

Magic

Yabec1-4

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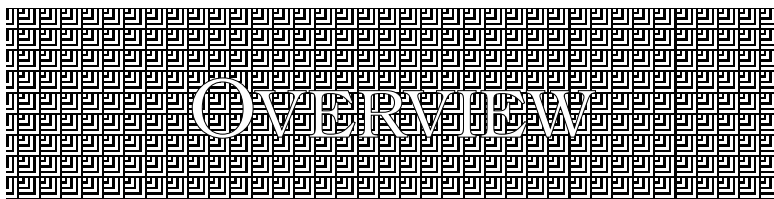
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Strange powers are had by some characters. They utilize this powers using a mystical pattern of trance, which is produced using memorize gestures and words. Though, this power is limited by memory.

There are two types of magic-users.

ARCANE MAGIC: is accessed through esoteric study and a understanding of the world.

DIVINE MAGIC: is granted by a higher power, the favor of which must be maintained.

Memory

Casting a spell causes it to be forgotten. Being interrupted while casting will also cause the spell to be forgotten.

Magic-using classes have a magic progression table which shows a number for each of the five levels of spells. This is how many spells can be memorized at a time.

A single spell can be memorized multiple times, creating multiple instances / uses.

Memorization takes one hour, and requires a full night of sleep.

Arcane Magic

When arcane magic-users memorize, they choose spells from their spell book. See p6.

They must choose whether to memorize the normal or reversed version of a spell.

Divine Magic

Divine magic-users pray to receive memory of the spell. They must maintain favor with their deity. See page 5.

They may choose whether to reverse it at the time of casting, by performing the spell backwards.

Limitations

Spells are cast by reciting a special words and gestures. There are several limitations on these actions:

FREEDOM: A magic-user must be able to move and speak freely.

LINE OF SIGHT: The target of a spell must be visible to the caster.

TIME: Spell-casting takes one round. If interrupted, the spell is wasted.

MOVEMENT: The spell caster must be standing still during the casting.

QUIET: Casting creates quiet noise. See Global, p9.

RESISTANCE: When the target of a spell is unwilling, they may attempt a save against spells. If the spell targets a touched creature, instead the caster must successfully attack them. Some spells specify differently.

CUMULATIVE EFFECTS: Multiple spells cannot be used to increase the same ability.

RANGE: Spell effects are limited to **Close** and **Touch**, unless specified otherwise. See Global page 8.

Concentration

Various actions will break concentration.

- ▶ Attacking or being attacked
- ▶ Taking damage
- ▶ Using magic items
- ▶ Failing a saving throw
- ▶ Sleeping
- ▶ Being surprised

Full concentration also imposes status and requires closing ones eyes.

Breaking Concentration

If a spell requires concentration, breaking concentration will end the spell early. This deals damage equal to the spells level to the caster, or twice that if full concentration.

Charms

Some spells are described as charmed. These spells have discrete gestures and signs, that can be preformed in conversation without recognition from an untrained eye.

Some creatures, such as fay, are immune to charms.

Deity Disfavor

Divine magic-users must maintain favor with their god.

Incurring Disfavor

When a divine magic-user goes against their tenants, or casts a spell against their alignment, the Dungeon Master may send them to court.

Alignment

A divine spell-caster's alignment should be the same as their deity.

Chaos favors reversed spells, and Law favors unreversed. Neutral will choose their favor when memorizing.

Casting the wrong orientation of spell will deal 1 damage to the caster, and risk disfavor if done without cause.

Spells without a reversed version are not subject to this.

Court

After potentially incurring disfavor (i.e. after combat has finished), a divine magic-user will be psychically transported to court. They have two options:

PLEAD GUILTY: 1-in-6 chance of not being disfavored. Loose any **Merit**.

PLEAD NOT-GUILTY: Roll 3d6. If there's triples, or the total is less than or equal to your level: not disfavored.

Penalties

Normally, divine magic-users receive any spell they ask for from their spell list. With disfavor, there's a chance they'll receive a random spell, or no spell.

Disfavors	Rand.	None
1	2-in-6	-
2	4-in-6	1-in-6
3	4-in-6	2-in-6
≥4	-	6-in-6

With three or more disfavors, magic-users roll d4s instead of d6s during natural healing.

If disfavored while outside, there is a 1-in-10 chance to be struck by lightning.

Forgiveness

Clerics can forgive disfavor through service to a temple, see Downtime p9.

Disfavor can also be absolved through special quests, rituals, and offerings.

Major Disfavor

An especially bad deed may incur a major disfavor. This counts as three disfavors, and can only be removed by a special quest.

Spell Books

Arcane magic-users begin the game with a spell book in addition to their other gear. The spell book includes one spell from their spell list.

Each level up, they may add another spell from their spell list.

To add additional spells, see Downtime page 19.

Item Slots

Spell books take up 1 item slot, and can contain up to five spells.

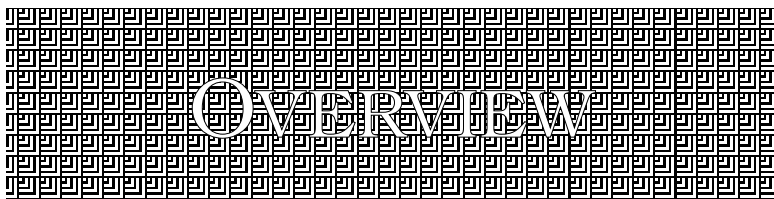
To carry more spells, additional spell books must be purchased.

