The phase door is invisible to all creatures save the spell caster, and only he or she can use the space or passage the spell creates disappearing when the *phase door* is entered, and appearing when it is exited. The *phase door* lasts for 1 usage for every 2 levels of experience of the spell caster. It can be dispelled only by a casting of dispel magic from a higher level magic-user, or by

**DM's Note:** This spell provides an escape route for high level magic-users, although phase spiders can see and use it with ease. A ***gem of seeing***, *true seeing*, and *true sight* will reveal the presence of a *phase door*.(DMG)

## Plane Truth (Divination)

Range: Special	Components: V, S
Duration: 3 rounds + 1 round/lvl	Casting Time: 1 turn
Area of Effect: One creature/ 2 melee rounds	Saving Throw: None

**Explanation/Description:** This spell is a more precise and exacting version of *know alignment*. A creature's alignment will be revealed to the caster in the first round of study. With a second round of concentration, the creature's home plane is revealed. The deity or deities worshipped by the creature also become known to the mage. One creature can be studied per two rounds. (GHA)

### Power Word, Stun (Conjuration/Summoning)

Range: 5'/level	Components: V
Duration: Special	Casting Time: 1 seg
Area of Effect: 1 creature	Saving Throw: None

**Explanation/Description:** When a power word, stun is uttered, any creature of the magic-user's choice will be stunned - reeling and unable to think coherently or act - for 2 to 8 (2d4) melee rounds. Of course, the magic user must be facing the creature, and it must be within the spell caster's range of 5' per level of experience. Creatures with 1 to 30 hit points will be stunned for 4-16 (4d4) rounds, those with 31 to 60 hit points will be stunned for 2 to 8 (2d4) rounds, those with 61 to 90 hit points will be stunned for 1 to 4 (d4) rounds, and creatures with over 90 hit points will not be affected. Note that if a creature is weakened due to any cause so that its hit points are below the usual maximum, the current number of hit points possessed will be used. (PHB)

## Reverse Gravity (Alteration)

Range: 5'/1M	Components: V, S, M
Duration: 1 seg	Casting Time: 7 seg
Area of Effect: 30' x 30' square	Saving Throw: None

**Explanation/Description:** This spell reverses gravity in the area of effect, causing all unfixed objects and creatures within it to "fall" upwards. The *reverse gravity* lasts for 1 second (1/6 segment) during which time the objects and creatures will "fall" 160' up. If some solid object is encountered in this "fall", the object strikes it in the same manner as a normal downward fall. At the end of the spell duration, the affected objects and creatures fall downwards. As the spell affects an area, object tens, hundreds or even thousands of feet in the

air can be affected. The material components of this spell ore a lodestone and iron filings. (PHB)

## Sequester (Illusion/Phantasm - Abjuration)

Range: Touch	Components: V, S, M
Duration: 1 week + 1 day/lvl	Casting Time: 1 round
Area of Effect: 20' cube/lvl	Saving Throw: Special

**Explanation/Description:** When cast, this spell not only prevents detection and location spells from working to detect or locate the objects affected by the *sequester* spell, it also renders the affected object(s) invisible to any form of sight or seeing. Thus, a *sequester* spell can mask a secret door, a treasure vault, or whatever. Of course, it does not render the subject proof from tactile discovery or from devices such as a robe of eyes or a gem of seeing. If cast upon a creature not desiring to be affected and able to resist and avoid the spell, a normal Saving Throw vs. Spells is given. Living creatures (and even undead types) affected by a *sequester* spell become comatose and are kept effectively in a state of suspended animation until the spell wears off or is dispelled. The material components of the spell are a basilisk eyelash, gum arabic, and a dram of whitewash. (UA)

### Siege Sphere (Evocation)

Range: Touch	Components: V, S, M
Duration: 1 turn	Casting Time: 1 round
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** This spell creates a large, boulder-sized sphere of force that can be fired by a catapult. The siege sphere will last for one complete turn before it fades out of existence, so it must be fired within one turn of the spell's casting. The siege sphere can take several different forms, and the type of spell to be created must be decided when the spell is memorized. The siege sphere is as hard as adamantite steel before it is launched, and can only be destroyed by a *wish*, *dispel magic*, or *disintegrate*. After the sphere is fired, it will take on a different form that depends on the attack type of the sphere. Regardless of the form that the attack takes, the siege sphere is dispelled after it completes its attack. Different types of siege spheres are described below:

**Liquid Fire:** When the sphere strikes its target, it instantly shatters, spraying a mass of liquid fire over an area 30 feet in radius. All combustibles in the area of effect will be ignited. Any creature struck by the liquid fire will take 2d4 points of damage per round for 2d6 rounds unless the fire is doused or the burning fluid is washed off. The material components for this form are a drop of pitch, a bit of phosphorus, and a pinch of diamond dust.

**Crystal Shards:** This siege sphere splinters apart 30 feet above the ground, raining down crystal shards in a 20-foot radius circle. Each creature in the area affected will take 5d6 points of damage regardless of its armor class. The material component is a sample of sharp diamond flakes.

**Wrecking Ball:** Upon nearing its target, the sphere's density dramatically increases so it strikes with three times the impact (and damage) or a heavy catapult. The material components are a lodestone and a pinch of diamond dust. (GHA)

### **Simulacrum** (Illusion/Phantasm)

Range: Touch	Components: V, S, M
Duration: Permanent	Casting Time: Special
Area of Effect: 1 creature	Saving Throw: None

**Explanation/Description:** By means of this spell the magic-user is able to create a duplicate of any creature. The duplicate appears exactly the same as the real. There are differences: the simulacrum will have only 51% to 60% (50% + 1% to 10%) of the hit points of the real creature, there will be personality differences, there will be areas of knowledge which the duplicate does not have, and a *detect magic* spell will instantly reveal it as a *simulacrum*, as will a true seeing spell. At all times the *simulacrum* remains under the absolute command of the magic-user who created it, although no special telepathic link exists, so *command* must be exercised in the normal manner. The spell creates the form of the creature, but it is only a zombie-like creature. A *reincarnation* spell must be used to give the duplicate a vital force, and a *limited wish* spell must be used to empower the duplicate with 40% to 65% (35% + 5% to 30%) of the knowledge and personality of the original. The level, if any, of the *simulacrum*, will be from 20% to 50% of the original creature. The duplicate creature is formed from ice or snow. The spell is cast over the rough form, and some piece of the creature to be duplicated must be placed inside the snow or ice.

Additionally, the spell requires powdered ruby. The *simulacrum* has no ability to become more powerful, i.e. it cannot increase its levels or abilities. (PHB)

### **Statue** (Alteration)

Range: Touch	Components: V, S, M
Duration: 6 turns/lvl	Casting Time: 7 seg
Area of Effect: 1 Creature	Saving Throw: Special

**Explanation/Description:** When a *statue* dweomer is cast, the magic-user or other creature is apparently turned to solid stone, along with any garments and equipment worn or carried. The initial transformation from flesh to stone requires 1 full round after the spell is cast. Thereafter the creature can withstand any inspection and appear to be a stone statue, although a faint magic will be detected from the stone if it is checked for. Despite being in this condition, the petrified individual can see, hear, and smell normally. Feeling is only as acute as that which will actually affect the granite-hard substance of the individual's body, i.e. chipping is equal to a slight wound, but breaking off one of the statue's arms is another matter. The individual under the magic of a statue spell can return to normal state in 1/6 of a segment, and then return to *statue* state in the same period if he or she so

desires, as long as the spell duration is in effect. During the initial transformation from flesh to stone, the creature must make a saving throw of 82% or less, with -1 deducted from the dice roll score for each point of his or her CON score, so an 18 CON indicates certain success. Failure indicates system shock and resultant death. The material components of this spell are lime, sand, and a drop of water stirred by an iron bar such as a nail or spike. (PHB)

### **Sword** (Evocation)

Range: 30'	Components: V, S, M
Duration: 1 round/lvl	Casting Time: 7 seg
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** Upon casting this spell, the magic-user brings into being a shimmering sword-like plane of force. The spell caster is able to mentally wield this weapon (to the exclusion of activities other than movement), causing it to move and strike as if it were being used by a fighter. The basic chance for *Sword* to hit is the same as the chance for a sword wielded by a fighter of one-half the level of the spell caster, i.e. if cast by a 14th level magic-user, the weapon has the same hit probability as a sword wielded by a 7th level fighter. The sword has no magical to-hit bonuses, but it can hit any sort of opponent, even those normally struck only by +3 weapons or astral, ethereal or out of phase; and it will hit any armor class on a roll of 19 or 20. It inflicts 5-20 hit points on opponents of man-size or smaller, and 5-30 on opponents larger than man-sized. It can be used to subdue. It lasts until the spell duration expires, a dispel magic is used successfully upon it, or its caster no longer desires it. The material component is a miniature platinum sword with a grip and pommel of copper and zinc which costs 500gp to construct, and which disappears after the spell's completion. (PHB)

### **Teleport Without Error** (Alteration)

Range: Touch	Components: V
Duration: Instantaneous	
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** This spell is similar to a *teleport* spell. The caster is able to transport himself or herself, along with the material weight noted for a *teleport* spell, to any known location on his or her home plane - with no chance for error. The spell also enables the caster to travel to other planes of existence, but any such plane is, at best, "Studied carefully." This assumes that the caster has, in fact, actually been to the plane and carefully perused an area so that it could later be used as a destination for teleportation without error.

The table for *teleport* is used for teleporting to other planes, with the appropriate knowledge of the plane to which transportation is desired used to determine chance of error. (Exception: See 9th-level magic user spell *succor*, described hereafter.) The caster can do nothing else in the round that he or she appears from a *teleport*. (UA)

## Torment (Evocation - Alteration)

Range: 10'                      Components: V, S, M  
Duration: Special            Casting Time: 1 round  
Area of Effect: One creature   Saving Throw: Special

**Explanation/Description:** When this spell is cast, the magic-user seeks to force submission and obedience from a captive creature from another plane from whom a service is being demanded (also see *dolor* and *ensnarement* spells herein). The initial uttering of the spell causes a link from the caster to the captive creature bound in a magic circle, thaumaturgic triangle, or pentagram. (An intended victim of this spell must fail a magic resistance check, if applicable, for the torment to have any effect.) Thereafter, the magic-user continues to read the balance of the specially prepared writing, and each round this continues, the captive feels progressively worse - discomfort and then pain. The first two rounds bring twinges, the third and fourth rounds of reading bring shooting pains, and the fifth and sixth rounds of reading cause aches and then cramps.

The creature refusing to submit to the performance of a service is given a straight Saving Throw vs. Spells, adjusted each round for the intensity of the dweomer to be affected by it. The save in the first round is made at -1 to the die roll, the second at -2, the third at -3, the fourth at -4, and the fifth and sixth at -6 and -8 respectively. Failing the saving throw indicates the creature has agreed to the mage's demands. There is no penalty following round 8 in any event.

The effects of the *torment* will have an effect on the creature should it break loose. The creature is -1 on initiative for every 2 rounds the spell has been in effect, up to a maximum penalty of -4 on round 8. In addition, the creature is -1 to hit and -1 per die of damage after 3 rounds of the spell, this increasing by -1 per round to -4 in round 6, then decreasing again to -1 in round 9.

It is likely that any intelligent creature with low moral standards will submit once it realizes the nature of the spell it is being subjected to. Naturally, this does not cause the creature to feel anything other than immense hatred for the magic-user. The forced service will be carried out to the letter, as is the case with all such agreements, but the creature will most certainly seek whatever revenge it can.

Preparation for the casting of a *torment* spell requires either the secret name for the type of creature or its given name to be inscribed in the text of the incantation. The caster must also identify himself or herself. This establishes the link and allows the dweomer to be efficacious.

However, for every 1 point of INT of the creature above that of the spell caster, there is a 1% chance that the captive creature will gain control, draw the caster into the confines of its prison, and carry him or her off to its own plane and whatever fate is thus decreed. If the magic-user is interrupted or distracted during the reading, there is a 5% chance per point of INT of the captive creature that it will gain control.

The material component of the spell is the aforementioned "specially prepared writing" (in the form of a scroll). Its special inks will require an expenditure of not less than 1,000gp per hit die of the creature to be affected by the dweomer of the spell. (UA)

## Truename (Enchantment/Alteration)

Range: 30'                      Components: V, S  
Duration: Special            Casting Time: Special  
Area of Effect: Thing named   Saving Throw: Neg

**Explanation/Description:** This spell enables the magic-user to have great power over any living thing which has a name, generic or individual, known to the spell caster. Naturally, most true names are not known (even by the creatures themselves), for the common names of most things are not their true and secret names. True names are discovered through hard work, spying, extensive use of legend lore and sagecraft (at the most difficult levels). The casting of a *truename* spell requires the magic user to call out the true name of the subject and then begin a recitation of verse which encompasses the nature and/or history of the subject. This will require 3 segments. Thereafter, still in verse (and preferably rhyming or near-rhyming), the caster must describe the desired result of the *truename* spell. Each possible result differs in the length of time necessary to effectuate it:

**Multiple Suggestion:** The verses can contain from 1 to 4 suggestion powers, just as if each were a spell. Each verse requires 1 segment to recite. (See suggestion spell.) In a total of 7 segments (including the time for the initial reading), 4 suggestions can be made.

**Weakness and Surrender:** The verses recited cause actual loss of 1 point of STR (-1 to hit and damage, -1 on movement rate) for each segment of recitation. With the loss of each point of STR, the subject must Save vs. Paralyzation or meekly surrender. Each verse must continue for 1 segment. STR loss is recovered in from 2-8 rounds after the recitation ceases, and with recovery of STR the subject regains its will to resist.

**Polymorph:** The verses can cause the subject to change into something else, just as if a polymorph any object spell had been cast. No system shock saving throw is needed. The length of time in verses (1 segment per verse) to cause the *polymorph* depends on how radical the change:

mineral to animal = 10 verses  
mineral to vegetable = 9 verses  
vegetable to animal = 8 verses  
monster to normal = 7 verses  
monster to monster = 6 verses  
other to human = 5 verses  
animal to animal = 4 verses  
vegetable to vegetable = 3 verses  
mineral to mineral = 2 verses

The reverse of the preceding cases also holds. In cases not stated, the DM is to use the closest stated

**Transport:** When the transport verses are recited, the subject will be *teleported* without error or otherwise moved to some other place. The number of verses required depends on the location of the transport;

The subject will automatically be altered so as to be able to physically survive the normal conditions of the place to which it is sent. There is no saving throw if the subjects are willing, even if they have a magic resistance.

If at any time during the recitation of the spell the caster is interrupted, the magic fails and the spell is lost.  
(UA)

Range: Touch	Components: V
Duration: Special	
Area of Effect: Special	Saving Throw: None

## Volley (Abjuration)

Range: Special	Components: V, S, M
Duration: Special	Casting Time: 7 seg
Area of Effect: Special	Saving Throw: Special

aimed at the target, the volley causes the spell to bounce back upon its caster. Then, if the caster of the first spell fails to make a Saving Throw vs. Spells, the power word kill works upon its caster rather than its intended target. However, if the original caster does Save vs. Spells, the spell once again flies toward the original target. The caster of the volley spell must then Save vs. Spells, or be affected by the attack. Again, if the caster of the volley spell saves, then the spell is returned to its originator, who must again save or be affected. The spell will be sent back and forth until one or the other fails to save, or until the spell loses its power. The entire spell is volleyed, such that if a lightning bolt were to start 10 feet before the volleying magic-user, the full spell would be returned, leaving others in the volleying party unscathed. Each exchange will take a single second. A spell will lose power if it passes through a number of exchanges equal to its level, counting each volley, but not the original casting, as half of a single exchange; i.e., a 1<sup>st</sup>-level spell will be cast, volleyed the first time, (perhaps) return volleyed, and then will dissipate; a 2<sup>nd</sup>-level spell would go through four volley portions (two complete exchanges) before being exhausted; and so on. The material component is a bit of bent willow or other flexible wood, crisscrossed with specially prepared strands of gut. (UA)

## Level 8

Range: 30'	Components: V, S, M
Duration: 12 turns/lvl	Casting Time: 6 turns
Area of Effect: Special	Saving Throw: Special

**Explanation/Description:** This spell allows the magic-user to set up certain vibrations which will tend to either repel or attract a specific type of living, intelligent creature or characters of a particular alignment. The magic-user must decide which effect is desired with regard to what creature or alignment type before beginning the dweomercrafting, for the components of each application differ. The spell cannot be cast upon living creatures.

**Antipathy:** This dweomer causes the affected creature or alignment type to feel an overpowering urge to leave the area or not touch the affected item. If a Saving Throw vs. Spells is successful, the creature may stay/touch the item, but the creature will feel very uncomfortable, and a persistent itching will cause it to suffer the loss of 1 point of DEX per round the area or item is remained in or touched, subject to a maximum of 4 points. Failure to Save vs. Spells forces the creature/alignment type to abandon the magicked area or item, shunning it permanently and never willingly enter/touch it until the spell is removed or expires. The material component for this application of the spell is a lump of alum soaked in vinegar.

**Sympathy:** By casting the sympathy application of the spell, the magic-user can cause a particular type of creature or alignment of character to feel elated and

pleased to be in an area or with the prospect of touching or possessing an object or item. The desire to stay in the area or touch/possess the magicked object/item will be overpowering, and unless a Saving Throw vs. Spells is made, the creature or character will stay or refuse to release the object. If the saving throw is successful, the creature or character is released from the enchantment, but a subsequent saving throw must be made from 1-6 turns later, and if this one fails, the affected creature will return to the area or object. The material components of this spell are 1,000gp. worth of crushed pearls and a drop of honey.

Note that the particular kind of creature to be affected must be named specifically, i.e. red dragons, hill giants, wererats, lammasu, catoblepas, vampires, etc. Likewise, the specific alignment type for Characters must be named, i.e. chaotic evil, chaotic good, lawful neutral, neutral, etc. If this spell is cast upon an area, a 10' per side cube can be magicked per level of experience of the magic-user. If on object or item is magicked, only that single thing can be enchanted, but affected creatures/characters Save vs. Spells thereon at -2. (PHB)

## Binding (Enchantment - Evocation)

Range: 10'	Components: V, S, M
Duration: Special	Casting Time: Special
Area of Effect: 1 creature	Saving Throw: Special

**Explanation/Description:** A binding spell enables the caster to capture a creature from the lower planes. The subject must already be confined by some form of restraining diagram. The duration of the spell depends upon the form of the binding and the level of the caster(s), as well as the length of time the spell is actually uttered. The components vary according to the form of the dweomer, but include: a continuous chanting utterance read from the scroll or book page giving the spell; gestures appropriate to the form of binding; and materials such as miniature chains of special metal (iron for demonkind, silver for diabolical creatures, nickel for the minions of Hades, etc.), soporific herbs of the rarest sort, a diamond or corundum gem of great size (1,000gp value per hit die of the subject creature), and a vellum depiction or carved statuette of the subject to be captured. A saving throw is not applicable as long as the experience level(s) of the caster(s) is (are) at least twice as great as the hit dice of the subject.

In a case where the foregoing does not hold, then the subject gains a Saving Throw vs. Spells, modified by the form of binding being attempted and the relative ratio of level(s) of experience of the caster) to the subject creature's hit dice. For purposes of determining this number, the level of the principal caster is augmented by one third of the level of experience of each assistant magic-user of 9<sup>th</sup> or higher level, and an additional level is gained for each assistant of 4<sup>th</sup> to 8<sup>th</sup> level. No more than six other magic-users can assist with a binding spell. The various forms of binding are these:

**Chaining:** The subject is confined by restraints which generate an antipathy affecting all creatures who approach the subject, except the caster. Duration is as long as one year per level of the caster(s). The subject of this form of binding (as well as of slumber and bound slumber; see below), remains within the restraining diagram.

**Slumber:** Brings a comatose sleep upon the subject for a duration of up to one year per level of the caster).

**Bound Slumber:** A combination of chaining and slumber which lasts for up to one month per level of the caster).

**Hedged Prison:** The subject is transported to or otherwise brought within a confined area from which it may not wander by any means until freed. The dweomer remains until the magical hedge is somehow broken.

**Metamorphosis:** Causes the subject to change to some non-corporeal form, save for its head or face. The binding is permanent until some prescribed act frees the subject.

**Minimus Containment:** The subject is shrunk to a height of one inch or even less and held within the hedged prison of some gem or similar object. The subject of a minimus containment, metamorphosis, or hedged prison radiates a very faint aura of magic. The saving throw, if applicable, is made at the normal level for the chaining form of the spell. Slumber allows the subject a + 1, bound slumber a + 2, hedged prison a + 3, metamorphosis a + 4, and minimus containment a + 5 on the save. However, if the subject is initially weakened by magical means such as dolor or torment spells, the saving throw is subject to an adjustment or -1 for the former spell, -2 for the latter spell, and -4 for both in successive combination. A successful saving throw enables the subject to burst its bonds and do as it pleases.

A binding spell can be renewed in the case of the first three forms of the dweomer, for the subject does not have the opportunity to break the bonds. After one year the subject gains a normal Saving Throw vs. Spells. Whenever it is successful, the binding spell is broken and the subject creature is free. (If anything has caused a weakening of the chaining or slumber, such as attempts to contact the subject or magically touch it, a normal saving throw applies to the renewal of the spell.) (UA)

## Clenched Fist (Evocation)

Range: 10'/lvi	Components: V, S, M
Duration: 1 round/lvi	Casting Time: 8 seg
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** The *Clenched Fist* spell brings forth a huge, disembodied hand which is balled into a fist. This magical member is under the mental control of the spell caster, and he or she can cause it to strike an opponent each round. No other spell costing or magical activity may be undertaken for the duration of the spell. The Clenched Fist never misses, but the effectiveness of its blow varies from round to round.

Die Roll	Result
1-12	glancing blow- 1 to 6 hit points
13-16	solid punch - 2 to 12 hit points
17-19	hard punch-3to 18 hit point and opponent is stunned next round
20	crushing blow-4 to 24 hit points and opponent is stunned for next 3 rounds

**DM's Note:** Any stunned opponent allows the magic-user to add +4 to his or her die roll to determine how well the fist strikes, as the opponent is not capable of dodging or defending against the attack effectively. The material component of this spell is a leather glove and a small device consisting of four rings joined so as to form a slightly curved line, with an "I" upon which the bottoms of the rings rest, the whole fashioned of an alloyed metal of copper and zinc. The Fist is destroyed by damage equal to the hit points of its caster being inflicted upon it. (PHB)

### Clone (Necromantic)

Range: Touch	Components: V, S, M
Duration: Permanent	Casting Time: 1 turn
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** This spell creates a duplicate of a person. This clone is in all respects the duplicate of the individual, complete to the level of experience, memories, etc. However, the duplicate is the person, so that if the original and a duplicate exist at the same time, each knows of the other's existence; and the original person and the clone will each desire to do away with the other, for such an alter-ego is unbearable to both. If one cannot destroy the other, one (95%) will go insane (75% likely to be the clone) and destroy itself, or possibly (5%) both will become mad and commit suicide. These probabilities will occur within 1 week of the dual existence. The material component of the spell is a small piece of the flesh of the person to be duplicated. Note that the clone will become the person as he or she existed at the time at which the flesh was taken, and all subsequent knowledge, experience, etc. will be totally unknown to the clone. Also, the clone will be a physical duplicate, and possessions of the original are another matter entirely. Note that a clone takes from 2-8 months to grow, and only after that time is dual existence established. (PHB)

**DM's Note:** Only humans, demi-humans and humanoids may be cloned.(DMG)

### Demand (Evocation – Enchantment/Charm)

Range: Special	Components: V, S
Duration: Special	Casting Time: 7 turn
Area of Effect: 1 creature	Saving Throw: Special

**Explanation/Description:** This spell is essentially the same as a sending spell. Demand differs from sending in that the spell caster may phrase his or her message so as to contain a suggestion spell and if the subject

fails to make its Saving Throw vs. Spells, it will do its best to carry out the suggestion contained in the message of the demand. Of course, if the message is relatively impossible or incongruous according to the circumstances which exist for the subject at the time the demand comes, the message is understood but no saving throw is necessary and the suggestion is ineffective. The material components of the spell are a pair of cylinders, each open at one end, connected by a thin piece of copper wire and some small part of the subject creature - a hair, bit of nail, etc. (UA)

### Glassteel (Alteration)

Range: Touch	Components: V, S, M
Duration: Permanent	Casting Time: 8 seg
Area of Effect: 1 Object	Saving Throw: None

**Explanation/Description:** The glassteel spell turns crystal or glass into a transparent substance which has the tensile strength and un-breakability of actual steel. Only a relatively small volume of material can be affected, a maximum weight of 10 pounds per level of experience of the spell caster, and it must form one whole object. The material components of this spell are a small piece of glass and a small piece of steel. (PHB)

**DM's Note:** The armor class of this substance is 1.(DMG)

### Incendiary Cloud ( Alteration/Evocation)

Range: 30'	Components: V, S, M
Duration: 4 rounds + 1-6 rounds	Casting Time: 2 seg
Area of Effect: Special	Saving Throw: ½ dmg

**Explanation/Description:** An incendiary cloud spell exactly resembles the smoke effects of a *pyrotechnics* spell (q.v.), except that its minimum dimensions are a cloud of 10' height by 20' length and breadth. This dense vapor cloud billows forth, and on the 3rd round of its existence it begins to flame, causing a hit point per level of the magic-user who cast it. On the 4th round it does 1 hit point of damage per level of the caster, and on the 5th round it again drops to % hp of damage per level of the magic-user as its flames burn out. Any successive rounds of existence are simply harmless smoke which obscures vision within its confines. Creatures within the cloud need make only 1 saving throw if it is successful, but if they fail the first, they roll again on the 4th and 5th rounds (if necessary) to attempt to reduce damage sustained by one-half. In order to cast this spell the magic-user must have an available fire source (just as with a *pyrotechnics* spell), scrapings from beneath a dung pile, and a pinch of dust. (PHB)

## Irresistible Dance (Enchantment/Charm)

Range: Touch                      Components: V  
Duration: 2-5 rounds            Casting Time: 5 seg  
Area of Effect: 1 Creature      Saving Throw: None

**Explanation/Description:** When Irresistible Dance is placed upon a creature, the spell causes the recipient to begin dancing, feet shuffling and tapping. This dance makes it impossible for the victim to do anything other than caper and prance, this cavorting lowering the armor class of the creature by -4, making saving throws impossible, and negating any consideration of a shield. Note that the creature must be touched - possibly as if melee combat were taking place and the spell caster were striking to do damage. (PHB)

## Mass Charm (Enchantment/Charm)

Range: 5'/lvl                      Components: V  
Duration: Special                Casting Time: 8 seg  
Area of Effect: Special         Saving Throw: Neg

**Explanation/Description:** A mass charm spell affects either persons or monsters just as a charm person spell or a charm monster spell (qq.v.) does. The mass charm, however, will affect a number of creatures whose combined levels of experience and/or hit dice does not exceed twice the level of experience of the spell caster. All affected creatures must be within the spell range and within a maximum area of 3" by 3". Note that the creatures' saving throws are unaffected by the number of recipients (charm person and charm monster), but all target creatures are subject to a penalty of -2 on the saving throw because of the efficiency and power of a mass charm spell. (PHB)

## Masterpiece Force Sculpture (Evocation)

Range: 30'                         Components: V, S, M  
Duration: 6 turns+ 1 turn/lvl   Casting Time: 1 turn  
Area of Effect: Special         Saving Throw: None

**Explanation/Description:** This spell is the most advanced form of the force sculpture spells. The object formed can be highly complex, containing many moving parts, such as a siege machine or a sailing ship. Parts of an object simulated could be as flexible as a rope or the wood of a bow, so a large net, ballista, a rope bridge or a collection of crossbows could be formed. As with lesser force sculptures fine or accurate details require an additional 2d4 rounds to form, along with the sufficient skill as an artist or artisan. Up to one cubic yard of matter per level of the caster can be simulated. With the exceptions noted above, the spell is otherwise identical to the 4th level spell of the same type. The material component is a lump of clay mixed with 1,000gp worth of diamond dust, which vanishes when the spell is used. (GHA)

## Maze (Conjuration/Summoning)

Range: 5'/lvl                      Components: V, S  
Duration: Special                Casting Time: 3 seg  
Area of Effect: 1 creature      Saving Throw: None

**Explanation/Description:** An extra-dimensional space is brought into being upon utterance of a maze spell. The recipient will wander in the shifting labyrinth of force planes for a period of time which is totally dependent upon its intelligence. (Note: Minotaurs are not affected by this spell.) (PHB)

### Intelligence of Mazed creature

under 3  
3 to 5  
6 to 8  
9 to 11  
12 to 14  
15 to 17  
18 and up

### Time Trapped in the Maze

2 to 8 turns  
1 to 4 turns  
5 to 20 rounds  
4 to 16 rounds  
3 to 12 rounds  
2 to 8 rounds  
1 to 4 rounds

## Mind Blank (Abjuration)

Range: 30'                         Components: V, S  
Duration: 1 day                 Casting Time: 1 seg  
Area of Effect: 1 creature      Saving Throw: None

**Explanation/Description:** When the very powerful mind blank spell is cast, the recipient is totally protected from all devices and/or spells which detect, influence, or read emotions and/or thoughts. Protection includes *augury, charm, command, confusion, divination, empathy* (all forms), *ESP, fear, feeblemind, mass suggestion, phantasmal killer, possession, rulership, soul trapping, suggestion, and telepathy*. Cloaking protection also extends to prevention of discovery or information gathering by **crystal balls** or other scrying devices, *clairaudience, clairvoyance, communing, contacting other planes, or wish-related methods* (*wishing, limited wish, alter reality*). Of course, exceedingly powerful deities would be able to penetrate the spell's powers. Note that this spell also protects from psionic-related detection and/or influence such as domination (or mass domination), hypnosis, invisibility (the psionic sort is mind related), and precognition, plus those powers which are already covered as spells. (PHB)

## Monster Summoning VI (Conj/Summoning)

Range: 80' Components: V, S, M  
Duration: 7 rounds + 1 round/lvl Casting Time: 8 seg  
Area of Effect: Special Saving Throw: None

**Explanation/Description:** This spell summons 1 or 2 sixth level monsters, the creature(s) appearing in 1 to 3 rounds. See *monster summoning I* for other details. (PHB)

D10	Monster Summoned
1	Devil, Erinyes
2	Hydra, 8 heads
3	Manticore
4	Ogre Mage
5	Rakshasa
6	Troll
7	Wight
8	Wraith
9	Wyvern
10	Lycanthrope, weretiger

## Permanency (Alteration)

Range: Special Components: V, S, M  
Duration: Permanent Casting Time: 2 rounds  
Area of Effect: Special Saving Throw: None

**Explanation/Description:** This spell affects the duration of certain other spells, making the duration permanent. The spells upon which a personal permanency will be effective are:

- *comprehend languages*
- *protection from evil*
- *detect evil*
- *detect invisibility*
- *read magic*
- *detect magic*
- *tongues*
- *infravision*
- *unseen servant*
- *protection from normal missiles*

The magic-user casts the desired spell and then follows with the permanency spell. Each permanency spell lowers the magic-user's CON by 1 point. The magic-user cannot cast these spells upon other creatures. In addition to personal use, the permanency spell can be used to make the following object/creature or area effect spells lasting:

- *enlarge*
- *fear*
- *gust of wind*
- *invisibility*
- *magic mouth*
- *prismatic sphere*
- *stinking cloud*
- *wall of fire*
- *wall of force*
- *web*

The former application of permanency can be dispelled only by a magic user of greater level than the spell caster was when he or she initially cast it. The permanency application to other spells allows it to be cast simultaneously with any of the latter when no living creature is the target, but the permanency can be dispelled normally, and thus the entire spell negated. (PHB)

**DM's Note:** There is only a 5% chance of the spell caster actually losing a point of CON if the spell is cast upon a non-living thing. (DMG)

## Polymorph Any Object (Alteration)

Range: 5'/lvl Components: V, S, M  
Duration: Variable Casting Time: 1 round  
Area of Effect: Special Saving Throw: Special

**Explanation/Description:** This spell changes one object (living or otherwise) into another. When used as a polymorph other or stone to flesh, simply treat the spell as a more powerful version, with saving throws made at -4 on the die. When it is cast in order to change other objects, the duration of the spell will depend on how radically removed the original was from its magicked state, as well as how different in size. This will be determined by your Dungeon Master by comparing:

kingdom - animal, vegetable, mineral  
class - mammals, bipeds, fungi, metals, spheres, etc.  
relationship- twig is to tree, sand is to beach, etc.  
size - smaller, equal, larger  
shape - comparative resemblance of the original to the polymorphed state  
intelligence - particularly with regard to a change in which the end product is more intelligent

Change in kingdom makes the spell work for hours or turns, i.e. hours if one removed, turns if two removed. Other changes likewise affect spell duration. Thus, changing a lion to an androsphinx would be permanent, but turning a turnip to a purple worm would be a change of only hours duration; turning a tusk into an elephant would be permanent, but turning a twig into a sword would be only a change of several turns duration. All polymorphed objects radiate a strong magic, and if a dispel magic spell is used upon them, they will return to their natural form. Note that a stone to flesh, or its reverse, will affect objects under this spell. The material components of this spell are mercury, gum arabic, and smoke.

**DM's Note:** System shock applies to living creatures, as do the restrictions noted regarding *polymorph others* and *stone to flesh*. (PHB)

## Power Word, Blind (Conjuration/Summoning)

Range: 5'/lvl                      Components: V  
Duration: Special                Casting Time: 1 seg  
Area of Effect: 30' dia.        Saving Throw: None

**Explanation/Description:** When a power word, blind is cast, one or more creatures within spell range and area of effect will become temporarily sightless. The spell affects up to 100 hit points of creatures, but the duration is dependent upon how many hit points of creatures are affected. If 50 or less points are affected, blindness lasts for 2 to 5 (d4+1) turns, if 51 or more hit points of creatures are affected, the spell duration is but 2 to 5 rounds. Note that the spell caster must indicate which creatures he or she desires to affect with the spell, noting one as target center, prior to determining results. Creatures with over 100 hit points are not affected. Blindness can be removed by cure blindness or dispel magic. (PHB)

## Sink (Enchantment/Alteration)

Range: 10'/lvl                      Components: V, S  
Duration: Special                Casting Time: 8 seg  
Area of Effect: One creature    Saving Throw: Special  
or one object of 10' cubic/lvl

**Explanation/Description:** When the magic-user casts a *sink* spell, he or she must chant the spell for 4 segments without interruption. At that juncture, the subject creature or object will become rooted to the spot unless a Saving Throw vs. Spells (with respect to a creature) or a Saving Throw vs. Disintegration (for an object with magical properties) is successful. Items of a non-magical nature are not entitled to a saving throw. The subject will also become of the same density as the surface upon which it stands at this juncture if its saving throw was not successful. The spell caster now has the option of ceasing his or her spell and leaving the subject as it is, in which case the spell will lose its dweomer in 4 turns, and the subject will return to normal. If the magic user proceeds with the spell, the subject will begin to slowly sink into the ground. On the 5<sup>th</sup> segment the subject will sink to one-quarter of its height, on the 6<sup>th</sup> another quarter, on the 7<sup>th</sup> another, and on the 8<sup>th</sup> segment it will be totally sunken into the ground. This virtual entombment will place a living subject into a state which duplicates stasis but does not otherwise harm the subject. Non-living or living, the subject will exist in undamaged form in the surface into which it was sunk, its upper extremity as far beneath the surface as the subject has height; i.e., a 6' high subject will be 6' beneath the surface, while a 60' high subject will have its uppermost portion 60' below ground level. If the ground around the subject is somehow removed, the spell is broken and the subject will return to normal – although it will not then rise up. Such spells as dig, transmute rock to mud, and freedom (reverse of imprisonment) will not harm the subject of a sink spell and will be helpful in recovering it in many cases. If a detect magic spell is cast over an area upon which a sink spell was used, it will reveal a faint dweomer of un-

definable nature, even if the subject is beyond detection range. If the subject is within range of the detect magic, the dweomer will be noted as magic of an enchantment/alteration nature.

**DM's Note:** "Magical properties" include those of magic items as listed in the *Dungeon Masters Guide*, those of items enchanted or otherwise of magical origin, and those of items with *protection*-type spells or with permanent magical properties or similar spells upon them. (UA)

## Spell Immunity (Abjuration)

Range: Touch                      Components: V, S, M  
Duration: 1 turn/lvl              Casting Time: 1 rd each  
Area of Effect: Creature(s)      Saving Throw: None  
touched

**Explanation/Description:** By use of this spell the magic-user is able to confer virtual immunity to certain spells and magical attack forms upon those he or she touches and magic. For every 4 levels of experience of the magic-user, 1 creature can be protected by the *Spell Immunity* spell, but the duration of the protection is similarly disbursed upon these additional figures. (Example: A 16th level magic-user can cast the dweomer upon 1 creature and it will last 16 turns, or he or she can place it upon 2 creatures for an 8 turn duration, or upon 4 creatures for but 4 turns duration.) The protection gives a bonus to saving throws as follows:

<i>Beguiling, Charm, Suggestion</i>	+9
<i>Command, Domination, Fear, Hold, Scare</i>	+7
<i>Geas, Quest</i>	+5

The material component of this spell is a diamond which must be crushed and sprinkled over the spell recipients, and each such creature must also have in its possession a diamond of any size, intact and carried on its person. (PHB)

**DM's Note:** Although it should be rather obvious, the spell works against nearly any form of enchantment/charm. Thus:

<i>Forget, Hypnotism, Ray of Enfeeblement</i>	+9
<i>Antipathy/Sympathy, Confusion, Mass Suggestion</i>	+7
<i>Chaos, Feeblemind, Irresistible Dance</i>	+5

Any other such spells can be adjudicated from the list herein. (DMG)

## Sunburst (Evocation/Alteration)

Range: 0                              Components: V, S, M  
Duration: 1 round                Casting Time: 4 seg  
Area of Effect: Special            Saving Throw: Special

**Explanation/description:** When a magic-user casts a *sunburst* spell, a globe of radiance explodes soundlessly outward in all directions from his body. The radiance races out in a single round to a maximum effective radius of 10' per level of the caster, and then dissipates.

Like the druidic *sunray* this radiance blinds all creatures within it for 1d3 rounds (Save vs. Spells to avoid). Creatures using ultravision are blinded for 2d4 rounds if they fail to save. Creatures to whom sunlight is harmful are blinded for 2d6 rounds (or 1d100 days if they fail to save). Creatures within the radiance also have their infravision, if any, ruined for 1d4 +1 rounds. Undead including vampires suffer 8d6 points of damage, half if a Save vs. Spells is successful. The ultraviolet light of the sunburst does 8d6 points of damage to fungoid creatures and subterranean fungi (no saving throw). The material components of the spell are a piece of aventurine feldspar (sunstone) and a naked flame, from any source. (REF5)

## Symbol (Conjuration/Summoning)

Range: Touch	Components: V, S, M
Duration: Special	Casting Time: 8 seg
Area of Effect: Special	Saving Throw: Special

**Explanation/Description:** A symbol spell causes the creation of magical runes which affect creatures which pass over, touch, read, or pass through a portal upon which the symbol is inscribed. Upon casting the spell, the magic-user inscribes the symbol upon whatever surface he or she desires. Likewise, the spell caster is able to place the symbol of his or her choice, using any one of the following:

**Death** - One or more creatures whose total hit points do not exceed 80 are slain.

**Discord** - All creatures are affected and immediately fall to loudly bickering and arguing; furthermore, there is a 50% probability that creatures of different alignment will attack each other. The bickering lasts for 5-20 rounds; the fighting for 2-8 rounds.

**Fear** - This symbol operates as an extra-strong fear spell, causing all creatures to save vs. the spell at -4 on the die or panic and flee as if affected by a *fear* spell (q.v.)

**Hopelessness** - All creatures are affected and must turn back in dejection unless they Save vs. Spells. Affected creatures will submit to the demands of any opponent, i.e. surrender, get out, etc.; the hopelessness lasts for 3 to 12 (3d4) turns, and during this period it is 25% probable that affected creatures will take no action during any round, and 25% likely that those taking action will turn back or retire from battle, as applicable.

**Insanity** - One or more creatures whose total hit points do not exceed 120 will become insane and remain so, acting as if a confusion spell (q.v.) had been placed upon them until a heal, restoration, or wish spell is used to remove the madness.

**Pain** - All creatures are affected, having wracking pains shooting through their bodies, which causes them to have -2 on DEX and -4 on attack dice for from 2-20 turns.

**Sleep** - All creatures under 8+ 1 hit dice will immediately fall into a catatonic slumber and cannot be awakened for 5 to 16 (d12 + 4) turns.

**Stunning** - One or more creatures whose total hit points do not exceed 160 will be stunned and reeling for 3-12

(3d4) rounds, dropping anything it or they hold in manipulative members.

The type of symbol cannot be recognized without it being read and thus activating its effects. The material components of this spell are powdered black opal and diamond dust worth not less than 5,000gp each. (PHB)

## Telekinetic Sphere (Evocation - Alteration)

Range: 20'
Duration: 1 round/lvl
Area of Effect: 10' sphere/lvl

**Explanation/Description:** This spell is exactly the same as the 4<sup>th</sup> level magic-user spell, *Resilient Sphere*, with the addition that the interior of the globe is virtually weightless; i.e., anything contained within it weighs only 1/16 of its normal weight. Any subject weighing up to 5,000 pounds can be telekinetically lifted in the sphere by the caster. Range of control extends to a maximum distance of 10' per level of the caster after the sphere has actually succeeded in encapsulating a subject or subjects. Note that even if more than 5,000 pounds of weight is englobed, the essential weight is but 1/16 of actual, so the orb can be rolled without exceptional effort. Because of the reduced weight, rapid motion or falling within the field of the sphere is relatively harmless to the object therein, although it can be disastrous should the globe disappear when the subject inside is high above a hard surface. In addition to the material components for the *resilient sphere*, the caster must have a pair of small bar magnets to effectuate this spell. (UA)

## Trap The Soul (Conjuration/Summoning)

Range: 10'	Components: V, S, M
Duration: Until broken	Casting Time: *+1 seg
Area of Effect: 1 creature	Saving Throw: Neg

**Explanation/Description:** This spell is similar to the *magic jar*, except that the trap the soul spell forces the subject creature's life force (and its material body, if any) into a special prison magicked by the spell caster. The subject of the spell must be seen by the caster, and the magic-user must know the subject's true name as well when the final word is uttered. Preparatory to the actual casting of the trap the soul, the magic-user must prepare the soul prison, a gem of 1,000gp value for every hit die or level of experience the creature whose soul is to be trapped possesses, i.e. it requires a gem of 10,000gp value to trap a 10 hit dice (or 10<sup>th</sup> level) creature by placing an enchant an item spell upon it and then placing a *maze* spell into the gem, thereby forming the prison for the soul to be trapped. There are 2 manners in which the soul of the victim can be imprisoned. The final word of the spell can be spoken when the creature is within spell range, but this entitles it to exercise its magic resistance (if any) and a Saving Throw vs. Spells as well, and if the latter is successful, the gem shatters.

The second method of soul trapping is far more insidious, for it tricks the victim into accepting o trigger

object inscribed with the final spell word which will automatically place the creature's soul into the trap. If this method is used, it will be necessary to name the triggering item when the prison gem is magicked. A sympathy spell may be placed on the trigger item. As soon as the subject creature picks up or accepts the trigger item, its soul is automatically transferred to the gem. The gem prison will hold the soul trapped until time indefinite, or until it is broken and the soul is released, allowing the material body to reform. If the creature trapped is a powerful creature from another plane (and this could actually mean a character trapped by some inhabitant of another plane of existence when the character is not on the Prime Material Plane), it can be required to perform a service immediately upon being freed. Otherwise, the creature can go totally free once the gem imprisoning it is broken. (PHB)

### Unlife (Necromantic)

#### Go Down (Reverse)

Range: Touch	Components: V, S, M
Duration: Permanent	Casting Time: 1 round
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** This powerful magic enables the caster to create undead from corpses and skeletal remains. Undead take 20 turns (minus the level of the caster) to come to unlife, and upon appearance, will attempt to carry out one task or action stated in the spell-casting (typically, to attack the first creature other than the caster to enter the place where the spell was cast). The created undead is not otherwise under the control of the caster. The caster has a 7% chance per level of successfully choosing the type of undead created. Otherwise, use the following percent table to determine what sort of undead the carrion is transformed into.

Normally only a single undead can be created by this spell. Sometimes (2 in 6 chance) two or three may be inadvertently created, if other carrion is within 20' of the casting. Types of extra undead are not selectable by the caster, nor are such extra undead obligated to carry out any task or refrain from attacking the caster, who may not even be aware of their existence.

The reverse of this spell, *go down*, causes a single undead to be reduced to lifeless remains (if non-corporeal, it is reduced to dust forever). Such remains, not dust, could be reanimated by later magic. The material components for both forms of the spell are a pinch of dust, a pinch of ashes, a drop of blood, a drop of water, and a fragment of bone. (REF5)

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## Level 9

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### Astral Spell (Evocation)

Range: Touch	Components: V, S
Duration: Special	Casting Time: 9 seg
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** Except as noted above, this spell is the same as the 7<sup>th</sup> level cleric spell, *astral spell*. (PHB)

**DM's Note:** See the cleric spell of the same name for commentary. (DMG)

### Control Undead (Necromantic)

Range: 10'/lvl	Components: V, S, M
Duration: 1 round/lvl	Casting Time: 2 seg
Area of Effect: Special	Saving Throw: Special

**Explanation/Description:** This spell enables the caster to control undead creatures perfectly and precisely, as though they were intelligent creatures under a charm. Controlled undead can perform precise tasks such as climbing, sorting or unlocking things, binding wounds, and the like, but cannot cast spells or perform other class abilities denied to the spell-caster.

When a control undead is cast, the caster is instantly aware of all undead within range. All must Save vs. Spells at - 6 to avoid being affected. As many undead as the caster has levels can be affected; if more are present, which ones are affected is randomly determined, not decided by the caster. On the third round of control, all controlled undead save against spells at -5, to break free of control. On the fifth round, they save at -4, and so on, until the spell expires or all undead are free of control. After 15 rounds of control, the save will be made at + 1, gaining a plus on every save thereafter. Once control of a particular undead is lost, it can never be regained. Death, departure, unconsciousness, or further spell-casting on the part of the caster will end the control undead spell. Note that undead, unlike charmed living creatures, are not freed of control by being directed to do things harmful to them. (REF5)

### Crushing Hand (Evocation)

Range: 5'/level	Components: V, S, M
Duration: 1 round/lvl	Casting Time: 9 seg
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** Crushing Hand causes the appearance of a huge disembodied hand which is similar to *Forceful Hand* and *Clenched Fist*. The *Crushing Hand* is under the mental control of the spell caster, and he or she can cause it to grasp and squeeze an opponent. Damage from this constriction depends on the number of rounds it acts upon the victim:

1 <sup>st</sup> round	1-10 hit points
2 <sup>nd</sup> - 3 <sup>rd</sup> rounds	2-20 hit points
4 <sup>th</sup> & beyond	4-40 hit points

The *Hand* can sustain hit points equal to those of the magic-user who created it before being dispelled. The material components of the spell are a glove of snake skin and the shell of an egg.(PHB)

### Crystalbrittle (Alteration)

Range: Touch	Components: V, S
Duration: Permanent	Casting Time: 9 seg
Area of Effect: 2 cu. ft./lv	Saving Throw: Special

**Explanation/Description:** The dweomer of this spell causes metal, whether as soft as gold or as hard as adamantite, to turn to a crystalline substance as brittle and fragile as crystal. Thus a sword, metal shield, metal armor, or even an iron golem can be changed to a delicate, glass-like material easily shattered by any forceful blow. Furthermore, this change is unalterable short of by means of a wish spell; i.e., *dispel magic* will not reverse the spell. The caster must physically touch the target item - equal to a hit in combat if the item is being worn or wielded, or is a monster. Any single metal item can be affected by the spell. Thus, a suit of armor being worn by the subject can be changed to crystal, but the subject's shield would not be affected, or vice versa. All items gain a saving throw equal to their magical bonus value or protection. A **+1/+3 sword** would get a 10% (average of the two plusses) chance to save; **+5 magic armor** a 25% chance to be unaffected; an iron golem a 15% chance to save (for it is hit only by magic weapons of +3 or better quality). Artifacts and relics of metal have a 95% chance to be unaffected by the spell. Affected items not immediately protected will be shattered and permanently destroyed if struck by a normal blow from a metal tool or any weighty weapon, including a staff. (UA)

### Disjunction (Alteration - Enchantment)

Range: 0	Components: V
Duration: Permanent	Casting Time: 9 seg
Area of Effect: 30' radius	Saving Throw: Special

**Explanation/Description:** When this spell is cast, all magic and/or magic items within the radius of the spell, except those on the person of or being touched by the spell caster, are disjoined. That is, spells being cast are separated into their individual components (usually spoiling the effect as does a *dispel magic*), and permanent and magicked items must likewise Save vs. Spells if actually cast on a creature, or versus a *dispel magic* otherwise, or be turned into normal items. Even artifacts and relics are subject to Disjunction, although there is only a 1% chance per level of the spell caster of actually affecting such powerful items. Thus, all potions, scrolls, rings, rods et al., miscellaneous magic items, artifacts and relics, arms and armor, swords and miscellaneous weapons within 30' of the spell caster

can possibly lose all their magical properties when Disjunction is cast.

**DM's Note:** Destroying artifacts is a dangerous business, and 95% likely to attract the attention of some powerful being who has an interest or connection with the device. Additionally, if an artifact is destroyed, the casting magic-user must Save vs. Spells at -4 or permanently lose all spell casting abilities. (UA)

### Energy Drain (Evocation)

Range: Touch	Components: V, S, M
Duration: Permanent	Casting Time: 3 seg
Area of Effect: 1 creature	Saving Throw: None

**Explanation/Description:** By casting this spell, the magic-user opens a channel between the plane he or she is on and the Negative Material Plane, the caster becoming the conductor between the two planes. As soon as he or she touches (equal to a hit if melee is involved) any living creature, the victim loses two energy levels (as if struck by a spectre). A monster loses two hit dice permanently, both for hit points and attack ability. A character loses levels, hit dice and hit points, and abilities permanently (until regained through adventuring, if applicable). The material component of this spell is essence of spectre or vampire dust. Preparation requires three segments, the material component is then cast forth, and upon touching the victim the magic-user speaks the triggering word, causing the dweomer to take effect instantly. There is always a 5% (1 in 20) chance that the caster will also be affected by the energy drain and lose one energy level at the same time the victim is drained of two. Humans or humanoids brought to zero energy level by this spell become juju zombies. (UA)

### Gate (Conjuration/Summoning)

Range: 30'	Components: V, S
Duration: Special	Casting Time: 9 seg
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** Except as noted above, this spell is the same as the 7<sup>th</sup> level cleric spell, *gate*.(PHB)

**DM's Note:** See the cleric spell of the same name for commentary.(DMG)

### Imprisonment (Abjuration) Reversible Freedom (Reverse)

Range: Touch	Components: V, S
Duration: Permanent	Casting Time: 9 seg
Area of Effect: 1 creature	Saving Throw: None

**Explanation/Description:** When an imprisonment spell is cast and the victim is touched, the recipient is entombed in a state of suspended animation (cf. temporal stasis) in a small sphere far below the surface of the earth. The victim remains there unless a reverse of the spell, with the creature's name and background, is cast. Magical search by **crystal ball**, a *locate objects* spell or similar means will not reveal the fact that a

creature is imprisoned. The reverse (*freedom*) spell will cause the appearance of the victim at the spot he, she or it was entombed and sunk into the earth.

There is a 10% chance that 1 to 100 other creatures will be freed from imprisonment at the same time if the magic-user does not perfectly get the name and background of the creature to be freed. The spell only works if the name and background of the victim are known. (PHB)

**DM's Note:** To find what number of creatures are freed, roll percentile dice to find the density of imprisoned creatures before rolling for the number. Multiply the first roll by the second, rounding any remainders to the nearest whole. For each such creature freed there is only a 10% chance that it will be in the area of the spell caster. Use a d20 for level, any number of 9 or higher indicating a 9th level monster. (DMG)

## Meteor Swarm (Evocation)

Range: 40'+10'/lvl      Components: V, S  
Duration: Instantaneous      Casting Time: 9 seg  
Area of Effect: Special      Saving Throw: ½ dmg

**Explanation/Description:** A meteor swarm is a very powerful and spectacular spell which is similar to a fireball in many aspects. When it is cast, either four spheres of 2' diameter or eight spheres of 1' diameter spring from the outstretched hand of the magic-user and streak in a straight line up to the distance demanded by the spell caster, up to the maximum range. Any creature in the straight line path of these missiles will receive the full effect of the missile, or missiles, without benefit of a saving throw. The "meteor" missiles leave a fiery trail of sparks, and each bursts as a fireball (9.v.). The large spheres each do 10 to 40 hit points of damage, the four bursting in a diamond or box pattern. Each has a 30' diameter area of effect, and each sphere will be 20' apart, along the sides of the pattern, so that there are overlapping areas of effect, and the center will be exposed to all four blasts. The eight small spheres have one-half the diameter (10') and one-half the damage potential (5-20). They burst in a pattern of a box within a diamond or vice versa, each of the outer sides 20' long, and the inner sides being 10' long. Note that the center will have 4 areas of overlapping effect, and there are numerous peripheral areas which have two overlapping areas of effect. A saving throw for each area of effect will indicate whether full hit points of damage, or half the indicated amount of damage, will be sustained by creatures within each area, except as already stated with regard to the missiles impacting. (PHB)

## Monster Summoning VII (Conj/Summoning)

Range: 90'      Components: V, S, M  
Duration: 8 rounds + 1 round/lvl      Casting Time: 9 seg  
Area of Effect: Special      Saving Throw: None

**Explanation/Description:** This spell summons 1 or 2 7<sup>th</sup> level monsters which appear 1 round after the spell is

cast, or 1 8<sup>th</sup> level monster which will appear 2 rounds after the spell is cast. See *monster summoning I* for other details. (PHB)

### D20      Monster Summoned

1	Chimera
2	Demon (Type I)
3	Demon (Type II)
4	Demon (Type IV)
5	Demon, Succubus
6	Devil, barbed
7	Devil, bone
8	Ettin
9	Giant, fire
10	Giant, frost
11	Giant, hill
12	Giant, stone
13	Gorgon
14	Hydra (10 heads)
15	Lizard, fire
16	Mummy
17	Night Hag
18	Roper
19	Slug, giant
20	Spectre

## Power Word, Kill (Conjuration/Summoning)

Range: 2.5'/lvl      Components: V  
Duration: Permanent      Casting Time: 1 seg  
Area of Effect: 20' diameter      Saving Throw: None

**Explanation/Description:** When a power word, *kill* is uttered, one or more creatures within the spell range and area of effect will be slain. The power word will destroy a creature with up to 60 hit points, or it will kill 2 or more creatures with 10 or fewer hit points, up to a maximum of 120 hit points. The option to attack a single creature, or multiple creatures, must be stated along with the spell range and area of effect center. (PHB)

## Prismatic Sphere (Abj, Conj/Summoning)

Range: 0      Components: V  
Duration: 1 turn/lvl      Casting Time: 7 seg  
Area of Effect: 20' sphere      Saving Throw: Special

**Explanation/Description:** This spell enables the magic-user to conjure up an opaque globe of shimmering, multi-colored spheres of light to surround him or her which give protection from all forms of attack. This scintillating sphere flashes all the seven colors of the visible spectrum, and each of these spheres of color has a different power and purpose. Any creature with fewer than eight hit dice will be blinded for from 2 to 8 turns by the colors of the sphere. This phenomenon is immobile and only the spell caster can pass in and out the prismatic sphere without harm. Note that typically the upper hemisphere of the globe will be visible, as the spell caster is at the center of the sphere, so the lower half is usually hidden by the floor surface he or she is standing upon. The colors and effects of the *prismatic sphere*, as well as what will negate each globe, are:

Color of Globe	Order of Globe	Effects of Globe	Spell Negated By
Red	1 <sup>st</sup>	all non-magical missiles -10 hp dmg	<i>cone of cold</i>
Orange	2 <sup>nd</sup>	all magical missiles - 20 hp dmg	<i>gust of wind</i>
Yellow	3 <sup>rd</sup>	poisons, gasses, and petrification - hp dmg	<i>disintegrate</i>
Green	4 <sup>th</sup>	all breath weapons – save vs. poison or dead	<i>passwall</i>
Blue	5 <sup>th</sup>	prevents location/ detection and psionics save vs. petrification or turned to stone	<i>magic missile</i>
Indigo	6 <sup>th</sup>	magical spells save vs. wand or insane	continual light
Violet	7 <sup>th</sup>	force field protection save vs. spells or sent to another plane	<i>dispel magic</i>

**DM's Note:** A *rod of cancellation* will destroy a *prismatic sphere*. Otherwise, anything entering the sphere will be destroyed, any creature subject to the effects of each and every globe as indicated, i.e. 70 hit points of damage plus death, petrification, insanity and/or instantaneous transportation to another plane, and only the four latter effects are subject to saving throws. The individual globes may be destroyed by appropriate magical attacks in consecutive order, the 1<sup>st</sup> globe destroyed before any others, then the 2<sup>nd</sup>, etc.

At the commencement of this spell, each color is shimmering, but each represents a successive layer, rather like an onion. The first MUST be brought down before the second can be affected, etc. Any creature passing through gets the effect of each and every color layer still existing.(DMG)(PHB)

### Shape Change (Alteration)

Range: 0  
Duration: 1 turn/lvl  
Area of Effect: The spell caster

Components: V, S, M  
Casting Time: 9 seg  
Saving Throw: None

**Explanation/Description:** With this spell, the magic-user is able to assume the form of any creature short of a demi-god, greater devil, demon prince, singular dragon type, greater demon or the like. The spell caster becomes the creature he or she wishes, and has all of the abilities save those dependent upon intelligence, for the mind of the creature is that of the spell caster. Thus, he or she can change into a griffon, thence to an efreet, and then to a titan, etc. These creatures have whatever hit points the magic-user has at the time of the shape change. Each alteration in form requires 1 segment. No system shock is incurred. Example: A wizard is in combat and assumes the form of a will 0' wisp, and when this form is no longer useful, the wizard changes into a stone golem and walks away.

When pursued, the golem-shape is changed to that of a flea, which hides upon a horse until it can hop off

and become a bush. If detected as the latter, the magic-user can become a dragon, pool of water, or just about anything else. The material component of the spell is a jade circlet worth no less than 5,000gp which will shatter at the expiration of the magic's duration. In the meantime, it is left in the wake of the shape change, and premature shattering will cause the magic to be dispelled. (PHB)

### Succor (Alteration - Enchantment)

Range: Touch  
Duration: Special  
Area of Effect: 1 individual

Components: S, M  
Saving Throw: None

**Explanation/Description:** This spell is essentially the same as the 7<sup>th</sup> level cleric spell of the same name. A *succor* spell cast by a magic user will teleport without error the individual breaking the object and speaking the command word. If the reverse is used, the archmage is likewise brought to the presence of the individual. Unlike the cleric spell of the same name, the summoned archmage has no choice than to answer the summons, making this version of the spell rare indeed.

Intervening planes have only a 1% chance each, cumulative, of causing irrevocable loss of the individual or spell caster involved in the *succor*. The material component used must be gem material of not less than 5,000gp value; whether it is a faceted gem or not is immaterial. The components can only be enchanted once per month (usually on the night of a clear, full moon). At that time, the object is "set" for the type of succor and its final destination (either the location of the spell casting or an area well known to the mage). (UA)

### Temporal Stasis (Alteration) Reversible

#### Temporal Reinstatement (Reverse)

Range: 10'  
Duration: Permanent  
Area of Effect: 1 creature

Components: V, S, M  
Casting Time: 9 seg  
Saving Throw: None

**Explanation/Description:** Upon casting this spell, the magic-user places the recipient creature into a state of suspended animation. This cessation of time means that the creature does not grow older. Its body functions virtually cease. This state persists until the magic is removed by a *dispel magic* spell or the reverse of the spell (*temporal reinstatement*) is uttered.

Note that the reverse requires only a single word and no somatic or material components. The material component of a *temporal stasis* spell is a powder composed of diamond, emerald, ruby, and sapphire dust, one stone of each type being required. (PHB)

## Time Stop (Alteration)

Range: 0

Duration: 1-8 seg + ½ seg/lvl

Area of Effect: 30' sphere

Components: V

Casting Time: 9 seg

Saving Throw: None

**Explanation/Description:** Upon casting a *time stop* spell, the magic-user causes the flow of time to stop in the area of effect, and outside this area - the sphere simply seems to shimmer for an instant. During the period of spell duration, the magic-user can move and act freely within the area where time is stopped, but all other creatures there are frozen in their actions, for they are literally between ticks of the time clock, and the spell duration is subjective to the caster. No creature can enter the area of effect without being stopped in time also, and if the magic-user leaves it, he or she immediately negates the spell. When spell duration ceases, the magic user will again be operating in normal time. (PHB)

**DM's Note:** Use a stop watch or silent count to time this. The caster must be able to complete his or her acts before spell duration expires, or else he or she will likely be found in an embarrassing act. The use of a *teleport* spell just before the spell duration of the *time stop* expires is permissible. (DMG)

## Wish (Conjuration/Summoning)

Range: Unlimited

Duration: Special

Area of Effect: Special

Components: V

Casting Time: Special

Saving Throw: Special

**Explanation/Description:** The wish spell is a more potent version of a *limited wish* (q.v.). If it is used to alter reality with respect to hit points sustained by a party, to bring a dead character to life, or to escape from a difficult situation by lifting the spell caster (and his or her party) from one place to another, it will not cause the magic-user any disability. Other forms of wishes, however, will cause the spell caster to be weak (-3 on STR) and require 2 to 8 days of bed rest due to the stresses the wish places upon time, space, and his or her body. Regardless of what is wished for, the exact terminology of the wish spell is likely to be carried through. (This discretionary power of the referee is necessary in order to maintain game balance. As wishing another character dead would be grossly unfair, for example, your DM might well advance the spell caster to a future period where the object is no longer alive, i.e. putting the wishing character out of the campaign.) (PHB)

# ILLUSIONIST SPELLS

## Cantrips

### Colored Lights (Alteration)

Area of Effect: Special Casting Time: ½ seg

**Explanation/Description:** When this cantrip is used, the caster creates one or more globes of pastel light (magic-users' *bluelight* cantrip). A single globe of illumination 1 foot in diameter can be brought forth, or a pair of 6-inch diameter globes, three 4-inch globes, or four 3-inch globes. The caster can cause these globes of light to be of any pastel color. Each will illuminate a radius around it equal to five diameters; i.e., a 1-foot globe sheds a 5' radius of brilliance, while a 3-inch sphere of light illuminates only a radius of 15 inches. As long as the caster concentrates on the colored lights, the cantrip will remain active, and the globe or globes will float near or rest upon the caster, as he or she desires, within the 10' range. Globes can be moved back and forth, up and down, to and fro as desired. The illumination from any one of them will not cast reflections beyond 10', and the light shed cannot be detected beyond 30'. Infravision and ultravision are not affected if light is colored pale blue or pink, but other hues will disturb these visual capabilities.

Verbal and somatic components are these: The caster must speak the color and number of globes desired, then speak a magic word, while directing the globes with one or more fingers. (UA)

### Dim (Alteration)

Area of Effect: Special Casting Time: ½ seg

**Explanation/Description:** By means of a dim cantrip, the illusionist causes a light source to become weaker or the very air to become less permeated by light rays. If light sources are to be affected, then about 6 torches, a medium-sized fire (such as in a fireplace or campfire), 72 candles, or even a *light* or *continual light* spell can be affected. The dim cantrip will cause any of the above light sources to at best shed only half their normal radiance for one full round. Torches will burn only as brightly as candles; candles will but glow dimly; a fire will become torch-like in illumination, and all light spells dim to half their normal brightness. Affected light must be within 10' of the caster. He or she must speak a magical phrase and make a downward motion with one hand to effectuate the cantrip. (UA)

### Haze (Alteration)

Area of Effect: 10' cube Casting Time: ½ seg

**Explanation/Description:** When a haze cantrip is cast, the atmosphere in the desired area of effect becomes cloudy, as if layered by smoke or filled with floating dust. Any creature attempting to discharge missiles or cast spells at a target screened by such a haze will be affected. The target is 5% harder to hit, so missile discharge is at -1 to-hit and saving throws are at +1 (or one is given when otherwise none is allowed, although it is only a 5% chance to save in the latter case). Hiding in shadows is 5% more effective when screened by a haze cantrip. The hazy effect lasts but a single round. It must be cast over an area within 10' of the caster. Atmospheric conditions will destroy the haze if applicable – a good breeze, rain, etc. A gust of wind spell will immediately disperse the haze. The caster hums a melody while the hands make passes before the body to effectuate this cantrip. (UA)

### Mask (Illusion)

Area of Effect: One person Casting Time: 1/6 seg

**Explanation/Description:** A mask cantrip enables the caster to alter his or her visage, or the visage of whatever subject individual (human, demi-human, or humanoid) he or she chooses, by means of an illusion. Ears, hair, head shape, facial features, and all such aspects of appearance are affected. The mask will only be detectable if a viewer peers closely or can detect illusion and does so. The effect lasts for 3-6 rounds. The caster touches his or her face, thinks of the desired features, and then speaks a word descriptive of the visage desired. (UA)

### Mirage (Illusion)

Area of Effect: 20' sq. Casting Time: ½ seg

**Explanation/Description:** This cantrip lets the caster cause an area to appear to be something other than it is. The mirage cantrip brings an illusionary scene to cover the area. The area must be relatively flat and featureless, and the mirage must be an actual place, in existence at the time, which the caster has actually beheld. A Saving Throw vs. Spells is applicable.

The cantrip lasts for as long as the caster concentrates, although each round there is a 5% cumulative chance that it will waver and reveal its true nature. Touching a mirage will instantly dispel the cantrip, as will *dispel illusion* or *dispel magic*. The caster must speak a word or two descriptive of the mirage

and then make a single pass to cause the magic to begin. It is maintained by concentration alone thereafter. (UA)

**Noise** (Illusion)

Area of Effect: 10' radius      Casting Time: 1/6 seg

**Explanation/Description:** The caster of a *noise* cantrip causes illusory sound of whatever nature he or she desires, although it is indistinct and confusing. Thus, he or she can cause a murmuring sound as if many voices were speaking behind a thick door or at a great distance, a rushing sound similar to wings and wind combined, shuffling and scraping as if many people were moving things or walking slowly but at some distant place, etc.

All creatures within the area of effect will be subject to the cantrip, but each gets a saving throw. Success negates the noise with respect to the individual. Range is 10' for the cantrip's radius of sound. The caster points a digit at the desired area and then softly makes sounds imitative of the noises desired. (UA)

**Rainbow** (Alteration)

Area of Effect: Special      Casting Time: 1/3 seg

**Explanation/Description:** By means of this cantrip, the caster brings into being a plane of pastel colors which exactly duplicates a rainbow. He or she can cause this 30'-long, 1'-wide band of color to arch into a bowed shape, remain a ribbon, twist and turn, etc. In any event, one end of the rainbow must be within 10' of the caster when the cantrip is cast. The colors will glow softly and be visible even in total (normal) darkness. If no motion is desired, the caster may leave the vicinity of the rainbow. If motion is desired, the caster must control it by hand gesture and remain within 10' of it. The rainbow will last for 1 round and then fade away. All creatures failing to Save vs. Spells will gaze at the rainbow for 1-4 segments, 2-5 if the caster keeps it in motion. Verbal component is a name of power, which is spoken while the fingers of both hands form a pyramid. (UA)

**Two-D'lusion** (Illusion)

Area of Effect: 4' sq.      Casting Time: 1/6 seg

**Explanation/Description:** This cantrip is virtually the same as a phantasmal force spell in most respects. The caster creates a two-dimensional illusion of whatever he or she desires. If any viewer sees it from an angle of more than 45° from its horizontal or vertical viewing axis, the nature of the illusion will be immediately apparent. It is dispelled by touch or magic (*dispel illusion* or *dispel magic*). It is invisible from the side or the rear, and lasts as long as the caster concentrates upon it. To effectuate the cantrip, the caster must speak a phrase descriptive of the illusion while making a circular motion with his closed hand. (UA)

**Level 1**

**Audible Glamer** (Illusion/Phantasm)

Range: 60' + 10'/lvl      Components: V, S  
Duration: 3 rounds/lvl      Casting Time: 5 seg  
Area of Effect: Hearing range      Saving Throw: Special

**Explanation/Description:** Except as noted above, this spell is the same as the 2<sup>nd</sup> level magic-user spell, *audible glamer*. (PHB)

**Change Self** (Illusion/Phantasm)

Range: 0      Components: V, S  
Duration: 2-12 rd + 2 rd/lvl      Casting Time: 1 seg  
Area of Effect: The illusionist      Saving Throw: None

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

**Chromatic Orb** (Alteration - Evocation)

Range: 0      Components: V, S, M  
Duration: Special      Casting Time: 1 seg  
Area of Effect: 1 creature      Saving Throw: Special

**Explanation/Description:** The chromatic orb spell enables the illusionist to create a small globe of varying hue in his or her hand and hurl it at any opponent he or she desires, providing there are no barriers between the illusionist and the target creature, and that the target creature is within 30' (the longest distance the chromatic orb can be hurled). It is magical, and even creatures normally struck only by + 5, + 4, etc. magic weapons will be affected by the chromatic orb if it strikes. Magic resistance withstands this spell, of course. At 10' or closer, there is a + 3 chance to-hit at over 10' to 20' there is a + 2 chance to strike the target, and from over 20' to the maximum 30' range the chance to-hit is only + 1. If a chromatic orb misses a target, it dissipates without further effect. The color of the globe determines its effect when a subject is struck. Low-level illusionists are restricted as to what color orb they can bring into existence by means of this spell, although the hues below their level are always available should the choice be made to select a color not commensurate with level of experience. Colors and effects are shown on the table below.

Minimum Level of Caster	Color of Orb Generated	Hit Points of Damage	Special Powers
1 <sup>st</sup>	Pearly	1-4	light(1)
2 <sup>nd</sup>	Ruby	1-6	heat(2)
3 <sup>rd</sup>	Flame	1-8	fire(3)
4 <sup>th</sup>	Amber	1-10	blindness(4)
5 <sup>th</sup>	Emerald	1-12	stinking cloud(5)

6 <sup>th</sup>	Turquoise	2-16	magnetism(6)
7 <sup>th</sup>	Sapphire	2-8	paralysis(7)
10 <sup>th</sup>	Amethyst	(slow)	petrification(8)
12 <sup>th</sup>	Ashen	(paralysis)	death(9)

### Notes on special powers:

1: Light equal to a *light* spell will be generated and persist for 1 round/lvl of the caster, and any subject failing to Saving Throw vs. Spells will be blinded for the duration.

2: Heat from the ruby orb will melt up to 1 cubic yard of ice, and creatures not Saving vs. Spells will suffer a loss of 1 point of strength and 1 point of dexterity (or -1 to-hit and AC) for 1 round following being struck by the orb.

3: Fire from the orb will set aflame all combustibles within a 1' radius of the target, and unless the target makes a Saving Throw vs. Spells an additional 2 points of fire damage will be suffered (except when protected from fire by magical or natural means).

4: The target subject will suffer blindness for 5-8 rounds unless a successful Saving Throw vs. Spells is made (*cure blindness* or *dispel magic* negates this effect).

5: A magical stinking cloud of 5' radius (around the target) is created when a successful hit is made, and the subject must Save vs. Poison or else be helpless, and in any event will be helpless until leaving the area of the vapors (cf. *stinking cloud* spell).

6: The turquoise orb inflicts electrical damage, and if the target is wearing ferrous metal it will be magnetized for 3-12 rounds unless a Saving Throw vs. Spells is successful. Magnetized metal will stick fast to other magnetized metal items, and non-magnetized ferrous metal items will cling until pulled free.

7: Unless a Saving Throw vs. Paralyzation is made, the subject creature will be paralyzed for 5-20 rounds.

8: The subject creature will be turned to stone unless a Saving Throw vs. Petrification is made, and even if the save is made, the subject will be slowed for 2-8 rounds (cf. *slow* spell).

9: The subject creature will die unless a successful Saving Throw vs. Death Magic is made, and even if a save is made, the subject will be paralyzed for 2-5 rounds.

The material component of the spell is a gem of the appropriate hue, or else a clear crystal one (such as a diamond). The gem can be as small (in value) as 50 gold pieces as long as its color is appropriate. (UA)

### Color Spray (Alteration)

Range: 10'/lvl	Components: V, S, M
Duration: 1 seg	Casting Time: 1 seg
Area of Effect: 5' x 20' x 20'	Saving Throw: Special

Wedge

**Explanation/Description:** Upon casting this spell, the illusionist causes a vivid fan-shaped spray of clashing colors to spring forth from his or her hand. From 1 to 6 creatures within the area of effect can be affected. The spell caster is able to affect 1 level or hit die of creatures for each of his or her levels of experience. Affected creatures are struck unconscious for 2 to 8

rounds if their level is less than or equal to that of the spell caster; they are blinded for 1 to 4 rounds if their level or number of hit dice is 1 or 2 greater than the illusionist; and they are stunned (cf. power word, *stun*, seventh level magic-user spell) for 2 to 8 segments if their level or number of hit dice is 3 or more greater than the spell caster. All creatures above the level of the spell caster and all creatures of 6<sup>th</sup> level or 6 hit dice are entitled to a Saving Throw vs. the *color spray* spell. The material components of this spell are a pinch each of powder or sand colored red, yellow and blue. (PHB)

### Dancing Lights (Alteration)

Range: 40'+10'/lvl	Components: V, S, M
Duration: 2 rd/level	Casting Time: 1 seg
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** This spell is the same as the 1<sup>st</sup> level magic-user spell, *dancing lights*. (PHB)

### Darkness (Alteration)

Range: 10'/lvl	Components: V, S
Duration: 2-8 rd + 1rd/lvl	Casting Time: 1 seg
Area of Effect: 15' radius globe	Saving Throw: None

**Explanation/Description:** Except as noted above, this spell is the same as the 2<sup>nd</sup> level magic-user spell of darkness. (PHB)

### Detect Illusion (Divination)

Range: Touch	Components: V, S, M
Duration: 3 rd + 2 rd/lvl	Casting Time: 1 seg
Area of Effect: Line of sight	Saving Throw: None

10' wide, 10'/lvl long

**Explanation/Description:** By means of this spell the illusionist is able to see an illusion and know it for exactly that. Note that it can be used to enable others to see illusions as unreal if the spell caster touches the creature with both hands and the creature looks at the illusion while so touched. The material component is a piece of yellow tinted crystal, glass, or mica. (PHB)

### Detect Invisibility (Divination)

Range: 10'/level	Components: V, S, M
Duration: 5 rd/lvl	Casting Time: 1 seg
Area of Effect: 10' path	Saving Throw: None

**Explanation/Description:** Except as noted above, this spell is the same as the 2<sup>nd</sup> level magic-user spell, *detect invisibility*. (PHB)

### Gaze Reflection (Alteration)

Range: 0	Components: V, S
Duration: 1 round	Casting Time: 1 seg
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** The *gaze reflection* spell creates a mirror-like area of air before the illusionist. Any

gaze attack, such as that of a basilisk or a medusa, will be reflected back upon the gazer if it looks upon the spell caster. (PHB)

**DM's Notes:** The creature that has its gaze reflected by this spell is entitled to a saving throw. (DMG)

### Hypnotism (Enchantment/Charm)

Range: 30' Components: V, S  
Duration: 1 rd + 1 rd/lvl Casting Time: 1 seg  
Area of Effect: 1-6 creatures Saving Throw: Neg.

**Explanation/Description:** The gestures of the illusionist, along with his or her droning incantation, cause from 1 to 6 creatures to become susceptible to suggestion (see the 3<sup>rd</sup> level magic-user *suggestion* spell). The suggestion must be given after the hypnotism spell is cast, and until that time the success of the spell is unknown. Note that the subsequent suggestion is not a spell, but simply a vocalized urging. Creatures which make their saving throw are not under hypnotic influence. (PHB)

### Light (Alteration)

Range: 60' Components: V, S, M  
Duration: 1 turn/lvl Casting Time: 1 seg  
Area of Effect: 20' radius globe Saving Throw: None

**Explanation/Description:** This spell is the same as the 1<sup>st</sup> level magic-user *light* spell (cf. 1<sup>st</sup> level cleric *light* spell.) (PHB)

**DM's Notes:** This spell can effectively blind an opponent as noted in the commentary of the cleric spell of the same name. (DMG)

### Phantasmal Force (Illusion/Phantasm)

Range: 60'+10'/lvl Components: V, S, M  
Duration: Special Casting Time: 1 seg  
Area of Effect: 40' sq + 10'sq/lvl Saving Throw: Special

**Explanation/Description:** Except as noted above, this spell is the same as the 3<sup>rd</sup> level magic-user spell, *phantasmal force*. (PHB)

### Phantom Armor (Alteration/Illusion)

Range: Touch Components: V; S, M  
Duration: Special Casting Time: 1 round  
Area of Effect: 1 person Saving Throw: None

**Explanation/Description:** When this spell is cast, the illusionist creates a quasi-real suit of plate mail. This semi-illusory material covers the subject and actually gives some real protection unless the opponent actively disbelieves in the armor (Saving Throw vs. Spells), or else a *dispel illusion* or *dispel magic* spell is cast upon it, or a **wand of negation** affects it. Until gone, or disbelieved, the armor protects the wearer as if he or she were in plate mail (AC 3, and armor type 3 as well). For each level of the spell caster, the *phantom armor* will absorb 1 point of damage delivered by a blow which would otherwise hit armor class 3. When the

*phantom armor* has absorbed as many points of damage as the spell caster has levels of experience, it is dispelled and vanishes. Any remaining and all additional damage accrues to the person. Additionally, *phantom armor* allows a bonus of + 1 on Saving Throws vs. all attack forms which would be similarly modified by magic armor. The dweomer in no way affects the movement or spell-casting abilities of the wearer. It is not subject to rust monster attack (and such may enhance disbelief). The spell will not function with any other form of magical protection. The material component is a small plate of mithral (10gp value) which disappears when the spell is cast. (PHB)

### Read Illusionist Magic (Divination)

#### Encode Illusionist Magic (Reverse)

Range: 0 Components: V, S, M  
Duration: 2 rd/lvl Casting Time: 1 seg  
Area of Effect: Special Saving Throw: None

**Explanation/Description:** This spell is the same as the 1<sup>st</sup> level magic-user spell *read magic*, except that it applies only to spells usable by and used by illusionists, as well as to various other inscriptions written in illusionist-type magic script by illusionists. (UA)

### Spook (Illusion/Phantasm)

Range: 0 Components: V, S  
Duration: Special Casting Time: 7 seg  
Area of Effect: 1 creature Saving Throw: Neg.  
within 10' of the illusionist

**Explanation/Description:** A spook spell enables the illusionist to play upon natural fears to cause the subject creature to perceive the spell caster as someone or something inimical. Without actually knowing what this is, the illusionist merely advances threateningly upon the subject, and if a successful Saving Throw vs. Spells is not made, the creature will react by rapidly turning and fleeing in as opposite a direction from the illusionist as possible (effects as a **wand of fear**, though items carried are not dropped)..Although the spell caster does not actually pursue the fleeing creature, a phantasm from its own mind will do so. However, each round after the initial casting of the spook spell the creature is entitled to another saving throw, and each such saving throw is at a cumulative + 1 per round, until the subject successfully saves vs. Spells and the spell is broken. In any event, the spell will function only against creatures with INT of not less than 1. (PHB)

### Wall of Fog (Alteration)

Range: 30' Components: V, S, M  
Duration: 2-8 rounds + 1 Casting Time: 1 seg  
Area of Effect: Special Saving Throw: None

**Explanation/Description:** By costing this spell, the illusionist creates a wall of misty vapors in whatever area within the spell range he or she desires. The wall of

fog obscures all sight, normal and/or infravision, beyond 2'. The area of effect is a cube of 20' per side per level of experience of the spell caster. The misty vapors persist for 3 or more rounds unless blown away by a strong breeze (cf. *gust of wind*). The material component is a pinch of split dried peas. (PHB)

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## Level 2

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### Alter Self (Alteration/Illusion)

Range: 0	Components: V, S
Duration: 3-12 rd + 1/lvl	Casting Time: 2 seg
Area of effect: The illusionist	Saving Throw: None

**Explanation/Description:** When this spell is cast the illusionist is able to alter himself or herself in a manner similar to a *change self* spell. However, *alter self* enables the caster to effect a quasi-real change, so that size can be altered by 50% of actual. If the form selected has wings, the illusionist can actually fly, but only at one-quarter the rate of speed of a true creature of that type, and with a loss of two Maneuverability Classes (to a minimum of E). If the form has gills, he can breathe underwater as long as the spell lasts. Using *alter self* to change into a larger creature does not permit additional attacks or damage unless the illusionist is accustomed to this form. (UA)

### Blindness (Illusion/Phantasm)

Range: 30'	Components: V
Duration: Special	Casting Time: 2 seg
Area of Effect: 1 creature	Saving Throw: Neg.

**Explanation/Description:** The *blindness* spell causes the recipient creature to become blind and able to see only a grayness before its eyes. Various *cure* spells will not remove this effect, and only a *dispel magic* or the spell caster can do away with the blindness if the creature fails its initial Saving Throw vs. Spells. (PHB)

### Blur (Illusion/Phantasm)

Range: 0	Components: V, S
Duration: 3 rd + 1 rd/lvl	Casting Time: 2 seg
Area of Effect: The illusionist	Saving Throw: None

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

### Deafness (Illusion/Phantasm)

Range: 60'	Components: V, S, M
Duration: Special	Casting Time: 2 seg
Area of Effect: 1 creature	Saving Throw: Neg.

**Explanation/Description:** The *deafness* spell causes the recipient creature to become totally deaf and unable to hear any sounds (cf. *blindness*). This *deafness* can be done away with only by means of a *dispel magic* or by the spell caster. The victim is allowed a saving throw. The material component of the spell is beeswax. (PHB)

### Detect Magic (Divination)

Range: 0	Components: V, S
Duration: 2 rd/lvl	Casting Time: 2 seg
Area of Effect: 10' path, 60' long	Saving Throw: None

**Explanation/Description:** This spell is similar to the first level cleric and the 1<sup>st</sup> level magic-user spell, *detect magic*. (PHB)

**DM's Notes:** For commentary on this spell see the cleric spell of the same name, NOT the magic-user spell.

### Fascinate (Illusion/Phantasm)

Range: 30'	Components: V, S
Duration: Special	Casting Time: 2 seg
Area of Effect: 1 creature	Saving Throw: Neg.

**Explanation/Description:** By means of this spell the illusionist attempts to captivate the subject creature's attention and gain its love, friendship, and/or obedience. The spell creates an illusion around the spell caster so that he or she becomes, in the eyes of the subject, a trusted and/or desired companion. Unless a Saving Throw vs. Spells is successful, the subject will follow the illusionist wherever he or she goes, if possible without undue risk to life and safety. If the illusionist is able to converse with the fascinated creature, the subject will obey requests from the spell caster as long as a roll of 3d6 per request does not exceed the comeliness of the illusionist. (Requests which are obviously against the better interests of the creature add + 1 to the dice roll, and the more hazardous and unreasonable of these requests will add from + 2 to + 6 to the dice roll.) The spell is shattered whenever comeliness is exceeded, and the subject will certainly be filled with rage and hate. Creatures of normal sort with animal intelligence will remain fascinated for only a short period of time (1-4 days), but if the illusionist has been careful to treat the subject well, attend to its needs, and feed it, there is a 2% chance per point of comeliness of the illusionist that the subject will willingly choose to befriend and follow him or her. Otherwise, the creature will attack (if it was not cared for) or leave (if it was cared for) when the spell wears off. Non-intelligent creatures are not subject to a fascinate spell (cf. *charm person*). (UA)

## Fog Cloud (Alteration)

Range: 10' Components: V, S  
Duration: 4 rd + 1 rd/lvl Casting Time: 2 seg  
Area of Effect: 40' wide, Saving Throw: None  
20' high, 20' deep cloud

**Explanation/Description:** The *fog cloud* is a billowing mass of misty vapors which is of similar appearance to a *cloudkill* (q.v.), the fog being greenish. The spell caster creates the fog cloud and it moves away from him or her at a 1" per round rate. Although it behaves in most respects just as if it were a *cloudkill*, the only effect of the fog is to obscure vision, just as a *wall of fog* does. (PHB)

**DM's Notes:** A *gust of wind* spell will dissipate the cloud in a single round. (DMG)

## Hypnotic Pattern (Illusion/Phantasm)

Range: 0 Components: S, M  
Duration: Special Casting Time: 2 seg  
Area of Effect: 30'x30' sq area Saving Throw: Neg.

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

## Improved Phantasmal Force (Ill/Phant)

Range: 60' + 10'/lvl Components: V,S,M  
Duration: Special Casting Time: 2 seg  
Area of Effect: 40' sq + 10' sq/lvl Saving Throw: Special

**Explanation/Description:** Except as noted above, and as detailed hereafter, this spell is the same as the third level magic-user *phantasmal force* spell. The spell caster can maintain the illusion with minimal concentration, i.e. he or she can move at half normal speed (but not cast other spells). Some minor sounds are included in the effects of the spell, but not understandable speech. Also, by concentration on the form of the phantasm, the *improved phantasmal force* will continue for 2 rounds after the illusionist ceases to concentrate upon the spell. (PHB)

## Invisibility (Illusion/Phantasm)

Range: Touch Components: V, S  
Duration: Special Casting Time: 2 seg  
Area of Effect: 1 Creature Saving Throw: None

**Explanation/Description:** Except as noted above, this spell is the same as the 2<sup>nd</sup> level magic-user spell, *invisibility*. (PHB)

## Magic Mouth (Alteration)

Range: Special Components: V, S, M  
Duration: Special Casting Time: 2 seg  
Area of Effect: 1 object Saving Throw: None

**Explanation/Description:** This spell is the same as the 2<sup>nd</sup> level magic user *magic mouth* spell. (PHB)

## Mirror Image (Illusion/Phantasm)

Range: 0 Components: V, S  
Duration: 3 rd/lvl Casting Time: 2 seg  
Area of Effect: 60' radius Saving Throw: None

**Explanation/Description:** Except as noted above, and except for the fact that there are 2-5 (d4 +1) mirror images created, this spell is the same as the 2<sup>nd</sup> level magic-user spell, *mirror image*. (PHB)

## Misdirection (Illusion/Phantasm)

Range: 30' Components: V, S  
Duration: 1 rd/lvl Casting Time: 2 seg  
Area of Effect: Special Saving Throw: Neg.

**Explanation/Description:** By means of this spell the illusionist misdirects the information from a detection-type spell, i.e. *detect charm*, *detect evil*, *detect invisibility*, *detect lie*, *detect magic*, and *detect snares & pits*. While the detection spell functions, the information it reveals will indicate the wrong area, creature, or the opposite of the truth with respect to *detect evil* or *detect lie*. The illusionist directs the spell effect upon the creature or item which is the object of the detection spell. If the caster of the detection-type spell fails his or her saving throw, the misdirection takes place. (PHB)

## Ultravision (Alteration)

Range: Touch Components: V, S, M  
Duration: 6 turns + 1/lvl Casting Time: 2 seg  
Area of Effect: 1 Creature Saving Throw: None

**Explanation/Description:** Except as noted above, this spell is essentially the same as the 4<sup>th</sup>-level magic-user spell of the same name. Note additionally that creatures with high intelligence might be able to detect invisible creatures by the use of ultravision, either natural or magically bestowed. The required material component for the illusionist version of this spell is a powdered essence of carrots. (UA)

## Ventriloquism (Illusion/Phantasm)

Range: 10' /lvl, Max 90'      Components: V, M  
Duration: 4 rd + 1 rd /lvl      Casting Time: 2 seg  
Area of Effect: 1 object      Saving Throw: None

**Explanation/Description:** Except as noted above, this spell is the same as the 1<sup>st</sup> level magic-user spell, *ventriloquism*. (PHB)

## Whispering Wind (Alteration/Phantasm)

Range: Special      Components: V, S  
Duration: Special      Casting Time: 2 seg  
Area of Effect: 20' radius      Saving Throw: None

**Explanation/Description:** By means of this spell the illusionist is able to either send a message or cause some desired sound effect. The whispering wind can be prepared so as to travel as many tens of feet underground or miles above ground as the spell caster has levels of experience. Thus, a 3<sup>rd</sup>-level illusionist could send the spell wafting 30' in a dungeon or as far as three miles outdoors. The whispering wind will be as gentle and unnoticed as a zephyr until it reaches the desired objective of the spell caster. It then delivers its whisper-quiet message or other sound for a duration of up to two segments. The dweomer then fades and vanishes - as it will do if the subject is beyond range, or more than two hours of time have elapsed, or it is magically dispelled. The illusionist can prepare the spell to bear a message of up to 12 words, cause the spell to deliver other sounds for 12 seconds, or merely have the whispering wind seem to be a faint stirring of the air which has a susurrant sound. He or she can likewise cause the whispering wind to move as slowly as 10' per round or as quickly as 20' (or any rate in between). When the spell reaches its objective, it swirls and remains for the full two segments, regardless of its speed otherwise. As with the magic mouth spell, no spells may be cast through the whispering wind. (UA)

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## Level 3

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### Continual Darkness (Alteration)

Range: 60'      Components: V, M  
Duration: Permanent      Casting Time: 3 seg  
Area of Effect: 30' radius globe      Saving Throw: None

**Explanation/Description:** When this spell is cast, a globe of impenetrable darkness is created. The effects of this darkness, as well as the material component of the spell, are the same as the 2<sup>nd</sup> level magic-user spell, *darkness*, 15' radius (cf. *continual light*). (PHB)

### Continual Light (Alteration)

Range: 60'      Components: V, S  
Duration: Permanent      Casting Time: 3 seg  
Area of Effect: 60' globe      Saving Throw: None

**Explanation/Description:** This spell is the same as the 2<sup>nd</sup> level cleric *continual light* spell, except as noted above. (PHB)

### Delude (Alteration)

Range: 0      Components: V, S  
Duration: 1 turn /lvl      Casting Time: 3 seg  
Area of Effect: The illusionist      Saving Throw: Neg.

**Explanation/Description:** By means of a delude spell, the illusionist is able to replace the aura of his or her own alignment with that of any other creature within a 30' radius, although the creature must be of higher than animal intelligence for the aura exchange to work. The target creature retains his or her original alignment. Any attempt to know alignment will discover only the aura (alignment) which the illusionist has opted to assume. A detect good or detect evil will detect this only of the substituted creature's aura. The creature whose aura has been copied will radiate magic, but the illusionist will radiate magic only to the creature whose aura has been exchanged. If delude is used in conjunction with a change self or alter self spell, the actual class of the illusionist will be totally hidden, and he or she will absolutely appear to be whatever class he or she has chosen to appear as, for a Saving Throw vs. Spells applies only to the aura transfer. (UA)

### Dispel Illusion (Abjuration)

Range: 10' /lvl      Components: V, S  
Duration: Permanent      Casting Time: 3 seg  
Area of Effect: Special      Saving Throw: None

**Explanation/Description:** By means of this spell, the spell caster can dispel any phantasmal force - with or without *audible glamor* - cast by a non-illusionist; and the spell has the same chance of dispelling any illusion/phantasm spells of another illusionist as a *dispel magic* spell does, i.e. 50% base chance adjusted by 2% downward, or 5% upward, for each level of experience

lesser/greater of the illusionist casting the *dispel illusion* compared to the illusionist casting the spell to be dispelled. (PHB)

### **Fear** (Illusion/Phantasm)

Range: 0	Components: V, S
Duration: Special	Casting Time: 3 seg
Area of Effect: 60' long cone, 30' dia. at end, %/?"a † base	Saving Throw: Neg.

**Explanation/Description:** Except as noted above, this spell is the same as the 4<sup>th</sup> level magic-user spell, *fear*.

### **Hallucinatory Terrain** (Illusion/Phantasm)

Range: 20' + 20'/lvl	Components: V, S, M
Duration: Special	Casting Time: 5 rd
Area of Effect: 40' x 40' + 10' x 10'/lvl	Saving Throw: None

**Explanation/Description:** Except as noted above, this spell is the same as the 4<sup>th</sup> level magic-user *hallucinatory terrain* spell.