Replacing / Replicating

First a blank spell book must be acquired.

Replicating spells from one's own spell book takes 50 cp and one week per 5 levels of spells.

Replacing a spell that was once memorized takes 100 cp and one week per 1 level of spell.



Each spell-casting class has a limited number of spells it can learn and use. If a spell isn't on your spell list, you can't learn that spell, nor use spell scrolls of that spell.

The same spell may be different levels for different casting classes.

Cleric Spell List

1st Level

d6	Spell	Pg
1	Cure Wounds / Cause Wounds	21
2	Detect Magic	21
3	Light / Darkness	28
4	Protection from Chaos / Protection from Law	31
5	Purify Food and Water	32
6	Remove Fear / Cause Fear	34

2nd Level

d8	Spell	Pg
1	Bless / Blight	17
2	Find Traps / Create Trap	23
3	Hold Person/ Free Person	26
4	Know Alignment / Obscure Alignment	27
5	Resist Fire / Resist Cold	35
6	Silence / Noise	35
7	Snake Charm	36
8	Speak with Animals	36

3rd Level

d6	Spell	Pg
1	Continual Light / Continual Darkness	20
2	Cure Disease / Cause Disease	21
3	Growth of Animal / Shrink of Animal	24
4	Locate Object	28
5	Remove Curse / Curse	34
6	Striking	37

4th Level

d6	Spell	Pg
1	Create Water / Destroy Water	21
2	Greater Cure Wounds / Greater Cause Wounds	24
3	Hold Monster	25
4	Neutralize Poison / Cause Poison	29
5	Protection from Chaos 10' Radius / Protection from Law 10' Radius	31
6	Sticks to Snakes / Snakes to Sticks	37

5th Level

d6	Spell	Pg
1	Charge / Remove Charge	18
2	Commune	19
3	Create Food / Destroy Food	20
4	Dispel Evil	22
5	Locate Monster	28
6	Raise Dead / Finger of Death	32

Druid Spell List

1st Level		
d6	Spell	Pg
1	Animal Friendship	17
2	Detect Invisible	21
3	Entangle	23
4	Locate Plant or Animal	28
5	Predict Weather	31
6	Speak with Animals	36

2nd Level		
d8	Spell	Pg
1	Barkskin	17
2	Create Water / Destroy Water	21
3	Cure Wounds / Cause Wounds	21
4	Heat Metal	25
5	Locate Person	29
6	Obscuring Mist / Clear Mist	29
7	Protection from Poison	32
8	Speak with Plants	36

3rd Level		
d8	Spell	Pg
1	Lightning Bolt	28
2	Growth of Animal / Shrink of Animal	24
3	Growth of Plants / Shrink of Plants	24
4	Neutralize Poison / Cause Poison	29
5	Resist Fire / Resist Cold	35
6	Tree Shape	38
7	Water Breathing / Air Breathing	39
8	Warp Wood	39

4th Level		
d6	Spell	Pg
1	Greater Cure Wounds / Greater Cause Wounds	24
2	Dispel Magic	22
3	Hold Monster	25
4	Protection from Fire and Lightning	32
5	Speak with Dead	36
6	Summon Animals	36

5th Level		
d6	Spell	Pg
1	Commune	19
2	Control Weather / Control Earth	20
3	Dimension Door	21
4	Speak with Stones	36
5	Wall of Fire / Wall of Ice	38
6	Wall of Stone / Wall of Air	39

Warlock Spell List

1st Level		
d6	Spell	Pg
1	Detect Magic	21
2	Empower Armor / Disempower Armor	23
3	Hold Portal	25
4	Lesser Charm	27
5	Light / Darkness	28
6	Shadow Hound	35

2nd Level		
d6	Spell	Pg
1	Hold Person / Free Person	26
2	Magic Missile	29
3	Hide Gold / False Gold	25
4	Invisibility	27
5	Locate Person	29
6	Silence / Noise	35
7	Snake Charm	36
8	Speak with Dead	36

3rd Level		
d6	Spell	Pg
1	Continual Light / Continual Darkness	20
2	Cure Disease / Cause Disease	21
3	Locate Object / Mirror Image	28
4	Protection from Chaos / Protection from Law	31
5	Remove Curse / Curse	34
6	Striking	37

4th Level		
d8	Spell	Pg
1	Animate Dead	17
2	Fly	23
3	Locate Monster	28
4	Neutralize Poison / Cause Poison	29
5	Protection from Normal Missiles	32
6	Read Languages / Remove Language	33
7	Shield	35
8	Water Breathing / Air Breathing	39

5th Level		
d6	Spell	Pg
1	Confusion	19
2	Conjure Elemental	19
3	Contact Higher Plane	19
4	Greater Charm	24
5	Greater Cure Wounds / Greater Cause Wounds	24
6	Invisible Stalker	26

Wizard / Elf Spell List

1st Level

- ▶ Lesser Charm
- ▶ Detect Magic
- ▶ Floating Disc
- ▶ Hold Portal
- ▶ Light / Darkness
- ▶ Magic Missile
- ▶ Protection from Chaos / Protection from Law
- ▶ Read Languages / Remove Language
- ▶ Read Magic
- ▶ Shield
- ▶ Sleep
- ▶ Ventriloquism