### **Illusionary Script** (Illusion/Phantasm)

Range: Special	Components: V, S, M
Duration: Permanent	Casting Time: Special
Area of Effect: Creature reading	Saving Throw: None

**Explanation/Description:** This spell enables the illusionist to write instructions or other information on parchment, paper, skin, etc. The illusionary script appears to be some form of foreign or magical writing. Only the person (or class of persons or whatever) whom the illusionist desires to read the writing will be able to do so, although another illusionist will recognize it for illusionary script. Others attempting to read it will become confused as from a *confusion* spell for 5 to 20 turns, minus 1 turn for each level of experience he or she has attained. The material component of the spell is a lead-based ink which requires special manufactured by an alchemist. (PHB)

**DM's Notes:** The cost of the lead-based ink is 100 to 400 gold pieces, plus the alchemist's profit of 100gp.

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

Range: Touch	Components: V, S
Duration: Special	Casting Time: 3 seg
Area of Effect: 10' radius of creature touched	Saving Throw: None

**Explanation/Description:** Except as noted above, this spell is the same as the 3<sup>rd</sup> level magic-user spell, *invisibility, 10' radius*. See also the 2<sup>nd</sup> level magic-user spell, *invisibility*. (PHB)

### **Non-detection** (Abjuration)

Range: 0	Components: V, S, M
Duration: 1 turn/lvl	Casting Time: 3 seg
Area of Effect: 5' radius	Saving Throw: None

**Explanation/Description:** By casting this spell, the illusionist makes himself or herself invisible to divination spells such as *clairaudience*, *clairvoyance*, detection spells, and *ESP*. It also prevents location by such magic items as **crystal balls** and **ESP medallions**. The material component of the spell is a pinch of diamond dust. (PHB)

### **Paralyzation** (Illusion/Phantasm)

Range: 10'/lvl	Components: V, S
Duration: Special	Casting Time: 3 seg
Area of Effect: 20' x 20' area	Saving Throw: Neg.

**Explanation/Description:** The *paralyzation* spell enables the spell caster to create illusionary muscle slowdown in creatures whose combined hit dice do not exceed twice the total level of experience of the illusionist. If the recipient creatures fail their saving throws, they become paralyzed, and a *dispel illusion* or *dispel magic* spell must be used to remove the effect, or the illusionist may dispel it at any time he or she desires. (PHB)

### **Phantom Steed** (Conjuration/Phantasm)

Range: Touch	Components: V, S, M
Duration: 6 turns/lvl	Casting Time: 1 turn
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** When this spell is cast the illusionist creates a quasi-real, horse-like creature. This creature can be ridden only by the illusionist who created it, or by any person for whom the illusionist creates such a mount specifically. All phantom steeds have black heads and bodies with gray manes and tails, and smoke-colored, insubstantial hooves which make no sound. Their eyes are milky colored. They do not fight, but all normal animals shun them, so only monstrous ones will attack. If more than 12 points of damage accrue to such a mount, the dweomer is dispelled and the phantom steed disappears.

A phantom steed moves at a maximum rate of 40' per level of the spell caster. It has what seems to be a saddle and a bit and bridle, but it can not carry saddlebags and the like - only its rider and what he or she carries. These mounts gain certain powers according to the level of the illusionist who created them:

8<sup>th</sup> level: Ability to pass over sandy, muddy, or even swampy ground without difficulty.

10<sup>th</sup> level: Ability to pass over water as if it were firm, dry ground.

12<sup>th</sup> level: Ability to travel in the air as if it were firm land instead, so chasms and the like can be crossed without benefit of a bridge. Note, however, that the mount can not casually take off and fly.

14<sup>th</sup> level: Ability to perform as if it were a pegasus. (UA)

### Phantom Wind (Alteration/Phantasm)

Range: 10'/lvl                      Components: V, S  
Duration: 1 round/lvl            Casting Time: 3 seg  
Area of Effect: 10' broad path   Saving Throw: None

**Explanation/Description:** When this spell is employed, the illusionist creates a wind which cannot be seen or felt. This movement of air does, however, serve to blow light objects before it, flutter curtains or drapes, flap loose clothing (such as capes, cloaks, and mantles), fan fires, and move clouds of gaseous materials (such as a *wall of fog*, a *fog cloud*, a *cloudkill* cloud, etc.). The wind created moves in the direction in which the illusionist points, its effects being felt in a progressively longer path as the spell continues, at a movement rate of 10' per round, with the effects lasting the entire course of the path. Thus, the spell could, for example, be employed to move several sailed vessels, but the first affected by the wind would also be the one to move the farthest. (UA)

### Rope Trick (Alteration)

Range: Touch                      Components: V, S, M  
Duration: 2 turns/lvl            Casting Time: 3 seg  
Area of Effect: Special           Saving Throw: None

**Explanation/Description:** This spell is the same as the second level magic-user spell, *rope trick*.

### Spectral Force (Illusion/Phantasm)

Range: 60' + 10'/lvl            Components: V, S, M  
Duration: Special                Casting Time: 3 seg  
Area of Effect: 40' square +     Saving Throw: Special  
10' square/lvl

**Explanation/Description:** The *spectral force* spell creates an illusion in which sound, smell and thermal illusions are included. It is otherwise similar to the 2<sup>nd</sup> level *improved phantasmal force* spell. The spell will last for 3 rounds after concentration. (PHB)

### Suggestion (Enchantment/Charm)

Range: 30'                         Components: V, M  
Duration: 4 turns + 4 turns/lvl Casting Time: 3 seg  
Area of Effect: 1 creature       Saving Throw: Neg.

**Explanation/Description:** Except as noted above, this spell is the same as the 3<sup>rd</sup> level magic-user spell, *suggestion*. (PHB)

### Wraithform (Alteration/Illusion)

Range: 0                            Components: S, M  
Duration: 2 rd/lvl                Casting Time: 1 seg  
Area of Effect: The illusionist   Saving Throw: None

**Explanation/Description:** When this spell is cast, the illusionist and all of his or her gear become insubstantial. The caster can be hit only by magic weapons of + 1 or better, or by creatures otherwise able to affect those struck only by magic weapons. Undead of most sorts will ignore an individual in *wraithform*, believing him or her to be a wraith or spectre, though a lich or "special" undead may Save vs. Spells at - 4 to recognize the dweomer. The illusionist will be able to pass through small holes or narrow openings, even mere cracks, with all he or she wears or holds in his or her hands, as long as the spell persists.

No form of attack is possible when in *wraithform*, except against creatures which exist on the Ethereal Plane, where all attacks (both ways) are normal. *Dispel illusion* and *dispel magic* are the only ways to force an illusionist in *wraithform* back to normal form. The spell caster can return to normal form at will, but this ends the spell effect. The material components for this spell are a bit of gauze and a wisp of smoke. (UA)

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## Level 4

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### Confusion (Enchantment/Charm)

Range: 80' Components: V, S, M  
Duration: 1 rd/lvl Casting Time: 4 seg  
Area of Effect: Up to 40'x40' Saving Throw: Special

**Explanation/Description:** Except as noted above, this spell is the same as the 4<sup>th</sup> level magic-user *confusion* spell. See also the 7<sup>th</sup> level druid *confusion* spell. (PHB)

### Dispel Exhaustion (Illusion/Phantasm)

Range: Touch Components: V, S  
Duration: 3 turns/lvl Casting Time: 4 seg  
Area of Effect: 1-4 persons Saving Throw: None

**Explanation/Description:** By means of this spell, the illusionist is able to restore 50% of lost hit points to all persons (humans, demi-humans and humanoids) he or she touches during the round it is cast, subject to a maximum of four persons. The spell gives the illusion to the person touched that he or she is fresh and well. Stamina is renewed, but when the spell duration expires, the recipient drops back to their actual hit point strength. The spell will allow recipients to move at double speed for 1 round every turn (cf. *haste* spell). (PHB)

### Dispel Magic (Abjuration)

Range: 90' Components: V, S  
Duration: Permanent Casting Time: 4 seg  
Area of Effect: 3" cube Saving Throw: None

**Explanation/Description:** This spell is essentially identical to the 3<sup>rd</sup> level clerical spell of the same name. An illusionist casts the spell as if he or she were two levels below actual, i.e. a 9<sup>th</sup>-level illusionist casts a *dispel magic* as if he or she were of 7<sup>th</sup> level. (UA)

### Emotion (Enchantment/Charm)

Range: 10'/lvl Components: V, S  
Duration: Special Casting Time: 4 seg  
Area of Effect: 40' x 40' area Saving Throw: Neg.

**Explanation/Description:** When this spell is cast, the illusionist can project his or her choice of 1 of the following 4 emotions:

1. **Fear:** This is the same as the spell of the same name, but as it is not illusionary, the saving throw is made at -2. It counters/is countered by rage
2. **Hate:** The effect of hate is to raise morale, saving throw dice, to-hit dice, and damage done by +2. It counters/is countered by hopelessness.
3. **Hopelessness:** This has the same effect as the hopelessness symbol. It counters/is countered by hate.
4. **Rage:** The rage emotion causes the recipient to become berserk, attack at a + 1 on the to-hit dice, do +3 hit points of damage, and gives a temporary +5 hit

points to the enraged creature. The recipient will fight without a shield, and regardless of life as well. It counters/is countered by fear.

The spell lasts as long as the illusionist continues to concentrate on projecting the chosen emotion. (PHB)

### Improved Invisibility (Illusion/Phantasm)

Range: Touch Components: V, S  
Duration: 4 rd + 1 rd/lvl Casting Time: 4 seg  
Area of Effect: 1 creature Saving Throw: None

**Explanation/Description:** This spell is similar to invisibility, but the recipient is able to attack, either by missile discharge, melee combat, or spell casting and remain unseen. Note, however, that there are sometimes telltale traces, a shimmering, so that an observant opponent can attack the invisible spell recipient. Such attacks are at -4 on the to-hit dice, and all saving throws are made at +4. (PHB)

**DM's Notes:** *Improved invisibility* has the effect of moving considerations for detection of such invisibility downwards by two places compared to other forms of invisibility. (DMG)

### Massmorph (Illusion/Phantasm)

Range: 10'/lvl Components: V, S  
Duration: Special Casting Time: 4 seg  
Area of Effect: 10'x10' /lvl Saving Throw: None

**Explanation/Description:** Except as noted above, this spell is the same as the 4<sup>th</sup> level magic-user spell, *massmorph*. (PHB)

### Minor Creation (Alteration)

Range: Touch Components: V, S, M  
Duration: 6 turns/lvl Casting Time: 1 turn  
Area of Effect: Special Saving Throw: None

**Explanation/Description:** This spell enables the illusionist to create an item of non-living, vegetable nature, i.e. soft goods, rope, wood, etc. The item created cannot exceed 1 cubic foot per level of the spell caster in volume. (Cf., *Monster Manual*, Djinni.) Note the limits of the spell's duration. The spell caster must have at least a tiny piece of matter of the same type of item he or she plans to create by means of the minor creation spell, i.e. a bit of twisted hemp to create rope, a splinter of wood to create a door, and so forth. (PHB)

### Phantasmal Killer (Illusion/Phantasm)

Range: 10'/lvl Components: V, S  
Duration: 1 rd/lvl Casting Time: 4 seg  
Area of Effect: 1 creature Saving Throw: Special

**Explanation/Description:** When this spell is cast, the illusionist creates the illusion of the most fearsome thing imagined, simply by forming the fears of the subject creature's subconscious mind into something which its conscious mind can visualize - the most horrible beast.

Only the spell caster and the spell recipient can see the *phantasmal killer*, but if it succeeds in scoring a hit, the victim dies (from fright). The beast attacks as a 4 hit dice monster with respect to its victim. It is invulnerable to all attacks, and it can pass through any barriers, for it exists only in the beholder's mind. The only defense against a *phantasmal killer* is an attempt to disbelieve, which can be tried but once, or slaying or rendering unconscious the illusionist who cast the spell. Note that the saving throw against this spell is not standard. The subject must roll three six-sided dice (3d6) and score a sum equal to or less than its intelligence ability score in order to disbelieve the apparition. The dice score is modified as follows:

Condition	Modifier
Complete surprise:	+2
Surprise:	+1
Subject is an illusionist	-2
Subject previously attacked by this spell: -1 per previous attack	
Subject wearing a <b>helm of telepathy</b> :	-3 plus the ability to turn the <i>phantasmal killer</i> upon its creator if disbelieved

\*Note that magic resistance and WIS factors also apply, magic resistance being checked first to determine spell operation (or -1 to -5 on dice if spell resistance is as that of a dwarf, gnome, etc.), and then WIS bonus applies as a minus to the dice roll to match or score less than INT. If the subject of the attack by a *phantasmal killer* succeeds in disbelieving and is wearing a **helm of telepathy**, the beast can be turned upon the illusionist, and then he or she must disbelieve it or be subject to its attack and possible effects. (PHB)

**DM's Notes:** If the affected individual is somehow brought to an unconscious state, the spell can not do harm.(DMG)

## Rainbow Pattern (Alteration/Phantasm)

Range: 70'	Components: S, M
Duration: Special	Casting Time: 4 seg
Area of Effect: 30' x 30' square area	Saving Throw: Neg.

**Explanation/Description:** By means of this spell the illusionist creates a pastel, glowing, rainbow-hued band of interplaying patterns. The effect is the same as a hypnotic pattern spell. However, once the rainbow pattern is cast, the illusionist need only gesture in the direction he or she desires, and the pattern of colors will move slowly off in that direction, at the rate of 30' per round. It will persist without further attention from the spell caster for 1-3 rounds, and all creatures (up to 24 levels or hit dice) subject to the dweomer will follow the moving rainbow of light. If the pattern leads its targets into a dangerous area (through flame, off a cliff), allow a second saving throw. If the view of the lights is completely blocked (by an *obscurement* spell, for instance), the spell is negated. The material

components for the spell are a crystal prism and a piece of phosphor. (UA)

## Shadow Monsters (Illusion/Phantasm)

Range: 30'	Components: V, S
Duration: 1 rd./lvl	Casting time: 4 seg
Area of Effect: 20' x 20'	Saving Throw: Special

**Explanation/Description:** The *shadow monsters* spell enables the illusionist to create semi-real phantasms of one or more monsters. The total hit dice of the shadow monster or monsters thus created cannot exceed the level of experience of the illusionist; thus a 10<sup>th</sup> level illusionist can create one creature which has 10 hit dice (in normal circumstances), two which have 5 hit dice (normally), etc. All *shadow monsters* created by one spell must be of the same sort, i.e. hobgoblins, orcs, spectres, etc. They have 20% of the hit points they would normally have. To determine this, roll the appropriate hit dice and multiply by 20, any score less than .4 is dropped - in the case of monsters with one (or fewer) hit dice, this indicates the monster was not successfully created - and scores of .4 or greater are rounded up to one hit point. If the creature or creatures viewing the *shadow monsters* fail their saving throw and believe the illusion, the *shadow monsters* perform as normal with respect to armor class and attack forms. If the viewer or viewers make their saving throws, the *shadow monsters* are armor class 10 and do only 20% of normal melee damage (biting, clawing, weapon, etc.), dropping fractional damage less than .4 as done with hit points. Example: A *shadow monster* dragonne attacks a person knowing it is only quasi-real. The monster strikes with 2 claw attacks and 1 bite, hitting as a 9 die monster. All 3 attacks hit, and the normal damage dice are rolled: d8 scored 5, d8 scores 8, 3d6 scores 11 and each total is multiplied by .2 (.2 X 5 = 1, .2 X 8 = 1.6 = 2, .2 X 11 = 2.2 = 2) and 5 hit points of real damage are scored upon the victim. (PHB)

## Solid Fog (Alteration)

Range: 30'	Components: V, S, M
Duration: 2-8 rounds + 1/lvl	Casting Time: 4 seg
Area of Effect: 20' cu./lvl	Saving Throw: None

**Explanation/Description:** When this spell is cast, the illusionist creates an area of fog similar to the effect of a wall of fog spell. However, while these rolling, billowing vapors conform to a wall of fog in most respects, only a very strong wind can move them, and any creature attempting to move through the solid fog will progress at a rate of but 10' per 1" of normal movement rate per round. A gust of wind spell cannot affect it. A fireball, flame strike, or a wall of fire will burn it away in a single round. The material components for the spell are a pinch of dried, powdered peas combined with powdered animal hoof. (UA)

## Vacancy (Alteration/Phantasm)

Range: 10'/lvl                      Components: V, S, M  
Duration: 1 turn/lvl              Casting Time: 4 seg  
Area of Effect: 10'/lvl            Saving Throw: None

**Explanation/Description:** When a vacancy spell is cast, the illusionist causes an area to appear to be vacant, neglected, and unused. Those who behold the area will see dust on the floor, cobwebs, dirt, or any other condition which would be typical of a long-abandoned place. If they pass through the area of spell effect, they will seemingly leave tracks, tear away cobwebs, and so on. Unless they actually contact some object cloaked by the spell, the place will seem empty of what it actually contains. Merely brushing some invisible object will not cause the vacancy spell to be disturbed, and only forceful contact will allow any chance to note that all is not as it seems. The spell is a very powerful combination of advanced invisibility/illusion, but it can cloak only non-living things. Living things will not be invisible, but their presence does not otherwise disturb the spell. If forceful contact with a cloaked object occurs, those creatures subject to the dweomer will be able to penetrate the spell only if they discover several items which they cannot "see"; each is then entitled a Saving Throw vs. Spells.

Failure indicates a belief that the objects only are invisible. A *dispel illusion* or *dispel magic* spell will remove the dweomer, so that the actual area can be viewed as it is in reality. *True seeing*, a **gem of seeing**, and similar effects can penetrate the deception, but *detect invisibility* cannot. The illusionist must have a square of finest black silk to effect this spell. This material component must be of not less than 100gp value. (UA)

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## Level 5

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### Advanced Illusion (Illusion/Phantasm)

Range: 60' + 10'/lvl              Components: V, S, M  
Duration: 1 rd/lvl                Casting Time: 5 seg  
Area of Effect: 40' + 10'/lvl      Saving Throw: Special

**Explanation/Description:** This spell is essentially a spectral forces spell which operates through a program (similar to a *programmed illusion* spell) determined by the caster. It is thus unnecessary for the illusionist to concentrate on the spell for longer than 5 segments after casting it, as the program has then been started and will continue. The illusion has visual, full audio, olfactory, and thermal components.

If any viewer actively attempts to disbelieve the dweomer, then he or she gains a Saving Throw vs. Spells. If any viewer successfully disbelieves and communicates this fact to other viewers able to comprehend the communication, each such viewer gains a Saving Throw vs. Spells with a + 4 bonus. The material components are a bit of fleece and several grains of sand.

## Chaos (Enchantment/Charm)

Range: 10'/lvl                      Components: V, S, M  
Duration: 1 rd/lvl                Casting Time: 5 seg  
Area of Effect: up to 40' x 40'    Saving Throw: Special

**Explanation/Description:** This spell is similar to the 7<sup>th</sup> level druid *confusion* spell, but all creatures in the area of effect are confused for the duration of the spell. Only fighters other than paladins or rangers and illusionists are able to combat the spell effects and are thus allowed a saving throw. Similarly, monsters which do not employ magic and have intelligences of 4 (semi-intelligent) or less are entitled to saving throws. The material component for this spell is a small disc of bronze and a small rod of iron.

### Demi-Shadow Monsters (Illusion/Phantasm)

Range: 30'                            Components: V, S  
Duration: 1 rd/lvl                Casting Time: 5 seg  
Area of Effect: 20' x 20'        Saving Throw: Special

**Explanation/Description:** This spell is similar to the 4<sup>th</sup> level spell, *shadow monsters*, except that the monsters created are of 40% hit points. Damage potential is 40% of normal, and they are armor class 8. (PHB)

### Dream (Alteration – Illusion/Phantasm)

Range: Special                      Components: Special  
Duration: Special                Casting Time: 1 day  
Area of Effect: Special        Saving Throw: Neg.

**Explanation/Description:** A *dream* spell is a form of *limited wish*, but it has far more limited scope. The illusionist must actually find a comfortable place to rest, lie prone, compose his or her thoughts so as to concentrate upon the desired result, and then go to sleep. If he or she has an undisturbed sleep of not less than 8 hours duration, the dream magic will be effectuated 1 to 12 hours thereafter. Typical things which can be brought about by a dream are:

- Recovery of an individual's lost hit points
- Restoration of a body member such as a hand or foot
- Success in locating some object not heavily guarded by magic
- Discovery of a means of ingress or egress
- Location of a safe path through a wilderness
- Improvement of chances for gaining a rich treasure
- Approximate strength of enemy/opponent forces. Note: If a creature scried by this effect has 7 + or more hit dice, it may make a Saving Throw vs. Spells. If successful, it will be undetected by the dream, and might furthermore sense the illusionist as if detecting invisible.

It must be noted that a dream is not an ultra-powerful spell, and the results of its casting must be strictly

limited. The guide given above denotes the maximum capability of the casting of a dream spell. Results will never exceed these parameters on a permanent basis. If, for example, a dead companion, slain in a recent battle, were dreamed alive, he or she would remain living for but 1 turn per level of experience of the illusionist casting the spell. Thereafter, the dweomer would disappear, the companion would return to his or her previous state, and a more permanent form of magic would be needed to allow the lost individual to actually live fully again.

A dream cannot be affected by an *extension* or *permanency* spell. The illusionist can use this spell but once per week. If it is cast twice within the same week, the spell will absolutely fail the second time and the illusionist will age from 1-10 years. (UA)

### **Magic Mirror** (Enchantment - Divination)

Range: Touch	Components: V, S, M
Duration: 1 rd/lvl	Casting Time: 1 hour
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** This spell is virtually the same as the 4<sup>th</sup> level magic-user spell of the same name. It uses the same material components, except that if the illusionist casts a *vision* spell in place of the normal material components, the mirror will scry properly, although the *vision* spell will not function normally. (UA)

### **Major Creation** (Alteration)

Range: 10'	Components: V, S, M
Duration: 6 turns/lvl	Casting Time: 1 turn
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** This spell is comparable to a *minor creation* spell except that it allows the illusionist to create mineral objects. If vegetable objects are created, they have a duration of 12 turns per level of experience of the spell caster. (PHB)

### **Maze** (Conjuration/Summoning)

Range: 5'/lvl	Components: V, S
Duration: Special	Casting Time: 5 seg
Area of Effect: 1 Creature	Saving Throw: None

**Explanation/Description:** This spell, except as noted above, is the same as the 8<sup>th</sup> level magic-user *maze* spell.

### **Projected Image** (Alteration, Illusion/Phan)

Range: 5'/lvl	Components: V, S, M
Area of Effect: Special	Casting Time: 5 seg
Saving Throw: None	Saving Throw: None

**Explanation/Description:** Except as shown above, this spell is the same as the 6<sup>th</sup> level magic-user spell *project image*. (PHB)

### **Shadow Door** (Illusion/Phantasm)

Range: 10'	Components: S
Duration: 1 rd/lvl	Casting Time: 2 seg
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** By means of this spell, the illusionist creates the illusion of a door. The illusion also permits the illusionist to appear to step through this "door" and disappear, when in reality he or she has darted aside, and can then flee totally invisible for the spell duration. Creatures viewing this are deluded into seeing/entering an empty 10' x 10' room if they open the "door". Only a *true seeing* spell, a **gem of seeing**, or similar magical means will discover the illusionist. (PHB)

**DM's Notes:** The invisibly fleeing illusionist can be detected but there must be active and concentrated attempts to do so. This will not simply be noticed in passing, as attention will be on the shadow door. (DMG)

### **Shadow Magic** (Illusion/Phantasm)

Range: 50' + 10'/lvl	Components: V, S
Duration: Special	Casting Time: 5 seg
Area of Effect: Special	Saving Throw: Special

**Explanation/Description:** The shadow magic spell allows the illusionist to cast a quasi-real magic-user spell. This spell can be *magic missile*, *fireball*, *lightning bolt*, or *cone of cold* and will have normal effects upon creatures in the area of effect if they fail to make their saving throws. If saving throws are made, the *shadow magic* spell will inflict but 1 hit point of damage per level of experience of the illusionist casting it, regardless of which quasi-real spell was cast. (PHB)

**DM's Notes:** The caster is actually tapping a power source, even though the majority of the spell is illusion, thus the 1 hit point of damage per level of the caster. (DMG)

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

Range: 10'	Components: V, S, M
Duration: 1 rd + 1 rd/lvl	Casting Time: 5 seg
Area of Effect: 10' x 10'	Saving Throw: None

**Explanation/Description:** When this spell is cast, the illusionist conjures up 1 shadow (see *Monster Manual*) for every three levels of experience he or she has attained. These monsters are under the control of the spell caster and will attack his or her enemies on command. The shadows will remain until slain or turned or the spell duration expires. The material component for this spell is a bit of smoky quartz. (PHB)

## Temporal Fugue (Illusion/Phantasm)

### Reversed Temporal Fugue (Reverse)

Range: 0  
Duration: 5 turns/lvl  
Area of Effect: 10' radius

Components: V, S  
Casting Time: 5 seg  
Saving Throw: None

**Explanation/Description:** This powerful illusion affects the minds and bodies of all those within the area of effect. The spell causes those affected to perceive the passage of time in a much faster manner.

Those entering this area after the casting is completed are similarly affected. Every turn (10 minutes) spent under the temporal fugue spell seems like a full hour to those within its dweomer. Because of this, all functions of affected individuals are speeded up accordingly. They must eat, sleep, and so forth according to an accelerated rate. The duration of other spells cast within the temporal fugue area is also sped up accordingly. One hour is as six to them, four hours a full day. This acceleration of time allows rest, renewal of spells, and recovery of hit points lost.

If desired, the spell caster can reverse the spell so that time is slowed for the individuals: An hour will seem as only a turn, a day merely four hours. Reversal requires no special preparation. In either case, the illusionist is also affected by the spell. Under the reverse, the effects will always last at least one turn after the caster desires its dispelling, because his or her reactions are so greatly slowed. (UA)

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## Level 6

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### Conjure Animals (Conjuration/Summoning)

Range: 30'  
Duration: 1 rd/lvl  
Area of Effect: Special

Components: V, S  
Casting Time: 6 seg  
Saving Throw: None

**Explanation/Description:** Except as shown above, this spell is the same as the 6<sup>th</sup> level cleric spell, *conjure animals*. (PHB)

### Death Fog (Alteration - Evocation)

Range: 30'  
Duration: 1-4 rounds + 1/lvl  
Area of Effect: 2' cubic/lvl

Components: V, S, M  
Casting Time: 6 seg  
Saving Throw: None

**Explanation/Description:** The casting of a death fog spell creates an area of solid fog which has the additional property of being highly acidic. The vapors are deadly to living things, so that vegetation exposed to them will die - grass and similar small plants in 2 rounds, bushes and shrubs in 4, small trees in 8, and large trees in 16 rounds. Animal life not immune to acid will suffer damage according to the length of time it is exposed to the vapors of a death fog:

- 1st round: 1 point
- 2nd round: 2 points
- 3rd round: 4 points
- 4th & each succeeding round: 8 points

The characteristics of a death fog are otherwise the same as a solid fog. The material components are a pinch of dried and powdered peas, powdered animal hoof, and strong acid of any sort (including highly distilled vinegar or acid crystals). (UA)

### Demi-Shadow Magic (Illusion/Phantasm)

Range: 60' + 10'/lvl  
Duration: Special  
Area of Effect: Special

Components: V, S  
Casting Time: 6 seg  
Saving Throw: Special

**Explanation/Description:** This spell is similar to the 5<sup>th</sup> level *shadow magic* spell, but in addition to the quasi-real spells listed thereunder it enables the illusionist to cast a quasi-real *wall of fire*, *wall of ice*, or *cloudkill*. If recognized as demi-shadow magic (the victim makes its saving throw), the *magic missile*, *fireball*, et al. do 2 hit points of damage per level of experience of the spell caster, the wall spells cause 1-4 hit points of damage per level, and the *cloudkill* will slay only creatures with fewer than 2 hit dice. (PHB)

**DM's Notes:** This spell also allows the caster to tap a source of power as noted under shadow magic. (DMG)

### Mass Suggestion (Enchantment/Charm)

Range: 30'  
Duration: 4 turns + 4 turns/lvl  
Area of Effect: 1 creature/lvl

Components: V, M  
Casting Time: 6 seg  
Saving Throw: Neg.

**Explanation/Description:** This spell is the same as the 3<sup>rd</sup> level *suggestion* spell, except that the illusionist is able to cast the spell upon more than one subject, provided the prospective recipients of the *suggestion* are within the 3" range. One creature per level of experience the spell caster has attained can be affected. If only one creature is the subject, its saving throw is at -2. The *suggestion* must be the same for all hearing it. (PHB)

### Mirage Arcane (Ill/Phantasm - Alteration)

Range: 10'/lvl  
Duration: Special  
Area of Effect: 10'/lvl

Components: V, S, (M)  
Casting Time: 3/6 seg  
Saving Throw: None

**Explanation/Description:** The dweomer of this spell is similar to that of the *vacancy* spell, only it is more powerful and elaborate. Mirage arcane is also similar to the mirage cantrip. The spell enables the caster to make an area appear to be something other than it is. The illusionist is able to make it appear as whatever he or she envisions. The spell will remain as long as the caster maintains a faint concentration upon it, and even after this is no longer held the spell will persist for a total of 6 turns plus 1 additional turn for each experience level of the caster. (Note: Faint concentration can be maintained during normal conversation but not while spell casting, in melee, or if harmed by an attack.) In all cases the mirage arcane must be of some place the illusionist has actually seen

personally. If he or she actually has a small bit of anything connected with the place envisioned to create this spell, then it takes on a form of reality. In its basic form, where casting time is but 3 segments, forceful contact and tactile discovery are necessary to have any hope of discovering the magic, short of a detection device or spell. In its more complex form, where a material component is used, and 6 segments of casting time are expended, detection is possible only by some magical means, whether device, item, or spell. Either form of mirage arcane is subject to *dispel illusion* or *dispel magic*. As with all powerful illusions, the mind of the beholder will cause appropriate effects upon the viewer's body. Conversely, belief cannot usually affect the laws of nature and magic. However, under the influence of this spell, the viewer could possibly walk across a bed of hot coals thinking it was a shallow stream of water which was cooling his feet (and taking no damage), dine upon imaginary food and actually be nutritionally satisfied, or rest comfortably upon a bed of sharp stones, thinking it to be a featherbed. Gravity, for instance, is not affected by the dweomer, so that an envisioned bridge spanning a deep chasm will not support the believer. Those who may be there to witness the event will see it as a sudden disappearance of the individual. They will in no way connect it with an illusion unless they are otherwise aware of some magic at work. (UA)

### Mislead (Illusion/Phantasm)

Range: 10'	Components: S
Duration: 1 round/lvl	Casting Time: 1 seg
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** When a mislead spell is cast by the illusionist, he or she actually creates a phantasmal double at the same time that he or she is cloaked by *improved invisibility* magic. The illusionist is then free to go elsewhere while his or her phantasm seemingly moves away. The spell allows the phantasm of the illusionist to speak and gesture as if it were real, and there are full olfactory and touch components as well. A *detect illusion*, *true seeing* or *true sight* spell, or a **gem of seeing**, will reveal the illusion for what it is, and a *detect invisibility*, *true sight*, or *true seeing* spell, or a **gem of seeing** or **robe of eyes**, can detect the invisible illusionist (cf. *shadow door*).

### Permanent Illusion (Illusion/Phantasm)

Range: 10'/lvl	Components: V, S, M
Duration: Permanent	Casting Time: 6 seg
Area of Effect: 40' + 10'/lvl	Saving Throw: Special

**Explanation/Description:** This spell creates a lasting *spectral force* which requires no concentration. It is subject to *dispel magic*, of course. (PHB)

### Phantasmagoria (Illusion/Phantasm)

Range: 60'	Components: V, S
Duration: 1 round/lvl	Casting Time: 6 seg
Area of Effect: 40' + 10'/lvl	Saving Throw: Neg.

**Explanation/Description:** By means of this spell, the illusionist prepares a special form of spectral forces spell which is triggered by some special action. The *phantasmagoria* typically includes a full visual, audio, olfactory, and touch illusion which involves falling, sliding, or moving rapidly. The effect can be aimed at making the subjects believe that they are so doing or that something else is doing so. For example, the *phantasmagoria* may be triggered when falling into a pit, reaching the center of an area, opening a door, or performing some like action. The subject(s) will then believe that the fall continues for scores of feet; that a pit has opened and that they are helplessly sliding down into an unknown area; that a wall of water is rushing down from the area beyond the just-opened door, or whatever. Note that unlike the *programmed illusion* spell, the *phantasmagoria* spell must always involve the illusion of something falling or rushing, or a dwindling perspective. (UA)

### Programmed Illusion (Illusion/Phantasm)

Range: 10'/lvl	Components: V, S, M
Duration: Special	Casting Time: 6 seg
Area of Effect: 40' + 10'/lvl	Saving Throw: Special

**Explanation/Description:** By means of this spell, the illusionist sets up a *spectral forces* spell which will activate upon command or when a specified condition occurs (cf. *magic mouth*). The illusion will last for a maximum of 1 round per level of the spell caster. (PHB)

### Shades (Illusion/Phantasm)

Range: 30'	Components: V, S
Duration: 1 rd/lvl	Casting Time: 6 seg
Area of Effect: 20' x 20'	Saving Throw: Special

**Explanation/Description:** This spell is related to shadow monsters and demi-shadow monsters, but the monsters created are of 60% hit points and damage potential and are of armor class 6. (PHB)

### True Sight (Divination)

Range: Touch	Components: V, S
Duration: 1 round/lvl	Casting Time: 3 seg
Area of Effect: 60' light range	Saving Throw: None

**Explanation/Description:** This spell is very like the 5<sup>th</sup> level cleric spell, *true seeing*. However, while the *true sight* spell allows the illusionist to see its actual or former form, it does not allow determination of alignment. (PHB)

## Veil (Illusion/Phantasm)

Range: 10'/lvl

Duration: 1 turn/lvl

Area of Effect: 20' x 20'/lvl

Components: V, S

Casting Time: 1 round

Saving Throw: None

**Explanation/Description:** The veil spell enables the illusionist to instantly change the appearance of his or her surroundings and/or party or create *hallucinatory terrain* so as to fool even the most clever creatures unless they have *true seeing/sight*, a **gem of seeing**, or similar magical aid. The veil can make a sumptuous room seem a filthy den and even touch will conform to the visual illusion. If *hallucinatory terrain* is created, touch will not cause it to vanish. (PHB)

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## Level 7

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### Alter Reality (Ill/Phan, Conj/Summ)

Range: Unlimited

Duration: Special

Area of Effect: Special

Components: Special

Casting Time: Special

Saving Throw: Special

**Explanation/Description:** The alter reality spell is similar to the 7<sup>th</sup> level magic-user *limited wish* spell. In order to effect the magic fully, the illusionist must depict the enactment of the alteration of reality through the casting of a phantasmal force, as well as verbalization in a limited form, before the spell goes into action. (PHB)

### Astral Spell (Alteration)

Range: Touch

Duration: Special

Area of Effect: Special

Components: V, S

Casting Time: 3 turns

Saving Throw: None

**Explanation/Description:** This spell is the same as the 7<sup>th</sup> level cleric spell, *astral spell*. (PHB)

## First Level Magic-user Spells

Range: \*

Duration: \*

Area of Effect:

Components: \*

Casting Time: \*

Saving Throw: \*

\*As appropriate to the spell in question

**Explanation/Description:** The illusionist gains four of the following 1<sup>st</sup> level magic-user spells at the 14<sup>th</sup> level of experience and an additional one as each additional level of experience is gained. The spells are:

*Affect Normal Fires*  
*Burning Hands*  
*Charm Person*  
*Comprehend languages*  
*Enlarge*  
*Erase*  
*Feather Fall*  
*Floating Disc*  
*Friends*

*Magic Aura*  
*Magic Missile*  
*Mending*  
*Message*  
*Protection from Evil*  
*Read Magic*  
*Shield*  
*Shocking Grasp*  
*Sleep*

## Hold Portal

## Unseen Servant

The illusionist may learn any spell or spells from the preceding list. He or she must seek the spells in the some manner as a magic-user. If the illusionist chooses to take this "spell", he or she actually takes four or more 1<sup>st</sup> level magic-user spells as a 7<sup>th</sup> level spell. (PHB)

### Prismatic Spray (Abj, Conj/Summ)

Range: 0

Duration: Instantaneous

Area of Effect: 70' long plane,  
10' wide at end, 5' wide at base

Components: V, S

Casting Time: 7 seg

Saving Throw: Special

**Explanation/Description:** When this spell is cast, the illusionist causes 7 rays of the prismatic sphere spell (q.v.) to spring from his or her hand. Any creature in the area of effect will be touched by 1 or more of the rays. To determine which ray strikes the concerned creature, roll on eight-sided die:

1 = red

2 = orange

3 = yellow

4 = green

5 = blue

6 = indigo

7 = violet

8 = struck by 2 rays, roll again  
twice ignoring any 8 s

Saving throws apply only with respect to those prismatic color rays which call for such. (PHB)

### Prismatic Wall (Abj, Conj/Summ)

Range: 10'

Duration: 1 turn/lvl

Area of Effect: Special

Components: V, S

Casting Time: 7 seg

Saving Throw: None

**Explanation/Description:** The *prismatic wall* spell is similar to the *prismatic sphere* spell. It differs only in that the spell creates a wall, or curtain, of scintillating colors. The wall is of maximum proportions of 4' wide per level of experience of the spell caster and 2' high per level of experience.

### Shadow Walk (Illusion - Enchantment)

Range: Touch

Duration: 6 turns/lvl

Area of Effect: Special

Components: V, S

Casting Time: 1 seg

Saving Throw: None

**Explanation/Description:** In order to effectuate a shadow walk spell, the illusionist must be in an area of heavy shadows. The caster and any creatures he or she touches will then be transported to the edge of the Prime Material Plane where it borders the Plane of Shadow. In this region the illusionist can move at a relative rate of up to 7 leagues per turn, moving normally on the borders of the Plane of Shadow but aware of his or her position relative to the Prime Material Plane. Thus, rapid travel can be accomplished by stepping from the Plane of Shadow to the Prime Material Plane, with the destination controlled by the illusionist. The *shadow walk* spell can also be used to

travel to other planes which border on the Plane of Shadow, but this requires a rather perilous transit of the Plane of Shadow to arrive at a border with another plane of reality. Any creatures touched by the illusionist when *shadow walk* is cast will also make the transition to the borders of the Plane of Shadow. They may opt to follow the illusionist, wander off into Shadowland, or stumble back onto the Prime Material Plane (50% chance for either result if they are lost or abandoned by the illusionist). Creatures unwilling to accompany the illusionist into the Plane of Shadow get a saving throw, negating the effect if made. (UA)

### **Vision** (Divination)

Range: 0	Components: V, S, M
Duration: Special	Casting Time: 7 seg
Area of Effect: The illusionist	Saving Throw: None

**Explanation/Description:** At such time as the illusionist wishes to gain supernatural guidance, he or she casts a *vision* spell, calling upon whatever power he or she desires aid from, and asking the question for which a *vision* is to be given to answer. Two six-sided dice are rolled. If they total 2 to 6, the power is annoyed and will cause the illusionist, by ultra-powerful *geas* or *quest*, to do some service, and no question will be answered. If the dice total 7 to 9, the power is indifferent, and some minor *vision*, possibly unrelated to the question, will be given. A score of 10 or better indicates the vision is granted. Note that the material component of the spell is the sacrifice of something valued by the spell caster and/or by the power supplicated. The more precious the sacrifice, the better the chance of spell success, for a very precious item will give a bonus of + 1 on the dice, one that is extremely precious will add +2, and a priceless/nonesuch will add +3. (PHB)

**DM's Notes:** Consider this spell similar to a contact other planes for handling purposes. Unrelated visions should contain some cryptic clue as to what the caster is seeking. Even on a 10 or better, be certain to make the vision as unclear and indirect as possible. (DMG)

### **Weird** (Evocation – Illusion/Phantasm)

Range: 30'	Components: V, S
Duration: Special	Casting Time: 7 seg
Area of Effect: 20' radius	Saving Throw: Special

**Explanation/Description:** When this spell is cast the illusionist must be able to converse with the subject or subjects to bring the dweomer into being. During the casting, the illusionist must call out to the subject or subjects, informing one or all that their final fate, indeed their doom, now is upon them. The force of the magic is such that even if the subject or subjects make their saving throw, fear will paralyze them for a full 7 segments, and they will lose from 1-4 strength points from this fear, although the lost strength will return in 7 rounds. Failure to Save vs. Spells will cause the subject or subjects to face their nemesis, the opponent(s) most feared and inimical to them. Actual combat must then take place, for no magical means of escape will be possible. The foe fought is real for all intents and purposes. If the subject or subjects lose, then death occurs. If the weird caused by the dweomer is slain, then the subject or subjects emerge with no damage, no loss of items seemingly used in the combat, and no loss of spells likewise seemingly expended. The characters gain experience for defeating the weird if applicable. Although each round of combat seems normal, it takes but 1 segment of real time. During the course of the spell, the illusionist must concentrate fully upon maintaining it. (UA)

# CLERIC SPELLS

## Orisons

### Aspiration (Invocation)

Range: 0'                      Components: V, S  
Duration: 6 turns            Casting Time: 1 seg  
Area of Effect: Caster        Saving Throw: None

**Explanation/Description:** An *aspiration* is a quick prayer on the order of, "Give me strength!" or "Don't let me fail!" In game terms, it permits a nervous player to pre-roll a dice roll. The player-caster rolls a d20 out of the player's own sight for the DM, who records it. At any time during the next game hour, the caster may appeal to have a bad die roll replaced by the hidden roll. The d20 can be applied as a to-hit roll, a saving throw, or, by multiplying it by live, a percentile dice roll. Upon the caster's request, whatever was rolled in casting the orison is revealed, and becomes the official dice roll.

There is no guarantee that the previous roll will be better, but it will be a second chance. The somatic component is the caster's ritual sign. (D108)

### Benediction (Conjuration/Summoning)

#### Malediction (Reverse)

Range: 10'                      Components: V, S  
Duration: 2 rounds            Casting Time: 2 seg  
Area of Effect: 10' x 10'       Saving Throw: None

**Explanation/Description:** A benediction is a minor form of bless, raising morale of friendly creatures by +1, and their hit probability by +1. It will not affect those already engaged in combat. It requires no material component.

The reverse of *benediction*, *malediction* will lower the morale of opponents by a -1 penalty and lower their to-hit scores by -1. It does not affect those already engaged in combat. No material components are required. (D108)

### Candle (Alteration)

Range: Touch                      Components: V, S, M  
Duration: 2 turns                Casting Time: 1 seg  
Area of Effect: 1 candle        Saving Throw: None

**Explanation/Description:** When casting this orison, the caster causes the *candle* held in his hand to light. Throughout the orison's duration, the *candle* cannot be put out as long as the caster continues to hold it. The *candle* will be consumed normally, but drafts, *gusts of wind*, and so on cannot extinguish the flame. Drowning

or smothering the flame will extinguish it, however. (D108)

### Canticle (Alteration)

Range: 0'                      Components: V  
Duration: Special              Casting Time: Special  
Area of Effect: Caster        Saving Throw: None

**Explanation/Description:** A canticle is a minor form of *sanctuary*, and casting it requires the chanting of portions of the cleric's sacred literature. As long as the chanting continues, opponents must make a saving throw at +2 in order to strike or otherwise attack the caster. The caster cannot engage in any other activity than slow movement (6. rate) during this time. For other effects, see the description of the *sanctuary* spell. (D108)

### Ceremony: Oath (Conj./Summoning)

Range: Touch                      Components: V, S, M  
Duration: Special              Casting Time: 3 seg  
Area of Effect: 1 person of the      Saving Throw: None  
caster's religion

**Explanation/Description:** A person taking an *oath* in the presence of a cleric pledges his honor to do some minor task. The cleric proffers his holy symbol for both parties involved in the oath to touch, and ratifies the *oath* with his ritual sign and some formula such as .so be it..

The *oath* stands until the pledge is fulfilled or broken. If broken, the oath-taker (whether the cleric himself or some other person of the cleric's religion) will lose 5% on his loyalty base until satisfactory reparations are made (if ever). Note that a third party of the caster's religion can pledge his honor for the oath of a nonbeliever.

In this case, both join in touching the cleric's holy symbol while the orison is cast. The cleric can pledge his own honor for a non-believer, but this is an extremely rare circumstance. The penalty to loyalty base simulates the loss of honor to the oath-breaker. (D108)

### Cure Minor Wounds (Necromantic)

Range: Touch                      Components: V, S  
Duration: Permanent            Casting Time: 2 seg  
Area of Effect: 1 person        Saving Throw: None

**Explanation/Description:** A minor *cure*, similar to all other *cure* spells, this orison will heal 1-4 hit points of damage. Note that this spell is not reversible. See the *cure light wounds* description for more information. (D108)

## Meditation (Conjuration/Summoning)

Range: Touch                      Components: V, S  
Duration: 1 turn                Casting Time: 3 seg  
Area of Effect: Caster           Saving Throw: None

**Explanation/Description:** A minor (and non-reversible) form of remove fear, a meditation is an orison of personal encouragement that gives the caster (and only the caster) a +2 on all saving throws vs. the various sorts of magical fear attacks for 1 turn. (D108)

## Petition (Conjuration/Summoning)

Range: Special                   Components: V, S  
Duration: 1 day                 Casting Time: 1 seg  
Area of Effect: Caster's patron   Saving Throw: Neg

**Explanation/Description:** *Petitions* are a staple of all prayers, in all religions. Most favors asked of one's deity are answered in terms of lucky dice rolls and other game mechanics. This orison constitutes a direct appeal of a very limited nature to the caster's deity or other patron.

If the deity or patron fails his or her saving throw (2 for gods and demigods, 3 for heroes in the *Deities & Demigods* book), the request will be heard, and if it's not too much trouble, some minion or servant of the deity might act upon it. Examples of such minor petitions are to find something minor, meet someone, remember something forgotten, make a favorable impression, and so on. A *petition* is only good for one day. If it is not granted that day, or if no opportunity for its granting comes up, it is wasted, and another *petition* must be made the next day.

Any attempt to abuse this orison with powerful requests ("Oh, please let me find a ring of three wishes!") will be met with divine punishment if it is heard. Punishment may consist of a loss of spell-casting power, hit points, or other power or ability, as desired by the DM. However, punishments are rarely severe or last long, unless the caster is guilty of multiple abuses. (D108)

## Warding (Abjuration)

Range: Touch                      Components: V, S, M  
Duration: 2 rounds               Casting Time: 2 seg  
Area of Effect: 1 creature       Saving Throw: None

**Explanation/Description:** This orison is a very minor form of *protection from evil*. For two rounds, it will prevent enchanted, conjured, or summoned creatures from making bodily contact with the recipient, by encircling him or her with magical protection at a distance of one foot.