2nd Level

- ▶ Continual Light / Continual Darkness
- ▶ Detect Invisible
- ▶ Telepathy
- ▶ Invisibility
- ▶ Knock / Levitate
- ▶ Locate Object
- ▶ Mirror Image
- ▶ Phantasmal Force
- ▶ Web
- ▶ Wizard Lock

3rd Level

- ▶ Clairvoyance
- ▶ Dispel Magic
- ▶ Fire Ball
- ▶ Fly
- ▶ Haste
- ▶ Hold Person
- ▶ Infravision
- ▶ Invisibility 10' Radius / Locate Person
- ▶ Lightning Bolt
- ▶ Protection from Chaos 10' Radius / Protection from Law 10' Radius
- ▶ Protection from Normal Missiles
- ▶ Shadow Hound
- ▶ Speak with Dead
- ▶ Water Breathing / Air Breathing

4th Level

- ▶ Confusion
- ▶ Dimension Door
- ▶ Growth of Plants / Shrink of Plants
- ▶ Greater Charm
- ▶ Hallucinatory Terrain
- ▶ Locate Monster
- ▶ Massmorph
- ▶ Polymorph Others
- ▶ Polymorph Self
- ▶ Remove Curse / Curse
- ▶ Water Breathing 15' Radius / Air Breathing 15' Radius
- ▶ Wall of Fire / Wall of Ice
- ▶ Wizard Eye

5th Level

- ▶ Animate Dead
- ▶ Charge / Remove Charge
- ▶ Cloudkill
- ▶ Conjure Elemental
- ▶ Contact Higher Plane
- ▶ Feeblemind
- ▶ Hold Monster
- ▶ Pass-Wall
- ▶ Telekinesis
- ▶ Teleport
- ▶ Wall of Stone/ Wall of Air

6th Level

- ▶ Anti-Magic Shell
- ▶ Control Weather / Control Earth
- ▶ Disintegrate
- ▶ Charge / Remove Charge
- ▶ Invisible Stalker
- ▶ Part Water
- ▶ Projected Image
- ▶ Reincarnation / Death Spell
- ▶ Stone to Flesh / Flesh to Stone

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Remove Fear.....	34		
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Animal Friendship

The caster **Touches** an animal, while holding a piece of food. The animal must be

- Neutral alignment
- HD < the caster's level,
- Find the food attractive.

IF THE ANIMAL FAILS A SAVE VERSUS SPELLS: the animal becomes instantly tamed, and bound to the caster as though by a Lesser Charm. However, the animal will make frequent moral checks.

MINION: After one day, the caster must take the animal as a minion, or end the spell.

HIGHER LEVELS: If the caster is of 4th level or higher, the spell can instead target all animals, within a short distance, of a species, with 1 HD or fewer.

Animate Dead

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies:

► **OBEDIENT:** They obey the caster's commands. They have a loyalty of 12.

► **SPECIAL ABILITIES:** They are unable to use any special abilities that they possessed in life.

► **NUMBER:** The spell animates a number of Hit Dice of zombies or skeletons equal to the caster's level.

► **MINION:** After one day, the caster must either take the un-

dead as minions, or end the spell.

Anti-Magic Shell

An anti-magic barrier is created around the caster. It's a 10' radius sphere. It moves with the caster. The caster must concentrate to maintain it.

BLOCKS MAGIC: No spells or spell effects can pass through this barrier, whether from inside or outside.

Hyper-magic Sphere

Instead of blocking magic, the sphere has two affects on creatures inside:

► **SPELL SAVES:** Two successful saves are required to resist spell effects.

► **1ST LEVEL SPELLS:** have a 4-in-6 chance of being remembered when cast.

Barkskin

A **Touched** creature has their skin hardened like bark. They get a -1 bonus to AC, and a +1 bonus to saving throws,

Lasts until fatigued.

Bless

Allies who are not yet in melee gain a +1 bonus to damage rolls, a +1 bonus to loyalty, and a -1 bonus to AV.

Lasts until fatigued.

Blight

Enemies incurs -1 penalty to damage rolls, a -1 penalty to morale, and a +1 penalty to

AV. A save versus spells is allowed to resist the blight.

Charge

The caster commands a subject to perform or avoid a specific action, or charges them with a quest.

EXAMPLES: Bringing a specific item to the caster, eating or drinking without restraint, keeping a certain fact secret. Rescuing a prisoner, killing a specific monster.

IMPOSSIBLE OR DEADLY TASKS: The prescribed Charge must not be impossible or directly deadly—if such a Charge is cast, it affects the caster, instead.

AVOIDANCE: The subject must follow the stipulated course of action or suffer gradually increasing (and eventually fatal) penalties determined by the referee.

Remove Charge

Can dispel an active Charge spell and any incurred penalties. If the caster of the Charge to be nullified is higher level than the character casting Remove Charge, there is a chance of the spell failing. The probability is 5% per level the caster is below.

Clairvoyance

For the next 12 turns, The caster gains the ability to see through the eyes of other living creatures.

► **ESTABLISH CONNECTION:** To establish a connection with a creature, the caster must fully concentrate for one turn.

► **AFTER THIS TURN:** The visual perceptions of the last connected creature are relayed to the caster. The caster is blind to their own vision.