However, it gives no penalty to any attacks that do not involve such contact, and adds no bonuses to one's saving throws. To complete the spell, the caster sprinkles holy water on the recipient. (D108)

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## Level 1

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### Bless (Conjuration/Summoning)

#### Minor Curse (Reverse)

Range: 60'                                Components: V, S, M  
Duration: 6 rounds                   Casting Time: 1 round  
Area of Effect: 50' x 50'               Saving Throw: None

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

### Ceremony (Invocation)

Range: Touch                                Components: V, S, M  
Duration: Permanent                   Casting Time: 1 hour  
Area of Effect: 1 creature, item,   Saving Throw: Special  
   or area

**Explanation/Description:** *Ceremony* has a number of applications in the religious organization, depending on the level of the cleric. The effect of a *ceremony* spell does not leave behind an aura of magic, although in some cases an aura of good or evil might be present (and thus detectable). The specific *ceremony* spells can vary from religion to religion, but usually encompass these:

- 1<sup>st</sup> -level cleric: coming of age, burial, marriage
- 3<sup>rd</sup> -level cleric: dedication, investiture, consecrate item
- 5<sup>th</sup> -level cleric: ordination, special vows
- 7<sup>th</sup> -level cleric: consecrate ground
- 9<sup>th</sup> -level cleric: anathematize

Each of these varieties of the *ceremony* spell requires a cleric of the indicated level or a higher one, with additional restrictions as described below. For all *ceremony* spells except anathematize, no saving throw is called for, since the recipient is either inanimate or presumed to be willing to be affected by the magic; any version of the spell except for anathematize will simply fail if it is cast on a person who (for some reason) is unwilling to receive the benefit. Briefly, the ceremonies listed do the following things:

**Coming of age** is a limited form of *bless* spell which is cast upon a young man (and in some cultures a young woman) at some point relatively early in life, often the

age of 12. A young person who receives this spell gets a + 1 bonus to any single saving throw, which can be taken at any time after the coming of age ceremony is completed. In some cultures, the coming of age ceremony has a symbolic significance, such that an adolescent must receive this blessing before he or she can enjoy the rights and privileges of adulthood.

**Burial** magically protects a corpse, and bestows it with the blessing of the religious organization. The body is shielded for one week as if by a *protection from evil* spell, and anyone trying to disinter the corpse within that time must make a Saving Throw vs. Spells or stop and flee in fear for one turn.

**Marriage** has no tangible after-effect (i.e., it does not guarantee happiness or harmony), but it usually carries a moral or legal significance, not dissimilar in nature to the various rites of marriage which are performed in our real world.

**Dedication** allows the recipient of the spell to be taken into the ranks of the casting cleric's religion, making that person a sanctioned worshiper of the cleric's deity. The effect of a dedication is permanent, unless the worshiper demonstrates a desire to change allegiance to a different deity. In such a case, the earlier dedication can be overridden by a new dedication cast by a cleric of a higher level than the one who performed the previous dedication.

The **Rite of Investiture** must be performed on any aspiring cleric before that character can achieve the status of a 1<sup>st</sup>-level cleric.

**Consecrate item** must be performed on any object to be placed on an altar or in some other location within a religious edifice. To prevent it from losing its potency, holy (or unholy) water must be kept in a properly consecrated container.

**Ordination** must be performed on a cleric before the character can become the priest of a congregation or assume similar sorts of duties, and even an adventuring cleric must be ordained before he or she can gain followers and establish a following or other sort of group. In all cases, the cleric performing the ordination must be of higher level than the recipient; this ceremony is often conducted as part of the

**Special vows** can be received by a would-be cavalier or paladin before that character embarks upon a career in the desired profession. The effects of this spell persist for as long as it takes the character to accumulate enough experience points to rise to the upper limit of his or her current level. The special vows can then be renewed as part of the character's training between levels, or at any time during advancement through the next higher level. A cavalier or paladin who has received special vows is immune to the effects of *bestow curse* spells (but not cursed items) for as long as the special vows remain in effect. Additionally, this ceremony renders the subject more susceptible (-4 on saving throw) to any quest spell cast upon him or her by a cleric of the same alignment as the caster of the special vows.

**Consecrate ground** should be performed upon an area before any holy (unholy) structure is built on the

site. A religious edifice constructed on ground that has not been consecrated will slowly, but irrevocably fall into a state of disrepair and has a 1% chance per year, cumulative, of actually collapsing as a result of this oversight. This spell must be cast before the area in question is altered in any way (e.g., landscaping) and before any construction materials are brought to the site; it will have no effect if it is done as an afterthought. Consecrate ground can also be used on a plot of land destined for use as a graveyard, and in such a case the graveyard itself automatically turns undead each round with the same effectiveness as a 3<sup>rd</sup>-level cleric. Or, if the consecration of a would-be graveyard is performed by an evil cleric, any undead creatures occupying the area are treated as if they were being protected and controlled by an evil cleric of 3<sup>rd</sup> level.

**Anathematize** is a form of excommunication by means of which the offender is literally branded on the cheek, forehead, arm, or hand with a symbol, sigil, or sign that identifies the subject (to those who understand the symbol) as someone who has committed a serious offense in the eyes of his or her deity. An unwilling subject of this spell is allowed a Saving Throw vs. Spells, at -4, to escape its effects. If the recipient is not truly deserving of the telling brand, the spell fails when cast. A successful atonement causes the brand to fade, and possibly vanish. If the offending actions were caused magically or by some other external force, the brand utterly disappears. If the offending actions were natural, the brand cannot be completely removed.

The components for the various ceremony spells vary from religion to religion, but the material component always involves the use of the cleric's holy symbol in one way or another. Standard costs for the casting of these spells are as follows: coming of age, 5-15sp; burial, 5-50gp; marriage, 1-20gp; dedication, 1-10sp (or sometimes free); investiture, 1-100gp (or sometimes free); item consecration, usually free; ordination, usually free put possibly as much as 200gp; special vows, 1-100gp (or sometimes free); consecrate ground, 100-600gp depending on the size of the area to be affected and the level of the cleric performing the spell; and anathematize is always performed at no charge, since the casting of this spell is always deemed to be in the best interests of the cleric's religion. (UA)

## Combine (Evocation)

Range: Touch

Duration: Special

Area of Effect: A circle of clerics

Components: V, S

Casting Time: 7 rounds

Saving Throw: None

**Explanation/Description:** This spell enables three to five clerics to combine their abilities and thereby empower one of their number to cast a spell or turn undead with greater efficacy. The highest-level cleric of the group (or one of such, as applicable) stands, while the other clerics join hands in a surrounding circle. All the participating clerics then cast the combine spell together. The central cleric temporarily functions as if of higher level, gaining one level for each encircling cleric.

## Command (Enchantment/Charm)

## Create Water (Alteration)

### Destroy Water (Reverse)

**Explanation/Description:** When the cleric casts a *create water* spell, four gallons of water are generated for every level of experience of the caster, i.e. a 2<sup>nd</sup>-level cleric creates eight gallons of water, a 3<sup>rd</sup>-level twelve gallons, a 4<sup>th</sup>-level sixteen gallons, etc. The water is clean and drinkable (it is just like rain water). Reversing the spell, *destroy water*, obliterates without trace (such as vapor, mist, fog or steam) a like quantity of water.

## Cure Light Wounds (Necromantic)

**Cause Light Wounds** (Reverse)

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

### Detect Evil (Divination)

### Detect Good (Reverse)

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

**DM's Notes:** Basically the degree of evil (faint, moderate, strong, overwhelming) and its general nature (expectant, malignant, gloating, etc.) can be noted. If the evil is overwhelming, the general bent (lawful, neutral, chaotic) has a 10% chance per level of the cleric of being detectable. (DMG)

### Detect Magic (Divination)

**Explanation/Description:** When the *detect magic* spell is cast, the cleric detects magical radiations in a path 10' wide, and up to 30' long, in the direction he or she is facing. The caster can turn 60' per round. Note that stone walls of 1' or more thickness, solid metal of but

1/12' thickness, or 3' or more of solid wood will block the spell. The spell requires the use of the cleric's holy (or unholy) symbol. (PHB)

**DM's Notes:** Only the fact that a dim or strong magic exists can be found by clerics (cf. magic-user spell of the same name). (DMG)

## Endure Cold (Alteration)

### Endure Heat (Reverse)

Range: Touch

Duration: 9 turns/lvl

Area of Effect: 1 creature

Components: V, S

Casting Time: 1 round

Saving Throw: None

**Explanation/Description:** The recipient of this spell is provided with protection from normal extremes of cold or heat (depending on which application is used). He or she can stand unclothed in temperatures as low as -300°F or as high as 130°F (depending on application) with no ill effect. A temperature extreme beyond either of those limits will cause 1 hit point of exposure damage per hour for every degree above or below those limits. (Without the benefit of protection such as this, exposure damage is 1 hit point per turn for each degree of temperature.) The spell will last for the prescribed duration, or until the recipient is affected by any form of magical cold (including white dragon breath) or magical heat. The cancellation of the spell will occur regardless of which application was used and regardless of which type of magical effect hits the character (e.g., endure cold will be cancelled by magical heat or fire as well as by magical cold). The recipient of the spell will not suffer damage from the magical heat or cold during the round in which the spell is broken, but will be vulnerable to all such attacks starting on the following round. The spell will be cancelled instantly if either *resist fire* or *resist cold* is cast upon the recipient. (UA)

## Hand Fire (Alteration)

Range: 0

Duration: Special

Area of Effect: Cleric's hand

Components: V, S

Casting Time: 1 seg

Saving Throw: None

**Explanation/Description:** This spell allows the cleric, by turning his cupped hand upward and saying a command word, to produce a cold flame that casts the equivalent of torch light. The hand fire will remain lighted until the cleric casts any other spell or until he or she uses his or her hand to perform some other function. The fire is non-harmful and will not ignite any combustible materials, even oil. It cannot be blown out, but magical darkness will dispel it instantly. (D68)

## Invisibility to Undead (Illusion/Phantasm)

Range: Touch

Duration: 6 rounds

Area of Effect: One individual

Components: V, S, M

Casting Time: 4 seg

Saving Throw: Neg

**Explanation/Description:** This spell is quite similar to *sanctuary*, but only affects undead of 4 or fewer hit

dice. A Saving Throw vs. Spells is made for each type of undead within 30' of the caster, and if failed, all undead of that type will ignore the caster completely for the duration of the spell. (Note that this negates subsequent attempts by the caster to turn those undead.) However, if the saving throw succeeds, all undead of that type will attack the spell caster in preference to any other possible targets. The effect of this spell ends if the caster attacks or attempts to cast any other spell. If the caster is of neutral morals (with respect to good and evil) the undead save at -2. The material component is the cleric's holy symbol. (UA)

## Light (Alteration)

### Darkness (Reverse)

Range: 120'

Duration: 6 turns + 1 turn/lvl

Area of Effect: Globe, 20' radius

Components: V, S

Casting Time: 4 seg

Saving Throw: Special

**Explanation/Description:** This spell causes excitation of molecules so as to make them brightly luminous. The light thus caused is equal to torch light in brightness, but its sphere is limited to 40' in diameter. It lasts for the duration indicated (7 turns at 1<sup>st</sup> experience level, 8 at 2<sup>nd</sup>, 9 at 3<sup>rd</sup>, etc.) or until the caster utters a word to extinguish the light. The *light* spell is reversible, causing *darkness* in the same area and under the same conditions, except the blackness persists for only one-half the duration that light would last. If this spell is cast upon a creature, the applicable magic resistance and saving throw dice rolls must be made. Success indicates that the spell affects the area immediately behind the creature, rather than the creature itself. In all other cases, the spell takes effect where the caster directs as long as he or she has a line of sight or unobstructed path for the spell; light can spring from air, rock, metal, wood, or almost any similar substance. (PHB)

**DM's Notes:** It should be noted that if this spell is cast upon the visage or before the visual organs of a creature, it will tend to blind it (rather as if a strong light were placed before its eyes), and its attacks and defenses will be a -4 on to-hit, saving throws, and even armor class. Note also that the spell is not mobile, although it can be cast upon a movable or mobile object or creature. (DMG)

## Magic Stone (Alteration)

Range: 20'

Duration: 6 rounds or until used

Area of Effect: One small stone

Components: S

Casting Time: 7 rounds

Saving Throw: None

**Explanation/Description:** To use this spell, the cleric picks up a small stone or pebble and then (via the casting process) places a magical aura on it. The spell cannot affect stones that are already magical. The magic stone can be thrown at a target up to 40' distant (assuming no intervening obstacles and sufficient head room). It will act as a +1 weapon for to-hit determination, and if a hit is scored the stone will do 1 point of damage. Ranges are 20'/30'/40' with standard

modifications. If the stone travels more than 40' from the thrower or if it does not score a hit, the missile loses its dweomer and falls harmlessly to the ground. A magic stone must be thrown within 6 rounds after the casting of the spell is completed, or it turns back into an ordinary item. A hit from the stone will break the concentration of a spell caster only if the victim fails a Saving Throw vs. Spells.

Any target with innate magic resistance cannot be affected by the stone. A shield spell will protect a target from a magic stone, as will a brooch of shielding, a protection from normal missiles spell, a minor globe of invulnerability, or any similar (more powerful) magic. A cleric of 6<sup>th</sup> through 10<sup>th</sup> level can enchant 2 stones with this spell, one of 11<sup>th</sup> through 15<sup>th</sup> level can use it on 3 stones, and an additional stone is allowed for every five levels of experience the caster has gained beyond the 11<sup>th</sup> (i.e., 4 stones at 16<sup>th</sup> level, 5 stones at 21<sup>st</sup> level, etc.). It is possible for a cleric to give the enchanted stone(s) to another character to throw. Note that some religious organizations may forbid their clerics from using this spell, since it enables the cleric to use a missile weapon (of sorts). (UA)

## Penetrate Disguise (Divination)

Range: 120'	Components: V, S
Duration: 7 rounds	Casting Time: 2 rounds
Area of Effect: 1 creature	Saving Throw: Neg.

**Explanation/Description:** By means of this spell, the cleric is empowered to see through a disguise composed solely of makeup or altered clothing (i.e., non-magical in nature). The cleric cannot identify what class or profession the disguised figure actually belongs to, nor the true appearance of the figure; the spell merely points out that the target figure is posing as someone or something else. The spell does not detect actual rank or status and cannot reveal an illusion for what it is, but it can detect whether a figure is the object of a friends spell. The spell cannot detect any deception involving alignment. The target of the spell is allowed a Saving Throw vs. Spells, and if this saving throw is made, the disguise will be enhanced in the eyes of the cleric, so that the caster becomes convinced that the target figure actually is what he claims to be. Being under the effect of a bless spell, wearing magic armor, or using a magic item of protection (such as a cloak or ring) will give the target an appropriate bonus to the saving throw. (UA)

## Portent (Divination)

Range: Touch	Components: V, S, M
Duration: Special	Casting Time: 7 turns
Area of Effect: Spell caster or figure touched	Saving Throw: None

**Explanation/Description:** This spell enables the cleric to tell something of his or another figure's future "luck." This "luck" takes the form of an improvement or reduction in a to-hit roll or a saving throw at some point in the future

unknown to the character who is the object of the portent. After this spell is cast, the Dungeon Master makes two die rolls in secret: First, 1d12, to determine at what point in the future the *portent* takes effect; second, 1d6 to determine the exact effect (roll of 1 = -3; 2 = -2; 3 = -1; 4 = + 1; 5 = + 2; 6 = + 3). Based upon the result of the 1d6 roll, the DM should indicate to the player of the cleric character whether the *portent* is good, fair (which can be moderately good or moderately bad), or poor. The recipient of the spell will usually also be given this information. The result of the d12 roll represents the number of to-hit rolls or saving throws that the target character must make before the roll to be affected by the portent occurs; e.g., if a 12 is rolled, then the 12<sup>th</sup> such roll thereafter will be the one to which the *portent* is applied. Die rolls only apply toward this count if they are taken in life-or-death (i.e., combat or peril) situations; the count is suspended if the character contrives to perform (for instance) saving throws against non-harmful effects in an effort to "sidestep" the *portent*. Die rolls that do apply toward this count include: Saving throws made in combat or against magical effects, to-hit rolls made by the character, and to-hit rolls made by an opponent against the character. When the die roll designated by the *portent* is made, the result will be adjusted upward or downward as indicated by the result of the d6 roll; thus, the character will be either more or less likely to score a hit, more or less likely to be hit, or more or less likely to succeed on a saving throw.

The material component for this spell is either a numbered wheel or tea leaves. (UA)

## Precipitation (Alteration)

Range: 10'/lvl	Components: V, S, M
Duration: 1 seg/lvl	Casting Time: 3 seg
Area of Effect: 30' diameter cylinder up to 120' high	Saving Throw: None

**Explanation/Description:** When this spell is cast, all water vapor in the atmosphere within the area of effect is precipitated in the form of a light rain. (Note that low-level spell casters will certainly be within the area of effect of the spell.) The rain will continue for only as many segments of time as the spell caster has levels of experience. Since only some 1/100 of an inch of precipitation falls during the course of a segment, the spell will have only the following general effects:

- Thin, light material will become damp in 1 segment and thoroughly wet thereafter.
- Twigs and heavy material such as canvas will be damp in 2 segments and wet thereafter.
- Flat, relatively non-porous surfaces, such as stone floors, rock, painted wood, etc., will be damp in 1 segment and filmed with water thereafter.
- Semi-porous surfaces and materials will become damp on the surface in 2 segments, and thereafter the damp area will progress downward/inward, until after 5 segments the surface or material will be thoroughly wet.

- Porous surfaces and materials will simply absorb the rain up to the limit of their capacity - which probably extends well beyond the duration of the spell.
- Small flames, such as those of candles, will be extinguished by 1 segment of precipitation. Small fires will slow and become smoky for 1 round after precipitation has ceased. Large fires will not be materially affected by the spell.

Note that if the temperature is above 90°F, the duration of the spell will be extended to double normal except in arid regions. Also, where the temperature ranges between 33° and 31°F, the precipitation will fall in the form of sleet. At 30°F and below, the precipitation will fall as rather thick snow, and most dampness/wetness effects will be negated or postponed until the snow melts. If magical heat of large area (i.e., a wall of fire, fireball, flame strike, etc.) is applied to precipitation, a cloud of warm fog of double the area of the precipitation effect will be formed. If magical cold is applied to the spell or the water which remains thereafter, normal ice will be formed. The material component of the spell is a pinch of silver dust. (UA)

## Protection from Evil (Abjuration)

### Protection from Good (Reverse)

Range: Touch	Components: V, S, M
Duration: 3 rounds/lvl	Casting Time: 4 seg
Area of Effect: 1 Creature	Saving Throw: None

**Explanation/Description:** When this spell is cast, it acts as if it were a magical armor upon the recipient. The protection encircles the recipient at a one foot distance, thus preventing bodily contact by creatures of an enchanted or conjured nature such as aerial servants, demons, devils, djinn efreet, elementals, imps, invisible stalkers, night hags, quasits, salamanders, water weirds, wind walkers, and xorn. Summoned animals or monsters are similarly hedged from the protected creature

Furthermore, any and all attacks launched by evil creatures incur a penalty of -2 from dice rolls to-hit the protected creature, and any saving throws caused by such attacks are made at +2 on the protected creature's dice.

This spell can be reversed to become *protection from good*, although it still keeps out enchanted evil creatures as well. To complete this spell, the cleric must trace a 3' diameter circle upon the floor (or ground) with holy water for *protection from evil*, with blood for *protection from good* - or in the air using burning incense or smoldering dung with respect to evil/good. (PHB)

**DM's Notes:** Note that this excludes (keeps out) monsters using natural (body) weapon attacks which require touching the protected character. (DMG)

## Purify Food & Drink (Alteration)

### Putrefy Food & Drink (Reverse)

Range: 30'	Components: V, S
Duration: Permanent	Casting Time: 1 round
Area of Effect: 1 cubic foot/lvl	Saving Throw: None

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

## Remove Fear (Abjuration)

### Cause Fear (Reverse)

Range: Touch	Components: V, S
Duration: Special	Casting Time: 4 seg
Area of Effect: 1 Creature	Saving Throw: None

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

## Resist Cold (Alteration)

Range: Touch	Components: V, S, M
Duration: 1 turn/ level	Casting Time: 1 round
Area of Effect: 1 Creature	Saving Throw: None

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

## Sanctuary (Abjuration)

Range: Personal  
Duration: 2 rounds + 1/lvl  
Area of Effect: Caster

Components: V, S, M  
Casting Time: 4 seg  
Saving Throw: None

**Explanation/Description:** When the cleric casts a *sanctuary* spell, any opponent must make a Saving Throw vs. Spells in order to strike or otherwise attack him or her. If the saving throw is not made, the creature will attack another and totally ignore the cleric protected by the spell. If the saving throw is made, the cleric is subject to normal attack process including dicing for weapons to-hit, saving throws, damage. Note that this spell does not prevent the operation of area attacks (*fireball*, *ice storm*, etc.). During the period of protection afforded by this spell, the cleric cannot take offensive action, but he or she may use non-attack spells or otherwise act in any way which does not violate the prohibition against offensive action. This allows the cleric to *heal* wounds, for example, or to *bless*, perform an *augury*, *chant*, cast a *light* in the area (not upon an opponent!), and so on. The components of the spell include the cleric's holy/unholy symbol and a small silver mirror. (PHB)

## Scribe (Alteration)

Range: Touch  
Duration: Permanent  
Area of Effect: Variable

Components: V, S, M  
Casting time: 1 round  
Saving throw: None

**Explanation/Description:** Via this spell, the cleric's handwriting, if it happens to be poor, is greatly enhanced. Furthermore, he or she can write twice as rapidly as normal and still produce high-quality copying of a text or map. The *scribe* spell can be used when writing down the text of magical scrolls. It further decreases the chance of error by 25% in the copying of any and all text. The *scribe* spell will stay in effect as long as the cleric continues to copy or compose a text, with a limit of eight hours of such writing in any case. Any interruption of the copying will ruin the spell from that point forward.

The material components are ink, quill, and parchment (book or scroll) and perhaps that which is being copied.

**DM's Note:** Magical scrolls cannot be copied or composed by any cleric below the 7<sup>th</sup> level of experience. (D68)

## Spittle (Alteration)

Range: 10 yards  
Duration: 1 attack  
Area of Effect: 1 creature

Components: S  
Casting Time: 1 seg  
Saving Throw: Neg

**Explanation/Description:** This spell allows the cleric to generate a disgusting spittle that can paralyze any creature it touches. The cleric must make a to hit roll, and all targets are considered to be at short range, Any

creature struck must Save vs. Spells or lose the use of the area struck:

d8	Area Struck	Effect
1	Head	Unconscious
5	Weapon Arm	No attacks
6	Non-weapon Arm	No shield bonus
2-4	Body	Paralyzed
7-8	Leg	Lose defensive DEX bonus; move -50%

All effects last 1d4 + 1 rounds. The DM might choose to alter the hit location chart to account for target facing or non-humanoid body type. (GHA)

## Level 2

### Aid (Necromantic - Conjuration)

Range: Touch  
Duration: 1 round + 1/lvl  
Area of Effect: One person

Components: V, S, M  
Casting Time: 4 seg  
Saving Throw: None

**Explanation/Description:** The recipient of this spell gains the benefit of a *bless* spell and a special benison of 1-8 additional hit points. The *bless* lasts as long as the aid spell, as do the hit points thus gained. The aid allows a character to actually have more hit points than the character's full normal total. The added hit points last only for the duration of the *aid* spell. Any damage taken by the recipient while the *aid* spell is in effect is taken off the 1-8 additional hit points before regular ones are lost. Hit points bestowed by an *aid* spell and then lost cannot be regained by curative magic. Example: A 1st-level fighter has 8 hit points, takes 2 points of damage, and then receives an aid spell which gives 6 additional hit points. The fighter now has 12 hit points, 6 of which are temporary. If he is then hit for 7 points of damage, 1 regular point and all 6 of the temporary points are lost. The material components of this spell are a tiny strip of white cloth with a sticky substance (such as tree sap) on the ends, plus the cleric's holy symbol. (UA)

### Augury (Divination)

Range: Caster  
Duration: Instantaneous  
Area of Effect: Caster

Components: V, S, M  
Casting Time: 2 rounds  
Saving Throw: None

**Explanation/Description:** The cleric casting an *augury* spell seeks to divine whether an action in the immediate future (within 3 turns) will be for the benefit of, or harmful to, the party. The base chance for correctly divining the *augury* is 70%. plus 1% for each level of the cleric casting the spell, i.e. 71% at 1<sup>st</sup> level, 72% at 2<sup>nd</sup>, etc. Your referee will determine any adjustments due for the particular conditions of each *augury*. For example, assume that a party is considering the destruction of a weird seal which closes a portal. *Augury* is used to find if weal or woe will be the ultimate result to the party. The material component for *augury* is a set of gem inlaid sticks,

dragon bones, or similar tokens, or the wet leaves of an infusion which remain in the container after the infused brew is consumed. If the last method is used, a crushed pearl of at least 100gp value must be added to the concoction before it is consumed. (PHB)

**DM's Notes:** This is a general future determinant with only a half hour maximum, so you need not be too exacting with regard to your vagueness. When the *augury* is cast, simply compare the knowledge you have and give the character general impressions of the question asked. "Will we do well if we venture onto the third level?" Answer: "Those who survive will be rich!" Basis: You have a terrible troll near where the character will enter the level (if he does), but the probable party is strong enough to beat it after a hard fight, and the monster guards 10,000 silver pieces and a +1 shield. (DMG)

## Beguiling (Enchantment/Charm)

Range: Touch	Components: V, S, M
Duration: Special	Casting Time: 5 seg
Area of Effect: Special	Saving Throw: Neg

**Explanation/Description:** This spell imbues the cleric's wood cudgel or staff with the power to charm an opponent by touch. The cleric can opt to attempt a non-damaging touch, or a normal melee attack. In either case, the target must save vs. spells when a hit is scored or be charmed. Should the cleric opt to make a damaging attack, however, each point of damage the target suffers from a hit gives a + 1 bonus to the save (a roll of a "1" always fails).

Charmed creatures regard the cleric as their comrade, friend, or mentor, treating the cleric with love and respect, and trusting him or her implicitly. If communication is possible, the charmed creature will obey the cleric to the best of its ability as long as the instructions seem plausible and do not obviously consign the creature to needless injury, loss, or violation of alignment.

Charmed creatures remain so for 2d10 rounds. This spell is particularly useful for getting incorrigibles to listen to the cleric's teachings or to contribute to worthy causes. (GHA)

## Chant (Conjuration/ Summoning)

Range: Caster	Components: V, S
Duration: Indefinite	Casting Time: 1 turn
Area of Effect: 30' radius centered on caster	Saving Throw: None

**Explanation/Description:** By means of the *chant*, the cleric brings into being a special favor upon himself or herself and his or her party, and causes harm to his or her enemies. Once the *chant* spell is completed, all attacks, damage and saving throws made by those in the area of effect who are friendly to the cleric are at + 1, while those of the cleric's enemies are at -1. This bonus/penalty continues as long as the cleric continues to *chant* the mystic syllables and is stationary. An

interruption, however, such as an attack which succeeds and causes damage, grappling the *chanter*, or a magical *silence*, will break the spell. (PHB)

## Detect Charm (Divination)

### Conceal Charm (Reverse)

Range: 30'	Components: V, S
Duration: 1 turn	Casting Time: 1 round
Area of Effect: Special	Saving Throw: None

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

**DM's Notes:** Charm spells cast by creatures entitle the charmee to a Saving Throw vs. Spells, and if the save is successful, the *detect charm* spell does NOT pick up the fact that the charm exists. (DMG)

## Detect Curse (Divination)

Range: Touch	Components: V, S
Duration: Permanent	Casting time: 6 rounds
Area of Effect: 1 item	Saving throw: Neg.

**Explanation/Description:** Via this spell the cleric can tell whether an item is *curse*d, if the item fails a saving throw allowed to it. The suspect item must be touched by the cleric, and in some cases, this might release the curse effect upon the cleric. **Cursed scrolls** must be opened, but not read, for the spell to have an effect. Artifacts will not answer to this spell in any case. The basic saving throw allowed to an item is 13, though very powerful *curse*d items will have a saving throw as low as 5 (the DM must decide the appropriate saving throw on an item-by-item basis). This spell cannot detect *charms*; it can detect curses on persons, though the person is allowed a normal Saving Throw vs. Spells. Casting of this spell will affect the cleric so strongly that he or she cannot cast any other spells whatsoever for four hours after this casting, though spells already prayed for are not lost from memory. (D68)

## Detect Life (Divination)

Range: 10'/lvl	Components: V, S, M
Duration: 5 rounds	Casting Time: 1 round
Area of Effect: 1 creature	Saving Throw: None

**Explanation/Description:** By the use of this spell, a cleric can tell if a target creature is alive. The magic will detect life in the recipient of a *feign death* spell, or someone in a coma, deathlike trance, or state of suspended animation. If cast upon the body of a creature that is engaged in astral travel, it will reveal that the creature is alive. The spell works on plants and plant creatures as well as animals. The spell's range is diminished if more than a one-inch thickness of wood or stone lies between the cleric and the subject. Each inch of thickness of a

wood or stone barrier is treated as 10 feet of open space. A barrier of metal of any thickness will cause the spell to fail and be ruined. Any form of mental protection, including those of psionic or magical nature, will likewise ruin the spell without anything being detected. The spell will detect the first living creature that lies along the cleric's line of sight (and within range), or else the first creature that crosses the line-of-sight path before the duration expires. (UA)

### Dust Devil (Conjuration/Summoning)

Range: 30'	Components: V, S
Duration: 1 round/lvl	Casting Time: 3 rounds
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** This spell enables a cleric to conjure up a weak air elemental - a *dust devil* of AC 4,2 HD, MV 18", 1 attack for 1-4 points of damage, which can be hit by normal weapons. Magic weapons of any type cause it double damage. The dust devil appears as a small whirlwind 5 feet in diameter at its base, 15 feet tall, and 10 feet across at the top. It will move as directed by the cleric, but will be dispelled if ordered to go farther than 3" away from the spell caster.

The winds of the *dust devil* can hold a gas cloud or a creature in gaseous form at bay or push it away from the caster (though it cannot damage or dispel such a cloud). Its winds are sufficient to put out torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. If skimming along the ground in an area of loose dust, sand or ash, the *dust devil* will pick up those particles and disperse them in a cloud 30' in diameter centered around the dust devil.

Normal vision is not possible through the cloud, and creatures caught in the cloud will be effectively blinded until one round after they are free of it. Spell casting is virtually impossible for someone caught inside such a cloud or inside the *dust devil* itself; even if the creature fails to score damage on the victim from the buffeting of its winds, a spell caster must make a Saving Throw vs. Spells to keep his or her concentration (and the spell) from being ruined. Any creature native to the Elemental Plane of Air - even another creature of the same sort - can dismiss a *dust devil* at will from a distance of 30' or less. Creatures not native to the plane occupied by the spell caster are not affected by the *dust devil*. It is automatically dispelled if it contacts any creature with innate magic resistance - but not until after it gets a chance to hit and do damage. (UA)

### Enthrall (Enchantment/Charm)

Range: 30'	Components: V, S
Duration: Special	Casting Time: 1 round
Area of Effect: 90' radius	Saving Throw: Neg.

**Explanation/Description:** A cleric who uses this spell can bind and *enthrall* an audience that can fully understand his or her language. Listeners of the same race as the cleric are allowed a Saving Throw vs. Spells; those of a different race which is generally unfriendly to the cleric's

race save at + 4. It is impossible to enthrall a character or creature with more than 4 levels or hit dice, or one with a wisdom score greater than 15.

To effect the spell, the caster must speak without interruption for a full round. Thereafter, the enchantment lasts for as long as the cleric keeps speaking, to a maximum of 6 turns. Those who fail their saving throw will view the cleric as if he or she had a charisma of 21 (loyalty base + 70%, reaction adjustment + 50%). They will stand and listen to the cleric's words, but will not act on them as if a suggestion had been cast. When the cleric stops talking, the spell is broken and the listeners regain control of their own minds. Any form of attack (i.e., a successful hit or the casting of a spell) against the cleric will instantly cancel the enthrall spell, as will any attempt by the cleric to cast a different spell or perform some other action. Members of the audience who make a successful saving throw will view the cleric as having a CHA of 3; they may (50% chance) hoot and jeer, allowing a new saving throw for others listening. If the cleric tries to take undue advantage of the spell by preaching about a religion or alignment opposed to that to which the members of the audience subscribe, each "offended" listener is allowed a new saving throw at + 5. (UA)

### Find Traps (Divination)

Range: 30'	Components: V, S
Duration: 3 turns	Casting Time: 5 seg
Area of Effect: 10' wide path	Saving Throw: None

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

**DM's Notes:** This spell will be 10% likely per level of the cleric casting it to be able to note the type of magic involved, i.e. alteration, divination, etc., if it is a magical or magically-concealed trap. (DMG)

### Hold Person (Enchantment/Charm)

Range: 60'	Components: V, S, M
Duration: 4 rounds + 1 round/lvl	Casting Time: 5 seg
Area of Effect: 1-3 creatures	Saving Throw: Neg.

**Explanation/Description:** This spell holds immobile, and freezes in places, from 1-3 humans or humanoid creatures (see below) for 5 or more melee rounds. The level of the cleric casting the *hold person* spell dictates the length of time the effect will last. The basic duration is 5 melee rounds at three persons, each gets a saving throw at the normal score; if only two persons are being enspelled, each makes their saving throw at -1 on their die; if the spell is cast at but one person, the saving throw die is at -2. Persons making their saving throws are totally unaffected by the spell. Creatures affected by a *hold person* spell are: brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs.

hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, and troglodytes.

The spell caster needs a small, straight piece of iron as the material component of this spell. (PHB)

### Holy Symbol (Conjuration/Summoning)

Range: Touch	Components: V, S, M
Duration: Permanent	Casting Time: 7 turns
Area of Effect: One object	Saving Throw: None

**Explanation/Description:** This spell is used to prepare a cleric's holy symbol, or to create a new symbol to replace a lost or damaged one. The new symbol-to-be, which is the spell's material component (and obviously is not consumed in the casting), must be crafted of appropriate material depending on the religion/deity in question, and must be of the proper shape and design - a cleric cannot pick up just any item and make it into a holy symbol. A cleric may possess two holy symbols at one time, and this spell can be used to create a second one as a spare. No cleric can create a holy symbol related to a religion or deity other than the one that he or she worships. The holy symbol of a good or evil cleric will radiate a faint aura of good or evil, but is not a magical object per se. The holy symbol of a cleric who is of neutral morals (with respect to good and evil) will have no such aura. (UA)

### Know Alignment (Divination)

#### Obscure Alignment (Reverse)

Range: Touch	Components: V, S
Duration: 1 turn	Casting Time: 1 round
Area of Effect: 1 creature/round	Saving Throw: None

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

### Messenger (Enchantment/Charm)

Range: 20'/lvl	Components: V, S, M
Duration: 1 hour/lvl	Casting Time: 1 round
Area of Effect: 1 creature	Saving Throw: Neg.

**Explanation/Description:** This spell enables the cleric to call upon a small (size S) creature of at least animal intelligence to act as his or her messenger. The spell does not affect creatures that are "giant" types, and it will not work on creatures with an intelligence score of 4 or higher, or with a rating of low intelligence or better (whichever applies).

If the creature is already within range, the cleric, using some type of food desirable to the animal as a lure, can call the animal to come. The animal is allowed a Saving Throw vs. Spells, and if this succeeds the spell fails. If the

saving throw is failed, the animal will advance toward the cleric and await his or her bidding. The cleric can communicate with the animal in a crude fashion, telling it to go to a certain place, but directions must be simple. The spell caster can attach some small item or note to the animal. If so instructed, the animal will then wait at that location until the duration of the spell expires. (Note that unless the intended recipient of a message is expecting a messenger in the form of a small animal or bird, the carrier may be ignored.)

When the spell's duration expires, the animal or bird will return to its normal activities. The intended receiver of a message gains no communication ability. (UA)

### Resist Fire (Alteration)

Range: Touch	Components: V, S, M
Duration: 1 turn/lvl	Casting Time: 5 seg
Area of Effect: 1 Creature	Saving Throw: None

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

### Silence, 15' Radius (Alteration)

Range: 120'	Components: V, S
Duration: 2 rounds/ level	Casting Time: 5 seg
Area of Effect: 30' dia. Sphere	Saving Throw: None

**Explanation/Description:** Upon casting this spell, complete *silence* prevails in the area of its effect. All sound is stopped, so all conversation is impossible, spells cannot be cast, and no noise whatsoever issues forth. The spell can be cast into the air or upon an object. The spell of *silence* lasts for 2 rounds for each level of experience of the cleric, i.e. 2 rounds at 1<sup>st</sup> level, 4 at 2<sup>nd</sup>, 6 at 3<sup>rd</sup>, 8 at 4<sup>th</sup> and so forth. The spell can be cast upon a creature, and the effect will then radiate from the creature and move as it moves. If the creature is unwilling, it saves against the spell, and if the saving throw is made, the spell effect locates about one foot behind the target creature. (PHB)

**DM's Notes:** If this spell is cast at a magic resistant creature, and resistance works, *silence* does NOT encompass the creature. Turning of the spell, in whole or



behind an opponent, the force can strike from this position, thus gaining all bonuses for such an attack and negating defensive protections such as shield and dexterity. The material component of this spell is a normal war hammer which the cleric must hurl towards opponents whilst uttering a plea to his or her deity. The hammer disappears when the spell is cast. (PHB)

### Stalk (Alteration/Abjuration)

Range: Touch	Components: V, M
Duration: 5 rounds/lvl	Casting Time: 2 seg
Area of Effect: 1 Creature	Saving Throw: None

**Explanation/Description:** This spell makes the target nearly invisible in natural surroundings and almost totally silent, as if he or she were wearing cloak and boots of elvenkind. Furthermore, the recipient's scent is almost completely masked. The dweomer makes a stationary recipient undetectable by non-magical means at any range over 30 feet. Movement doesn't negate the spell; it only makes non-magical detection possible. The spell ends when its duration expires or whenever the recipient attacks. The material components are the cleric's holy/unholy symbol and a piece of dried chameleon skin. (GHA)

### Translate (Alteration)

Range: Self	Components: V, S, M
Duration: 3 turns/lvl	Casting time: 1 round
Area of Effect: 1 text or scroll	Saving Throw: None

**Explanation/Description:** This spell allows the cleric to read texts (scrolls, maps) written in a foreign or alignment language (including thieves' cant). It does not allow the reading of magic or the deciphering of some coded message. The spell can be used in conjunction with a scribe spell (see foregoing) if the translation is to be written down. Any scroll containing a spell or recipe for a potion or powder cannot be translated. (D68)

### Vicissitude (Conjuration/Summoning)

Range: Special	Components: S, M
Duration: Special	Casting Time: 1 seg
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** This spell allows the cleric to bend fate, but not without risk. When faced with any situation involving chance the cleric need only make the mystic passes of this spell to receive a + 10% bonus to the die roll, (cf., stone of good luck). However, each time this spell is used there is a non-cumulative 5% chance that it will backfire and produce the worst possible result for the caster.

When applied to saving throws, this spell grants the caster a + 2 bonus to the die roll (a roll of '1' always fails), but if a natural '20' is rolled, disaster strikes and the cleric suffers maximum damage from the attack. The cleric must be alive to use this spell and must have their holy symbol openly displayed. (GHA)

### Withdraw (Alteration)

Range: 0	Components: V, S, M
Duration: Special	Casting Time: 3 seg
Area of Effect: The cleric	Saving Throw: None

**Explanation/Description:** By means of a withdraw spell, the cleric effectively alters the flow of time with regard to himself or herself. While but 1 segment of time passes for those not affected by the spell, the cleric is able to spend 1 round of time in contemplation. The base spell duration is 2 segments (2 rounds, from the cleric's point of view), and the cleric adds 1 additional increment of time for each level of experience he or she possesses. Thus, at the 5<sup>th</sup> level of experience, the spell caster could spend up to 6 rounds cogitating on some matter while but 6 segments of time passed for all others. (The DM must allow the spell caster 1 minute of real time per segment to ponder some problem or question. No discussion with non-affected characters is permitted.) Note that while affected by the withdraw spell, the cleric can perform only these particular acts: the casting of an *augury* spell, any curing or healing spells, or any informational spells - and all such spells can only be cast upon the cleric himself or herself. The casting of any of these spells in a different fashion (e.g., a *cure light wounds* bestowed upon a companion) will cause the magic of the *withdraw* spell to cease. Similarly, the cleric who is affected by the *withdraw* spell cannot walk or run, become invisible, or otherwise engage in actions other than thinking, reading, and the like. The withdrawn cleric can be affected by the actions of others while under the influence of this spell, and any attack upon the cleric which succeeds will break the spell. (UA)

### Wyvern Watch (Evocation)

Range: 30'	Components: V, S, M
Duration: 8 hours or until strike	Casting Time: 5 seg
Area of Effect: 1' dia sphere	Saving Throw: Neg

**Explanation/Description:** This spell is known as *wyvern watch* because of the insubstantial haze brought forth by its casting, which vaguely resembles a wyvern. It is typically used to guard some area against intrusion. Any creature that approaches within 1' of the area in question is subject to attack from the spell force. The "wyvern" will strike, and any creature so attacked must make its Saving Throw vs. Spells or else stand paralyzed for 1 round per level of the caster, or until freed by the spell caster, by a *dispel magic* spell, or by a *remove paralysis* spell. A successful saving throw indicates that the target creature was missed by the attack of the wyvern-form, and the spell remains in place. As soon as a target creature is successfully struck by the wyvern-form, the paralysis takes effect and the force of the spell itself is dissipated. The spell force will likewise dissipate if no intruder is struck by the wyvern-form for 8 hours after the spell is cast.

Any creature approaching the space being guarded by the wyvern form may be able to detect its presence before coming close enough to be attacked; this

chance of detection is 90% in bright light, 30% in twilight conditions, and 0% in darkness. The material component is the cleric's holy/unholy symbol. (UA)

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### Level 3

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#### Animate Dead (Necromantic)

Range: 10' Components: V, S, M  
Duration: Permanent Casting Time: 1 round  
Area of Effect: Special Saving Throw: None

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

**DM's Notes:** It is, of course, possible to animate the skeletons or corpses of demi-human and humanoid, as well as human, sort. If creatures with more than a basic 1 hit die (or 1 + hit die) are so animated, the number of such skeletons or zombies will be determined in hit dice rather than total numbers. Thus, a cleric of 6<sup>th</sup> level could animate 6 skeletons of human or humanoid sort which in life had less than 2 hit dice, 3 such undead which in life had less than 3, but 2 or more hit dice, or a single undead creature which had 6, but less than 7, hit dice. For each such additional hit die, the skeleton or zombie will gain another die. Thus, the animated skeleton of a fire giant, an 11 hit die monster, is 10 over the norm for a skeleton normally animated, so it would have 1 + 10 hit dice (11d8). Likewise, a fire giant zombie would have 10 dice over and above the sort of creature typically made into a zombie, so it would have 2 + 10 hit dice (12d8). This does not enable a cleric to make skeletons or zombies of characters of 2<sup>nd</sup> or higher level have more hit dice; such undead are simply human skeletons or zombies with 1 or 2 hit dice, nothing more. (DMG)

#### Cloudburst (Alteration)

Range: 70'/lvl Components: V, S, M  
Duration: 7 round Casting Time: 5 seg  
Area of Effect: 30' dia. cylinder Saving Throw: None  
up to 60' high

**Explanation/Description:** By means of this spell the caster causes the atmosphere to instantly precipitate all of its water vapor in the form of huge drops of rain, the resulting condensation not only causing a true downburst of rain but also sucking more vapor into the area to likewise be precipitated. The *cloudburst* will effectively drench every- thing in its area of effect within 1 segment, for its rain will fall at the rate of 1/10 inch per segment, or 1 inch of rainfall in 1 round. All normal fires within the area of effect will be extinguished by a cloudburst - small ones instantly, medium-sized ones in 3-5 segments, and large sized ones in 8-10 segments. Magical fires will also be extinguished by a cloudburst, with the following general rules applying: Permanent magical fires will re-light in 1-2 rounds. Small, re-kindable magical fires such as that of a flame tongue sword will be affected only during the actual cloudburst.

Spells such as produce fire and burning hands will be negated. Large-area spells such as fireball, flame strike, wall of fire, etc., will, in the course of being extinguished, vaporize the rain into a cloud of steam covering an area four times as large as the spell's area of effect (i.e., a cylinder of up to 120' in diameter and as much as 240' high). This steam will inflict 1-3 points of damage per round on normal creatures within its area, and will do twice that damage to cold-dwelling or cold-using creatures. The cloud of steam will persist for 2-5 rounds, half that if a breeze is blowing, or only 1 round if a strong wind is blowing.

In arid regions, the cloudburst will act only as a double-strength *precipitation* spell. In hot and humid areas, the duration of the spell will be extended to 2 rounds. In areas with a temperature between 33° and 31°F inclusive, sleet rather than rain will fall, with ice and slush being formed when it accumulates. In temperatures of 30° F and lower, the *cloudburst* becomes a *snowburst*, with 1" of snow per segment falling. The material components for the spell are powdered silver and powdered iodine crystals, plus the cleric's holy symbol. (UA)

#### Continual Light (Alteration)

##### Continual Darkness (Reverse)

Range: 120' Components: V, S  
Duration: Permanent Casting Time: 6 seg  
Area of Effect: 60' radius globe Saving Throw: Special

**Explanation/Description:** This spell is similar to a light spell, except that it lasts until negated (by a *continual darkness* or *dispel magic* spell) and its brightness is very great, being nearly as illuminating as full daylight. It can be cast into air, onto an object, or at a creature. In the third case, the *continual light* affects the space about one foot behind the creature if the latter makes its

saving throw. Note that this spell will blind a creature if it is successfully cast upon the visual organs, for example. Its reverse causes complete absence of light. (PHB)

**DM's Notes:** As does a *light* spell, this will tend to blind a creature if it is placed on its visual sensory area. The spell can also be placed upon a smallish object, and a lightproof case subsequently used to encase the object so as to make it dark until the covering is removed, i.e. a *continual light* source which expends no fuel and will not blow out. (Darkness spells are the bane of this device.) (DMG)

## Create Food & Water (Alteration)

Range: 10' Components: V, S  
Duration: Instantaneous Casting Time: 1 turn  
Area of Effect: A day's ration/lvl Saving Throw: None

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

## Cure Blindness (Abjuration)

### Cause Blindness (Reverse)

Range: Touch Components: V, S  
Duration: Instantaneous Casting Time: 1 round  
Area of Effect: 1 Creature Saving Throw: None/Ng

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

**DM's Notes:** This spell will not restore lost visual organs, whether such cause is due to injury or disease. Thus, at your option, the spell can simply remove magical blindness and cure disease or disease-like conditions such as cataracts and glaucoma and various forms of nearsightedness, farsightedness, or astigmatism common to human eyes; or it can be effective against other eye disorders as well, save those noted above. (DMG)

## Cure Disease (Abjuration)

### Cause Disease (Reverse)

Range: Touch Components: V, S  
Duration: Instantaneous Casting Time: 1 turn  
Area of Effect: 1 Creature Saving Throw: None/Ng

**Explanation/Description:** The cleric cures most diseases - including those of a parasitic, bacterial, or viral nature - by placing his or her hand upon the diseased creature.