RESTRICTIONS: The spell is blocked by a thin layer of lead or by rock of 2' thick or greater

Cloudkill

A poisonous fog streams from the caster's fingertips, filling a 3 square diameter **Distant** area.

► **MOVEMENT:** The fog moves at 6 squares per turn (½ square per round), driven by the wind.

► **SINKING:** Because the fog is heavier than air, it sinks to the lowest level of the land, even pouring down den or sink hole openings.

► **DAMAGE:** All creatures in contact with the vapors suffer 1 hit point of damage per round of contact.

► **CREATURES WITH LESS THAN 5 HIT DICE:** Must also save versus death (once per round of contact) or die.

Commune

The caster calls upon divine powers in order to seek knowledge. The communion lasts three turns, where the spell caster must be fully concentrating.

The caster may ask three questions per casting. Once per year, the caster may instead ask six questions.

Each question receives a simple “yes” or “no” answer.

Commune may only be cast once per month.

Confusion

This spell causes 3d6 subjects to become charmed for 1 turn:

► **SUBJECTS OF 2 HD OR GREATER:** May save versus spells each round to resist the spell’s effect, acting normally each round they succeed.

► **SUBJECTS OF 2 HD OR LOWER:** May not make a saving throw.

BEHAVIOR: Roll on the following table separately for each affected subject each round to determine how that subject acts that round:

2d6	Behavior
2-5	Behave normally
6-8	No action
9-12	Attack other charmed creatures

Conjure Elemental

A 16 HD elemental is summoned from an elemental plane of the caster’s choice

(air, earth, fire, water) to do the caster’s bidding. See Monster page 12.

► **MATERIALS:** The summons requires a large volume of the appropriate element.

► **FULL CONCENTRATION:** Is required to command an elemental.

► **DISMISSING:** While control over the elemental is maintained, the caster may dismiss it at any time, sending it back to its plane of origin.

► **DISRUPTION:** If the caster’s concentration is disturbed, the command over the elemental ends. It is, henceforth, a free willed entity and will immediately try to kill the caster and any who get in its way.

RESTRICTIONS: The caster may summon at most one elemental from each plane in a single month.

DISPELLING: A conjured elemental may be dispelled by dispel magic or dispel evil.

Contact Higher Plane

The caster has can ask a powerful, otherworldly being for advice and knowledge on any subject.

PLANE: The caster must choose which plane of existence to contact. Higher planes are home to more powerful and knowledgeable beings. The spell lasts one turn per level of the plane, and requires full concentration.

QUESTIONS: The caster may then ask a number of yes/no questions equal to the number of the plane contacted.

ANSWERS: For each question asked, there is a chance of the contacted being not knowing the answer, or of answering untruthfully.

RESTRICTIONS: Contact may be cast at most once per month.

INSANITY: Contact has a chance of causing insanity. Insane characters are incapable of action or communication. the recovery time is a number of weeks equal to the number of the plane. For every level of the caster above 10, this chance is reduced by 5%.

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

Continual Light

This spell has three usages:

1 CONJURING LIGHT: An invisible orb appears, which casts light. The magical light is daylight. The spell may be cast upon an object, in which case, the light moves with the object.

2 BLINDING A CREATURE: By casting the spell upon its eyes. If the target fails a save versus spells, it is blinded. A blind creature cannot attack.

3 CANCELLING DARKNESS: Continual light may cancel a continual darkness spell.

Continual Darkness

Creates a 3 square radius area of magical darkness, preventing both normal sight and infravision.

Like continual light, it may alternatively be used to blind creatures or to dispel a continual light spell.

Control Weather

By fully concentrating the caster can control the weather in a quarter mile radius. See Dungeon Master p9. When concentration is broken, weather returns to normal.

This spell only functions outdoors.

Control Earth

Earth (but not stone) within within a quarter mile, that the caster can see, is rearranged as the caster wishes.

MOVEMENT RATE: The caster can move earth in the area at up to 60' per turn.

EXCAVATIONS: The range of the spell also extends downwards, allowing excavations to be made

Create Food

The caster reaches into an empty sack. From it, they

magically produce food. sufficient for twelve humans and twelve mounts for one day

HIGHER LEVEL CASTERS: If the caster is higher than 8th level, food sufficient for an additional 12 humans and mounts is produced for each level beyond 8th.

Destroy Food

The same amount of food within a short distance disintegrates into dust.

Create Water

The caster **Touches** a large stone surface, such as a wall or boulder. A magical font appears from that spot. It produces approximately 50 gallons of water—enough to sustain twelve humans and twelve mounts for one day.

HIGHER LEVEL CASTERS: If the caster is higher than 8th level, water sufficient for an additional twelve humans and mounts is produced for each level beyond 8th.

Destroy Water

The spell instead creates a magical drain, which destroys water for one day. Water elemental die instantly when in contact with the drain.

Cure Disease

Cure a **Touched** subject of any disease: Including those of magical origin.

If the subject is a green slime it is killed instantly.

Cause Disease

Inflicts a terrible, withering disease on a victim, if a saving throw versus spells is failed. The disease has the following effects:

► **DEATH:** Within 2d12 days.

► **ATTACK PENALTY:** AV is increased by 2.

► **NATURAL HEALING:** Takes twice the usual amount of time.

► **MAGICAL HEALING:** Is utterly ineffective.

► **CURING:** This disease can only be cured with a casting of cure disease.

Cure Wounds

A **Touched** creature heals 1d6+1 damage. Any tapping effects are negated.

Cause Wounds

Inflicts 1d6+1 damage to a **Touched** creature.

Detect Invisible

Close Invisible creatures and items are revealed to the caster.

Lasts until fatigued.

Detect Magic

Enchanted objects, areas, and creatures glow while **Close** to the caster.

Lasts until fatigued.

Dimension Door

A **Touched** creature is instantly transferred to another location up to 360' away. The

destination may be selected in two ways:

KNOWN LOCATION: A location, within 360', known to the caster.

AN UNKNOWN LOCATION: Specified by a series of offsets (e.g. 120' north, 160' east, 80' up) totaling not more than 360'.

RESTRICTIONS: The following apply:

- If the destination is occupied By a solid body, the spell fails.
- If the target is unwilling it may save versus spells to resist the teleportation.

Disintegrate

The material form of a single, non-magical, **Distant** or closer, creature or object is instantly and permanently destroyed.

IF A CREATURE IS TARGETED: It may save versus death to resist disintegration.

EXAMPLES OF OBJECTS: The following might be targeted: a tree, a ship, a 1 square section of wall.

Dispel Evil

This spell has three uses:

- **WARD:** By fully concentrating for up to one turn, enchanted or undead monsters that come **Close** to the caster may be banished or destroyed. Each monster may save versus spells to avoid banishment or destruction. If a monster's

save succeeds, it flees the affected area.

► **TARGET SINGLE MONSTER:** Instantly banish or destroy a single enchanted or undead monster, that's **Close**. The monster may save versus spells (with a -2 penalty) to avoid banishment or destruction. If the monster's save succeeds, it flees the affected area.

► **DISPEL CURSE:** Instantly dispel the hold that a cursed item has over a **Close** being.

Dispel Magic

One magical effect is ended.

If the level of the caster of the effect to be dispelled is higher than the level of the caster of dispel magic, there is a 5% chance per level difference that the attempt to dispel will fail.

Magic items are unaffected, unless the caster is of 9th level or higher.

Empower Armor

The armor of a **Touched** creature glow purple, casting dim light for 10'. They gain a -2 bonus to AC, and a +2 penalty to AV.

If the targets isn't wearing armor, the spell fails.

Lasts until fatigued.

Disempower Armor

The armor glows red. The target gain a -2 to AV, and a +2 to AC.

Entangle

Choose a **Distant** or closer point. Plants present in a 2 square radius entangle creatures.

SAVING THROW: Each creature in the affected area may save versus spells.

► **IF THE SAVE FAILS:** The creature is entangled, cannot move, and has a +2 penalty to AC.

Moving into or out of the area is a **Step**.

Lasts one turn.

Feeblemind

An arcane spell caster within sight must save versus spells (at a -4 penalty) or become an imbecile, unable to think clearly or cast spells.

Find Traps

Trapped objects or areas glow while **close** to the caster. Magical and mechanical traps are both detected. No knowledge about the nature of the

trap or how to deactivate it is granted.

Lasts until fatigued.

Create Trap

Using chalk, outline an area up to 10' in any direction. When a creature comes within 1' of touching the area, the whole area erupts in flames, dealing 1d8 damage. Then the trap is dispelled.

Fire Ball

Flame streaks towards a point within **Sight** and detonates in a 2 square radius. Creatures caught in the fire ball suffer 1d6 damage per level of the caster, with a successful save versus spells indicating half damage.

Floating Disc

The caster conjures a slightly concave, circular disc of magical force. It appears next to the caster. The disk follows them about and carries loads. The disc is 3' in diameter and 1" deep at its center. It can hold a maximum load of 50 inventory slots, 5,000 coins, or 500 pounds.

The disc floats at waist height and remains level, floating along horizontally.

When the disc winks out at the after 6 turns; anything it was supporting is dropped.

Fly

A **Touched** creature gains the ability to fly through the

air. Where they would normally move one **Step**, they can move four.

It's possible in any direction, including to levitate and to hover in mid-air.

Lasts until fatigued three times.

Greater Charm

This spell has the same effects as Lesser Charm, but affects one of these targets:

- ▶ 3d6 creatures of 3 HD or less.
- ▶ A single creature of more than 3 HD.
- ▶ A single creature of 3 HD or less. 4-in-6 chance of remembering.

Greater Cure Wounds

A **Touched** creature heals 2d6+2 damage.

Greater Cause Wounds

Inflicts 2d6+2 damage to a **Touched** creature.

Growth Of Animal

One non-magical animal is doubled in size and strength when this spell is cast upon it.

The damage inflicted by the animal's attacks is doubled. The amount of weight animal can carry is doubled.

Lasts until fatigued twice.

Shrink of Animal

The animal is instead halved in size.

Growth Of Plants

This spell causes vigorous growth of normal vegetation in an area. Plants in the affected area become thick and overgrown, entwining to form a thorny jungle.

An area of up to 3,000 square feet—selected by the caster—is affected (e.g. 150' × 20', 100' × 30', etc.).

Only very large creatures can force their way through.

Shrink of Plants

Plants in the area wither and die, allowing clear passage.

Hallucinatory Terrain

Hallucinatory terrain either conjures an illusory terrain feature (e.g. a hill, wood, marsh, etc.) or hides an existing terrain feature. The illusion must fit completely within the a 240' radius of the caster.