The affliction rapidly disappears thereafter, making the cured creature whole and well in from 1 turn to 1 week, depending on the kind of disease and the state of its advancement when the cure took place. The reverse of the *cure disease* spell is *cause disease*. To be effective, the cleric must touch the intended victim, and the victim must fail the saving throw. The disease caused will begin to affect the victim in 1-6 turns, causing the afflicted creature to lose 1 hit point per turn, and 1 point of strength per hour, until the creature is at 10% of original hit points and strength, at which time the afflicted is weak and virtually helpless. (PHB)

## Death's Door (Necromantic)

Range: Touch Components: V, S, M  
Duration: 1 hour/lvl Casting Time: 5 seg  
Area of Effect: One human or demi-human Saving Throw: None

**Explanation/Description:** When a cleric employs this spell, he or she touches a human or demi-human who is unconscious and "at death's door" (-1 to -9 hit points). The spell immediately brings the individual to 0 hit points. While the individual remains unconscious, bleeding and deterioration are stopped for the duration of the death's door spell. The subject, because of being treated by the spell and now being at 0 hit points, can be brought to consciousness, and have hit points restored, by means of *cure light wounds*, *cure serious wounds*, etc., potions such as *healing* or *extra-healing*, or clerical or other items which magically restore lost hit points. The material components of the spell are the cleric's holy/unholy symbol, a bit of white linen, and any form of unguent. (UA)

## Dispel Magic (Alteration)

Range: 60' Components: V, S  
Duration: Instantaneous Casting Time: 6 seg  
Area of Effect: 30' radius sphere Saving Throw: None

**Explanation/Description:** When a cleric casts this spell, it neutralizes or negates the magic it comes in contact with as follows: A *dispel magic* will not affect a specially enchanted item such as a scroll, magic ring, wand, rod, staff, miscellaneous magic item, magic weapon, magic shield, or magic armor. It will destroy magic potions (they are treated as 12<sup>th</sup> level for purposes of this spell), remove spells cast upon persons or objects, or counter the casting of spells in the area of effect. The base chance for success of a dispel magic spell is 50%. For every level of experience of the character casting the *dispel magic* above that of the creature whose magic is to be dispelled (or above the efficiency level of the object from which the magic is issuing), the base chance increases by 5%, so that if there are 10 levels of difference, there is a 100% chance. For every level below the experience/efficiency level of the creature/object, the base chance is reduced by 2%. Note that this spell can be very effective when used upon charmed and similarly beguiled creatures. It is

automatic in negating the spell caster's own magic. (PHB)

**DM's Notes:** If this spell is cast upon a magic item it most certainly will have the effect of causing it to be non-operational for 1 round thereafter if the item does not make a saving throw - if the item is not in the possession of any creature, then the item gets no saving throw, and it is non-operational for 1 round. Note that artifacts and relics are NOT subject to this effect. Any *dispel magic* spell must be cast directly at the object, not anything or anyone else, to be so effective. (DMG)

## Feign Death (Necromantic)

Range: Touch                                      Components: V, S, M  
Duration: 1 turn + 1 round/lvl              Casting Time: 2 seg  
Area of Effect: 1 willing creature          Saving Throw: None

**Explanation/Description:** Except as noted above, this spell is the same as the 3<sup>rd</sup>-level magic-user spell, *feign death*. Note that a character of any level may be affected by the cleric casting this spell, and that the material components are a pinch of graveyard dirt and the cleric's holy/unholy symbol. (PHB)

## Flame Walk (Alteration)

Range: Touch                                      Components: V, S, M  
Duration: 1 turn+1/lvl                          Casting Time: 5 seg  
Area of Effect: Special                          Saving Throw: None

**Explanation/Description:** By means of this spell the caster is able to empower himself or herself, or another creature of man-size and comparable mass, to withstand non-magical fires up to temperatures of 2,000°F. It also confers a + 2 bonus to saving throws against magical fires. For every level of experience above the minimum required to create the dweomer (5<sup>th</sup>), the caster can affect an additional man-sized creature. This growing power enables multiple individuals, or one or more of greater than man-size and mass, to be affected by the flame walk spell. For instance, an 11<sup>th</sup>-level caster could empower both himself or herself and a steed such as a horse to move in molten lava. (Consider a horse to be equivalent to 6 humans for purposes of this spell; conversely, halfling-sized creatures count as ½ human apiece, and pixie-sized creatures are considered equivalent to ¼ human each.) The material components of the spell are at least 500gp of powdered ruby and the cleric's holy/unholy symbol. (UA)

## Glyph of Warding (Abjuration/Evocation)

Range: Touch                                      Components: V, S, M  
Duration: Permanent                              Casting Time: Special  
Area of Effect: 25' sq/lvl                          Saving Throw: Special

**Explanation/Description:** A *glyph of warding* is a powerful inscription magically drawn to prevent unauthorized or hostile creatures from passing, entering, or opening. It can be used to guard a small bridge,

ward an entry, or as a trap on a chest or box. When the spell is cast, the cleric weaves a tracery of faintly glowing lines around the warding sigil. For every square foot of area to be protected, 1 segment of time is required to trace the warding lines from the glyph, plus the initial segment during which the sigil itself is traced. A maximum of a 5' X 5' area per level can be warded. When the spell is completed, the *glyph* and tracery become invisible, but any creature touching the protected area without first speaking the name of the *glyph* the cleric has used to serve as a ward will be subject to the magic it stores. Saving throws apply, and will either reduce effects by one-half or negate them according to the *glyph* employed. The cleric must use incense to trace this spell, and then sprinkle the area with powdered diamond (at least 2,000gp worth) if it exceeds 50 square feet. Typical *glyphs* shock for 2 points of electrical damage per level of the spell caster, explode for a like amount of fire damage, paralyze, blind, or even drain a life energy level (if the cleric is of high enough level to cast this *glyph*). (PHB)

**DM's Notes:** If a cleric is on hand to determine that a *glyph of warding* is certainly in existence, an associated magic-user can thereafter use an erase spell and possibly (50% + 2%/level of the MU) remove the *glyph*. As to the design and the names of *glyphs of warding*, design your own or use an encyclopedia to find interesting alphabets to use. As a *detect traps* spell will see the form of the *glyph*, a cleric might believe he or she knows the name of the *glyph* from past experience, and try to bypass it- possibly with success. (DMG)

## Locate Object (Divination)

### Obscure Object (Reverse)

Range: 60'+10'/lvl                              Components: V, S, M  
Duration: 1 round/lvl                              Casting Time: 1 turn  
Area of Effect: Special                          Saving Throw: None

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

**DM's Notes:** This spell will not enable the caster to find a general class of objects unless the form is nearly the same as that of the majority of others in its class. Thus, stairs have risers and are generally similar, so by means of the spell the caster would be able to locate a flight which closely resembled those he or she pictured in casting the *locate object* spell. However, attempting to find jewelry or a crown or the like requires a certain mental image, and if the image is not generally similar to the desired object(s) within range, the spell will not work,

for the image is not familiar/similar to that of the real. In short, desired but unique objects cannot be located by this spell unless they are similar to objects known by the caster. (DMG)

### **Magical Vestment** (Conjuration/Alteration)

Range: Touch	Components: V, S, M
Duration: 6 rounds/lvl	Casting Time: 1 round
Area of Effect: The cleric	Saving Throw: None

**Explanation/Description:** This spell enchants the caster's vestment, providing protection equivalent to armor. It will only function while the cleric is on ground consecrated to his or her deity (cf. 1<sup>st</sup>-level ceremony spell). If any armor or protective device is worn during the spell duration, the vestment protects as if normal chain mail armor. If no other protection is worn, the vestment also gains a + 1 enchantment for each four levels of the cleric, to a maximum effect of chain mail + 4 (base AC 1). The magic lasts for 6 rounds per level of the caster, or until the caster loses consciousness or leaves the consecrated area.

The material components are the vestment to be enchanted and the cleric's holy/unholy symbol. (UA)

**DM's Note:** When in a temple or church, it is uncommon for a cleric to be wearing armor or shield of any kind — and this stricture especially applies to cloistered (non-adventuring) clerics. (D68)

### **Meld Into Stone** (Alteration)

Range: Touch	Components: V, S, M
Duration: 8 rounds + 1d8 rounds	Casting Time: 7 seg
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** The magic of this spell, when properly cast, allows the cleric to meld his or her body and possessions worn or carried into a large stone. To effect the spell, the cleric stands next to the stone to be melded into (which must be large enough to accommodate the cleric's body in all three dimensions) while holding a small sample of the same type of stone. When casting is complete, the cleric and up to 100 pounds of his or her non-living gear blend into the stone. Magical artifacts and relics are not affected by the spell. If the dimensions of the stone are not sufficient, or if the cleric is wearing and carrying more than 100 pounds of gear, the spell will fail and be wasted. The magic lasts for 9-16 rounds, the variable part of the duration rolled secretly by the DM. At any time before the duration expires, the cleric can step out of the stone along the same surface that he or she used to enter it (i.e., the spell does not allow movement through the stone such as would a *passwall* or *phase door* spell). If the duration runs out before the cleric exits the stone, then he or she will be expelled from the stone and take 4-32 (4d8) points of damage - and each piece of gear affected must Save vs. Petrification or turn to stone. While in the stone, the cleric is aware of the passage of time; however, he or she cannot see or hear anything that may be going on around the stone. The following spells

will harm the cleric if cast upon the stone that he or she is occupying: *Stone to flesh* will expel the cleric and inflict 4-32 points of damage, but items carried need not save. *Stone shape* will cause 4-16 points of damage, but will not expel the cleric. *Transmute rock to mud* expels the cleric and will slay the victim instantly unless he or she makes a successful Saving Throw vs. Spells. (UA)

### **Negative Plane Protection** (Abjuration)

Range: Touch	Components: V, S, M
Duration: 1 turn/lvl	Casting Time: 1 round
Area of Effect: 1 creature	Saving Throw: None

**Explanation/Description:** This spell enables the caster or any other eligible 1 Creature to be partially protected from an undead monster that has an existence on the Negative Material Plane (such as a shadow, wight, wraith, spectre, or vampire). The dweomer of the spell opens a channel to the Positive Material Plane, the energy from which helps to offset the effect of the undead creature's attack. The recipient is allowed a Saving Throw vs. Death Magic if he or she is touched (attacked) by an undead creature. Success indicates that the recipient takes normal hit-point damage from the attack, but does not suffer the drain of experience that would otherwise take place. In addition, the undead creature takes 2-12 hit points of damage from the Positive Plane energy. The magic is only proof against one such attack, and dissipates after that attack whether or not the saving throw is successful.

If the Saving Throw vs. Death Magic is failed, the recipient of the spell takes double the usual physical damage in addition to the loss of experience that normally occurs. The spell will also protect the recipient from the effect of a magic-user's *energy drain* spell, but in such a case the magic-user is not affected. The contact between the Positive and Negative Planes that this spell brings about will cause a bright flash of light and a sound like that of a thunderclap, but these phenomena do not cause damage in any event.

The protection will last for 1 turn per level of the cleric casting the spell, or until the recipient is successfully attacked by an undead monster. This spell cannot be cast on the Negative Material Plane. (UA)

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

Range: 0	Components: V, S, M
Duration: 1 round/lvl	Casting Time: 6 seg
Area of Effect: 60' radius	Saving Throw: None

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

**DM's Notes:** If a *prayer* spell is uttered while another cleric of the same deity is *chanting*, the effect of the two

level of the caster. Clerics of good alignment should be very discerning in their use of cause paralysis, and this spell might actually be prohibited to clerics belonging to certain good-aligned orders. (UA)

Range: Touch                      Components: V, S  
Duration: Permanent          Casting Time: 6 seg  
Area of Effect: Special    Saving Throw: Special

Range: 10'	Components: V, S, M
Duration: Special	Casting Time: 1 turn
Area of Effect: 1 dead creature	Saving Throw: None

Likewise, the number of questions which can be answered and the length of time in which the questions can be asked are dependent upon the level of experience of the cleric. The cleric needs a holy symbol and burning incense in order to cast this spell upon the body, remains, or portion thereof. (PHB)

**DM's Notes:** This spell is often subject to abuse due to overly liberal refereeing. When the cleric asks questions, follow these rules: 1) give answers which are brief, 2) take all questions absolutely literally, and 3) be as evasive as possible if the questioned creature was not friendly to the characters or class or alignment of the spell caster when it lived. Remember, *speaking with the dead* assumes that the creature has an essence which still exists somewhere, and if it can remember answers to questions, it can remember other things as well. (DMG)

Range: 10'/lvl      Components: V, S  
Duration: Permanent      Casting Time: 6 seg  
Area of Effect: 1-4 creatures in      Saving Throw: None  
                                 a 20' x 20' area

Range: Touch	Components: V, S, M
Duration: 1 turn + 1/1m	Casting Time: 7 seg
Area of Effect: Special	Saving Throw: None

water walk spell. For instance, an 11<sup>th</sup>-level caster could additionally affect a horse, so that he or she could move atop the waves while mounted. (Consider a horse to be equivalent to 6 humans for purposes of this spell.) The material components for this spell are a piece of cork and the cleric's holy/unholy symbol. (UA)

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## Level 4

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### Abjure (Abjuration)

#### Implore (Conjuration/Summoning) (Reverse)

Range: 10'	Components: V, S, M
Duration: Permanent	Casting Time: 1 round
Area of Effect: 1 creature	Saving Throw: Neg.

**Explanation/Description:** When a cleric employs a spell of this sort, he or she is attempting to return a creature from another plane of existence to its own plane. The exact name of the type of creature to be affected by the abjure spell must be known. If the creature also has a specific (proper) name, then that too must be known and used. The naming cleric then compares his or her level against the level or hit dice of the creature under abjuration, in the same way that the success of a *dispel magic* spell is determined (base 50% chance of success, plus or minus the lvl/HD difference between the caster and the creature to be affected). The percent chance for success is then compared to a percentile dice roll. If the roll is equal to or less than the chance to abjure, the creature is instantly sent back to its own plane.

In all other cases the spell fails. (The creature might not wish to remain on the caster's plane, and in such a case it could be appreciative of the cleric's attempt to return it to its home.)

The reverse of this spell, *implore*, entreats some like-aligned creature from another plane to come to the cleric casting the spell. Success must be determined just as if abjure had been cast. In like vein, the spell caster must know the exact name of the type of creature as well as its given name, if any. If the implore spell succeeds, the cleric has absolutely no guarantee that the creature summoned from another plane will be favorably disposed to him or her. Neither version of the spell will function upon deities, but might affect servants or minions thereof. The material components for an abjure spell are a holy/unholy symbol, holy or unholy water, and often some material inimical to the creature. In reversed form, the material components are the same except for the last, which must be something that the implored creature craves or respects.

### Cure Serious Wounds (Necromantic)

#### Cause Serious Wounds (Reverse)

Range: Touch	Components: V, S
Duration: Instantaneous	Casting Time: 7 seg
Area of Effect: 1 creature	Saving Throw: None/Ng

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

### Cloak of Fear (Illusion/Phantasm)

#### Cloak of Bravery (Reverse)

Range: 0	Components: V, S, M
Duration: 1 turn/lvl	Casting Time: 6 seg
Area of Effect: The cleric	Saving Throw: Neg.

**Explanation/Description:** The casting of this spell empowers the cleric to radiate a personal aura of fear out to a 30' radius. Any character or creature that intrudes upon this aura must Save vs. Spells or run away in fear for 6 rounds (cf. 3<sup>rd</sup>-level magic-user spell *fear*). The spell will only remain in effect until 1 creature fails to save, whereupon the dweomer of the spell is dissipated. The spell has no effect upon creatures that themselves radiate fear or upon undead creatures of any sort, and it is not dissipated upon contact by such creatures.

It likewise remains in effect if an intruder makes a successful saving throw, but will expire after a duration of 1 turn per level of the cleric if not brought down earlier. Note that members of the cleric's party are not immune to the effects of the spell. The cleric may cancel the aura at any time before the duration ends if desired.

The reverse of the spell, *cloak of bravery* can be cast upon the cleric or upon another creature which is a willing recipient. A character or creature protected by a *cloak of bravery* gains a + 3 bonus to the saving throw against any form of magical fear encountered. The magic of the *cloak of bravery* works only once and only upon a single figure, and is dispelled whether or not the recipient succeeds on his or her saving throw. The magic does not negate or otherwise affect the innate ability of a creature (such as a devil) to radiate fear, so that the creature can still affect others in the vicinity.

The material components for a *cloak of fear* are a miniature quiver and a chicken feather; for a *cloak of bravery*, the necessary items are a drop of alcohol and the brain of a newt. (UA)

## Detect Lie (Divination)

### Undetectable Lie (Reverse)

Range: 30'                      Components: V, S, M  
Duration: 1 round/lvl              Casting Time: 7 seg  
Area of Effect: One person              Saving Throw: None

**Explanation/Description:** When the cleric employs this spell, the recipient is immediately able to determine if truth is being spoken. The spell lasts one round for each level of experience of the cleric casting the detect lie.

Gold dust is necessary for this spell. Its reverse, *undetectable lie*, makes bald-face untruths seem reasonable, or simply counters the detect lie spell powers. The reverse spell requires brass dust as its material component. (PHB)

**DM's Notes:** This dweomer does not reveal the truth, nor will it necessarily reveal evasions of the truth; it empowers the caster to detect a lie. (DMG)

## Divination (Divination)

Range: Caster                      Components: V, S, M  
Duration: Special                      Casting Time: 1 turn  
Area of Effect: Caster                      Saving Throw: None

**Explanation/Description:** Similar to an *augury* spell, a *divination* spell is used to determine information regarding an area. The area can be a small woods, large building, or section of a dungeon level. In any case, its location must be known. The spell gives information regarding the relative strength of creatures in the area; whether a rich, moderate or poor treasure is there; and the relative chances for incurring the wrath of evil or good supernatural, super powerful beings if the area is invaded and attacked. The base chance for correct divination is 60%, plus 1 % for each level of experience of the cleric casting the spell, i.e. 65% at 5<sup>th</sup> level, 66% at 6<sup>th</sup>, etc. The Dungeon Master will make adjustments to this base chance considering the facts regarding actual area being divined. If the result is not correct, inaccurate information will be obtained. The material components of the *divination* are a sacrificial creature, incense, and the holy symbol of the cleric. If an unusually potent *divination* is attempted, sacrifice of particularly valuable gems or jewelry and/or magic items may be required. (PHB)

## Exorcise (Abjuration)

Range: 10'                      Components: V, S, M  
Duration: Instantaneous                      Casting Time: Special  
Area of Effect: 1 creature/object                      Saving Throw: None

**Explanation/Description:** The spell of exorcism will negate possession of a creature or an object by any outside or supernatural force. This includes control of a creature by some force in an object, possession by *magic jar* spell, demonic possession, curse, and even *charm*, for the exorcise spell is similar to a *dispel magic* spell. Furthermore, it will affect a magical item if such is the object of the exorcism. Thus a soul object of any sort

which comes under successful exorcism will make the life force of the creature concerned wholly inhabit its nearest material body, wholly and completely. (Cf. *Monster Manual*, Demon.) The exorcise spell, once begun, cannot be interrupted, or else it is spoiled and useless. The base chance for success is a random 1% to 100%. Each turn of exorcism the dice are rolled, and if the base chance number, or less, is rolled, the spell is successful. Base chance of success is modified by -1% for each level of difference between the cleric's level of experience and the level of the possessor or possessing magic, where the smaller number is the cleric's level. In the obverse, a +1% cumulative is added. The referee can determine base chance according to the existing circumstances if he or she so desires. Material components for this spell are the holy object of the cleric and holy water (or unholy, in the case of evil clerics, with respect to object and water). A religious artifact or relic can increase the chance of success by from 1% to 50%, according to the power of the artifact or relic. (PHB)

## Footsore (Enchantment/Charm)

Range: 20 yards                      Components: V, S, M  
Duration: 1 day/lvl                      Casting Time: 7 seg  
Area of Effect: 1 creature/lvl                      Saving Throw: NA

**Explanation/Description:** This specialized curse causes any journey of more than one league (three miles) to become twice as long as normal. The victim will drag his feet, walk in circles or in an irregular line, insist on long rests, and take other actions (or inactions) to increase the distance traveled or slow travel time (or both). Any mount the victim rides will be similarly affected.

The only way to counteract this spell is with a *remove curse* spell cast by a cleric of higher level than the original caster, or by waiting for its duration run out. The material component is the cleric's holy/unholy symbol and a pinch of road dust or damp mud. (GHA)

## Giant Insect (Alteration)

### Shrink Insect (Reverse)

Range: 20'                      Components: V, S, M  
Duration: 2 rounds/lvl                      Casting Time: Special  
Area of Effect: 1 or more insects                      Saving Throw: None

**Explanation/Description:** By means of this spell, the cleric can turn one or more normal-sized insects into larger forms which resemble the "giant" forms of such creatures as described in the *Monster Manual* books or the *Fiend Folio* tome. The number of insects that can be affected is dependent upon the cleric's level: one at 7<sup>th</sup>-9<sup>th</sup> level, two at 10<sup>th</sup> or 11<sup>th</sup> level, three at 12<sup>th</sup> or 13<sup>th</sup> level, and four at 14<sup>th</sup> or higher level. The total hit dice of all giant insects created is 3 HD at 7<sup>th</sup>-9<sup>th</sup> level, 4 HD at 10<sup>th</sup> or 11<sup>th</sup>, 5 HD at 12<sup>th</sup> or 13<sup>th</sup>, and 6 HD at 14<sup>th</sup> or higher level. The magic only works upon one type of insect at one time; i.e., a cleric cannot use the same casting of the spell to affect both an ant and a fly. The casting time for a giant insect spell is one round per hit die of the resulting giant creature(s); if the casting is interrupted for

any reason, the subject insect(s) will die and the spell will be ruined. A monster created by this spell will have as many attacks per round as its namesake, but will not do full damage unless the created form has as many hit dice as the usual giant version of the same insect. Although it may have more hit dice than a standard giant form, the created insect can never exceed the damage figures given in the books.

Example: A cleric of 14<sup>th</sup> level can use the *giant insect* spell to enlarge a normal wasp to one having 6 HD (instead of the usual 4 HD for a giant wasp; see *Monster Manual*), but the creature would still do damage of 2-8/1-4. Conversely, a 7<sup>th</sup>-level cleric can use this spell to create a giant wasp of 3 HD, and such a creature would have reduced damage figures of 2-6/1-3 - three-fourths of the damage potential of a "real" giant wasp, since it only has three fourths of the usual number of hit dice for such a creature.

The spell will only work on actual insects. Arachnids, crustaceans, and other types of small creatures are not affected. The giant insects created will not have any special attacks or defenses possessed by the standard giant forms; however, armor class, movement rate, and other physical characteristics are as described in the creature's book listing. Any giant insects created by this spell will not attempt to harm the cleric, but the cleric's control of such creatures is limited. He or she could give them simple commands such as "attack," "defend," "guard," and so forth, but could not instruct them to attack a certain creature or guard against a particular occurrence. Unless commanded to do otherwise, the giant insects will attempt to attack whomever or whatever is near them.

The reverse of the spell, *shrink insect*, will reduce the size of standard giant insects as well as those created by the un-reversed form of the spell. The shrinking will be at a rate of 1 HD for every 4 levels of the casting cleric, with a maximum of 6 HD of reduction (to a minimum of 1/6 HD, or 1 hp). Special attacks possessed by a standard giant insect will be retained, but at a weaker level which allows a bonus to the Saving Throw vs. the attack. For instance, a 9<sup>th</sup>-level cleric could cast *Shrink Insect* upon a standard giant wasp to reduce it from 4 HD to 1 HD. The resulting insect would still be able to use its poison sting, but the saving throw against such an attack would be at a + 3 bonus (or perhaps higher), and the hit-point damage from its normal attacks would be reduced to 1-2 for a bite and 1 point for a sting - one-fourth of the usual amounts, since the creature is only one-fourth of its original size. The material component for either version of the spell is the cleric's holy/unholy symbol. (UA)

### **Imbue With Spell Ability** (Ench/Alt)

Range: Touch	Components: V, S, M
Duration: Special	Casting Time: 1 turn
Area of Effect: 1 creature	Saving Throw: None

**Explanation/Description:** By the use of this spell, the cleric can bestow the ability to cast a particular spell upon a character normally unable to cast spells. The

magic is only effective on thieves, fighters, cavaliers, assassins, monks, rangers (of under 8<sup>th</sup> level), and paladins (of under 9<sup>th</sup> level) - it will not work on a member of any other character class or sub-class, nor will it function upon a monster or any individual with less than one full hit die. The spell or spells to be imbued in the subject must be ones that the cleric presently carries (i.e., has prayed for), and they can only be spells of an informational or defensive nature, or a cure light wounds spell. An attempt to transfer any other sort of spell will cause the magic to fail, and then no spells will be imbued in the recipient even if other allowable spells were also chosen. As many as three separate spells can be imbued, including one 2<sup>nd</sup>-level spell and one or two 1<sup>st</sup>-level spells. In order to receive any spell, the subject character must have a WIS score of 9 or higher. A single 1<sup>st</sup>-level spell can be imbued in any eligible recipient, but the recipient must be at least 3<sup>rd</sup> level to receive two 1<sup>st</sup>-level spells, and must be at least 5<sup>th</sup> level to receive a 2<sup>nd</sup>-level spell. If a transferred spell's characteristics (range, duration, area of effect, etc.) are variable according to the level of the caster, then the recipient will cast them at his or her own level. All other spell details (e.g., casting time, components, etc.) apply normally.

When a cleric casts imbue with spell ability upon another character, the cleric loses that particular spell from his or her repertoire and cannot memorize more spells until the recipient uses all of the spells that were transferred. The material components for this spell are the cleric's holy/unholy symbol, plus some minor item "borrowed" from the intended recipient which is symbolic of his or her profession (a lockpick for a thief, a dagger for an assassin, etc.). The "borrowed" item is consumed in the casting of the spell. (UA)

### **Log to Lizard** (Alteration)

#### **Lizard to Log** (Reverse)

Range: 30'	Components: V, S, M
Duration: 2 rounds/1m	Casting Time: 7 seg
Area of Effect: 1' cubic	Saving Throw: None

**Explanation/Description:** This is a special derivation of the clerical sticks to snakes spell, and it is known only to certain members of lizard deity cults and certain primitive shaman and witch doctors. It is virtually the same as the spell from which it is derived, but the material component is a sizable log. For each level of the caster, he or she causes a lizard with that number of hit dice to replace the log. Hit dice are always full, i.e. 8 points per die. The lizard brought forth will be a typical giant one, but its bite will always be poisonous, so that it inflicts 1-8 points of damage, and the victim so bitten must also Save vs. Poison or die.

The reverse of this spell will change any lizard-like reptile into a log for the spell's duration. The number of hit dice of the lizard must be equal to, or less than, the level of the cleric casting the reversed spell. (WG6)

## Lower Water (Alteration)

### Raise Water (Reverse)

Range: 120'

Duration: 1 turn/lvl

Area of Effect: Special

Components: V, S, M

Casting Time: 1 turn

Saving Throw: None

**Explanation/Description:** The cleric casting a *lower water* spell causes water or similar fluid in the area of effect to sink away. Lowering is 5% of original effect for every level of experience of the cleric, i.e. 40% at 8<sup>th</sup> level, 45% at 9<sup>th</sup>, 50% at 10<sup>th</sup>, etc. The effect of the spell lasts for 1 turn for each level of experience of the cleric casting it. Likewise, the area of effect increases by level of experience, an 8<sup>th</sup> level cleric affecting an area of 80' x 80', a 9<sup>th</sup> level an area 90' x 90', and so forth. Material components of this spell are the cleric's religious symbol and a pinch of dust. The reverse of the spell causes the water or similar fluid to return to its normal highest level, plus one foot for every level of experience of the cleric casting it. (PHB)

## Meteors (Evocation)

Range: 20 yards

Duration: 1 round/level

Area of Effect: Special

Components: V, S, M

Casting Time: 5 seg

Saving Throw: Special

**Explanation/Description:** This spell creates 2-5 (1d4 + 1) stone spheres, each six inches in diameter. They shoot from the caster's hand, following a straight path toward the target or targets the caster selects. The *meteors* hit their targets unless a Save vs. Spells is made (dexterity and racial bonuses do not apply), and there is a -2 penalty to the save if the range is 10 yards or less. Each meteor inflicts 1-4 +4 points of damage if it hits. The caster may release the *meteors* one at a time or simultaneously, but any not released when the spell duration ends are lost. The material component is the cleric's holy/unholy symbol, and the cleric must be under an open sky to cast the spell. (GHA)

## Minor Ward (Abjuration)

Range: Touch

Duration: Until broken

Area of Effect: Hemisphere ~ 15' Saving Throw: Special

Components: V, S, M

Casting time: 3 rounds

**Explanation/Description:** Via this spell, the cleric brings into being a special barrier of force. It cannot be physically broken through by a physical attack of any sort, including the use of powerful weapons like a **vorpal blade**. The *minor ward*, however, can be brought down by several spells: *disintegrate*, *limited wish*, *phase door*, *shadow door*, *plane shift*, or *wish*; or by any one of the following spells that does at least 20 points of damage: *fireball*, *lightning bolt*, *cone of cold*, *flame strike*, *freezing sphere* (second or third application), or *meteor swarm*.

Anything within the hemispherical area of effect is not damaged when the *minor ward* is brought down (but might be put in jeopardy). The *minor ward* cannot be entered or exited by traveling astrally, or via *dimension*

*door*, *passwall*, or *teleport*. Characters and creatures in the hemisphere cannot cast spells out, though spells can be cast so as to affect those inside the *minor ward*, such as *cures*, *neutralize poison*, *commune*, etc.

The *minor ward* will remain in effect as long as the cleric is conscious; in the round after he or she falls asleep or is knocked unconscious (or worse), the ward will collapse. The caster can will it to come down at any time, but this act takes 1 full round. To effect the spell, the cleric must space seven small pearls (each of at least 100gp value) evenly on the ground in a 30'-diameter circle. Smaller circles can be made, if desired, but never larger ones. The pearls are consumed in the casting.

**DM's Note:** It should be noted that the *minor ward* affords no protection from underneath, so tunneling into one is possible if the proper equipment or magic is available. The person(s) inside a *ward* cannot *teleport*, *dimension door*, travel astrally, use a *word of recall*, etc., unless the *ward* is brought down first. (D68)

## Neutralize Poison (Alteration)

### Poison (Reverse)

Range: Touch

Duration: Permanent

Area of Effect: 1 Creature

or 1 cubic ft/2 lvl

Components: V, S

Casting Time: 7 seg

Saving Throw: None

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

## Plague (Alteration)

Range: 10 yards

Duration: 6 turns

Area of Effect: special

Components: S, M

Casting time: 7 seg

Saving Throw: Special

**Explanation/Description:** This spell allows the cleric to inflict a virulent, infectious disease on a single target. If the target makes a Save vs. Spells, there is no effect. If the save fails, the target immediately suffers an attack of plague, becoming feverish and disoriented with illness for six turns. During this time, the victim loses 10% of his original hit points, loses one point of STR and CON, and suffers a -2 to saving throws and to-hit rolls, and is +2 to be hit.

All creatures (and characters) within 10 feet of the victim must pass a CON check or contract the plague themselves. Creatures currently suffering from the

When the plague attack ends, the penalties end, but lost hit points and ability scores take 1d6 days to return. Before the plague's effects wear off there is one final attack, and the victim must make a constitution check against his lowered score. If this fails, the victim dies; if the victim survives, lost hit points and ability scores return. (GHA)

## Sticks to Snakes (Alteration)

### Snakes to Sticks (Reverse)

Range: 30'                      Components: V, S, M  
Duration: 2 rounds/lvl      Casting Time: 7 seg  
Area of Effect: 10' cube      Saving Throw: None

**Explanation/Description:** By means of this spell the cleric is able to change 1 stick to a snake for each level of experience he or she has attained, i.e. a 9<sup>th</sup> level cleric can change 9 sticks into 9 snakes. These snakes will attack as commanded by the cleric. There must, of course, be sticks or similar pieces of wood (such as torches, spears, etc.) to turn into snakes. Note that magical items such as staves and spears which are enchanted are not affected by the spell. Only sticks within the area of effect will be changed.

The probability of a snake thus changed being venomous is 5% per level of experience of the spell caster, so that there is a 55% probability of any given snake created by the spell being poisonous when sticks are turned to snakes by an 11<sup>th</sup> level cleric, 60% at 12<sup>th</sup> level, etc. The effect lasts for 2 melee rounds for each level of experience of the spell caster. The material components of the spell are a small piece of bark and several snake scales. The reverse changes *snakes to sticks* for the duration appropriate, or it negates the *sticks to snakes* spell according to the level of the cleric countering the spell, i.e. a 10<sup>th</sup> level cleric casting the reverse spell can turn only 10 snakes back to sticks. (PHB)

## Sunburst (Evocation)

Range: 30 yards                      Components: V, M  
Duration: 1 seg                      Casting Time: 7 seg  
Area of Effect: 40' radius globe      Saving Throw: Special

**Explanation/Description:** This spell creates a brilliant flash of golden light. Undead within the area of effect take 6d6 points of damage (no save). All other creatures within or facing the burst must Save vs. Spells or be blinded for 2-12 segments. Creatures without eyes, and those not sensitive to visible light, are not effected. A *sunburst* negates *darkness* spells within its area, provided the darkness was cast by someone of equal or lower level than the cleric. The material component for this spell is the cleric's holy symbol and a bead of any clear crystalline substance. (GHA)

## Tongues (Alteration)

### Confuse Tongues (Reverse)

Range: 0                      Components: V, S  
Duration: 1 turn              Casting Time: 7 seg  
Area of Effect: 30' radius      Saving Throw: None

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

## Level 5

## Air Walk (Alteration)

Range: Touch                      Components: V, S, M  
Duration: 6 turns + 1/lvl      Casting Time: 1 seg  
Area of Effect: 1 creature      Saving Throw: None

**Explanation/Description:** This spell enables the cleric to tread upon air just as if it were solid ground. Moving upward is similar to walking up a hill, and the more steep the ascent, the slower the rate of movement: Ascending at a 45° angle is done at one-half normal movement, a 60° angle reduces movement to one-fourth of normal, and traveling straight upward can be done at one-eighth the normal rate.

Similarly, rapid descent is possible, almost as if the cleric were running downhill; invert the above proportions, so that traveling straight downward can be done at eight times the normal movement rate (or, of course, at any slower rate the traveler desires). An air walking creature is always in control of his or her movement rate; someone traveling straight down at a rapid rate can "stop on a copper piece" to avoid crashing into the ground or some other solid object. Someone attempting to air walk while a *gust of wind* spell is in effect in the same area will move at one-half the usual rate if going into the gust, or twice the usual rate if traveling in the same direction. The spell can be placed upon any 1 creature, up to and including one of giant size. For example, the caster could place the spell upon a trained horse and ride it through the air. Of course, an animal not accustomed to such movement would panic, so the steed would certainly need careful and lengthy training. The material components for the spell are the cleric's holy/unholy symbol and a bit of thistledown. (UA)

## Animate Dead Monsters (Necromantic)

Range: 10'                      Components: V S, M  
Duration: Permanent          Casting Time: 7 seg  
Area of Effect: Special          Saving Throw: None

**Explanation/Description:** This spell enables the caster to animate 1 humanoid or semi-humanoid skeleton or corpse for every 2 levels of experience which he or she has attained. The dweomer animates the remains and empowers the caster to give commands. Direct commands or instructions of up to about 12 words in length will be obeyed by the skeletons or zombies animated (cf. *animate dead* spell). Monster types which can be animated by this spell include but are not limited to: apes (carnivorous and giant), bugbears, ettins, giants (all varieties), ogres, and trolls (all varieties). In general, the remains must be of bipedal monsters of more than 3 hit dice and with endoskeletons similar to those of humans, except in size (which must be greater than 7' height). Corpses animated by this spell are treated either as monster zombies (see *Monster Manual II*), or else as normal (living) creatures of the same form if that

creature type normally has less than 6 hit dice. Skeletons animated by this spell are treated as monsters of half the hit dice (rounded up) of the normal sort. Animated monsters of either type receive their normal physical attacks, but have no special attacks or defenses other than those typically possessed by monster zombies or skeletons. The material components for the spell are the cleric's holy/unholy symbol and a small specimen of the type of creature which is to be animated. (UA)

### Atonement (Abjuration)

Range: Touch	Components: V, S, M
Duration: Instantaneous	Casting Time: 1 turn
Area of Effect: 1 person	Saving Throw: None

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

**DM's Notes:** As the all-in-all of the campaign milieu, you must assume the role of the supernatural powers judging the character making atonement. If the action appears to be very sincere, then the deity will be prone to allow atonement by means of the spell, with little or no sacrifice in addition, according to the deity's overall nature; so that could mean a few coins in the poor box or a major quest for a relic. The less sincere the character the greater will be the actions required to complete the spell, i.e. a hollow voice rings forth and commands: "GO FORTH FROM HERE AND RETURN NOT UNTIL YOU BRING CAPTIVE THE HIGH PRIEST OF OSIRIS AND ALL OF THE ALTAR SERVICE OF HIS TEMPLE AS SACRIFICES TO ME IN TOKEN OF THE SINCERITY OF YOUR TRUE REPENTANCE!" And that will be the final word from that deity until the deed is accomplished. (DMG)

### Commune (Divination)

Range: Caster	Components: V, S, M
Duration: 3 rounds	Casting Time: 1 turn
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** By use of a *commune* spell the cleric is able to contact his or her divinity - or agents thereof - and request information in the form of questions which can be answered by a simple "yes" or "no". The cleric is allowed one such question for every level of experience he or she has attained. The answers given will be correct. It is probable that the referee will limit the use of *commune* spells to one per adventure, one per week, or even one per month, for the "gods"

dislike frequent interruptions. The material components necessary to a *commune* spell are the cleric's religious symbol, holy/unholy water, and incense. (PHB)

**DM's Notes:** The questions permitted must be asked consecutively in as brief a period as possible, as there is too much bother and disturbance for the supernatural powers otherwise. If the spell caster lags or goes off to do anything else, the spell is broken, over and done with. Note that it is possible for a deity to answer "I don't know", as most deities are not omniscient. (DMG)

### Cure Critical Wounds (Necromantic)

#### Cause Critical Wounds (Reverse)

Range: Touch	Components: V, S
Duration: Instantaneous	Casting Time: 8 seg
Area of Effect: 1 Creature	Saving Throw: None/Ng

**Explanation/Description:** The *cure critical wounds* spell is a very potent version of the *cure light wounds* spell. The cleric lays his or her hand upon a creature and heals from 6-27 (3d 8+3) hit points of damage from wounds or other damage. The spell does not affect creatures excluded in the *cure light wounds* spell explanation. Its reverse, *cause serious wounds*, operates in the same fashion as other *cause wounds* spells, requiring a successful touch to inflict the 6-27 hit points of damage. Caused wounds heal as do wounds of other sorts. (PHB)

### Dispel Evil (Abjuration)

#### Dispel Good (Reverse)

Range: Touch	Components: V, S, M
Duration: 1 round/lvl	Casting Time: 8 seg
Area of Effect: 1 Creature	Saving Throw: Special

**Explanation/Description:** The cleric using this spell causes summoned creatures of evil nature, or monsters enchanted and caused to perform evil deeds, to return to their own plane or place. Examples of such creatures are: aerial servants, demons, devils, djinn, efreet, elementals, and invisible stalkers. Note that this spell lash for 1 melee round for each level of experience of the caster, and while the spell is in effect all creatures which could be affected by it attack at a -7 penalty on their to-hit dice when engaging the spell caster. The reverse of the spell, *dispel good*, functions against summoned or enchanted creatures of good alignment or sent to aid the cause of good. The material components for this spell are the cleric's religious object and holy/unholy water. (PHB)

### Ebony Tendrils (Conjuration/Summoning)

Range: 10 yards	Components: V, S, M
Duration: 5 rounds	Casting Time: 5 seg
Area of Effect: Special	Saving Throw: Negates

**Explanation/Description:** This spell summons a lump of blackness five feet in diameter with four 10' arms radiating from it, 90 degrees apart. Touching the central lump causes death unless a Save vs. Death is made. The

arms attack with the same chance to hit as the cleric casting the spell, inflicting d10 +2 hit points of corrosive and constriction damage.

Creatures struck have one chance to break free, which is the same as the chance to open a door. (If the chance to open doors is unknown, assume that smaller than man-sized creatures escape on the roll of a 1 on 1d6, man-sized creatures on a roll of 1 or 2 on 1d6, and larger than man-sized creatures on a 1, 2, or 3 on 1d6).

The round after scoring a hit, an arm retracts into the central lump, where the victim in its grasp must Save vs. Death. Thereafter, the victim is held fast, and continues to suffer corrosion and constriction damage, but continued contact with the lump does not cause additional Saves vs. Death. Broken arms retract into the central lump without making further attacks. Arms holding dead creatures continue to hold them until the spell duration expires.

The material components for this spell are the cleric's unholy symbol and a small, rusty iron ball. (GHA)

### Flame Strike (Evocation)

Range: 60'	Components: V, S, M
Duration: 1 seg	Casting Time: 8 seg
Area of Effect: 10' dia column, 30' high	Saving Throw: ½ dmg

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

### Golem (Enchantment/Charm)

Range: 1'	Components: V, S, M
Duration: Special	Casting Time: 8 seg
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** In order for this spell to operate, the cleric must first construct the form of the *golem* to be made. The cleric must do this personally and then place a prayer spell upon the construction.

All *golems* must be man-shaped and approximately man-sized, although they can be as small as 3' or as large as 7' tall. The sort of golem that can be created depends on the material used and the level of the cleric:

At 9<sup>th</sup> or higher level, the cleric can create a **straw golem**. Construction time is 1 hour, duration thereafter is 1 hour per level. The golem has AC 10, MV 120', HD 2+4, hp 20, #AT 2, D 1-2, D immune to piercing weapons, half damage from blunt weapons. Carrying capacity is 30 pounds. The golem is highly susceptible to flame (taking double normal damage).

At 11<sup>th</sup> or higher level, the cleric can create a **rope golem**. Construction time is 3 hours, duration thereafter is

3 hours per level. The golem has AC 8, MV 90', HD 3+6, hp 30, #AT 1, D 1-6 plus strangulation (6 points per round after scoring a hit until destroyed or caused to release its grip), SD immune to blunt weapons, half damage from piercing weapons. Carrying capacity is 40 pounds.

At 13<sup>th</sup> or higher level, the cleric can create a **leather golem**. Construction time is 9 hours, duration thereafter is 6 hours per level. The golem has AC 6, MV 60', HD 4+8, hp 40, #AT 2, D 1-6, D + 1 or better magic weapon to hit, half damage from blunt weapons. Carrying capacity is 50 pounds.

At 15<sup>th</sup> or higher level, the cleric can create a **wood golem**. Construction time is 27 hours, duration thereafter is 12 hours per level. The golem has AC4, MV30', HD5+10, hp50, #AT1, D3-12, SD + 1 or better magic weapon to hit, immune to blunt and piercing weapons. Carrying capacity is 60 pounds.

These creations are collectively known as lesser golems to distinguish them from the golems described in the *Monster Manual*. Similar to their namesakes, these golems have no minds, so spells such as *charm*, *fear*, *hold*, *sleep*, and the like have no effect on them. The dweomer of the lesser golem enables it to save as if it were a cleric of the same experience level as the one who created it. These golems cannot speak, but they can comprehend and carry out simple instructions involving no more than a dozen words. (UA)

### Insect Plague (Conjuration/Summoning)

Range: 360'	Components: V, S, M
Duration: 1 turn/ level	Casting Time: 1 turn
Area of Effect: Cloud 180' radius, 60' high	Saving Throw: None

**Explanation/Description:** When this spell is cast by the cleric, a horde of creeping, hopping, and flying insects swarm in a thick cloud. These insects obscure vision, limiting it to 3". Creatures within the insect plague sustain 1 hit point of damage for each melee round they remain in it due to the bites and stings of the insects, regardless of armor class. The referee will cause all creatures with fewer than five hit dice to check morale. Creatures with two or fewer hit dice will automatically move-at their fastest possible speed in a straight line in a random direction until they are not less than 240' distant from the cloud of insects. Creatures with fewer than five hit dice which fail their morale check will behave likewise. Heavy smoke will drive off insects within its bounds. Fire will also drive insects away; a *wall of fire* in a ring shape will keep the *insect plague* outside its confines, but a *fireball* will simply clear insects from its blast area for 1 turn. *Lightning* and cold/ice act likewise. The plague lasts for 1 turn for each level of experience of the cleric casting the spell, and thereafter the insects disperse. The insects swarm in an area which centers around a summoning point determined by the spell caster, which point can be up to 360' distant from the cleric. The *insect plague* does not move thereafter for as long as it lasts. Note that the spell can be countered by casting a *dispel magic* upon the summoning point. A

**cube of force** (a special magic item) would keep insects away from a character seeking the center of the swarm, but *invisibility* would afford no protection. The material components of this spell are a few grains of sugar, some kernels of grain, and a smear of fat. (PHB)

### **Magic Font** (Divination)

Range: Touch	Components: V S, M
Duration: Special	Casting Time: 5 turns
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** This spell causes a holy/unholy water font to serve as a scrying device. The spell will not function unless the cleric is in good standing with his or her deity. The basin of holy/unholy water becomes similar to a **crystal ball**. For each vial of capacity of the basin of the font, the cleric may scry for 1 round; thus, the duration of the magic font spell is directly related to the size of the holy/unholy water receptacle. For the chances of a character being able to detect scrying, see the **crystal ball** description in the *Dungeon Masters Guide* and the text for the magic-user spell *magic mirror* herein. The material components for this spell, the cleric's holy/unholy symbol and the font and its trappings, are not exhausted by the use of the spell. (UA)

### **Major Ward** (Abjuration)

Range: Touch	Components: V, S, M
Duration: Until broken	Casting time: 3 rounds
Area of Effect: Hemisphere ~10'	Saving Throw: Special

**Explanation/Description:** This is a stronger variation of the *minor ward*. It can only be brought down by certain of the spells that affect a *minor ward*: a damage-producing spell (*fireball*, *lightning bolt*, *cone of cold*, *flame strike*, *freezing sphere*, *meteor swarm*) that does at least 50 points of damage, or a *disintegrate*, *limited wish*, or *wish* spell. As with the *minor ward* spell, *dispel magic* has no effect whatsoever on it. The *major ward* will remain up until the cleric casting it becomes unconscious. The material components for the spell are seven gems (they can be of different types) valued at no less than 250gp each. They are consumed in the casting.