If the illusion is **Touched** by an intelligent being, the spell is ended.

Haste

Up to 24 creatures are enchanted to be able to move and act twice as quickly as normal:

MOVEMENT: Where they would normally move one **Step**, they can move two.

ATTACKS: Each round, they can make two attacks, or one attack and one stunt.

MAGIC: The number of spells and uses of magical devices per round is are not doubled

Lasts until fatigued. Then deals 1 damage.

Slow

Up to 4d8 HD of creatures 4HD or less, or one creature of 4HD or more is affected. The creature(s) move half as quickly, only acting every other round.

Heat Metal

All metal in the possession of a **Touched** creature are heated to extreme temperatures.

DROPPING ITEMS: A subject who drops all heated objects suffers no further harm.

WATER OR SNOW: Immersing heated metal negates the harmful effects.

EFFECTS OF HEAT: the first round, the subject takes 1d6 damage. Each round after that, they take an additional 1d6 (i.e. 2d6, 3d6, 4d6...) and must save versus magic or sustain permanent injuries.

Lasts one turn.

Hide Gold

Up to 3d6x10 **Touched** coins appear to be worthless debris for the duration. This illusion is solid to the touch, but will be revealed as an illusion by Detect Magic.

The spell lasts for three turns while the caster concentrates.

False Gold

The caster, or a chosen close creature, has 3d6x10 sp appear on their person. The coins appear real on inspection, but will be revealed as an illusion by Detect Magic.

The spell lasts for three turns while the caster concentrates. Then the coins turn to dust.

Hold Monster

Same as Hold Person but affects any non-undead creature.

Free Monster

Same as Free Person but affects any non-undead creature. A Free Monster spell is instantly ended.

Hold Portal

A door, window, or other kind of portal is magically held shut. Lasts for two **Shifts**.

OPENING BY MAGIC: A knock spell opens the portal.

OPENING BY FORCE: Creatures with at least 3 HD more than the caster's level can open

the held portal with one round of effort.

Hold Person

A person is statused. Lasts 2 turns per level.

RESTRICTION: Persons of 4 HD or greater, and undead, are not affected.

Free Person

A single person is instantly freed from non-magical restraints, and they may make an additional saving throw against magical restraints, with a +4 bonus. Hold Person is instantly ended.

Insect Plague

A 60' diameter swarm of flying insects appears within 500'.

► **MOVEMENT:** 20' per round. While the swarm is within 500', the caster is able to direct its movements.

► **VISION:** Within the area of the swarm is obscured.

► **CREATURES OF 2 HD OR LESS:** Are driven away, if caught within the swarm.

► **CONCENTRATION:** The caster can fully concentrate on the spell, for up to a day.

RESTRICTIONS: The spell has no effect if cast underground.

Infravision

A **Touched** creature is able to see in the dark with infravision. See Global page 10.

Lasts one day.

Invisible Stalker

An invisible stalker (see Monster page 16) is summoned to the caster's presence and magically bound to perform a mission of the caster's choosing.

► **WORDING:** The caster must be careful with the wording of the mission. Invisible stalkers will follow the letter of the command while twisting the intent.

► **DURATION:** The creature is bound to attempt the mission until it succeeds or is destroyed.

► **BANISHING:** The spell Dispel Evil will banish an invisible stalker, ending the spell.

Invisibility

The caster or another creature or object becomes invisible:

IF CAST ON A CREATURE: Any gear the subject is carrying is also rendered invisible. Items dropped or put down by an invisible creature become visible. If the subject attacks or casts a spell, the invisibility is broken, ending the spell.

IF CAST ON AN OBJECT: The invisibility is permanent.

LIGHT SOURCES: made invisible (either as part of a creature's gear or as an individual object), the light it casts is unaffected.

Invisibility 10' Radius

A **Touched** creature gains an aura of invisibility. When the spell is cast, creatures within 10' of the subject also become invisible.

► **AREA:** The 10' radius area of the spell's effect moves with the chosen creature.

► **EXITING THE AREA:** Subjects that move more than 10' away from the chosen creature become visible.

► **ENTERING THE AREA:** Creatures that move into the area after the spell is cast do not become invisible.

► **RESTRICTION:** The invisibility follows the same restrictions and behavior as an Invisibility spell.

Knock

The caster **Touches** a door, which is magically opened by a loud sound. Knock opens stuck, barred, or locked door, as well as gates, chests, and so forth, including magically held doors (e.g. Hold Portal, Wizard Lock).

Know Alignment

The caster gains immediate knowledge of the alignment of one character, monster, object, or location

Obscure Alignment

For 6 turns, a **Touched** creature is affected by magic as though they had the alignment of the caster's choosing.

Lesser Charm

A person is charmed, as follows:

► **FRIENDSHIP:** The subject regards the caster as its trusted friend and ally.

► **COMMANDS:** The caster may give the charmed creature commands, which it will obey, if it understands, it is not obviously self-destructive, and does not conflict with their alignment or religion.

RESTRICTIONS: Human-like monsters of greater than 4 HD and undead are not affected.

DURATION: The charm lasts indefinitely, but the subject is allowed to make further saves versus spells at intervals, depending on its intelligence. If

one of these saves succeeds, the spell ends.

- ▶ **≤8:** New save each month.
- ▶ **9–12:** New save each week.
- ▶ **13–17:** New save each day.
- ▶ **≥18:** New save each hour.

Levitate

This enchantment allows the caster to move up and down through the air:

- ▶ **MOVEMENT:** The caster is not granted any additional movement, and must push against solid objects to move.
- ▶ **WEIGHT:** An encumbered creature will sink to the ground.

Lasts until fatigued.

Light

This spell has three usages:

CONJURING LIGHT: A magical light appears. The spell may be cast upon an object, in which case the light moves with the object.

BLINDING A CREATURE: A creature becomes blind.

CANCELLING DARKNESS: Cancel a Darkness spell.

Darkness

Creates a 2 square diameter area of magical blackness, preventing normal sight (and infravision). Like light, it may alternatively be used to blind creatures or to dispel a light spell.

Lightning Bolt

A powerful stroke of electrical energy extends from the caster's fingers. It is 180' long and 5' wide. Creatures caught in the lightning bolt suffer 1d6 damage per level of the caster. A successful save versus spells prevents half of the damage.

BOUNCE: If the lightning bolt hits a solid barrier before its full length is reached, it is reflected and continues to its full length.

Locate Monster

Same as Locate Object but can locate any creature, magical or non-magical.

Locate Object

For six turns, the caster can sense the direction (but not distance) of an object, so long as it is **Distant** or closer.

This spell has two uses:

- ▶ **GENERAL CLASS:** (e.g. a stairway, an altar). The nearest object of that type is located.
- ▶ **SPECIFIC OBJECT:** The caster must clearly visualize in all aspects.

RESTRICTIONS: This spell cannot be used to locate creatures.

Locate Plant Or Animal

Same as Locate Object but locates a non-magical, non-human, plant or animal, of 4 HD or less.

Locate Person

Same as Locate Object but locates a person, of 4 HD or less.

Massmorph

A force of human-sized creatures within a 240' diameter area is veiled by illusion to appear as a copse of trees or orchard.

MOVING THROUGH: Once the illusion is in place, even creatures moving among the veiled subjects are deceived.

SUBJECTS WHO LEAVE THE AFFECTED AREA: Cease to be veiled.

DISMISSING: The caster may dismiss the illusion in its entirety at any time.

Magic Missile

This spell conjures a glowing dart of energy shoots at a target of the caster's choice. The missile hits unerringly (no attack roll), and can hit a **Distant** target. The missile inflicts 1d6+1 damage.

HIGHER LEVEL CASTERS: May conjure more missiles. They may be directed at a the same or different targets.

Lv	Number of Missiles
1	1
2-5	2
6-10	3
≥11	5

Mirror Image

1d4 illusory duplicates of the caster appear. The mirror

images look and behave exactly as the caster. Attacks on the caster destroy one of the mirror images (even if the attack misses).

Ends when fatigued, or when the last duplicate is destroyed.

Neutralize Poison

This spell has two uses:

► **CREATURES:** Neutralize the effects of poison on a **Touched** creature. A creature who has died from poisoning can be revived, if neutralize poison is cast within one turn.

► **ITEMS:** Remove poison from a **Touched** item.

Cause Poison

The **Touched** creature becomes poisoned unless they save versus death. Each turn, they're tapped, and take 1d4 damage, until they die or are cured.

Obscuring Mist

A cloud of misty vapor emanates from the ground, filling the air **Close** to the caster. The mist is 10' high and blocks vision, including infravision.

The caster can see faintly through the mist.

Lasts one turn per level. Winds reduce the spell's duration by three quarters

Clear Mist

The area around the caster has mist pushed out by a gentle breeze, enabling clear vision, while **Close** to the caster..

Lasts until fatigued.

Pass-Wall

The caster **Touches** solid stone. A 5' diameter hole is temporarily opened, forming a passage-way up to 10' deep.

After a **Shift**, the passage seals, without a trace.

Part Water

The caster creates a path 10' wide and a maximum of 120' long through water, such as a pond, lake, or other body. Lasts six turns. The caster can dismiss the spell's effect before the duration ends.

Phantasmal Force

A visual illusion of the caster's choosing manifests in a 20' cube area, within sight. Three types of illusions may be created:

► **AN ILLUSIONARY MONSTER:** That can be directed to attack. The monster has an Armour Class of 9 and will vanish if hit in combat.

► **AN ILLUSIONARY ATTACK:** For example, an avalanche, a falling ceiling, a magic missile, etc. Targets who save versus spells are unaffected.

► **A SCENE:** Either changing the appearance of the affected area or creating the appearance of something new. The scene disappears if touched.

RESTRICTIONS: The following apply:

► **FULL CONCENTRATION**

► **ILLUSIONARY MONSTERS OR ATTACKS:** May appear to be harmful but no real damage is ever inflicted. A character who appears to die actually falls unconscious, a character turned to stone will actually be paralyzed, and so on. Such effects last for 1d4 turns.

Polymorph Others

A creature is changed into another type of creature, as chosen by the caster:

► **HD:** The spell fails if the new HD is more than twice the subject's HD.

► **DAMAGE:** The subject retains the same amount of damage.

► **ABILITIES:** The subject truly becomes the new form: all special abilities are acquired, along with behavioral patterns, tendencies, and intelligence.