**DM's Note:** It should be noted that the the *major ward* affords no protection from underneath, so tunneling into one is possible if the proper equipment or magic is available. The person(s) inside a *ward* cannot *teleport*, *dimension door*, travel astrally, use a *word of recall*, etc., unless the *ward* is brought down first. (D68)

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

Range: Touch	Components: V, S, M
Duration: Permanent	Casting Time: 8 seg
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** When the *plane shift* spell is cast, the cleric moves himself or herself or some other creature to another plane of existence. The recipient of

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

**DM's Notes:** The material component is similar to a tuning fork, of course, and striking it at the proper time allows the energy vibrations of the person or persons or creature or creatures involved to match those of the desired plane. All you need to do is determine which notes, if you will, attune to which planes, and then when the caster has a metal rod, inform him or her of the note it sounds- an A sharp, for instance, might take one to the Astral Plane, while an A flat will move one to the Elemental Plane of Air, and an A to the Ethereal Plane. Naturally, you can include the octave and even have chords to move a creature to some sub plane, i.e., F sharp minor might move the caster or the subject to the 9<sup>th</sup> Plane of Hell. (DMG)

### **Quest** (Enchantment/Charm)

Range: 60'	Components: V, S, M
Duration: Special	Casting Time: 8 seg
Area of Effect: 1 creature	Saving Throw: Neg

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

**DM's Notes:** If the person *quested* agrees to a task, even though this agreement might have been gained by force or trickery, then any chance of avoiding the *quest* (the saving throw) is negated! Those of the same religion as the cleric are not able to avoid a just and deserved *quest* either, and even those of the same alignment having to undertake a just and proper *quest* must have a -4 if they wish to avoid it. A *quest* can be negated by a cleric of greater level than the one which

placed the spell, if the cleric so doing is of the same religion as the quested creature. Some artifacts or relics can probably negate the spell, and any deity can do so, but only directly. (DMG)

## Rainbow (Evocation/Alteration)

Range: 120' Components: V S, M  
Duration: 1 round/lvl Casting Time: 1 turn  
Area of Effect: Special Saving Throw: None

**Explanation/Description:** In order to effect this spell, the cleric must be in sight of a rainbow of any sort, or have a special component (see below). The rainbow spell has four applications, and the cleric is able to decide which one is desired at the time of casting. These applications are:

**Bow:** The spell creates a shimmering, multi-layered bow of rainbow hues. It is light and easy to pull, so that anyone with a STR of 6 or better can use it. It is magic, each of its missiles being equal to a + 3 weapon, and there is no non-proficiency penalty for its use. However, it can only be employed by a member of a character class permitted to use a bow. The bow will fire 7 missiles before disappearing. It fires once or twice per round, according to the user's desire. Each time a missile is fired, one hue leaves the bow, corresponding to the color of arrow that is released. Each color of arrow has the ability to cause double damage to certain creatures, as follows:

- Red - fire dwellers/users
- Orange - earth elementals
- Yellow - vegetable targets (including fungus creatures, shambling mounds, treants, etc.)
- Green - aquatic creatures and water elementals
- Blue - aerial creatures, electricity-using creatures, and air elementals
- Indigo - acid-using or poison-using creatures
- Violet - metallic or regenerating creatures

When the bow is drawn, an arrow of the appropriate color magically appears, nocked and ready. If no color is requested, or a color that has already been used is asked for, then the next arrow (in the order of the spectrum) will appear.

**Bridge:** The caster causes the rainbow to form a seven-hued bridge. The bridge is as many feet wide as the cleric has levels of experience, and it can bear as much weight, in hundreds of pounds, as the cleric has levels of experience. It will be at least 20' long and can be as long as 120', according to the desire of the caster. If the bridge's weight limit is exceeded at any time, the bridge will simply disappear into nothingness; otherwise, it will last for the length of the spell duration or until ordered out of existence by the caster.

**Elevator:** When desired, the caster can cause the rainbow to lift his or her person, and all those within a 10' radius, skyward. The effect is to carry the cleric and others, if any, in a path arching upward to as high an

altitude as the cleric desires, and then down again if desired. Care must be taken to reach a place of safety before the spell duration expires, or the rainbow elevator will disappear, leaving those treading upon it with no means of support. Movement along the rainbow elevator is at a rate of 120', and the arc of the rainbow trails out 120' behind those traveling upon it.

**Flagon:** When used in this form, the rainbow swirls and condenses into a seven-colored vessel which contains seven measures of pure water. Each time a measure of the water is poured out, one of the hues of the container mixes with it to produce a magical draught. Any measures of the liquid that remain unused at the expiration of the spell duration will disappear, along with the container itself, whether the contents have been poured from the flagon or not. The draughts and their effects are:

- Red - cure light wounds
- Orange - resist fire
- Yellow - cure blindness
- Green - slow poison
- Blue - cure disease
- Indigo - resist cold
- Violet - remove paralysis

The effects of each draught consumed will be as if the appropriate spell had been cast by a cleric of 12th level, and these effects will persist after the duration of the spell expires.

The components for this spell are the cleric's holy/unholy symbol and a vial of holy/unholy water. If no rainbow is in the vicinity, the cleric can substitute a diamond of not less than 1,000gp value, specifically prepared by him or her when in sight of a rainbow by the casting of *bleed* and *prayer* spells upon the gem. Only the holy symbol remains after the spell is cast. UA)

## Raise Dead (Necromantic)

### Slay Living (Reverse)

Range: 30' Components: V, S  
Duration: Permanent Casting Time: 1 round  
Area of Effect: One person Saving Throw: Special

**Explanation/Description:** When the cleric casts a *raise dead* spell, he or she can restore life to a dwarf, gnome, half-elf, halfling, or human. The length of time which the person has been dead is of importance, as the cleric can *raise dead* persons only up to a certain point, the limit being 1 day for each level of experience of the cleric, i.e. a 9<sup>th</sup> level cleric can raise a person dead for up to 9 days. Note that the body of the person must be whole, or otherwise missing parts will still be missing when the person is brought back to life. Also, the resurrected person must make a special saving throw to survive the ordeal. Furthermore, the raised person is weak and helpless in any event, and he or she will need one full day of rest in bed for each day he or she was dead. The somatic component of the spell is a pointed finger.

The reverse of the spell, *slay living*, allows the victim a saving throw, and if it is successful, the victim sustains damage equal only to that caused by a *cause serious wounds* spell, i.e. 3-17 hit points. An evil cleric can freely use the reverse spell; a good cleric must exercise extreme caution in its employment, being absolutely certain that the victim of the *slay living* spell is evil and that his or her death is a matter of great necessity and for good, otherwise the alignment of the cleric will be sharply changed. Note that newly made undead, excluding skeletons, which fall within the days of being dead limit are affected by raise dead spells cast upon them. The effect of the spell is to cause them to become resurrected dead, providing the constitution permits survival; otherwise, they are simply dead. (PHB)

### Spike Stones (Alteration/Enchantment)

Range: 30'	Components: V, S, M
Duration: 3-12 turns + 1/lvl	Casting Time: 6 seg
Area of Effect: 1' square/lvl, 1 spike per 1' sq.	Saving Throw: None

**Explanation/Description:** The spike stones spell causes rock to shape itself into long, sharp points which tend to blend into the background. It is effective on both natural rock and worked stone. The spike stones serve to impede progress through an area or actually inflict damage.

If an area is carefully observed, each observer is 25% likely to notice the sharp points of rock. Otherwise, those entering the area of effect of the spell will suffer 1-4 points of damage from each spike stone that hits, success of such attacks determined as if the caster of the spell were actually engaging in combat. Those entering the area are subject to attack immediately upon setting foot in the area and upon each step taken therein afterward. The initial step will be sufficient to allow the individual to become aware of some problem only if the initial attack succeeds; otherwise movement will continue and the spike stones will remain unnoticed until damage occurs. Charging or running victims will suffer 2 attacks per 10' of movement rate over the area of effect after initial damage is taken before being able to halt. Others will suffer but 1 additional attack-like check. Those falling into pits so affected by spike stones will suffer 6 such attack-like checks, each made at + 2 probability to-hit for each 10' of distance fallen, and + 2 on damage inflicted per 10' distance fallen, spike damage being in addition to falling damage. The material component of this spell is four tiny stalactites. (UA)

### True Seeing (Divination)

#### False Seeing (Reverse)

Range: Touch	Components: V, S, M
Duration: 1 round/lvl	Casting Time: 8 seg
Area of Effect: 1 Creature	Saving Throw: None

**Explanation/Description:** When the cleric employs this spell, all things within the area of the *true seeing* effect

appear as they actually are. Secret doors become plain. The exact location of displaced things is obvious. Invisible things and those which are astral or ethereal become quite visible. Illusions and apparitions are seen through. Polymorphed, changed, or magicked things are apparent. Even the aura projected by creatures becomes visible, so that the cleric is able to know whether they are good or evil or between. The spell requires an ointment for the eyes. The ointment is made from very rare mushroom powder, saffron, and fat.

The reverse of the spell, *false seeing*, causes the person to see things as they are not, rich being poor, rough smooth, beautiful ugly. The ointment for the reverse spell is concocted of oil, poppy dust, and pink orchid essence. For both spells, the ointment must be aged for 1-6 months. (PHB)

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## Level 6

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### Aerial Servant (Conjuration/Summoning)

Range: 10'	Components: V, S
Duration: 1 day/lvl	Casting Time: 9 seg
Area of Effect: Special	Saving Throw: None

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

**DM's Notes:** The spell caster should be required to show you what form of protective inscription he or she has used when the spell is cast. The three forms mentioned are: Magic Circle, Pentagram, and Thaumaturgic Circle. (DMG)

## Animate Object (Alteration)

Range: 30'	Components: V, S
Duration: 1 round/lvl	Casting Time: 9 seg
Area of Effect: 1 cubic ft/lvl	Saving Throw: None

**Explanation/Description:** This powerful spell enables the cleric casting it to imbue inanimate objects with mobility and a semblance of life. The animated object, or objects, then attack whomever or whatever the cleric first designates. The object can be of any material whatsoever - wood, metal, stone, fabric, leather, ceramic, glass, etc. The speed of movement of the object is dependent upon its means of propulsion and its weight. A large wooden table would be rather heavy, but its legs would give it speed. A rug could only slither along. A jar would roll. Thus a large stone pedestal would rock forward at 1" per round, a stone statue would move at 40' per round, a wooden statue 80' per round, on ivory stool of light weight would move at 120'. Slithering movement is about 10' to 20' per round, rolling 30' to 60' per round. The damage caused by the attack of an animated object is dependent upon its form and composition. Light, supple objects can only obscure vision, obstruct movement, bind, trip, smother, etc. Light, hard objects can fall upon or otherwise strike for 1-2 hit points of damage or possibly obstruct and trip as do light, supple objects. Hard, medium weight objects can crush or strike for 2-8 hit points of damage, those larger and heavier doing 3-12, 4-16, or even 5-20 hit points of damage. The frequency of attack of animated objects is dependent upon their method of locomotion, appendages, and method of attack. This varies from as seldom as once every five melee rounds to as frequently as once per melee round. The armor class of the object animated is basically a function of material and movement ability with regard to hitting.

Damage is dependent upon the type of weapon and the object struck. A sharp cutting weapon is effective against fabric, leather, wood and like substances. Heavy smashing and crushing weapons are useful against wood, stone, and metal objects. Your referee will determine all of these factors, as well as how much damage the animated object can sustain before being destroyed. The cleric can animate 1 cubic foot of material for each level of experience he or she has attained. Thus, a 14<sup>th</sup> level cleric could animate one or more objects whose solid volume did not exceed 14 cubic feet, i.e. a large statue, two rugs, three chairs, or a dozen average crocks. (PHB)

### Blade Barrier (Evocation)

Range: 30'  
Duration: 3 rounds/lvl  
Area of Effect: Circular path  
2-10' in radius

Components: V, S  
Casting Time: 9 seg  
Saving Throw: None

**Explanation/Description:** The cleric employs this spell to set up a wall of circling, razor-sharp blades. These whirl and flash in endless movement around an immobile point. Any creature which attempts to pass through the *blade barrier* suffers 8-64 (8d8) hit points of damage in doing so. The barrier remains for 3 melee rounds for every level of experience of the cleric casting it. The barrier can cover any area from as small as 5' square to as large as 2 square, i.e. 20' x 20' underground, 60' x 60' outdoors. (PHB)

**DM's Notes:** This spell is absolutely stationary. It does not move in any way except with respect to the circling of the blades around the fixed point of the spell center. The plane of rotation of the blades can be horizontal, vertical, or anything in between, however. Note that creatures within the area of the barrier when it is invoked are entitled to a saving throw, and if this save is made, the blades are avoided and no damage is taken. (DMG)

## Command Earth (Alteration)

Range: Special	Components: V, M
Duration: 6 turns + 1/lvl	Casting Time: 9 seg
Area of Effect: Special	Saving Throw: Neg

**Explanation/Description:** This spell gives the cleric limited power over creatures the element of earth. While this spell is in effect, earth elementals and other creatures from the Elemental Plane of Earth cannot approach within five feet of or attack the caster. The caster can forego this protection and attempt to charm the creature. Saves against the charm are at a -2 penalty. If the charm fails the creature is free to attack the caster. While the spell is in effect, the caster is able to converse with earth elemental creatures, and earth elemental creatures of the cleric's alignment will tend to be friendly toward the cleric (unless a *charm* is attempted). If an earth elemental is successfully charmed, the caster may use it to move earth, as the sixth level magic-user spell. The material component for this spell is the cleric's holy symbol and an opaque gemstone. (GHA)

## Communicate (Divination)

Range: Unlimited	Components: V, S, M
Duration: 1 turn + 1 rd/lvl	Casting Time: 7 seg
Area of Effect: Caster	Saving Throw: None
+ 1 other person	

**Explanation/Description:** Via this spell, a cleric can communicate with another person anywhere on the Prime Material Plane. He or she casts the spell using a

mirror as a material component. The person to be contacted must be known to the cleric, and the subject cannot be within any type of force field like a cube of force, minor ward, major ward, major or minor globe of invulnerability, etc., nor may the contacted person be under the protection of a *mind blank* spell or a psionic defense like *tower of iron will*. The subject, if asleep, will awaken if that person makes a saving throw vs. spell (a new saving throw is allowed every other melee round). Once contact is established the cleric can see, if the subject is willing, whatever that person can see, and vice versa. Hearing is also allowed, so someone speaking to the cleric or person can be overheard — but the words must, of course, be repeated for others to have knowledge of them.

The *communication* link is so strong that a cleric can cast a curing spell of any type through the link to the person being contacted. Once the cure is so cast, the link breaks immediately. The cleric who casts the cure spell can do no further spell casting for one full day plus one additional day for each level of the cure spell cast through the *communication*. The receiver, who may be of any character class, has no way to contact the cleric, although prearranged signals are certainly possible.

Contact established by means of this spell while the subject is occupied (casting a spell or involved in melee, for instance) will require that the receiver stop pursuing the current activity in order to accept the *communication*. The cleric can only communicate with, or look in on, someone who is willing and doing nothing else at the time. If this is not the case, the cleric will know the *communication* has been rejected, for a reason which may not be known to him or her, and the contact will break. The cleric casting the spell will see or hear nothing through the subject's senses if that person rejects the *communication*. (D68)

### Conjure Animals (Conjuration/Summoning)

Range: 30'	Components: V, S
Duration: 2 rounds/lvl	Casting Time: 9 seg
Area of Effect: creatures	Saving Throw: None

**Explanation/Description:** The *conjure animals* spell enables the cleric to summon one mammal, or several of them, to his locale in order that the creature(s) can attack the cleric's opponents. The conjured animal(s) remain in the cleric's locale for 2 melee rounds for each level of experience of the cleric conjuring it (them), or until slain. The spell caster can, by means of his incantation, call up one or more mammals with hit dice whose total does not exceed his or her level. Thus, a cleric of 12<sup>th</sup> level could conjure one mammal with 12 hit dice, two with 6 hit dice each, three with 4 hit dice each, 4 with 3 hit dice each, six with 2 hit dice each, or 12 with 1 hit die each. For every + 1 (hit point) of a creature's hit dice, count 1/4 of a hit die, i.e. a creature with 4 +3 hit dice equals a 4 3/4 hit dice creature. The creature(s) summoned by the spell will unfailingly attack the opponent(s) of the cleric by whom the spell was cast. (PHB)

### Disc of Concordant Opposition (Evocation)

Range: 10 yards	Components: V, S, M
Duration: 1 attack	Casting Time: 6 seg
Area of Effect: 1 creature	Saving Throw: Special

**Explanation/Description:** When it is cast, the cleric brings into being a disc which will blast most creatures into nothingness unless they are resistant to magic. Creatures with less than 6 hit dice or 35% magic resistance are destroyed, if they fail their save. Creatures with 6 hit dice or more take 75 points of damage, if they fail their save. Creatures with 6 or more hit dice take 40 points of damage, saving to half damage. Any creature with a magic-resistance greater than 35% is unaffected. The cleric must have their holy/unholy symbol on their person in order to cast this spell. The material component is a small iron and electrum wheel with a rod rising from the center of one side. The disc is hurled at the target while the cleric completes a prayer. (GHA)

### Enmeshment (Conjuration/Summoning)

Range: 10 yards	Components: S
Duration: Special	Casting Time: 6 seg
Area of Effect: 30' cube	Saving Throw: Neg

**Explanation/Description:** This spell creates a mass of weak, sticky threads which lasts one turn. The threads block vision but do not impede movement. They are non-flammable and can only be removed by a successful dispel magic spell. Creatures touching the threads must save vs. spell at -3 or be instantly teleported to a misty labyrinth of unlimited size.

Prisoners within the labyrinth are filled with a nameless dread, and vision is limited to 10 feet. Prisoners are 50% likely to attack any creature they meet, friend or foe. Prisoners not engaged in combat may attempt a save vs. spell on the second round of confinement, and each round thereafter until they escape or the spell duration ends.

Creatures with magic resistance may roll when touching the threads; if the roll is successful the creature is not confined; if the roll fails the creature is trapped until it saves or the spell duration ends. Prisoners in the labyrinth when the spell duration ends are returned to their point of origin. (GHA)

### Find the Path (Divination)

#### Lose the Path (Reverse)

Range: Touch	Components: V, S, M
Duration: 1 turn/lvl	Casting Time: 3 rounds
Area of Effect: 1 Creature	Saving Throw: None

**Explanation/Description:** By use of this spell, the cleric is enabled to find the shortest, most direct route that he or she is seeking, be it the way to or from or out of a locale. The locale can be outdoors or underground, a trap or even a *maze* spell. The spell will enable the cleric to select the correct direction which will eventually lead him or her to egress, the exact path to follow (or actions

to take), and this knowledge will persist as long as the spell lasts, i.e. 1 turn for each level of experience of the cleric casting *find the path*. The spell frees the cleric, and those with him or her from a maze spell in a single melee round and will continue to do so as long as the spell lasts. The material component of this spell is a set of divination counters of the sort favored by the cleric - bones, ivory counters, sticks, carved runes, or whatever.

The reverse, *lose the path*, makes the creature touched totally lost and unable to find its way for the duration of the spell, although it can be led, of course. (PHB)

**DM's Notes:** This spell is subject to the same sort of abuse as a *locate object* spell is. A locale is not an object. The spell will enable the caster to find a way into or out of some area, but this area must be known or identified in itself, not for what it might house. Thus, one could use it to find a great forest of ash trees but not to find a forest where a green dragon lived. In the latter case the desire is to find an object, not an area or locale. Similarly, use of a *find the path* spell to locate the way to a hoard of platinum pieces is absolutely useless, as it must not be allowed, but the spell could be used to find a level known to have such a hoard of coins, or a cavern with a pool in it might be pointed to, etc. The spell finds a way to a locale or an area, and whatever objects are therein are not meaningful to the spell. (DMG)

## Forbiddance (Abjuration)

Range: 30'	Components: V, S, M
Duration: Permanent	Casting Time: 6 rounds
Area of Effect: 6' cubic /lv	Saving Throw: Special

**Explanation/Description:** This spell can be used only to secure a consecrated area (cf. *ceremony* spell). The effect on the enchanted area is based on the ethics (law/chaos) and morals (good/evil) of those trying to enter it, relative to the caster's.

- **Identical morals and ethics:** Cannot enter area unless password is known (no saving throw).
- **Different ethics:** Save vs. Spells to enter the area; if failed, take 2-12 points of damage.
- **Different morals:** Save vs. Spells to enter the area; if failed, take 4-24 points of damage.

Once a saving throw is failed, an intruder can never enter the forbidden area until the dweomer ceases. Effects are cumulative, and multiple required saving throws are certainly possible. The caster is immune to the spell's effect. Intruders who enter by making saving throws will feel uneasy and tense, despite their success. In addition to the cleric's holy/unholy symbol, components include holy/unholy water, silver/dung, and iron/sulfur. (UA)

## Heal (Necromantic)

### Harm (Reverse)

Range: Touch	Components: V, S
Duration: Instantaneous	Casting Time: 1 round
Area of Effect: 1 Creature	Saving Throw: None/Ng

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

**DM's Notes:** This spell will not cure serious forms of mental disorders not related to spells or inflicted by injury to the brain. (DMG)

## Heroes' Feast (Evocation)

Range: 10'	Components: V, S, M
Duration: 1 hour	Casting Time: 1 turn
Area of Effect: 1 person/lvl	Saving Throw: None

**Explanation/Description:** This special dweomer enables the cleric to bring forth a great feast which will serve as many creatures as the cleric has levels of experience. The spell creates a magnificent table, chairs, service, and all the necessary food and drink. Those partaking of the feast are cured of all diseases, are immune to poison for 12 hours, and healed of 5-8 points of damage after imbibing the nectar-like beverage which is part of the feast. The ambrosia-like food that is consumed is equal to a *bless* spell that lasts for 12 hours. Also, during this period, the persons who consumed the feast are immune to fear; hopelessness, and panic. The feast takes one full hour to consume, and the beneficial effects do not set in until after this hour is over. If the feast is interrupted for any reason, the spell is ruined and all effects of the dweomer are negated. The material components of the spell are the cleric's holy/unholy symbol and specially fermented honey taken from the cells of bee larvae destined for royal status. (UA)

## Part Water (Alteration)

Range: 20'/lv	Components: V, S, M
Duration: 1 turn/lvl	Casting Time: 1 turn
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** By employing a *part water* spell, the cleric is able to cause water or similar liquid to move apart, thus forming a trough. The depth and length of the trough created by the spell is dependent upon the level of the cleric, and a trough 3' deep by 1' by 20' is created per level, i.e. at 12<sup>th</sup> level the cleric

would port water 36' deep by 12' wide by 240' long. The trough will remain as long as the spell lasts or until the cleric who cast it opts to end its effects (cf. *dispel magic*) The material component of this spell is the cleric's religious symbol. (PHB)

### Speak with Monsters (Alteration)

Range: Caster	Components: V, S
Duration: 1 round/lvl	Casting Time: 9 seg
Area of Effect: 30' radius	Saving Throw: None

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

### Stone Tell (Divination)

Range: Touch	Components: V, S, M
Duration: 1 turn	Casting Time: 1 turn
Area of Effect: 1 cubic yard	Saving Throw: None

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

### Word of Recall (Alteration)

Range: Caster	Components: V
Duration: Special	Casting Time: 1 seg
Area of Effect: Caster + additional weight	Saving Throw: None

**Explanation/Description:** The *word of recall* spell takes the cleric instantly back to his or her sanctuary when the word is uttered. The sanctuary must be specifically designated in advance by the cleric. It must be a well known place, but it can be any distance from the cleric, above or below ground. Transportation by the *word of recall* spell is infallibly safe. The cleric is able to transport, in addition to himself or herself, 250 gold pieces weight cumulative per level of experience. Thus, a 15<sup>th</sup> level cleric could transport his or her person and 3,750 (375 pounds) gold pieces weight in addition; this extra matter can be equipment, treasure, or living material such as another person. (PHB)

**DM's Notes:** For each plane that the cleric is removed from the plane of his or her designated sanctuary, there is a 10% cumulative chance that the cleric will be

irrevocably lost in the intervening astral or ethereal spaces. (DMG)

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## Level 7

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### Astral Spell (Alteration)

Range: Touch	Components: V, S
Duration: Special	Casting Time: 3 turns
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** By means of the *astral spell* a cleric is able to project his or her astral body into the Astral Plane, leaving his or her physical body and material possessions behind on the Prime Material Plane, (the plane on which the entire universe and all of its parallels have existence). Only certain magic items which have multi-planed existence can be brought into the Astral Plane. As the Astral Plane touches upon all of the first levels of the Outer Planes, the cleric can travel astrally to any of these Outer Planes as he or she wills. The cleric then leaves the Astral Plane, forming a body on the plane of existence he or she has chosen to enter. It is also possible to travel astrally anywhere in the Prime Material Plane by means of the *astral spell*, but a second body cannot be formed on the Prime Material Plane. As a general rule, a person astrally projected can be seen only by creatures on the Astral Plane. At all times the astral body is connected to the material by a silvery cord. If the cord is broken, the affected person is killed, astrally and materially, but generally only the psychic wind can normally cause the cord to break. When a second body is formed on a different plane, the silvery cord remains invisibly attached to the new body, and the cord simply returns to the latter where it rests on the Prime Material Plane, reviving it from its state of suspended animation.

Although astrally projected persons are able to function on the Astral Plane, their actions do not affect creatures not existing on the Astral Plane.

The spell lasts until the cleric desires to end it, or until it is terminated by some outside means (*dispel magic* or destruction of the cleric's body on the Prime Material Plane). The cleric can take up to five other creatures with him or her by means of the *astral spell*, providing the creatures are linked in a circle with the cleric. These fellow travelers are dependent upon the cleric and can be stranded. Travel in the Astral Plane can be slow or fast according to the cleric's desire. The ultimate destination arrived at is subject to the conceptualization of the cleric. (PHB)

**DM's Notes:** Any magic items can go into the Astral Plane, but most will become non-magical thereon, or on any planes removed from the Prime Material Plane. Those which contain spells which you determine will function on any given plane will function on that plane. Armor and weapons which are +3 or better might also function on other planes, but this is at your option. All artifacts and relics should be allowed to function anywhere. Items which draw their power from a

particular plane will be likely to be far more powerful on the plane from whence their power comes, e.g., a **ring of fire resistance** on the Elemental Plane of Fire or a **sword of life stealing** on the Negative Material Plane. (DMG)

## Control Weather (Alteration)

Range: 0  
Duration: 4d12 hours  
Area of Effect: 4d4 square miles

Components: V, S, M  
Casting Time: 1 turn  
Saving Throw: None

**Explanation/Description:** The *control weather* spell allows a cleric to change the weather in the area he or she is in at the time the spell is cast. The spell will affect the weather for from 4 to 48 hours (4d12) in an area of from 4 to 16 square miles (4d4). It requires 1 turn to cast the spell, and an additional 1 to 4 (d4) turns for the effects of the weather to be felt. The *control weather* spell will not radically change the temperature, i.e. from below zero to a 100 degree temperature heat wave. The weather control possible depends upon the prevailing conditions. All three aspects of the weather (clouds/precipitation, temperature, and wind) can be controlled, but only as shown. For example, a day which is clear, warm, and with light wind can be controlled to become hazy, hot, and calm. Contradictions are not possible - fog and strong wind, for example. Multiple control weather spells can be used only in succession.

The material components for this spell are the cleric's religious symbol, incense, and prayer beads or similar prayer objects. Obviously, this spell functions only in areas where there are appropriate climatic conditions. (PHB)

**DM's Notes:** To find the prevailing conditions at the time the spell is cast, you must know the clime and the season, of course. Sky conditions (cloudy, foggy, partly cloudy, clear), precipitation, wind speed and direction, and temperature must be determined according to the area. Knowing this, you should have no great problem informing the would-be spell caster as to what sort of weather exists. (DMG)

## Digit of Disruption (Evocation)

Range: 10'  
Duration: Instantaneous  
Area of Effect: 1 creature

Components: V, S, M  
Casting Time: 7 Seg  
Saving Throw: Special

**Explanation/Description:** This powerful spell is used against undead and Negative Material Plane creatures. When the spell is cast, the cleric draws upon energy from the Positive Material Plane. A bolt of energy from the cleric's fingertip strikes the target creature. An undead creature must Save vs. Spells or be instantly disrupted, completely destroyed. An undead that saves takes 2-16 points of damage. Creatures from the Negative Material Plane (such as shadows and wraiths) take 6-48 points of damage, half if they Save vs. Spells.

The material components of this spell are the cleric's holy symbol and a powdered sunstone of not less than 500gp value. (S4)

## Earthquake (Alteration)

Range: 120'  
Duration: 1 round  
Area of Effect: 5' dia./lvl

Components: V, S, M  
Casting Time: 1 turn  
Saving Throw: None

**Explanation/Description:** When this spell is cast by a cleric, a local tremor of fairly high strength rips the ground. The shock is over in one melee round. The *earthquake* affects all terrain, vegetation, structures, and creatures in its locale. The area of effect of the *earthquake* spell is circular, the diameter being 5' for every level of experience of the cleric casting it, i.e. a 20<sup>th</sup> level cleric casts on earthquake spell with a 100' diameter area of effect:

### TERRAIN

Cove or cavern	Collapses roof
Cliffs -	Crumble causing landslide
Ground -	Cracks open, causing creatures to fall in and be killed as follows: -Size S- 1 in 4 (d4) -Size M- 1 in 6 (d6) -Size L- 1 in 8 (d8)
Marsh -	Drains water off to form muddy, rough ground
Tunnel -	Caves in

### VEGETATION

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

### STRUCTURES

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

### CREATURES

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

**DM's Notes:** Structures very solidly built, with foundations reaching to bedrock, will sustain half damage. Castles so built will take only ¼ damage if they score above 50% on a saving throw roll. An earth elemental in the spell area has the effect of negating 10% to 100% of the spell effects (d10, 0=100%) if the elemental is of forces opposed to the cleric casting the earthquake spell.

## Exaction (Evocation/Alteration)

Range: 10'  
Duration: Special  
Area of Effect: 1 creature

Components: V, S, M  
Casting Time: 1 round  
Saving Throw: Special

**Explanation/Description:** When this spell is employed, the cleric confronts some powerful creature from another plane (including devas and powerful "name" demons, for instance, but not demigods or deities of any sort) and requires of it some duty or quest. The creature may not be one ethically or morally opposed to the cleric (i.e. not evil if the cleric is good, not chaotic if the cleric is lawful). Note that an absolute (true) neutral

creature is in effect greatly opposed to both good and evil, and both law and chaos. The spell caster must know something about the creature to exact service from it, or else he or she must offer some fair trade in return for the service. That is, if the cleric is aware that the creature has received some favor from someone of the cleric's alignment, then the exaction can name this as cause; if no balancing reason for service is known, then some valuable gift or service must be pledged in return for the exaction. The service exacted must be reasonable with respect to the past or promised favor or reward. The spell then acts as a quest upon the creature which is to perform the required service. Immediately upon completion of the service, the subject creature is transported to the vicinity of the cleric, and the cleric must then and there return the promised reward, whether it is irrevocable cancellation of a past debt or the giving of some service or other material reward. Upon so doing, the creature is instantly freed to return to its own plane. Failure to fulfill the promise to the letter results in the cleric being subject to exaction by the subject creature or by its master, liege, etc., at the very least. At worst, the creature may attack the reneging cleric without fear of any of his or her spells affecting it, for the failure to live up to the bargain gives the creature total immunity from the spell powers of the cleric so doing.

The material components of this spell are the cleric's holy/unholy symbol, some matter or substance from the plane of the creature from whom an exaction is to be expected, and knowledge of the creature's nature and/or actions which is written out on a parchment leaf that is burned to seal the bargain. (UA)

### Gate (Conjuration/Summoning)

Range: 30'	Components: V, S
Duration: Special	Casting Time: 5 seg
Area of Effect: 1 creature	Saving Throw: None

**Explanation/Description:** The casting of a *gate* spell has two effects: first, it causes an ultra-dimensional connection between the plane of existence the cleric is on and that plane on which dwells a specific being of great power, the result enabling the being to merely step through the *gate*, or portal, from its plane to that of the cleric; second, the utterance of the spell attracts the attention of the dweller on the other plane. When casting the spell, the cleric must name the demon, devil, demi-god, god, or similar being he or she desires to make use of the *gate* and come to the cleric's aid. There is a 100% certainty that something will step through the *gate*.

The actions of the being which comes through will depend on many factors, including the alignment of the cleric, the nature of those in company with him or her, and who or what opposes or threatens the cleric. Your Dungeon Master will have a sure method of dealing with the variables of the situation. The being *gated* in will either return immediately (very unlikely) or remain to take action.

**DM's Notes:** Unless you have some facts regarding the minions serving the being called forth by the casting of the *gate* spell, it is necessary to have the being called come. Then, if it is a trifle, it can leave or attack; if it is of middling importance, it can take some positive action to set matters aright, and then demand appropriate repayment; and if the matter is urgent, it can act accordingly and ask whatever is its won't thereafter, if appropriate. However, Asmodeus might send a pit fiend to see what the problem was, and some deity of lawful good might send a ki-rin on the same mission. As to the likelihood of the *gated* being returning without doing something, use a factor of 20% for a trifling matter, 15% of return if the affair is of medial importance, and from 1% to 50% if the matter is very important - 1% indicating that the being finds itself well able to handle the situation and everything pleases or displeases it greatly, 50% if the situation would be risky and it is displeased. Thus, Asmodeus summoned by a party of chaotic good characters to save them from a type VI demon could be a trifle to an important act, depending on what was involved - such as a relic of lawful evil. Asmodeus would certainly do away with the summoners as well as the demon if at all possible. On the other hand, Asmodeus summoned to pit himself against Bahamut would be very likely to turn and do a speedy exit unless the matter was of critical importance to Hell. (DMG)

### Holy Word (Conjuration/Summoning)

#### Unholy Word (Reverse)

Range: 0	Components: V
Duration: Special	Casting Time: 1 seg
Area of Effect: 30' radius	Saving Throw: None

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

HD/Level	Effect
< 4 HD:	kills
4-7 HD:	paralyzes (duration 1-4 turns)
8-11 HD:	stuns, reduces move by 50%, causes -4 to attack rolls (duration 2-8 rounds)
12+ HD:	deafens, reduces move by 25%, causes -2 to attack rolls, causes 50% chance of spell failure (duration 1-4 rounds)

Affected creatures must be within the 60' diameter area of effect centering on the cleric casting the spell. (PHB)

**DM's Notes:** The speaker must be from the plane upon which it speaks in order to have the utterance send other creatures to their own plane, i.e. a devil on the Prime Material Plane could not use the spell to send away anything, although it could so do if it were in Hell. Creatures sent to their original plane cannot return for 1 day. Creatures slowed by such a spell lose their first round of attack and each odd-numbered round of

attack thereafter until the duration of the effect wears off. (DMG)

## **Regenerate** (Necromantic)

### **Wither** (Reverse)

Range: Touch	Components: V, S, M
Duration: Permanent	Casting Time: 3 rounds
Area of Effect: 1 creature	Saving Throw: None

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

## **Restoration** (Necromantic)

### **Energy Drain** (Reverse)

Range: Touch	Components: V, S
Duration: Permanent	Casting Time: 3 rounds
Area of Effect: 1 creature	Saving Throw: None

**Explanation/Description:** When this spell is cast, the life energy level of the recipient creature is raised upwards by one. This subsumes previous life energy level drain of the creature by some force or monster. Thus, if a 10<sup>th</sup> level character had been struck by a wight and drained to 9<sup>th</sup> level, the *restoration* spell would bring the character up to exactly the number of experience points necessary to restore him or her to 10<sup>th</sup> level once again, and restoring additional hit dice (or hit points) and level functions accordingly. *Restoration* is only effective if the spell is cast within 1 day/level of experience of the cleric casting it of the recipient's loss of life energy. The reverse, *energy drain*, draws away a life energy level (cf. such "undead" as spectre, wight, vampire). The energy drain requires the victim to be touched. A *restoration* spell will restore the intelligence of a creature affected by a *feeblemind* spell (q.v.). (PHB)

**DM's Notes:** This spell will cure any and all forms of insanity. (DMG)

## **Resurrection** (Necromantic)

### **Destruction** (Reverse)

Range: Touch	Components: V, S, M
Duration: Permanent	Casting Time: 1 turn
Area of Effect: One person	Saving Throw: None

**Explanation/Description:** The cleric employing this spell is able to restore life and complete strength to the person he/she bestows the resurrection upon. The person can have been dead up to 10 years cumulative per level of the cleric casting the spell, i.e. a 19<sup>th</sup> level

cleric can resurrect the bones of a person dead up to 190 years. See *raise dead* for limitations on what persons can be raised. The reverse, *destruction*, causes the victim of the spell to be instantly dead and turned to dust. *Destruction* requires a touch, either in combat or otherwise. The material components of the spell are the cleric's religious symbol and holy/unholy water. Employment of this spell makes it impossible for the cleric to cast further spells or engage in combat until he or she has had one day of bed rest for each level of experience of the person brought back to life or destroyed. (PHB)

## **Succor** (Alteration/Enchantment)

### **Summons** (Reverse)

Range: Touch	Components: V, S, M
Duration: Special	Casting Time: 7 days
Area of Effect: 1 individual	Saving Throw: None

**Explanation/Description:** By casting this spell, the cleric creates a powerful dweomer in some specially prepared object - a string of prayer beads, a small clay tablet, an ivory baton, etc. This object will radiate magic, for it contains the power to instantaneously transport its possessor to the sanctuary of the cleric who created its dweomer.

Once the item is magicked, the cleric must give it willingly to an individual, at the same time informing him or her of a command word to be spoken when the item is to be used. To make use of the item, the recipient must speak the command word at the same time that he or she rends or breaks the item. When this is done, the individual and all that he or she is wearing and carrying will be instantly transported to the sanctuary of the cleric just as if the individual were capable of speaking a word of recall spell. No other creatures can be affected.

The reversed application of the spell enables the cleric to be transported to the immediate vicinity of the possessor of the dweomered item when it is broken and the command word said. The cleric can choose not to be affected by this "summons" by making that decision at the instant when the transportation is to take place, but if he or she so chooses, then the opportunity is gone forever and the spell is wasted. The cost of preparing the special item (for either version of the spell) varies from 2,000 to 5,000gp. (UA)

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

Range: Touch	Components: V, S, M
Duration: 1 turn/lvl	Casting Time: 3 seg
Area of Effect: Special	Saving Throw: Negates

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

**Hopelessness:** Creatures seeing it must turn back in dejection and/or surrender to capture or attack unless they Save vs. Spells. Its effects last for 3 to 12 turns.

**Pain:** Creatures affected suffer -4 on to-hit dice and -2 on DEX ability score due to wracking pains. The effects last for 2-20 turns.

**Persuasion:** Creatures seeing the symbol become of the same alignment as and friendly to the cleric who scribed the symbol for from 1 to 20 turns unless a Saving Throw vs. Spells is made.

The material components of this spell are mercury and phosphorus. (cf. 8<sup>th</sup>-level magic-user symbol spell.) (PHB)

## **Wind Walk** (Alteration)

Range: Caster

Components: V, S, M

Duration: 6 turns/lvl

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

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

# DRUID SPELLS

## Orisons

### Aspiration (Invocation)

Range: 0'                      Components: V, S  
Duration: 6 turns            Casting Time: 1 seg  
Area of Effect: Caster        Saving Throw: None

**Explanation/Description:** This spell is identical to the clerical orison of the same name. (D108)

### Benediction (Conjuration/Summoning)

#### Malediction (Reverse)

Range: 10'                      Components: V, S  
Duration: 2 rounds            Casting Time: 2 seg  
Area of Effect: 10' x 10'       Saving Throw: None

**Explanation/Description:** This spell is identical to the clerical orison of the same name. (D108)

### Canticle (Alteration)

Range: 0'                      Components: V  
Duration: Special            Casting Time: Special  
Area of Effect: Caster        Saving Throw: None

**Explanation/Description:** This spell is identical to the clerical orison of the same name. (D108)

### Cure Minor Wounds (Necromantic)

Range: Touch                   Components: V, S  
Duration: Permanent           Casting Time: 2 seg  
Area of Effect: 1 person       Saving Throw: None

**Explanation/Description:** This spell is identical to the clerical orison of the same name. (D108)

### Find a Stray (Divination)

Range: 2 miles                Components: V, S, M  
Duration: Special            Casting Time: 3 seg  
Area of Effect: 1 animal       Saving Throw: None

**Explanation/Description:** This orison enables the caster to locate any missing domestic animal within two miles. The animal could be a cow, sheep, dog, horse, cat, or any other such normal beast. The caster stands in a place well-known to the animal (a barnyard, pasture, etc.), spits on the ground, makes a sign, and calls the animal by name (Rover, Buttercup, Porky, Old Tom, etc.). If the animal is within two miles of the caster, the caster's tongue will tingle slightly, and give him direction

by the manner of its tingling as to where and about how far off the animal is. The effects will last until the animal is found, the caster gives up, or the animal moves beyond a two-mile distance from the caster. (D108)

### Meditation (Conjuration/Summoning)

Range: Touch                   Components: V, S  
Duration: 1 turn                Casting Time: 3 seg  
Area of Effect: Caster        Saving Throw: None

**Explanation/Description:** This spell is identical to the clerical orison of the same name. (D108)

### Petition (Conjuration/Summoning)

Range: Special                Components: V, S  
Duration: 1 day                Casting Time: 1 seg  
Area of Effect: Caster's patron   Saving Throw: Neg

**Explanation/Description:** This spell is identical to the clerical orison of the same name. (D108)

### Ripen (Alteration)

Range: Touch                   Components: V, S, M  
Duration: Permanent           Casting Time: 2 seg  
Area of Effect: 1 lb. of fruit    Saving Throw: None

**Explanation/Description:** By casting this orison, the user causes unripe fruit to ripen. The material component is the druid's mistletoe, oak leaves, or holly berries. (D108)

### Warding (Abjuration)

Range: Touch                   Components: V, S, M  
Duration: 2 rounds            Casting Time: 2 seg  
Area of Effect: 1 creature     Saving Throw: None

**Explanation/Description:** This spell is identical to the clerical orison of the same name. (D108)

## Level 1

### Animal Friendship (Enchantment/Charm)

Range: 10'                      Components: V, S, M  
Duration: Permanent           Casting Time: 6 turns  
Area of Effect: 1 normal animal   Saving Throw: Neg

**Explanation/Description:** By means of this spell the druid is able to show any animal which is of at least animal intelligence (but not above semi-intelligent rating) that the druid is disposed to be its friend. If the animal does not make its Saving Throw vs. Spells immediately when the spell is begun, it will stand quietly

while the druid finishes the spell. Thereafter, it will follow the druid about, and he or she can teach it 3 specific "tricks" or tasks for each point of intelligence it possesses. (Typical tasks are those taught a dog or similar pet, i.e. they cannot be complex.)

Training for each such "trick" must be done over a period of 1 week, and all must be done within 3 months of acquiring the creature. During the training period the animal will not harm the druid, but if the creature is left alone for more than 3 days it will revert to its natural state and act accordingly. The druid may use this spell to attract up to 2 hit dice of animal(s) per level of experience he or she possesses. This also means that the druid can never have more hit dice of animals so attracted and trained than are equal to or less than twice his or her levels of experience.

Only neutral animals can be attracted, befriended, and trained. The material components of this spell are mistletoe and a piece of food attractive to the animal subject. (PHB)

**DM's Notes:** This spell will only function if the druid actually wishes to be the animals' friend. If the druid has ulterior motives, the animals will always sense it. (DMG)

## Ceremony (Invocation)

Range: Touch	Components: S, M
Duration: Permanent	Casting Time: 1 hour
Area of Effect: 1 creature, item, or area	Saving Throw: Special

**Explanation/Description:** The druidic ceremony spell is similar to the clerical spell of the same name. It has a number of applications within the hierarchy of druids. The effect of a ceremony spell does not leave behind an aura of magic, although a know alignment spell or similar magic might reveal the force of true neutrality involved in the magic. Druidic ceremonies include the following, which can be cast by a druid of the indicated or lower level:

- 1<sup>st</sup> -level druid: coming of age, rest eternal, marriage
- 3<sup>rd</sup> -level druid: dedication, investiture
- 7<sup>th</sup> -level druid: initiation, special vows
- 9<sup>th</sup> -level druid: hallowed ground
- 12<sup>th</sup> -level druid: cast out

The characteristics of the various types of druidic ceremony spells are as follows:

**Coming of age** is performed upon young people in druidic societies, usually when they reach the age of 14, and is symbolic of the young man's or young woman's entrance into adulthood. Effects of the spell are the same as for the clerical version (+ 1 bonus to a single saving throw); see the cleric text for other details.

**Rest eternal** is cast upon the body of a deceased being, by means of which the soul/spirit of the creature is hastened in its journey to its final resting place. The spells *raise dead* and *resurrection* will not restore life to a character who has been the object of this spell, although a *wish* spell would serve that purpose.

**Marriage** is essentially identical to the clerical ceremony of the same name.

**Dedication** allows the recipient of the spell to be taken into the ranks of the druid's followers/worshippers, provided that the character is true neutral in alignment. A recipient of this spell is charged, as are druids, with the responsibility to preserve and protect nature and the balance of forces in the world. In other respects it is similar to the clerical ceremony of the same name.

**Investiture** is a rite that must be performed upon a character before he or she can become an Aspirant (1<sup>st</sup> -level druid). It conveys no other benefit.

**Initiation** imbues the druid with the shape-changing and immunity to woodland charm powers that become available to the character upon attaining 7<sup>th</sup> level. This ceremony must be performed upon a druid immediately after he or she begins to advance upward through the 7<sup>th</sup> level of experience; if cast earlier than this, it will not work, and the druid will not have the benefit of the above-mentioned special powers until receiving initiation. Usually a druid must seek out another druid of 7<sup>th</sup> or higher level to perform the rite, but in unusual cases a druid may cast it upon himself or herself.

**Special vows** is a ceremony that operates in the same fashion as the clerical rite of the same name. It does not work upon paladins, but will function upon cavaliers of any alignment.

**Hallowed ground** is cast by the druid on his or her permanent grove. This ceremony ensorcells the trees of the grove so that they will never be affected by disease or other natural disasters. The ground remains hallowed for as long as the druid maintains this grove as his or her permanent base.

**Cast out** is a form of excommunication or punishment that can be performed by a druid upon someone who has committed sacrilege upon the natural environment or in some other way violated the principles and standards of druidism. Its effects may be lessened at a later date by the casting of a reversed version of this ceremony, either by the same druid or another one of at least as high a level as the original caster, but the casting out can never be completely neutralized except by a Hierophant Druid of any level. A character who has been cast out exudes a powerful negative aura, causing any natural creature encountered to react negatively to the character. This includes all normal (non-magical) animals, monsters native to the woodlands, domesticated beasts such as horses and dogs, and all druids and their followers. Casting out is a very powerful form of punishment, and can only be performed by a druid who has received permission from his or her Archdruid to do so. Similarly, an Archdruid must get permission from the Great Druid, and the Great Druid from the Grand Druid. The Grand Druid does not need to obtain permission, but his or her actions may be reversed by a Hierophant Druid at any time.

This ceremony is usually only used on occasions where the severity of an offense warrants such extreme punishment; a druid who asks for and is denied permission to perform it, or one who later has his or her actions offset by another druid, may be subject to punishment by higher-ranking members of the hierarchy. An intended recipient of this ceremony who is unwilling

receives a Saving Throw vs. Spells, at -4, to negate its effects.

The components of a ceremony spell always include mistletoe, and the rite (of any sort) must be performed in a druid grove or some other natural, healthy patch of forest. Such ceremonies are normally conducted at either dawn or dusk, the times when night and day are in balance. (UA)

### Detect Balance (Divination)

Range: 60'	Components: S, M
Duration: 1 round/level	Casting Time: 1 seg
Area of Effect: 1 object or Creature/round	Saving Throw: None

**Explanation/Description:** This spell allows the druid to determine if non-neutral forces and alignments are at work in the area of effect (upon or in the object or creature being scanned). An alignment that is partly neutral (such as that of a neutral good cleric) will radiate a mild aura, while an alignment that has no neutral component (such as that of a chaotic good fighter) will give off a strong aura. The spell does not determine exact alignment, but only tells the druid if the object or creature being examined is something other than true neutral; a paladin and a chaotic evil thief, for instance, will radiate the same aura at the same strength.

The spell will not function upon non-living items that do not have a natural aura (such as a vial of poison), but will work upon an object such as an aligned magical sword. Creatures that are under the effect of an unknowable alignment spell or similar magic will not radiate any aura when this spell is used upon them. If the magic is used upon something or someone that exudes a true neutral alignment (such as another druid), it will produce a smooth, well-balanced aura identifiable as one of neutrality. (UA)

### Detect Magic (Divination)

Range: Caster	Components: V, S, M
Duration: 12 rounds	Casting Time: 3 seg
Area of Effect: Path 10' x 40'	Saving Throw: None

**Explanation/Description:** Except as noted above, this spell is the same as the 1<sup>st</sup>-level cleric spell of the same name. (PHB)

**DM's Notes:** Only the fact that a dim or a strong magic exists in the area will be noted. (DMG)

### Detect Pits & Snares (Divination)

Range: Caster	Components: V, S, M
Duration: 4 rounds/lvl	Casting Time: 3 seg
Area of Effect: Path 10' x 40'	Saving Throw: None

**Explanation/Description:** Upon casting this spell, the druid is able to detect snares & pits along the 10' wide by 40' long area of effect path and thus avoid such deadfalls. Note that in the underground only simple pits, not all forms of traps, would be detected by means of this spell. Outdoors, the spell detects all forms of traps -

deadfalls, missile trips, snares, etc. The spell lasts 4 melee rounds for each level of experience of the druid casting it, i.e. 4 rounds at the 1<sup>st</sup> level, 8 at the 2<sup>nd</sup>, 12 (1 turn plus 2 rounds) at the 3<sup>rd</sup>, etc. (PHB)

### Detect Poison (Divination)

Range: 0	Components: V, S, M
Duration: 1 round/lvl	Casting Time: 1 round
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** By means of this spell the druid is able to determine if some object, creature, or area contains poison or has been poisoned. In general, the area which can be perused by the dweomer of the spell is about 1 cubic yard of space. Therefore, the druid cannot determine if an entire pond is poisoned, but he or she could tell if a portion - or something within the portion - scanned during the round contained poison. There is also a 5% chance per level of experience of the caster that the type of poison used or contained in the area scanned will also be discovered by the spell, i.e., contact poison (insinuating), ingestive, or respirative (gas).

While more than one area can be scanned with a *detect poison* spell during the duration of the spell, it is almost fruitless to attempt to determine poison type for all of those areas; any single failure on the "5% chance per level" roll to detect poison type makes this spell useless for this purpose for the remainder of the duration of that particular casting. In addition to mistletoe, the druid needs a yew leaf as a material component for this spell. The latter item will turn brown if poison is present, so that several will possibly be needed to fully utilize the entire spell duration. (UA)

### Entangle (Alteration)

Range: 80'	Components: V, S, M
Duration: 1 turn	Casting Time: 3 seg
Area of Effect: 20' radius	Saving Throw: ½ dmg

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

### Faerie Fire (Alteration)

Range: 80'	Components: V
Duration: 4 rounds/lvl	Casting Time: 3 seg
Area of Effect: 1 size M or 2 size S creatures/lvl	Saving Throw: None

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

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

### Invisibility to Animals (Alteration)

Range: Touch                      Components: S, M  
Duration: 1 turn + 1 round/lvl      Casting Time: 4 seg  
Area of Effect: 1 Creature              Saving Throw: None

**Explanation/Description:** When an *invisibility to animals* spell is cast by a druid, the recipient of the magic becomes totally undetectable with respect to normal animals with intelligence under 6. Normal animals includes giant-sized varieties, but it excludes any with magical abilities or powers. The magicked individual is able to walk amongst animals or pass through them as if he or she did not exist. For example, this individual could stand before the hungriest of lions or a tyrannosaurus rex and not be molested or even noticed. However, a nightmare, hell hound, or winter wolf would certainly be aware of the individual. The material component of this spell is holly rubbed over the individual. (PHB)

### Locate Animals (Divination)

Range: Caster                      Components: V, S, M  
Duration: 1 round/lvl              Casting Time: 1 round  
Area of Effect: 20' wide,              Saving Throw: None  
   20' distance/lvl

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

**DM's Notes:** This spell is another which requires a bit of effort on the part of the DM. As it is quite unlikely that each and every species of animal in the area of the spell caster will be recorded, you will have to use the probabilities of your milieu. Obviously, there is 0% chance of locating a polar bear in the jungle, or a jungle cat in a cavern thousands of feet below ground, etc. So the locale is second after the region as to whether or not some animal will be within spell range. Then consider the terrain - mountain lions do not typically roam the prairies, for instance. Lastly, consider

the frequency of the animal desired in relation to all of the above. If the animal is within the area of probability, allow a straight percentile roll for frequency: COMMON = 50% chance, UNCOMMON = 25% chance, RARE = 10% chance, VERY RARE = 5% chance. Circumstances will always prevail, so modify as necessary to allow for the surroundings. (DMG)

### Pass Without Trace (Enchantment/Charm)

Range: Touch                      Components: V, S, M  
Duration: 1 turn/lvl              Casting Time: 1 round  
Area of Effect: 1 Creature              Saving Throw: None

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

**DM's Note:** The area which is passed over will radiate a dweomer for 6-36 turns after the affected creature passes. (PHB)

### Precipitation (Alteration)

Range: 10'/level                      Components: V, S, M  
Duration: 1 segment/lvl              Casting Time: 3 seg  
Area of Effect: 30' dia. cylinder      Saving Throw: None  
   up to 120' high

**Explanation/Description:** This spell is identical to the 1<sup>st</sup>-level clerical spell of the same name, except that the druid needs mistletoe as an additional material component. (UA)

### Predict Weather (Divination)

Range: 0                              Components: V, S, M  
Duration: Instantaneous              Casting Time: 1 round  
Area of Effect: 2 square miles              Saving Throw: None

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

### Purify Water (Alteration)

#### Contaminate Water (Reverse)

Range: 40'                              Components: V, S  
Duration: Instantaneous              Casting Time: 1 round  
Area of Effect: 1 cubic ft/lvl              Saving Throw: None

**Explanation/Description:** This spell makes dirty, contaminated water clean and pure, suitable for consumption. Up to one cubic foot per level of the druid

creature as if it were an automaton, but any word or action of the druid will be viewed in its most favorable way. Thus, a charmed creature would not obey a suicide command, but might believe the druid if assured that the only chance to save the druid's life is if the creature holds back an onrushing red dragon for "just a round or two". Note also that the spell does not empower the druid with linguistic capabilities beyond those he or she normally possesses. The duration of the spell is a function of the charmed creature's intelligence, and it is tied to the saving throw. The spell may be broken if a saving throw is made, and this saving throw is checked on a periodic basis according to the creature's intelligence:

Range: Touch	Components: V, S, M
Duration: 1 round/lvl	Casting Time: 1 seg
Area of Effect: 1 oak club	Saving Throw: None

<b>Intelligence score</b>	<b>period between checks</b>
3 or less	3 months
4 to 6	2 months
7 to 9	1 month
10 to 12	3 weeks
13 to 14	2 weeks
15 to 16	1 week
17	3 days
18	2 days
19 or more	1 day

Range: 0  
Duration: 2 rounds/lvl  
Area of Effect: One animal type  
within 40' of the caster

Components: V, S  
Casting Time: 3 seg  
Saving Throw: None

**Dm's Notes:** As noted for the cleric spell of the same name, this magic will not make the animal altogether friendly and co-operative. (DMG)

Range: Touch                      Components: V, S, M  
Duration: 4 rounds + 1 round/lvl    Casting Time: 3 seg  
Area of Effect: 1 Creature          Saving Throw: None

If the druid harms, or attempts to harm, the charmed creature by some overt action, or if a *dispel magic* (q.v.) is successfully cast upon the *charmed* creature, the charm will be broken automatically. The spell affects all mammalian animals and persons. The term person includes all bipedal human and humanoid creatures of approximately man-size, or less than man-size, including those affected by the *hold person* spell. If the recipient of the *charm person/charm mammal* spell makes its Saving Throw vs. Spells, its effect is negated. (PHB)

**DM's Notes:** If at the same time this spell is cast the subject is struck by any spell, missile or weapon which inflicts damage, the creature will make its saving throw at +1 per point of damage sustained. Naturally, this assumes damage is inflicted by members of the spell-caster's party.

Remember that a charmed creature's or person's priorities are changed as regards the spell-caster, but the charmed one's basic personality and alignment are not. The spell is not enslave person or mammal. A request that a charmee make itself defenseless or that he/she/it be required to give up a valued item or cast a valuable spell or use a charge on a valued item (especially against the charmee's former associates or allies) could allow an immediate saving throw to see if the charm is thrown off. In like manner, a charmed figure will not necessarily tell everything he/she/it knows or draw maps of entire areas. A charmed figure can refuse a request, if such refusal is in character and will not directly cause harm to the charmer. Also, a *charm* spell does not substantially alter the charmee's feelings toward the charmer's friends and allies. The charmed person or creature will not react well to the charmer's allies making suggestions like "Ask him this question..." The charmee is oriented toward friendship and acceptance of the charmer, but this does not mean

Range: 80'	Components: V, S
Duration: See below	Casting Time: 4 seg
Area of Effect: 1 mammal	Saving Throw: Neg

that he/she/it will put up with verbal or physical abuse from the charmer's associates. (DMG)

### Create Water (Alteration)

Range: 10' Components: V, S  
Duration: Instantaneous Casting Time: 1 turn  
Area of Effect: Up to 1' cubic/lvl Saving Throw: None

**Explanation/Description:** The druid can create pure, drinkable water by means of a create water spell. He or she creates 1 cubic foot of water for each level of experience attained. The water can be created at a maximum distance of 10' from the druid. (PHB)

**DM's Notes:** It is not possible to *create water* within living material, i.e. it is not possible to cast the spell upon a creature and create liquid in any part of its body. (DMG)

### Cure Light Wounds (Necromantic)

Range: Touch Components: V, S, M  
Duration: Instantaneous Casting Time: 4 seg  
Area of Effect: 1 Creature Saving Throw: None

**Explanation/Description:** With the exception of the fact that the druid must have mistletoe (of any sort) to effect this spell, it is the same as the 1<sup>st</sup>-level cleric *cure light wounds* spell. (PHB)

### Feign Death (Necromantic)

Range: 10' Components: V, S, M  
Duration: 4 rounds + 2 rounds/lvl Casting Time: 3 seg  
Area of Effect: One creature Saving Throw: None

**Explanation/Description:** Except as noted above, this spell is the same as the 3<sup>rd</sup>-level magic-user *feign death* spell. The material component is a piece of dead oak leaf (in addition to mistletoe, of course). (PHB)

**DM's Notes:** The recipient of this dweomer consumes air at 1/100th of the normal rate. Any poison within the system of the spell recipient is effectively slowed so as to cause no harm whatsoever for the duration of the spell. (DMG)

### Fire Trap (Evocation)

Range: Touch Components: V, S, M  
Duration: Until tripped Casting Time: 1 turn  
Area of Effect: One object Saving Throw: ½ dmg

**Explanation/Description:** This spell is the same as the 4<sup>th</sup>-level magic-user *fire trap* spell except as shown above and for the fact that the material components are holly berries and a stick of charcoal to trace the outline of the closure. (PHB)

**DM's Notes:** The spell can be removed by a *dispel magic* as is normal. (DMG)

### Flame Blade (Evocation)

Range: 0 Components: V, S, M  
Duration: 1 round/lvl Casting Time: 3 seg  
Area of Effect: 3' long, sword-like blade Saving Throw: None

**Explanation/Description:** When a druid casts this spell, he or she causes a blazing ray of red-hot fire to spring forth from his or her hand. This blade-like ray is actually wielded as if it were a scimitar, and if the druid scores a successful hit while employing the flame blade, the creature struck will take 5-8 points of damage - with a damage bonus of + 2 if the creature is of the undead class or is especially vulnerable to fire, or a -2 penalty to damage if the creature is protected from fire. No damage can be inflicted upon a creature which is a fire-dweller or which uses fire as an attack form. The flame blade will ignite combustible materials such as parchment, straw, dry sticks, cloth, etc. However, it is not a magical weapon in the normal sense of the term except with respect to undead monsters, so creatures that can be struck only by magical weapons are not harmed by this spell unless they are of the undead class. In addition to mistletoe, the druid must have a leaf of sumac in order to cast this spell. (UA)

### Goodberry (Alteration - Evocation)

#### Badberry (Reverse)

Range: Touch Components: V, S, M  
Duration: 1 day + 1/lvl Casting Time: 1 round  
Area of Effect: 2-8 fresh berries Saving Throw: None

**Explanation/Description:** When a druid casts a *goodberry* spell upon a handful of freshly picked berries, from 2 to 8 of them will become magical. The druid casting the spell (as well as any other druid of 3<sup>rd</sup> or higher level) will be able to immediately discern which berries were affected. A detect magic spell will discover this also. Berries with the dweomer will either enable a hungry creature of approximately man-size to eat one and be as well-nourished as if a full normal meal were eaten, or else the berry will cure 1 point of physical damage due to wounds or other similar causes, subject to a maximum of 8 points of such curing in any 24-hour period. The reverse of the spell, *badberry*, causes rotten berries to appear wholesome but each actually delivers 1 point of poison damage (no saving throw) if ingested. The material component of the spell is mistletoe passed over the freshly picked, edible berries to be enspelled (blueberries, blackberries, raspberries, currants, gooseberries, etc.). (UA)

## Heat Metal (Alteration)

### Chill Metal (Reverse)

Range: 40' Components: V, S, M  
Duration: 7 rounds Casting Time: 4 seg  
Area of Effect: All metal worn by 1 size M creature/lvl, or 50 lbs weight/lvl, as applicable Saving Throw: None

**Explanation/Description:** By means of the *heat metal* spell, the druid is able to excite the molecules of ferrous metal (iron, iron alloys, steel) and thus cause the affected metal to become hot. On the first round of the spell, the effect is merely to cause the metal to be very warm and uncomfortable to touch, and this is also the effect on the last melee round of the spell's duration. The second and sixth (next to the last) round effect is to cause blisters and damage; the third, fourth, and fifth rounds the metal becomes searing hot, causing disability and damage to exposed flesh, as shown below:

#### Per Round of Exposure

Metal Temperature	Damage	Disability
very warm	none	none
hot	1-4 hp	none
searing	2-8 hp	<b>hands/feet</b> 2-8 days <b>head</b> 1-4 turns unconsciousness <b>body</b> 1-4 days

Note also that materials such as wood, leather, or flammable cloth will smolder and burn if exposed to searing hot metal, and such materials will then cause searing damage to exposed flesh on the next round. Fire resistance (potion or ring) or a protection from fire spell totally negates the effects of a *heat metal* spell, as will immersion in water or snow, or exposure to a cold or ice storm spell. For each level of experience of the druid casting the spell, he or she is able to affect the metal of one man-sized creature, i.e. arms and armor, or a single mass of metal equal to 500 gold pieces in weight, cumulative. The reverse, *chill metal*, counters a *heat metal* spell or else causes metal to act as follows:

#### Per Round of Exposure

Metal Temperature	Damage	Disability
Cold	none	none
icy	1-2 hp	none
freezing	1-4 hp	amputation of fingers, toes, nose, or ears

**DM's Notes:** Elfin chain mail is not subject to this spell. All ferrous-based magic armor is entitled to a Saving throw vs. Magical fire/cold. If the save is successful, the *heat/chill metal* spell does NOT affect it. (PHB)(DMG)

## Locate Plants (Divination)

Range: Caster Components: V, S, M  
Duration: 1 turn/lvl Casting Time: 1 round  
Area of Effect: 5 ft radius/lvl Saving Throw: None

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

**DM's Notes:** For the likelihood of any given plant type to be within the area of the spell, consult the foregoing discussion regarding the spell locate animals. It will generally be more difficult to adjudicate matters botanical, however, as the distribution of plant species is not as widely known as that of animals. As a rule, most herbs will grow only in temperate regions, most spices in tropical regions. If you have never heard of the plant, assume it is rare or very rare, and give appropriate percentages. (DMG)

## Obscurement (Alteration)

Range: 0 Components: V, S  
Duration: 4 rounds/lvl Casting Time: 4 seg  
Area of Effect: 10' x10' cube /lvl Saving Throw: None

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

**DM's Notes:** A *gust of wind* spell will cause the vapor to swirl and dissipate in 25% of the normal time, so that instead of the *obscurment* lasting for 4 rounds per level it will last for but 1 round per level, once the *gust of wind* has been cast, of course. (DMG)

## Produce Flame (Alteration)

Range: 0 Components: V, S, M  
Duration: 2 rounds/lvl Casting Time: 4 seg  
Area of Effect: Special Saving Throw: Special

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

**DM's Notes:** If the druid chooses to hurl the flame, treat it as a missile, but any target is considered to be at short range. If a miss occurs, use the grenade-like missile principle to determine where the flame strikes. (DMG)

### Reflecting Pool (Evocation/Divination)

Range: 10'	Components: V, S, M
Duration: 1 round/lvl	Casting Time: 2 hours
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** This spell enables the druid to cause a pool of normal water found in a natural setting to act as a scrying device. The pool can be of no greater diameter than 2 feet per level of the spell caster. The effect is to create a scrying device similar to a crystal ball, in much the same fashion as the magic-user spell magic mirror and the clerical spell magic font, both described elsewhere in this text. The scrying can extend only to those planes of existence which are coexistent with or border upon the Prime Material Plane, i.e. The Inner Planes (including the Para-elemental Planes, Plane of Shadow, et al.). Penalties for attempting to scry beyond the druid's own plane, as given in the description for crystal ball (see Dungeon Masters Guide) are applicable.

The following spells can be cast through a reflecting pool, with a 5% per level chance of operating correctly: *detect magic*, *detect snares and pits*, *detect poison*. Infravision and ultravision will operate normally through the reflecting pool, as will the spells *starshine* and *moonbeam* (see hereafter). The druid must use both mistletoe and the oil extracted from such nuts as the hickory and the walnut, refined, and dropped in three measures upon the surface of the pool. (A measure need be no more than a single ounce of oil.) (UA)

### Slow Poison (Necromantic)

Range: Touch	Components: V, S, M
Duration: 1 hour/lvl	Casting Time: 1 seg
Area of Effect: 1 Creature	Saving Throw: None

**Explanation/Description:** This spell is identical to the 2nd-level clerical spell slow poison, except that if the druid is able to determine that the poison was one made from some living plant, he or she has a 5% chance per level of knowing an herbal antidote which will neutralize the poison. (If the actual type of poison is not given by the Dungeon Master, a successful casting of detect poison [type] indicates an organic poison which can be countered.) A dice roll equal to or less than the druid's chance to find an antidote indicates neutralization.

The druid uses mistletoe as a material component for this spell, and crushed garlic must be rubbed on the recipient's feet. Antidotes must be obtained from green vegetables outdoors, or from an herbalist or similar source of supply. (UA)

### Trip (Enchantment/Charm)

Range: Touch	Components: V, S, M
Duration: 1 turn/lvl	Casting Time: 4 seg
Area of Effect: 1 object, up to 10' length	Saving Throw: Neg

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

### Warp Wood (Alteration)

Range: 10'/lvl	Components: V, S, M
Duration: instantaneous	Casting Time: 4 seg
Area of Effect: See below	Saving Throw: None

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

**DM's Notes:** Attempting to affect the wood of a magically held or wizard locked door is another matter. The level of the druid is compared to the level of the magic-user, and only if the latter is of lower level than the former will the spell have any chance of working. For each level of experience greater than the magic-user, the druid has a 20% chance of warping dweomered wood. (DMG)

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## Level 3

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### Call Lightning (Alteration)

Range: 0  
Duration: 1 turn/lvl  
Area of Effect: 360 ft radius

Components: V, S, M  
Casting Time: 1 turn  
Saving Throw: ½ dmg

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

**DM's Notes:** This spell is normally usable outdoors only. If a djinn or an air elemental is on hand to form a whirlwind, the druid is able to summon half-strength lightning strokes therefrom. (DMG)

### Cloudburst (Alteration)

Range: 10'/lvl  
Duration: 1 round  
Area of Effect: 30' dia. cylinder  
up to 60' high

Components: V, S, M  
Casting Time: 5 seg  
Saving Throw: None

**Explanation/Description:** This spell is essentially the same as the 3<sup>rd</sup> level clerical spell of the same name, with only the following special notations and additions: Lightning cannot be called by the use of a *cloudburst* spell, and a *call lightning* spell cannot be used in the same area at the same time. Also, the druid must use mistletoe as an additional material component. (UA)

### Cure Disease (Necromantic)

#### Cause Disease (Reverse)

Range: Touch  
Duration: Instantaneous  
Area of Effect: 1 Creature

Components: V, S, M  
Casting Time: 1 round  
Saving Throw: None

**Explanation/Description:** This spell is the same as the 3<sup>rd</sup> level cleric *cure disease* spell, with the exception that the druid must have mistletoe to effect it. It is reversible to *cause disease* also. (PHB)

### Hold Animal (Enchantment/Charm)

Range: 80'  
Duration: 2 rounds/lvl  
Area of Effect: 1-4 animals

Components: V, S, M  
Casting Time: 5 seg  
Saving Throw: Neg

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

### Know Alignment (Divination)

Range: 1  
Duration: 5 rounds  
Area of Effect: 1 creature/round

Components: V, S  
Casting Time: 5 seg  
Saving Throw: None

**Explanation/Description:** This spell is essentially the same as the 2<sup>nd</sup>-level clerical spell of the same name, except as noted above, and with the following additional difference. Because of the shorter duration, only five creatures (maximum) can be examined by this spell, and it cannot be reversed. (UA)

### Neutralize Poison (Alteration)

#### Poison Touch (Reverse)

Range: Touch  
Duration: Instantaneous  
Area of Effect: 1 Creature

Components: V, S  
Casting Time: 5 seg  
Saving Throw: None

**Explanation/Description:** This spell is the same as the 4<sup>th</sup> level cleric *neutralize poison* spell. (PHB)

### Plant Growth (Alteration)

Range: 160'  
Duration: Permanent  
Area of Effect: 20' x 20' /lvl

Components: V, S, M  
Casting Time: 1 round  
Saving Throw: None

**Explanation/Description:** When a *plant growth* spell is cast by the druid, he or she causes normal vegetation to grow, entwine, and entangle to form a thicket or jungle which creatures must hack or force a way through at a movement rate of 10' per, or 20' per with respect to larger than man-sized creatures. Note that the area



## Starshine (Evocation/Illusion)

Range: 10'/lvl                      Components: V, S, M  
Duration: 1 turn/lvl              Casting Time: 5 seg  
Area of Effect: 10' square/lvl    Saving Throw: None

**Explanation/Description:** A *starshine* spell enables the druid to softly illuminate an area as if it were exposed to a clear night sky filled with stars. Regardless of the height of the open area in which the spell is cast, the area immediately beneath it will be lit by *starshine*. Vision will be clear at up to 30', indistinct out to 60', and beyond that only gleams and glimmers will be discernible. The *starshine* allows shadows. It enhances ultravision to its full potential but does not affect infravision. The spell makes the area of effect actually appear to be a night sky, but disbelief of the illusion merely allows the disbeliever to note that the "stars" are actually evoked lights. The material components are several stalks from an amaryllis (especially Hypoxis) and several holly berries. (UA)

## Stone Shape (Alteration)

Range: Touch                      Components: V, S, M  
Duration: Instantaneous        Casting Time: 1 round  
Area of Effect: 3' cubic + 1/lvl   Saving Throw: None

**Explanation/Description:** This spell is identical to the magic user spell of the same name, except as noted above. (PHB)

## Summon Insects (Conjuration/Summoning)

Range: 30'                      Components: V, S, M  
Duration: 1 round/lvl        Casting Time: 1 round  
Area of Effect: See below      Saving Throw: None

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

**DM's Notes:** If thick smoke or hot flames are near the target creatures, the insects called forth will NOT go near the intended victim - those who might be considered dazed or burned to a crisp. The spell thus fails. Likewise, if the victim steps into such an area, all insects are gone

that instant, so that next round it may act normally. (DMG)

## Tree (Alteration)

Range: Caster                      Components: V, S, M  
Duration: 6 turns + 1 turn/lvl   Casting Time: 5 seg  
Area of Effect: Caster              Saving Throw: None

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

**DM's Notes:** Note that the druid can appear as a conifer, bush, etc. The armor class of such a plant is that of the druid, and its hit points are likewise those of the druid. (DMG)

## Water Breathing (Alteration)

### Air Breathing (Reverse)

Range: Touch                      Components: V, S, M  
Duration: 6 turns/lvl        Casting Time: 5 seg  
Area of Effect: 1 creature      Saving Throw: None

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

## Level 4

### Animal Summoning I (Conj/Summoning)

Range: 120' / level      Components: V, S, M  
Duration: See below      Casting Time: 6 seg  
Area of Effect: See below      Saving Throw: None

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

**DM's Notes:** For probable animals in the area see the commentary on *Locate Animals*. The animals typically summoned are:

APES	BABOONS	BADGERS
BADGERS, GIANT	BEARS, BLACK	BEAVERS
GIANT BOARS	WILD CAMELS	WILD DOGS
HERD ANIMALS	JACKALS	LIZARDS, GIANT
RAMS, GIANT	SNAKE, SPITTING	WOLVES, DIRE
BOARS	WARTHOGS	CATTLE, WILD
EAGLES, GIANT	HORSES, WILD	JAGUARS
LYNX, GIANT	RATS, GIANT	WEASEL, GIANT
WOLVERINES	BULLS	CROCODILES
GOATS, GIANT	HYENAS	LEOPARDS
OWLS, GIANT	SNAKE, POISONOUS	WOLVES

You will note that animals with 4 + n hit dice are included. If the druid names such an animal type, allow summoning if otherwise indicated, but limit the number appearing to 1-3. (DMG)

### Call Woodland Beings (Conj/Summoning)

Range: 360' + 30' / lvl      Components: V, S, M  
Duration: See below      Casting Time: Special  
Area of Effect: Special      Saving Throw: Neg

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

The druid begins the incantation, and the spell must be continued uninterrupted until some called creature appears or 2 turns have elapsed. (The verbalization and somatic gesturing are easy, so this is not particularly exhausting to the spell caster.) Only 1 type of beings can be summoned by the spell, and they will come only if they are within the range of the call. The creature(s) called by the spell are entitled to a Saving Throw vs. Spells (at -4) to avoid the summons. Any woodland being answering the call will be favorably disposed to the spell caster and give whatever aid it is capable of. However, if the caller or members of the caller's party are of evil alignment, the creatures are entitled to another Saving Throw vs. Spells (this time at +4) when they came within 10' of the druid or other evil character with him or her, and these beings will seek immediately to escape if the saving throw is successful. In any event, if the druid requests that the summoned creatures engage in combat on behalf of the druid, they are required to make a loyalty reaction score based on the druid's charisma and whatever dealings he or she has had with the called creature(s). The material components of this spell are a pinecone and 8 holly berries. (PHB)

**DM's Notes:** These sorts of creatures are the type which should generally be indicated on area maps as to location and numbers. However, if by chance you are faced with the problem of a druid casting this spell where such information is not at hand, use the following random percentage possibilities:

Creature Type Called	Type of Woodlands		
	Light	Moderate	Dense
2-8 brownies	30%	20%	10%
1-4 centaurs	5%	30%	5%
1-4 dryads	1%	25%	15%
1-8 pixies	10%	20%	10%
1-4 satyrs	1%	30%	10%
1-6 sprites	15%	10%	5%
1 treant	0%	5%	25%
1 unicorn	0%	15%	20%

Add 1% per level of the druid casting the spell except where 0%. Check in order for each type by rolling percentile dice, and if at the end of the list nothing is indicated, there are no woodland beings within spell range. For example, a 10<sup>th</sup> level druid begins the spell in a light wood. There is a 30% chance for brownies, but the dice roll shows 35, so none come, then a 40% chance for centaurs gets a dice score of 72, but finally a 35% chance for dryads gets a dice roll of 10, so from 1-4 dryads will come. Since the call was successful, no further checks are made. (DMG)

## Control Temperature 10' Radius (Alter)

Range: Caster  
Duration: 4 turns + 1 turn/lvl  
Area of Effect: 10' radius

Components: V, S, M  
Casting Time: 6 seg  
Saving Throw: None

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

## Cure Serious Wounds (Necromantic)

### Cause Serious Wounds (Reverse)

Range: Touch  
Duration: Instantaneous  
Area of Effect: 1 Creature

Components: V, S, M  
Casting Time: 6 seg  
Saving Throw: None

**Explanation/Description:** This spell is the same as the 4<sup>th</sup> level cleric *cure serious wounds* spell, with the exception of the fact that the spell requires the use of any sort of mistletoe. (PHB)

## Dispel Magic (Abjuration)

Range: 80'  
Duration: Instantaneous  
Area of Effect: 40' cube/lvl

Components: V, S, M  
Casting Time: 6 seg  
Saving Throw: None

**Explanation/Description:** Except as noted above, this spell is the same as the 3<sup>rd</sup> level cleric *dispel magic* spell. (PHB)

**DM's Notes:** See the comments on the cleric spell of the same name for the effects of the spell upon an item. (DMG)

## Hallucinatory Forest (Illusion/Phantasm)

### Dispel Hallucinatory Forest (Reverse)

Range: 80'  
Duration: Permanent  
Area of Effect: 40' square/lvl

Components: V, S, M  
Casting Time: 6 seg  
Saving Throw: None

**Explanation/Description:** By casting this spell the druid causes the appearance of an *hallucinatory forest* to come into existence. The illusionary forest appears to be perfectly natural and is indistinguishable from a real forest. Other druids - as well as such creatures as centaurs, dryads, green dragons, nymphs, satyrs, and treants - will recognize the forest for what it is. All other creatures will believe it is there, and movement and order of march will be affected accordingly. The *hallucinatory forest* will remain until it is magically dispelled by a reverse of the spell or a *dispel magic*. The area shape is either rectangular or square, in general, at least 40' deep, and in whatever location the druid casting the spell desires. The forest can be of less than maximum area if the druid wishes. One of its edges will

appear up to 80' away from the druid, according to the desire of the spell caster. (PHB)

**DM's Notes:** Touching the illusory growth will neither inform the individual as to its nature nor will it affect the magic. (DMG)

## Hold Plant (Enchantment/Charm)

Range: 80'  
Duration: 1 round/lvl  
Area of Effect: See below

Components: V, S, M  
Casting Time: 6 seg  
Saving Throw: Neg

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

## Plant Door (Alteration)

Range: Touch  
Duration: 1 turn/lvl  
Area of Effect: Special

Components: V, S, M  
Casting Time: 6 seg  
Saving Throw: None

**Explanation/Description:** The *plant door* spell opens a magical portal or passageway through trees, undergrowth, thickets, or any similar growth - even growth of a magical nature. The *plant door* is open only to the druid who cast the spell, druids of a higher level, or dryads. The door even enables the druid to enter into a solid tree trunk and remain hidden there until the spell ends. If the tree is cut down or burned, the druid must leave before the tree falls or is consumed, or else he or she is killed also. The duration of the spell is 1 turn per level of experience of the druid casting it. If the druid opts to stay within an oak, the spell lasts 9 times longer, if an ash tree it lasts 3 times as long. The path created by the spell is up to 4' wide, 8' high and 12'/level of experience of the druid long. (PHB)

## Produce Fire (Alteration)

### Extinguish Fire (Reverse)

Range: 40'                      Components: V, S, M  
Duration: 1 round            Casting Time: 6 seg  
Area of Effect: 60' radius    Saving Throw: Special

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

## Protection from Lightning (Abjuration)

Range: Touch                      Components: V, S, M  
Duration: See below            Casting Time: 6 seg  
Area of Effect: 1 creature      Saving Throw: None

**Explanation/Description:** This spell is exactly the same as the 3<sup>rd</sup> level *protection from fire* spell (q.v.) except that it applies to electrical/lightning attacks. (PHB)

## Repel Insects (Abjuration)

Range: Caster                      Components: V, S, M  
Duration: 1 turn/lvl            Casting Time: 1 round  
Area of Effect: 1 creature      Saving Throw: Special

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

## Speak with Plants (Alteration)

Range: Caster                      Components: V, S, M  
Duration: 2 rounds/lvl           Casting Time: 1 turn  
Area of Effect: 40' radius      Saving Throw: None

**Explanation/Description:** Except as noted above, and that the material component is that typically druidic (mistletoe, et.al.), the spell is the same as the 4<sup>th</sup> level cleric spell *speaking with plants*. (PHB)

## Level 5

## Animal Growth (Alteration)

### Shrink Animal (Reverse)

Range: 80'                      Components: V, S, M  
Duration: 2 rounds/lvl           Casting Time: 7 seg  
Area of Effect: Up to 8 animals   Saving Throw: None  
in a 10' radius

**Explanation/Description:** When this spell is cast, the druid causes all animals, up to a maximum of 8, within a 20' square area to grow to twice their normal size. The effects of this growth are doubled hit dice (with resultant improvement in attack potential) and doubled damage in combat. The spell lasts for 2 melee rounds for each level of experience of the druid casting the spell. Note that the spell is particularly useful in conjunction with a *charm person or animal* or a *speak with animals* spell.

The reverse, *shrink animal*, reduces animal size by one half, and likewise reduces hit dice, attack damage, etc. (PHB)

## Animal Summoning II (Conj/Summoning)

Range: 180'/lvl                      Components: V, S, M  
Duration: See below            Casting Time: 7 seg  
Area of Effect: See below      Saving Throw: None

**Explanation/Description:** This spell is the same in duration and effect as the 4<sup>th</sup>-level *animal summoning I* spell, except that up to six animals of no more than eight hit dice each can be called, or 12 animals of no more than four hit dice each can be called. (PHB)

## Anti-Plant Shell (Abjuration)

Range: 0                      Components: V, S, M  
Duration: 1 turn/lvl            Casting Time: 7 seg  
Area of Effect: 80' radius sphere   Saving Throw: None

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

## Commune with Nature (Divination)

Range: Caster                      Components: V, S, M  
Duration: Special                Casting Time: 1 turn  
Area of Effect: Special          Saving Throw: None

**Explanation/Description:** This spell enables the druid to become one with nature in the area, thus being empowered with knowledge of the surrounding territory. For each level of experience of the druid, he or she may "know" one fact, i.e. the ground ahead, left or right, the plants ahead, left or right, the minerals ahead, left or right, the water coursed bodies of water ahead, left or

right, the people dwelling ahead, left or right, etc. The spell is effective only in outdoors settings, and operates in a radius of one half mile for each level of experience of the druid casting the *commune with nature* spell. (PHB)

**Control Winds** (Alteration)

Range: 0  
Duration: 1 turn/lvl  
Area of Effect: 40' radius/lvl

Components: V, S, M  
Casting Time: 7 seg  
Saving Throw: None

**Explanation/Description:** By means of a *control wind* spell the druid is able to alter wind force in the area of effect. For every level of his or her experience, the druid is able to increase or decrease wind force by 3 miles per hour. Winds in excess of 30 miles per hour drive small flying creatures (those eagle-sized and under) from the skies and severely inhibit missile discharge. Winds in excess of 45 miles per hour drive even man-sized flying creatures from the skies. Winds in excess of 60 miles per hour drive all flying creatures from the skies and uproot trees of small size, knock down wooden structures, tear off roofs, etc. Winds in excess of 75 miles per hour are of hurricane force and cause devastation to all save the strongest stone constructions. A wind above 30 miles per hour makes sailing difficult, above 45 miles per hour causes minor ship damage, above 60 miles per hour endangers ships, and above 75 miles per hour sinks ships.

There is an "eye" of 40' radius around the druid where the wind is calm. A higher level druid can use a control winds spell to counter the effects of a like spell cast by a lower level druid (cf. *control weather*). The spell remains in force for 1 turn for each level of experience of the druid casting it. Once the spell is cast, the wind force increases by 3 miles per hour per round until maximum speed is attained. When the spell is exhausted, the force of the wind diminishes at the same rate. Note that while the spell can be used in underground places, the "eye" will shrink in direct proportion to any confinement of the wind effect, i.e. if the area of effect is a 480' radius, and the confined space allows only a 460' radius, the "eye" will be a 20' radius; and any space under 440' radius will completely eliminate the "eye" and subject the spell caster to the effects of the wind. (PHB)

**Insect Plague** (Conjuration/Summoning)

Range: 320'  
Duration: 1 turn/lvl  
Area of Effect: Cloud of 160' radius, 40' high

Components: V, S, M  
Casting Time: 7 seg  
Saving Throw: None

**Explanation/Description:** Except as noted above, and other than the fact that the material component needed for the spell is mistletoe or the holly or oak leaves substitute, the spell is the same as the 5<sup>th</sup>-level cleric *insect plague* spell (q.v.) . (PHB)

**Moonbeam** (Evocation/Alteration)

Range: 10'/level  
Duration: 1 round/level  
Area of Effect: 1 '' diameter sphere (plus special)

Components: V, S, M  
Casting Time: 7 seg  
Saving Throw: None

**Explanation/Description:** By means of this spell the druid is able to cause a beam of soft, pale light to strike downward from overhead and illuminate whatever area he or she is pointing at. The light is exactly the same as moonlight, so that colors other than shades of black, gray, or white will not be determinable. The spell caster can easily cause the *moonbeam* to move to any area that he or she can see and point to. This makes the spell an effective way to spotlight something, for example an opponent. While the *moonbeam* allows shadows, a creature centered in a *moonbeam* spell is most certainly under observation. The reflected light from this spell allows dim visual perception 1 beyond the area of effect. The light does not adversely affect *infravision*, and enhances *ultravision* to its greatest potential.

The material components are several seeds of any moonseed plant and a piece of opalescent feldspar (moonstone). (UA)

**Pass Plant** (Alteration)

Range: Touch  
Duration: See below  
Area of Effect: See below

Components: V, S, M  
Casting Time: 7 seg  
Saving Throw: None

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

Type of Tree	Range of Area of Effect
Oak	600'
Ash	540'
Yew	480'
Elm	420'
Linden	360'
Deciduous	300'
Coniferous	240'
Other	180'

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

## Spike Stones (Alteration/Enhancement)

Range: 30' Components: V, S, M  
Duration: 3-12 turns + 1/lvl Casting Time: 6 seg  
Area of Effect: 10' square per level, 1 spike per 1' sq. Saving Throw: None

**Explanation/Description:** This spell is the same as the 5<sup>th</sup>-level clerical spell of the same name. (UA)

## Sticks to Snakes (Alteration)

### Snakes to Sticks (Reverse)

Range: 40' Components: V, S, M  
Duration: 2 rounds/lvl Casting Time: 7 seg  
Area of Effect: 5' radius Saving Throw: None

**Explanation/Description:** Except as noted above, and for the fact that the material component of the spell is typical for druids, this is the same as the 4<sup>th</sup>-level cleric sticks to snakes spell (q.v.). (PHB)

## Transmute Rock to Mud (Alteration)

### Transmute Mud to Rock (Reverse)

Range: 160' Components: V, S, M  
Duration: See below Casting Time: 7 seg  
Area of Effect: 20' cube/lvl Saving Throw: None

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

The *mud to rock* reverse will harden normal mud into soft stone (sandstone or similar mineral) permanently unless magically changed. (PHB)

**DM's Notes:** Rate of sinking is 1' per segment, i.e. 1' per 6 seconds or 10' per minute (round). Brush thrown upon the surface will stop sinking of creatures able to climb atop it (use discretion as to the amount of brush and the weight of creatures). Ropes can be used to pull creatures out of the mire, assuming that sufficient power is available - 1 madman, 10 men/horses (or vice versa). (DMG)

## Wall of Fire (Evocation)

Range: 80' Components: V, S, M  
Duration: See below Casting Time: 7 seg  
Area of Effect: See below Saving Throw: None

**Explanation/Description:** The wall of fire spell brings forth a blazing curtain of magical fire of shimmering

color - yellow-green or amber in case of druidical magic. The *wall of fire* inflicts 4-16 hit points of damage, plus 1 hit point of damage per level of the spell caster, upon any creature passing through it. Creatures within 10' of the wall take 2-8 hit points of damage, those within 2" take 1-4 hit points of damage. Creatures especially subject to fire may take additional damage, and undead always take twice normal damage. Only the side of the wall away from the spell caster will inflict damage. The opaque *wall of fire* lasts for as long as the druid concentrates on maintaining it, or 1 round per level of experience of the druid in the event he or she does not wish to concentrate upon it. The spell creates a sheet of flame up to 20' square per level of the spell caster, or as a ring with a radius of up to 5' per level of experience from the druid to its flames, and a height of 20'. The former is stationary, while the latter moves as the druid moves. (PHB)

**DM's Notes:** It is not possible for the spell caster to move at all and maintain concentration on the *wall of fire*. (DMG)

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## Level 6

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## Animal Summoning III (Conj/Summoning)

Range: 240'/lvl Components: V, S, M  
Duration: Special Casting Time: 8 seg  
Area of Effect: Special Saving Throw: None

**Explanation/Description:** This spell is the same in duration and effect as the 4<sup>th</sup> level *animal summoning I* spell except that up to 4 animals of no more than 16 hit dice each can be summoned, or eight of no more than 8 hit dice, or 16 creatures of no more than 4 hit dice each can be summoned. (PHB)

## Anti-Animal Shell (Abjuration)

Range: 0 Components: V, S, M  
Duration: 1 turn/lvl Casting Time: 1 round  
Area of Effect: 10' radius sphere Saving Throw: None

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

**DM's Notes:** This shell is non-mobile. Humans, even though able to use magic, are non-magical, as are dwarves, elves, etc. (DMG)

## Conjure Fire Elemental (Conj/Summoning)

### Dismiss Fire Elemental (Reverse)

Range: 80' Components: V, S, M  
Duration: 1 turn/lvl Casting Time: 6 rounds  
Area of Effect: Special Saving Throw: None



matching the specifications of the Monster Manual description, but with only a 30' movement rate. An oak enchanted by this spell will radiate a magic aura, and can be returned to normal by a successful casting of *dispel magic* or upon the desire of the druid who enchanted it. The druid needs mistletoe to cast this spell. (UA)

### Transmute Water to Dust (Alteration)

#### Transmute Dust to Water (Reverse)

Range: 60'	Components: V, S, M
Duration: Permanent	Casting Time: 8 seg
Area of Effect: 10' cubic /lvl	Saving Throw: None

**Explanation/Description:** When this spell is cast, the subject area instantly undergoes a change from liquid to powdery dust. Note that if the water is already muddy, the area of effect will be expanded to double normal, while if wet mud is concerned the area of effect will be quadrupled. If water remains in contact with the transmuted dust, the former will quickly permeate the latter, turning the dust into silty mud if a sufficient quantity of water exists to do so, otherwise soaking or dampening the dust accordingly.

Only liquid actually existing in the area of effect at the moment of spell casting is affected. Liquids which are only partially water will be affected insofar as the actual water is concerned, except that potions which contain water as a component part will be rendered useless.

Living creatures are unaffected, except for those native to the Elemental Plane of Water. Such creatures receive a Saving Throw vs. Spells to escape the effect, and only one such creature can be affected by any single casting of this spell, regardless of the creature's size or the size of the spell's area of effect. The reverse of the spell is simply a very high-powered create water spell which requires a pinch of normal dust as an additional material component. For either usage of the spell, other components required are diamond dust of at least 500gp value, a bit of seashell, and the druid's mistletoe. (UA)

### Transport via Plants (Alteration)

Range: Touch	Components: V, S
Duration: Special	Casting Time: 3 seg
Area of Effect: Special	Saving Throw: None

**Explanation/Description:** By means of this spell, the druid is able to enter any large plant and pass any distance to a plant of the same species in a single round regardless of the distance separating the two. The entry plant must be alive. The destination plant need not be familiar to the druid, but it also must be alive. If the druid is uncertain of the destination plant, he or she need merely determine direction and distance, and the *transport via plant* spell will move him or her as near as possible to the desired location.

There is a basic 20% chance, reduced 1% per level of experience of the druid, that the transport will deliver the druid to an allied species of plant from 1 to 100 miles removed from the desired destination plant. If a

particular destination plant is desired, but the plant is not living, the spell fails and the druid must come forth from the entrance plant within 24 hours. Harm to a plant housing a druid can affect the druid (cf. *plant door*). (PHB)

### Turn Wood (Alteration)

Range: 0	Components: V, S, M
Duration: 4 rounds/lvl	Casting Time: 8 seg
Area of Effect: 120'x20'/lvl	Saving Throw: None

**Explanation/Description:** When this spell is cast, waves of force roll forth from the druid, moving in the direction he or she faces, and causing all wooden objects in the path of the spell to be pushed away from the druid to the limit of the area of effect. Wooden objects above three inches diameter which are fixed firmly will not be affected, but loose objects (movable mantlets, siege towers, etc.) will move back. Objects under 3 inches diameter which are fixed will splinter and break and the pieces will move with the wave of force. Thus, objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts will be pushed back, dragging those carrying them with them; and if a spear is planted in order to prevent this forced movement, it will splinter. The *turn wood* spell lasts for 4 rounds per level of experience of the druid casting it, and the waves of force will continue to sweep down the set path for this period.

The wooden objects in the area of effect are pushed back at a rate of 40' per melee round. The length of the path is 20' per level of the druid, i.e. a 14<sup>th</sup> level druid casts a *turn wood* spell with an area of effect 120' wide by 280' long, and the spell would last for 56 rounds (5.6 turns). As usual, the above assumes the druid is using greater mistletoe when casting the spell.

Note that after casting the spell the path is set, and the druid may then do other things or go elsewhere without affecting the spell's power. (PHB)

**DM's Notes:** Even magical weapons with wooden sections will be turned. An *anti-magic shell* will protect from this spell, and a *dispel magic* will have normal chances of wiping out its effects. (DMG)

### Wall of Thorns (Conjuration/Summoning)

Range: 80'	Components: V, S
Duration: 1 turn/lvl	Casting Time: 8 seg
Area of Effect: 100' cube/lvl	Saving Throw: None

**Explanation/Description:** The *wall of thorns* spell creates a barrier of very tough, pliable green tangled brush bearing needle-sharp thorns as long as a person's finger. Any creature breaking through (or merely impacting upon) the *wall of thorns* takes 8 hit points of damage plus an additional amount of hit points equal to the creature's armor class, i.e. 10 or fewer additional hit points of damage, with negative armor classes subtracting from the base 8 hit points of damage. Any creature within the area of effect of the spell when it is cast is considered to have impacted on the *wall of thorns* and in addition must break through to gain

movement space. The damage is based on each 10' thickness of the barrier. If the wall of thorns is chopped at, it will take at least 4 turns to cut a path through a 10' thickness. Normal fire will not harm the barrier, but magical fires will burn away the barrier in 2 turns with the effect of creating a wall of fire while doing so. (See *wall of fire* spell.) The nearest edge of the *wall of thorns* appears up to 8 distant from the druid, as he or she desires. The spell lasts for 1 turn for each level of experience of the druid casting it, and covers an area of ten cubic feet per level of the caster in whatever form the caster desires. Thus a 14<sup>th</sup> level druid could create a wall of thorns 70' long by 20' high (or deep) by 10' deep (or high), a 10' high by 10' wide by 140' long wall to block a dungeon passage, or any other sort of shape that suited his or her needs. (PHB)

**DM's Notes:** Dexterity bonus to armor class is NOT considered in this case. If a *wall of fire* results from the burning of the thorns, the side towards the druid will be the non-harmful one. (DMG)

## Weather Summoning (Conj/Summoning)

Range: 0  
Duration: Special  
Area of Effect: Special

Components: V, S, M  
Casting Time: 1 turn  
Saving Throw: None

**Explanation/Description:** The druidic *weather summoning* spell is similar to the *control weather* spell (q.v.) of clerical nature. By casting the spell, the druid calls forth weather commensurate with the climate and season of the area he or she is in at the time. Thus, in spring a tornado, thunderstorm, cold, sleet storm, or hot weather could be summoned. In summer a torrential rain, heat wave, hail storm, etc. can be called for. In autumn, hot or cold weather, fog, sleet, etc. could be summoned. Winter allows great cold, blizzard, or thaw conditions to be summoned. Hurricane-force winds can be summoned near coastal regions in the late winter or early spring.

The summoned weather is not under the control of the druid. It might last but a single turn in the case of a tornado, or for hours or even days in other cases. The area of effect likewise varies from about 1 square mile to 100 or more square miles. Note that several druids can act in concert to greatly affect weather, controlling winds and/or working jointly to summon very extreme weather conditions. Within 4 turns after the spell is cast, the trend of the weather to come will be apparent, i.e., clearing skies, gusts of warm or hot air, a chill breeze, overcast skies, etc. Summoned weather will arrive 6 to 17 turns (d12 + 5) after the spell is cast. Anything less than greater mistletoe as the material component will sharply curtail the weather extremes desired. (PHB)

## Level 7

### Animate Rock (Alteration)

Range: 40'  
Duration: 1 round/lvl  
Area of Effect: 2' cube/lvl

Components: V, S, M  
Casting Time: 9 seg  
Saving Throw: None

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

### Changestaff (Evocation/Enchantment)

Range: Touch  
Duration: Special  
Area of Effect: The druid's staff

Components: V, S, M  
Casting Time: 3 seg  
Saving Throw: None

**Explanation/Description:** By means of this spell, the druid is able to change his or her staff from a pole of dead wood into a treant of largest size. In order to cast the *dweomer*, the druid must first have located a tree struck by lightning within the past 24 hours (1%-5% chance for any given tree, depending on the severity of the storm). He or she must then select a sound limb, remove it from the tree, and prepare a specially cured section. This section must be shaped and carved so as to be ready to accept the magic which the druid will then place upon it. The staff must be of ash, oak, or yew wood. Curing by sun drying and special smoke requires 28 days. Shaping, carving, smoothing, and polishing require another 28 days. The druid cannot adventure or engage in other strenuous activity during either of these periods. The finished staff, engraved with scenes of woodland life, is then rubbed with the juice of holly berries, and the end of it is thrust into the earth of the druid's grove while he or she then speaks with plants, calling upon the staff to assist in time of need. The item is then charged with a *dweomer* which will last for many changes from staff to treant and back again.

While the staff/treant will initially be of largest size and greatest number of hit points, each 8 points of damage it accumulates actually reduces it by 1 hit die. The staff begins at 12 hit dice and 96 hit points, goes to 11 and 88, 10 and 80, 9 and 72, etc. As it loses hit dice, it becomes smaller in size, thus losing attack power as well. If and when the staff/treant is brought below 7 hit dice, the

thing crumbles to sawdust-like powder and is lost. The staff cannot ever be brought upwards in hit dice or hit points, except by a *wish* (which restores it completely).

Of course, a new staff can always be sought out, seasoned, and so forth, to begin the process anew. When the druid plants the end of the staff in the ground and speaks a special command prayer and invocation, the staff turns into a treant. It can and will defend the druid, or obey him or her in any way. However, it is by no means a true treant, and it cannot converse with actual treants. The transformation lasts for as many turns as the druid has levels of experience, until the druid commands the thing to return to its true form, or until the thing is destroyed, whichever first occurs. In order to cast a *changestaff* spell, the druid must have either mistletoe or leaves (ash, oak, or yew) of the same sort as the staff. (UA)

### **Chariot of Fire** (Evocation)

Range: 10' Components: V, S, M  
Duration: 6 turns + 1 turn/lvl Casting Time: 1 turn  
Area of Effect: See below Saving Throw: None

**Explanation/Description:** A When this spell is cast by a druid, it brings forth a large flaming chariot pulled by two fiery horses which appear in a clap of thunder amidst cloud-like smoke. This vehicle moves at 240' on the ground, 480' flying, and it can carry the druid and up to 8 other man-sized creatures whom he or she first touches so as to enable these creatures to be able to ride aboard this burning transport. Creatures other than the druid and his or her designated passengers will sustain damage equal to that of a *wall of fire* spell if they are within 5' of the horses or chariot, voluntarily or involuntarily. The druid controls the chariot by verbal command, causing the flaming steeds to stop or go, walk, trot, run or fly, turning left or right as he or she desires. Note that the *Chariot of Fire* is a physical manifestation, and can sustain damage. The vehicle and steeds are struck only by magical weapons or by water (one quart of which will cause 1 hit point of damage), they are armor class 2, and each requires 30 hit points of damage to dispel. Naturally, fire has absolutely no effect upon either the vehicle or its steeds, but magical fires will affect the riders if they are exposed to them (other than those of the chariot itself). In addition to mistletoe, the druid casting this spell must have a small piece of wood, 2 holly berries, and a fire source at least equal to a torch. (PHB)

**DM's Notes:** This vehicle and its steeds are from the Elemental Plane Of Fire; therefore, they are subject to forced return to this plane (such as by *dispel magic*, *holy/unholy word*, etc.). (DMG)

### **Confusion** (Enchantment/Charm)

Range: 80' Components: V, S, M  
Duration: 1 round/lvl Casting Time: 9 seg  
Area of Effect: up to a 20'radius Saving Throw: Special

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

#### **Die Roll Action**

01-10 Wanders away from caster for 1 turn  
11-60 Stand confused for 1 turn  
61-80 Attacks nearest creature for 1 round  
81-00 Attacks druid or his party for 1 round

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

### **Conjure Earth Elemental** (Conj/Summoning)

#### **Dismiss Earth Elemental** (Reverse)

Range: 40' Components: V, S, M  
Duration: 1 turn/lvl Casting Time: 1 turn  
Area of Effect: Special Saving Throw: None

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

**DM's Notes:** As noted regarding fire elementals, a *holy/unholy word* will send the creature back to its own plane. (DMG)

### **Control Weather** (Alteration)

Range: 0 Components: V, S, M  
Duration: 8d12 hours Casting Time: 1 turn  
Area of Effect: 4d8 square miles Saving Throw: None

**Explanation/Description:** The druidic control weather spell is more powerful than the clerical spell of the same name (q.v.). The spell caster is able to change weather

by two places from the prevailing conditions if greater mistletoe is used. It otherwise is the same as the 7<sup>th</sup>-level cleric *control weather* spell. (PHB)

### Creeping Doom (Conjuration/Summoning)

Range: 0  
Duration: 4 rounds/lvl  
Area of Effect: See below  
Components: V, S, M  
Casting Time: 9 seg  
Saving Throw: None

**Explanation/Description:** When the druid utters the spell of *creeping doom*, he or she calls forth a mass of from 500 to 1,000 (d6 + 4) venomous, biting and stinging arachnids, insects and myriapods. This carpet-like mass will swarm in an area of 2" square, and upon command from the druid will creep forth at 1" per round towards any prey within 8, moving in the direction in which the druid commanded. The *creeping doom* will slay any creature subject to normal attacks, each of the small horrors inflicting 1 hit point of damage (each then dies after their attack), so that up to 1,000 hit points of damage can be inflicted on creatures within the path of the *creeping doom*. If the *creeping doom* goes beyond 8 of the summoner, it loses 50 of its number for each 10' beyond 8, i.e. at 100' its number has

### Fire Storm (Evocation)

#### Fire Quench (Reverse)

Range: 160'  
Duration: 1 round  
Area of Effect: 2"cube/lvl  
minimum 160' cubic  
Components: V, S, M  
Casting Time: 9 seg  
Saving Throw: ½

**Explanation/Description:** When a *fire storm* spell is cast by a druid, a whole area is shot through with sheets of roaring flame which are equal to a *wall of fire* (q.v.) in effect. Creatures within the area of fire and 10' or less from the edge of the affected area receive 2 to 16 hit points of damage plus additional hit points equal to the number of levels of experience of the druid unless they make a saving throw, in which case they take only one-half damage. The area of effect is equal to 20' cubic per level of the druid, i.e. a 13<sup>th</sup> level druid can cast a *fire storm* which measures 130' by 20' by 10'. The height of the storm is 10' or 20'; the balance of its area must be in length and width. The reverse spell, *fire quench*, smothers double the area of effect of a *fire storm* with respect to normal fires, and with respect to magical fires it has a 5% chance per level of the caster of extinguishing a magical fire (such as a *fire storm*) of proportions up to the normal area of effect of the non-reversed spell. (PHB)

### Finger of Death (Enchantment/Charm)

Range: 60'  
Duration: Instantaneous  
Area of Effect: 1 creature  
Components: V, S, M  
Casting Time: 5 seg  
Saving Throw: Neg

**Explanation/Description:** The *finger of death* spell causes the victim's heart to stop. The druid utters the incantation, points his or her index finger at the creature

to be slain, and unless the victim succeeds in making the appropriate saving throw, death occurs. A successful saving throw negates the spell.

### Reincarnate (Necromantic)

Range: Touch  
Duration: Instantaneous  
Area of Effect: 1 Creature  
Components: V, S, M  
Casting Time: 1 turn  
Saving Throw: None

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

#### Humanoid Table

Die Roll	New Incarnation
01-03	Bugbear
04-06	Dwarf
07-14	Elf
15-17	Gnoll
18-25	Gnome
26-28	Goblin
29-36	Half-elf
37-39	Halfling
40-42	Half-orc
43-45	Hobgoblin
46-85	Human
86-88	Kobold
89-91	Orc
92-94	Ogre
95-97	Ogre Mage
98-00	Troll

#### Animal Table

Die Roll	New Incarnation
01-03	Centaur
04-06	Dryad
07-10	Satyr
11-20	Bear
21-30	Boar
31-40	Eagle
41-50	Fox
51-60	Hawk
61-70	Lynx
71-80	Owl
81-90	Stag
91-00	Wolf

**DM's Notes:** Regardless of the form of the creature in which the character is reincarnated, allow the new form to progress as far as possible in characteristics and abilities. For example, a badger character could grow to giant size, have maximum hit points, plus bonus points for a high CON, and the intelligence level of its former character. A centaur reincarnation might eventually

gain hit dice up to 5, 6, 7, or even 8, and it would be eligible to wear armor, use magic items, etc. (DMG)

### Sunray (Evocation/Alteration)

Range: 10'/lv	Components: V, S, M
Duration: 1 round	Casting Time: 3 seg
Area of Effect: 10' dia sphere	Saving Throw: Special

**Explanation/Description:** When a *sunray* spell is cast, the druid evokes a burning beam of light which is similar to a ray of actual sunlight in all important aspects. It inflicts blindness for 1-3 rounds upon all creatures within its area of effect unless a successful Saving Throw vs. Spells is made. Creatures using ultravision at the time may be blinded for 2-8 rounds, while those to whom sunlight is harmful or unnatural will suffer permanent blindness unless the save is made, in which case the blindness lasts for 2-12 rounds. Those within its area of effect, as well as creatures within 20' of its perimeter, will have no infravision capabilities for 2-5 rounds.

Undead (including vampires) caught within its main area of effect must Save vs. Spells, taking 8-48 points of damage or half damage if a save is made. Those within the secondary area of effect (up to 20' from the perimeter) take 3-18 points of damage or no damage if save is made. The ultraviolet light generated by the spell will inflict damage on fungoid creatures and subterranean fungi just as if they were undead, but no saving throw is possible. The material components are an aster seed and a piece of aventurine feldspar (sunstone). (UA)

## Transmute Metal to Wood (Alteration)

Range: 80'	Components: V, S, M
Duration: Instantaneous	Casting Time: 9 seg
Area of Effect: 1 metal object	Saving Throw: Special

**Explanation/Description:** The *transmute metal to wood* spell allows the druid casting it to change an object from metal to wood. The volume of metal is equal to a maximum weight of 80 gold pieces per level of experience. Magical objects of metal are only 10% likely to be affected by the spell. Note that even a *dispel magic* spell will not reverse the spell effects. Thus, a metal door changed to wood would be forevermore a wooden door. (PHB)

### Notes Regarding Druid Spells:

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

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

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

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

Greater mistletoe, that is, mistletoe which is properly harvested by the druid, must be gathered by the druid as follows. On Midsummer's Eve, the druid must locate his mistletoe, cut it with a gold or silver sickle and catch it in a bowl before it touches the ground. Lesser mistletoe is that which is not harvested on the eve of midsummer, or that which the druid takes in a way which is not prescribed (such as picking by hand). Borrowed mistletoe is any mistletoe which is not personally harvested by the druid.

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

# Appendix A: Spell Templates

## Spell Name (Type)

Range:Components:

Duration:Casting Time:

Area of effect:Saving Throw:

Explanation/Description: (Body Text) (Source Code)

## Module Statblock Format

### Spells Memorized

1<sup>st</sup> Level:<spell>,<spell>,<spell>

2<sup>nd</sup> Level:<spell>,<spell>,<spell>

3<sup>rd</sup> Level:<spell>,<spell>,<spell>

4<sup>th</sup> Level:<spell>,<spell>,<spell>

5<sup>th</sup> Level:<spell>,<spell>,<spell>

6<sup>th</sup> Level:<spell>,<spell>,<spell>

7<sup>th</sup> Level:<spell>,<spell>,<spell>

8<sup>th</sup> Level:<spell>,<spell>,<spell>

9<sup>th</sup> Level:<spell>,<spell>,<spell>

## Appendix B: Bibliography

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## Appendix C: Named Spells

### Bigby

#### Level One

*Bookworm Bane*  
*Feeling Fingers*

#### Level Two

*Dextrous Digits*  
*Silencing Hand*

#### Level Three

*Pugnacious Pugilist*

#### Level Four

*Battering Gauntlet*  
*Construction Crew*  
*Force Sculpture*

#### Level Five

*Fantastic Fencers*  
*Interposing Hand*  
*Superior Force Sculpture*  
*Strangling Grip*

#### Level Six

*Besieging Bolt*  
*Forceful Hand*

#### Level Seven

*Grasping Hand*

#### Level Eight

*Clenched Fist*  
*Masterpiece Force Sculpture*

#### Level Nine

*Crushing Hand*

### Drawmij

#### Level One

*Beast of Burden*  
*Light Step*

#### Level Two

*Adventurer's Luck*  
*Breath of Life*  
*Scent Mask*  
*Swift Mount*

#### Level Three

*Marvelous Shield*  
*Iron Sack*

#### Level Four

*Handy Timepiece*  
*Instant Exit*  
*Protection from Non-magical Gas*  
*Tool Box*

#### Level Five

*Flying Feat*

#### Level Six

*Beneficent Polymorph*  
*Merciful Metamorphosis*

#### Level Seven

*Instant Summons*

### Mordenkainen

#### Level One

*Protection From Avians*

#### Level Two

*Encompassing Vision*

#### Level Three

*Defense Against Lycanthropes*  
*Defense Against Non-magical Reptiles*  
*Protection From Insects and Arachnids*

#### Level Four

*Electric Arc*  
*Faithful Phantom Shield-Maidens*  
*Protection From Slime*

#### Level Five

*Faithful Hound*  
*Faithful Phantom Defenders*  
*Private Sanctum*

#### Level Six

*Faithful Phantom Guardian*  
*Lucubration*

#### Level Seven

*Magnificent Mansion*  
*Penultimate Cogitation*  
*Sword*

#### Level Nine

*Disjunction*

### Leomund

#### Level Two

*Trap*

#### Level Three

*Tiny Hut*

#### Level Four

*Secure Shelter*

#### Level Five

*Lamentable Belaborment*  
*Secret Chest*

### Melf

#### Level Two

*Acid Arrow*

#### Level Three

*Minute Meteor*

### Nystul

#### Level One

*Dancing Werelight*  
*Flash*  
*Magic Aura*

#### Level Two

*Blackmote*  
*Blazing Beam*  
*Crystal Dagger*

#### Level Three

*Crystal Dirk*  
*Expeditious Fire Extinguisher*  
*Golden Revelation*  
*Radiant Baton*

**Level Four**

*Blacklight Burst*  
*Grue Conjunction*  
*Lightburst*

**Level Five**

*Enveloping Darkness*  
*Radiant Arch*

**Otiluke****Level One**

*Bubbling Buoyancy*  
*Smoky Sphere*

**Level Two**

*Boiling Oil Bath*

**Level Three**

*Acid Cloud*  
*Force Umbrella*

**Level Four**

*Resilient Sphere*  
*Steaming Sphere*

**Level Five**

*Dispelling Screen*  
*Electrical Screen*  
*Polar Screen*  
*Radiant Screen*

**Level Six**

*Diamond Screen*  
*Excruciating Screen*  
*Freezing Sphere*  
*Orb of Containment*

**Level Seven**

*Death Screen*  
*Fire and Ice*  
*Siege Sphere*

**Level Eight**

*Telekinetic Sphere*

**Otto****Level One**

*Chime of release*

**Level Two**

*Soothing Vibrations*  
*Tones of Forgetfulness*

**Level Three**

*Crystal Rhythms*  
*Sure-Footed Shuffle*

**Level Four**

*Drums of Despair*  
*Silver Tongue*  
*Tonal Attack*  
*Tin Soldiers*  
*Warding Tones*

**Level Five**

*Gang of Isolation*

**Level Eight**

*Irresistable Dance*

**Rary****Level One**

*Empathic Perception*

**Level Four**

*Memory Alteration*  
*Mind Scan*  
*Mnemonic Enhancer*  
*Spell Enhancer*

**Level Five**

*Mind Shield*  
*Replay of the Past*  
*Superior Spell Enhancer*  
*Telepathic Bond*

**Level Six**

*Protection From Scrying*  
*Urgent Utterance*

**Level Seven**

*Plane Truth*

**Serten****Level Eight**

*Spell Immunity*

**Tasha****Level Two**

*Uncontrollable Hideous Laughter*

**Tenser****Level One**

*Eye of the Tiger*  
*Floating Disc*  
*Steady Aim*

**Level Two**

*Brawl*  
*Hunting Hawk*

**Level Three**

*Deadly Strike*  
*Eye of the Eagle*

**Level Four**

*Flaming Blade*  
*Giant Strength*  
*Master of Arms*  
*Running Warrior*  
*Staff of Smiting*

**Level Five**

*Primal Fury*

**Level Six**

*Fortunes of War*  
*Transformation*

## Appendix D: Tables

### DM's OPTION: SPELL USE BY NPC MAGIC-USERS (D#38)

Level	Chance of spell use*	Level of Spell Used **								
		1	2	3	4	5	6	7	8	9
1	64	01-00	-	-	-	-	-	-	-	-
2	66	01-00	-	-	-	-	-	-	-	-
3	68	01-67	68-00	-	-	-	-	-	-	-
4	70	01-60	61-00	-	-	-	-	-	-	-
5	72	01-56	57-84	85-00	-	-	-	-	-	-
6	74	01-50	51-75	76-00	-	-	-	-	-	-
7	76	01-40	41-70	71-90	91-00	-	-	-	-	-
8	78	01-34	35-59	60-84	85-00	-	-	-	-	-
9	80	01-30	31-53	54-76	77-91	92-00	-	-	-	-
10	82	01-27	28-54	55-74	75-87	88-00	-	-	-	-
11	84	01-22	23-44	45-66	67-83	84-00	-	-	-	-
12	86	01-20	21-40	41-60	61-78	79-95	96-00	-	-	-
13	88	01-20	21-40	41-60	61-76	77-92	93-00	-	-	-
14	90	01-19	20-38	39-57	58-72	73-87	88-97	98-00	-	-
15	90	01-18	19-36	37-54	55-72	73-90	91-97	98-00	-	-
16	90	01-15	16-30	31-45	46-60	61-75	76-87	88-96	97-00	-
17	92	01-15	16-30	31-45	46-60	61-75	76-85	86-94	95-00	-
18	92	01-15	16-30	31-45	46-59	60-73	74-82	83-91	92-97	98-00
19	92	01-14	15-28	29-42	43-56	57-70	71-79	80-88	89-97	98-00
20	94	01-14	15-28	29-42	43-55	56-68	69-79	80-87	88-95	96-00
21	94	01-13	15-26	27-39	40-52	53-65	66-75	76-85	86-95	96-00
22	94	01-12	13-24	25-36	37-48	49-60	61-72	73-82	83-92	93-00
23	95	01-12	13-24	25-36	37-48	49-60	61-71	72-82	83-93	94-00
24	95	01-12	13-24	25-36	37-47	48-58	59-69	70-80	81-91	92-00
25***	95	01-12	13-23	24-34	35-45	46-56	57-67	68-78	79-89	90-00
26***	95	01-12	13-24	25-36	37-48	49-59	60-70	71-80	81-90	91-00

\* — This is the percentage chance that the MU will even use magic; he may decide to use his trusty dagger or some other weapon. This percentage can be modified according to the situation, at the DM's discretion. Remember, most intelligent MUs won't usually attempt to cast a spell if they are under direct attack and the chances are too great that they will be hit and the spell ruined.

\*\* — These percentages can also be modified according to the situation. For instance, an MU would more likely cast a high-level spell at a large group of powerful opponents than at a small group of relatively weak ones.

\*\*\* — Fortunately, the spells gotten per level begin repeating a pattern here. The figures for all odd-numbered levels above 25 are the same as for level 25, and the percentages for even-numbered levels above 26 are the same as for level 26.

**FIRST LEVEL**

01-08 *Burning Hands*  
 09-18 *Charm Person*  
 19-24 *Dancing Lights*  
 25-28 *Detect Magic*  
 29-34 *Enlarge*  
 35-42 *Friends*  
 43-48 *Hold Portal*  
 49-52 *Jump*  
 53-62 *Magic Missile*  
 63-66 *Protection from Evil/Good*  
 67-76 *Shield*  
 77-84 *Shocking Grasp*  
 85-94 *Sleep*  
 95-00 *Ventriloquism*

**SECOND LEVEL**

01-06 *Audible Glamer*  
 07-12 *Darkness 15' Radius*  
 13-17 *Detect Evil/Good*  
 18-22 *ESP*  
 23-27 *Forget*  
 28-36 *Invisibility*  
 37-43 *Levitate*  
 44-50 *Mirror Image*  
 51-55 *Pyrotechnics*  
 56-64 *Ray of Enfeeblement*  
 65-67 *Rope Trick*  
 68-75 *Scare*  
 76-83 *Stinking Cloud*  
 84-92 *Web*  
 93-95 *Detect Invisibility*  
 96-00 *Wizard Lock*

**THIRD LEVEL**

01-06 *Blink*  
 07-10 *Dispel Magic*  
 11-14 *Feign Death*  
 15-24 *Fireball*  
 25-28 *Flame Arrow*  
 29-34 *Fly*  
 35-36 *Gust of Wind*  
 37-42 *Haste*  
 43-50 *Hold Person*  
 51-54 *Invisibility 10' Radius*  
 55-58 *Leomund's Tiny Hut*  
 59-66 *Lightning Bolt*  
 67-72 *Monster Summoning I*  
 73-80 *Phantasmal Force*  
 81-82 *Protection from Evil/Good 10' radius*  
 83-88 *Protection from Normal Missiles*  
 89-94 *Slow*  
 95-98 *Suggestion*  
 99-00 *Tongues*

**FOURTH LEVEL**

01-06 *Charm monster*  
 07-12 *Confusion*  
 13-14 *Dig*  
 15-21 *Dimension door*  
 22-25 *Enchanted weapon*  
 26-27 *Extension I*  
 28-34 *Fear*  
 35-36 *Fire charm*  
 37-43 *Fire shield*  
 44-47 *Fumble*  
 48-51 *Hallucinatory terrain*  
 52-58 *Ice storm*  
 59-65 *Minor globe of inv.*  
 66-71 *Monster summ. II*  
 72-73 *Plant growth*  
 74-80 *Polymorph other*  
 81-86 *Polymorph self*  
 87-90 *Bestow curse*  
 91-96 *Wall of fire*  
 97-00 *Wall of ice*

**FIFTH LEVEL**

01-04 *Animal Growth*  
 05-08 *Animate Dead*  
 09-13 *Interposing Hand*  
 14-20 *Cloudkill*  
 21-27 *Conjure Elemental*  
 28-35 *Cone of Cold*  
 36-39 *Distance Distortion*  
 40-43 *Extension II*  
 44-47 *Feeblemind*  
 48-52 *Hold Monster*  
 53-56 *Magic Jar*  
 57-61 *Monster Summoning III*  
 62-66 *Faithful Hound*  
 67-70 *Passwall*  
 71-74 *Stone Shape*  
 75-79 *Telekinesis*  
 80-84 *Teleport*  
 85-88 *Transmute Rock to Mud*  
 89-93 *Wall of Force*  
 94-97 *Wall of Iron*  
 98-00 *Wall of Stone*

**SIXTH LEVEL**

01-06 *Anti-magic shell*  
 07-12 *Forceful Hand*  
 13-16 *Control Weather*  
 17-24 *Death Spell*  
 25-32 *Disintegrate*  
 33-34 *Extension III*  
 35-42 *Geas*  
 43-50 *Globe of Invulnerability*  
 51-58 *Invisible Stalker*  
 59-64 *Monster Summoning IV*  
 65-68 *Move Earth*  
 69-76 *Freezing Sphere*  
 77-80 *Project Image*  
 81-86 *Repulsion*  
 87 *Spirit Wrack*  
 88-93 *Stone to Flesh (or Rev)*  
 94-00 *Transformation*

**SEVENTH LEVEL**

01-07 *Grasping Hand*  
 08-10 *Charm Plants*  
 11-20 *Delayed Blast Fireball*  
 21-27 *Instant Summons*  
 28-34 *Duo-dimension*  
 35-44 *Limited Wish*  
 45-49 *Mass Invisibility*  
 50-56 *Monster Summoning V*  
 57-65 *Sword*  
 66-70 *Phase Door*  
 71-79 *Power Word, Stun*  
 80-86 *Reverse Gravity*  
 87-91 *Statue*  
 92-00 *Vanish*

**EIGHTH LEVEL**

01-08 *Antipathy/sympathy*  
 09-18 *Clenched Fist*  
 19-20 *Clone*  
 21-30 *Incendiary Cloud*  
 31-38 *Mass Charm*  
 39-45 *Maze*  
 46-50 *Mind Blank*  
 51-60 *Monster Summoning VI*  
 61-67 *Irresistible Dance*  
 68-76 *Polymorph Any Object*  
 77-83 *Power Word, Blind*  
 84-90 *Spell Immunity*  
 91-98 *Symbol*  
 99-00 *Trap the Soul*

**NINTH LEVEL**

01-10 *Crushing Hand*  
 11-18 *Gate*  
 19-22 *Imprisonment*  
 23-36 *Meteor swarm*  
 37-48 *Monster Summoning VII*  
 49-58 *Power Word, Kill*  
 59-70 *Prismatic Sphere*  
 71-82 *Shape Change*  
 83-86 *Temporal Stasis*  
 87-96 *Time Stop*  
 97-00 *Wish*

Roll as many times as necessary to produce a sensible result; disregard any results where the indicated spell has insufficient range or is generally inappropriate. Some spells that may seem illogical at first may have some purpose.

Occasionally a spell may be indicated that seems inappropriate because of the level of the defenders. This will not always necessitate a re-roll, since there is usually no way for the MU to know the level of his opponent(s); it is assumed that the MU would recognize magic equal to or better than his own. (D38)

## MAGIC-USER SPELLS

Cantrips	Level One	Level Two	Level Three	Level Four
Bee	Affect Normal Fires	Acid Arrow	Acid Cloud	Battering Gauntlets
Belch	Alarm	Adventurer's Luck	Blink	Blacklight Burst
Blink	Armor	Audible Glamer	Clairaudience	Black Tentacles
Bluelight	Beast of Burden	Bind	Clairvoyance	Charm Monster
Bug	Bookworm Bane	Blackmote	Cloudburst	Confusion
Change	Bubbling Buoyancy	Bladethirst	Crystal Dirk	Construction Crew
Chill	Burning Hands	Blazing Beam	Crystal Rhythms	Death's Door
Clean	Charm Person	Boiling Bath	Deadly Strike	Dig
Color	Chime of Release	Brawl	Def. ~Lycanthropes	Dimension Door
Cough	Comp.Languages	Breath of Life	Def. ~Reptiles	Dispel Illusion
Creak	Corpselight	Continual Light	Detect Illusion	Drums of Despair
Dampen	Dancing Lights	Crystal Dagger	Dispel Magic	Electric Arc
Distract	Dancing Werelight	Darkness, 15' Radius	Exp. Fire Extinguisher	Enchanted Weapon
Dry	Detect Magic	Deep Pockets	Eye of the Eagle	Faithful Shield Maiden
Dust	Detect Undead	Detect Evil	Explosive Runes	Fear
Exterminate	Empathic Projection	Detect Invisibility	Feign Death	Fire Charm
Firefinger	Enlarge	Dextrous Digits	Fireball	Fire Shield
Flavor	Erase	Dispel Silence	Flame Arrow	Fire Trap
Footfall	Eye of the Tiger	Encompassing Vision	Fly	Flaming Blade
Freshen	Feather Fall	ESP	Force Umbrella	Force Sculpture
Gather	Feeling Fingers	False Trap	Golden Revelation	Fumble
Giggle	Find Familiar	Flaming Sphere	Gust of Wind	Giant Strength
Gnats	Firewater	Fool's Gold	Haste	Grue Conjunction
Groan	Flare	Forget	Hold Person	Hallucinatory Terrain
Hairy	Flash	Hunting Hawk	Infravision	Handy Timepiece
Hide	Floating Disc	Invisibility	Invisibility 10' Radius	Ice Storm
Moan	Friends	Invisibility to Undead	Item	Instant Exit
Mouse	Grease	Irritation	Iron Sack	Lightburst
Mute	Hold Portal	Knock	Lightning Bolt	Magic Mirror
Nod	Identify	Know Alignment	Marvelous Shield	Massmorph
Palm	Jump	Levitate	Material	Master of Arms
Polish	Light	Locate Object	Minute Meteors	Memory Alteration
Present	Light Step	Magic Mouth	Monster Summ. I	Mind Scan
Rattle	Magic Aura	Magnify	Mummy Touch	Minor Globe of Inv.
Salt	Magic Missile	Mirror Image	Phantasmal Force	Mnemonic Enhancer
Scratch	Mending	Preserve	Prot. /Evil 10' Rad	Monster Summ. II
Shine	Melt	Prot. from Cantrips	Prot./Insects	Plant Growth
Smokepuff	Message	Pyrotechnics	Prot./Normal Missiles	Polymorph Other
Sneeze	Mount	Ray of Enfeeblement	Pugnacious Pugilist	Polymorph Self
Spice	Precipitation	Rope Trick	Radiant Baton	Prot. From Gas
Spider	Prot. from Avians	Scare	Revenance	Prot. From Slime
Sprout	Prot. from Evil	Scent Mask	Secret Page	Remove Curse
Stitch	Push	Shatter	Sepia Snake Sigil	Resilient Sphere
Sweeten	Read Magic	Silencing Hand	Slow	Running Warrior
Tap	Run	Skull Watch	Suggestion	Secure Shelter
Thump	Serpent Missile	Soothing Vibrations	Sure-Footed Shuffle	Shout
Tie	Shield	Spectral Wings	Tiny Hut	Silver Tongue
Tweak	Shocking Grasp	Stinking Cloud	Tongues	Speak with Dead
Twitch	Sleep	Strength	Ward /Undead	Spell Enhancer
Unlock	Smoky Sphere	Swift Mount	Water Breathing	Staff of Smiting
Warm	Spider Climb	Trap	Wind Wall	Steaming Sphere
Whistle	Steady Aim	Tones of Forgetfulness	--	Stoneskin
Wink	Taunt	Uncont. Laughter	--	Teleport Undead
Wrap	Undead Mount	Vocalize	--	Tin Soldiers
Yawn	Unseen Servant	Web	--	Tonal Attack
--	Ventriloquism	Whip	--	Tool Box
--	Wizard Mark	Wizard Lock	--	Ultravision
--	Write	Zephyr	--	Wall of Fire

## MAGIC USER SPELLS continued

Level Five	Level Six	Level Seven	Level Eight	Level Nine
Airy Water	Anti-Magic Shell	Banishment	Antipathy/Sympathy	Astral Spell
Animal Growth	Besieging Bolt	Cacodemon	Binding	Control Undead
Animate Dead	Ben. Polymorph	Charm Plants	Clenched Fist	Crushing Hand
Avoidance	Chain Lightning	Death Screen	Clone	Crystalbrittle
Chill Touch	Contingency	Delayed Blast Fireball	Demand	Disjunction
Cloudkill	Control Weather	Duo-Dimension	Glassteel	Energy Drain
Conjure Elemental	Death Spell	Fire and Ice	Incendiary Cloud	Gate
Cone of Cold	Diamond Screen	Forcecage	Irresistible Dance	Imprisonment
Contact Other Plane	Disintegrate	Grasping Hand	Mass Charm	Meteor Swarm
Disguise Undead	Enchant an Item	Instant Summons	Master. Force Sculpt.	Monster Summ. VII
Dismissal	Ensnarement	Limited Wish	Maze	Power Word, Kill
Dispelling Screen	Excruciating Screen	Magnificent Mansion	Mind Blank	Prismatic Sphere
Distance Distortion	Extension III	Mass Invisibility	Monster Summ. VI	Shape Change
Dolor	Eyebite	Monster Summ. V	Permanency	Succor
Electrical Screen	F. Phant. Guardian	Pen. Cogitation	Polymorph Any Obj.	Temporal Stasis
Enveloping Screen	Fortunes of War	Phase Door	Power Word, Blind	Time Stop
Extension II	Freezing Sphere	Plane Truth	Sink	Wish
Faithful Hound	Geas	Power Word, Stun	Spell Immunity	--
Fabricate	Glassee	Reverse Gravity	Sunburst	--
Faithful Phantom Def.	Globe of Invuln.	Sequester	Symbol	--
Fantastic Fencers	Guards & Wards	Siege Sphere	Telekinetic Sphere	--
Feeblemind	Imbue Undead	Simulacrum	Trap the Soul	--
Flying Feat	Invisible Stalker	Statue	Unlife	--
Gong of Isolation	Legend Lore	Sword	--	--
Hold Monster	Lower Water	Teleport without Err.	--	--
Hold Undead	Lucubration	Torment	--	--
Interposing Hand	Merc. Metamorph.	Truename	--	--
Lam. Belabourment	Monster Summ. IV	Vanish	--	--
Magic Jar	Move Earth	Volley	--	--
Mind Shield	Orb of Containment	--	--	--
Monster Summ. III	Part Water	--	--	--
Passwall	Project Image	--	--	--
Polar Screen	Prot./Scrying	--	--	--
Primal Fury	Reincarnation	--	--	--
Private Sanctum	Repulsion	--	--	--
Radiant Arch	Spectral Guard	--	--	--
Radiant Screen	Spiritwrack	--	--	--
Replay of the Past	Stone > Flesh	--	--	--
Secret Chest	Transformation	--	--	--
Sending	Trans. Water > Dust	--	--	--
Stone Shape	Undead Regen.	--	--	--
Strangling Grip	Urgent Utterance	--	--	--
Superior Force Sculpt.	--	--	--	--
Superior Identification	--	--	--	--
Superior Spell Enh.	--	--	--	--
Telekinesis	--	--	--	--
Telepathic Bond	--	--	--	--
Teleport	--	--	--	--
Trans. Rock > Mud	--	--	--	--
Wall of Force	--	--	--	--
Wall of Iron	--	--	--	--
Wall of Stone	--	--	--	--

## ILLUSIONIST SPELLS

<b>Cantrips</b>	<b>Level 1</b>	<b>Level 2</b>	<b>Level 3</b>	<b>Level 4</b>
Colored Lights	Audible Glamer	Alter Self	Continual Darkness	Confusion
Dim	Change Self	Blindness	Continual Light	Dispel Exhaustion
Haze	Chromatic Orb	Blur	Delude	Dispel Magic
Mask	Color Spray	Deafness	Dispel Illusion	Emotion
Mirage	Dancing Lights	Detect Magic	Fear	Improved Invisibility
Noise	Darkness	Fascinate	Hallucinatory Terrain	Massmorph
Rainbow	Detect Illusion	Fog Cloud	Illusionary Script	Minor Creation
Two-D'lusion	Detect Invisibility	Hypnotic Pattern	Invisibility 10' Radius	Phantasmal Killer
--	Gaze Reflection	Imp. Phantasmal Force	Non-detection	Rainbow Pattern
--	Hypnotism	Invisibility	Paralyzation	Shadow Monsters
--	Light	Magic Mouth	Phantom Steed	Solid Fog
--	Phantasmal Force	Mirror Image	Phantom Wind	Vacancy
--	Phantom Armor	Misdirection	Rope Trick	--
--	Read Illusionist Magic	Ultravision	Spectral Force	--
--	Spook	Ventriloquism	Suggestion	--
--	Wall of Fog	Whispering Wind	Wraithform	--

<b>Level 5</b>	<b>Level 6</b>	<b>Level 7</b>
Advanced Illusion	Conjure Animals	Alter Reality
Chaos	Death Fog	Astral Spell
Demi-Shadow Monsters	Demi-Shadow Magic	1 <sup>st</sup> -lvl MU Spells
Dream	Mass Suggestion	Prismatic Spray
Magic Mirror	Mirage Arcane	Prismatic Wall
Major Creation	Mislead	Shadow Walk
Maze	Permanent Illusion	Vision
Projected Image	Phantasmagoria	Weird
Shadow Door	Programmed Illusion	--
Shadow Magic	Shades	--
Summon Shadow	True Sight	--
Temporal Fugue	Veil	--

## CLERIC SPELLS

Orisons	Level 1	Level 2	Level 3	Level 4
Aspiration	Bless	Aid	Animate Dead	Abjure
Benediction	Ceremony	Augury	Cloudburst	Cure Serious Wounds
Candle	Combine	Beguiling	Continual Light	Cloak of Fear
Canticle	Command	Chant	Create Food/Water	Detect Lie
Ceremony: Oath	Create Water	Detect Charm	Cure Blindness	Divination
Cure Minor Wounds	Cure Light Wounds	Detect Curse	Cure Disease	Exorcise
Meditation	Detect Evil	Detect Life	Death's Door	Footsore
Petition	Detect Magic	Dust Devil	Dispel Magic	Giant Insect
Warding	Endure Cold	Enthrall	Feign Death	Imbue with Spell Ab.
--	Hand Fire	Find Traps	Flame Walk	Log to Lizard
--	Invisibility to Undead	Hold Person	Glyph of Warding	Lower Water
--	Light	Holy Symbol	Locate Object	Meteors
--	Magic Stone	Know Alignment	Magical Vestment	Minor Ward
--	Penetrate Disguise	Messenger	Meld into Stone	Neutralize Poison
--	Portent	Resist Fire	Negative Plane Prot.	Plague
--	Precipitation	Silence, 15' Radius	Prayer	Prot. From Evil 10'
--	Protection From Evil	Slow Poison	Remove Curse	Scroll
--	Purify Food & Drink	Snake Charm	Remove Paralysis	Speak with Plants
--	Remove Fear	Speak with Animals	Speak with Dead	Spell immunity
--	Resist Cold	Spiritual Hammer	Water Walk	Spike Growth
--	Sanctuary	Stalk	--	Sticks to Snakes
--	Scribe	Translate	--	Sunburst
--	Spittle	Vicissitude	--	Tongues
--	--	Withdraw	--	--
--	--	Wyvern Watch	--	--

Level 5	Level 6	Level 7
Air Walk	Aerial Servant	Astral Spell
Anim. Dead Monsters	Animate Object	Control Weather
Atonement	Blade Barries	Digit of Disruption
Commune	Command Earth	Earthquake
Cure Crit. Wounds	Communicate	Exaction
Dispel Evil	Conjure Animals	Gate
Ebony Tendrils	Disc of Conc. Opp.	Holy Word
Flame Strike	Enmeshment	Regenerate
Golem	Find the Path	Restoration
Insect Plague	Forbiddance	Resurrection
Magic Font	Heal	Succor
Magic Ward	Heroes' Feast	Symbol
Plane Shift	Part Water	Wind Walk
Quest	Speak with Monsters	--
Rainbow	Stone Tell	--
Raise Dead	Word of Recall	--
Spike Stones	--	--
True Seeing	--	--

## DRUID SPELLS

Orisons	Level 1	Level 2	Level 3	Level 4
Aspiration Benediction Canticle Cure Minor Wounds Find a Stray Meditation Petition Ripen Warding	Animal Friendship Ceremony Detect Balance Detect Magic Detect Pits/Snares Detect Poison Entangle Faerie Fire Invisibility to Animals Locate Animals Pass without Trace Precipitation Predict Weather Purify Water Shillelagh Speak with Animals	Barkskin Charm Person/Mammal Create Water Cure Light Wounds Feign Death Firetrap Flame Blade Goodberry Heat Metal Locate Plants Obscurement Produce Flame Reflecting Pool Slow Poison Trip Warp Wood	Call Lightning Cloudburst Cure Disease Hold Animal Know Alignment Neutralize Poison Plant Growth Protection / Fire Pyrotechnics Snare Spike Growth Starshine Stone Shape Summon Insects Tree Water Breathing	Animal Summ. I Call Woodland Being Cont. Temp. 10' Cure Serious Wounds Dispel Magic Hallucinatory Forest Hold Plant Plant Door Produce Fire Prot. / Lightning Repel Insects Speak w/Plants

Level 5	Level 6	Level 7
Animal Growth Animal Summ. II Anti-plant Shell Commune w/Nature Control Winds Insect Plague Moonbeam Pass Plant Spike Stones Sticks to Snakes Trans. Rock > Mud Wall of Fire	Animal Summ. III Anti-Animal Shell Conjure Fire Elemental Cure Critical Wounds Feeblemind Fire Seeds Liveoak Trans. Water > Dust Transport via Plants Turn Wood Wall of Thorns Weather Summoning	Animate Rock Changestaff Chariot of Fire Confusion Conjure Earth Elemental Control Weather Creeping Doom Fire Storm Finger of Death Reincarnate Sunray Trans. Metal > Wood

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