► **SPECIFIC INDIVIDUALS:** The spell cannot be used to duplicate a specific individual.

► **REVERSION:** If the subject dies, it returns to its original form.

Polymorph Self

The caster transforms themselves into another being.

► **HD:** The new form may not have higher Hit Dice than the caster's level.

► **STATS:** The caster retains their own intelligence, hit points, saving throws, and AV.

► **PHYSICAL CAPABILITIES:** Of the new form (e.g. strength, physical attack forms, modes of movement) are acquired.

► **NON-PHYSICAL SPECIAL ABILITIES:** (e.g. immunities, breath weapons, spell casting) are not acquired.

► **CASTING SPELLS:** While polymorphed, the caster is unable to cast spells.

► **SPECIFIC INDIVIDUALS:** The spell cannot be used to duplicate a specific individual.

► **REVERSION:** If the caster dies while polymorphed, they return to their original form

Lasts until fatigued twice.

If the caster is of at least 10th level, they may choose to have the spell never end.

Predict Weather

The caster gains accurate knowledge of the weather over the next 12 hours, within a number of miles equal to their level.

Projected Image

An illusory duplicate of the caster appears within range. Lasts for six turns.

► **DUPLICATE:** The image is an exact duplicate of the caster that can only be differentiated by touch.

► **SUBSEQUENT SPELLS CAST:** Appear to originate from the image. (Targets must still be visible to the caster, however.)

► **SPELLS AND MISSILES:** The image appears unaffected by spells or missile weapons.

► **MELEE OR TOUCH:** If the image is touched or hit in melee, it disappears.

► **RANGE:** The image must remain **Distant** or closer to the caster.

Protection From Chaos

Wards the caster from attacks by chaotic creatures, as follows:

+1 bonus to saving throws against attacks or special abilities.

-1 bonus to AC when being attacked.

Lasts until fatigued.

Protection from Law

Provides the same wards, but against lawful creatures.

Protection From Chaos 10' Radius

Provides the same ward as Protection from Chaos to all creatures within 10' of the caster.

Lasts until fatigued.

Protection from Law 10' Radius

Provides the same wards, but against lawful creatures.

Protection From Fire And Lightning

A **Touched** creature gains protection against 6 damage, per level of the caster, from lightning and fire.

ENDING: When all of the protection is used up, the spell end. The spell also ends after being fatigued.

Protection From Normal Missiles

A creature gains complete immunity to small, non-magical missiles (e.g. no protection is granted against hurled boulders or enchanted arrows)

Lasts until fatigued.

Protection From Poison

A **Touched** creature gains a ward against poisons. Any poisons that are actively affecting the subject are neutralized.

VENOM: Complete immunity is granted against venomous attacks of monsters (e.g. bites) and poisonous gases (including those conjured by magic).

BREATH WEAPONS: The subject gains a +4 bonus to saving throws against poisonous breath weapons.

Lasts until fatigued.

Purify Food And Water

Makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. One of the following may be affected:

► **DRINK:** 6 quarts.

► **RATIONS:** One ration

► **UNPRESERVED FOOD:** A quantity sufficient for 12 human-sized beings.

Raise Dead

This spell has two uses:

► **RESTORE LIFE:** To a recently deceased person. The caster can raise an unburied corpse that has been dead for no longer than four days per level of the caster above 7th. See Global page 20 for the effects resurrection.

► **DESTROY UNDEAD:** A single undead monster is destroyed.

Finger of Death

Directs a ray of deadly magic at a single target. If the target fails a saving throw versus death, it dies instantly.

Read Languages

The caster may understand any written language, including coded messages, maps, and other written instructions. This spell does not grant any ability to speak unknown language.

Lasts until fatigued.

Remove Language

Causes one **Close** target to lose the ability to speak or understand language.

Read Magic

For one turn, the caster can decipher magical inscriptions or runes, as follows:

SCROLLS: The magical script of a scroll of arcane spells can be understood. The caster is then able to activate the scroll at any time in the future.

SPELL BOOKS: A spell book written by another arcane spellcaster can be deciphered.

INSCRIPTIONS: Runes or magical words can be understood.

READING AGAIN: Once the caster has read a magical inscription using Read Magic, they are thereafter able to read that particular writing without recourse to the use of this spell.

Reincarnation

A dead character is returned to life in a new physical form that manifests in the presence of the caster. The character's new body is not necessarily the same as the original; it is determined by rolling on the Reincarnated Class table. The roll indicates either a character class or a monster:

CHARACTER CLASS: The character is of experience level 1d6 lower than they were in life.

MONSTER: The type should be determined by the referee. The tables opposite may be used, or the referee may create their own tables. Monsters cannot gain experience or advance in level.

Death Spell

Choose a point within 240'. Up to 4d8 Hit Dice of creatures within a 3 square radius must save versus death or die, instantly.

RESTRICTIONS: Undead and creatures with >7 HD are unaffected.

Reincarnation Class

d12	Reincarnation
1	cleric
2	fighter
3	thief
4	wizard
5	D8: 1: acrobat, 2: bard, 3: druid, 4: knight, 5: knight, 6: princess, 7: warlock, 8: choice
6	d6: 1: dwarf, 2: elf, 3: halfling, 4: kobold, 5: felidae, 6: legomorph
7-11	Monster
12	Same

Lawful Monsters

d6	Reincarnation	HD
1	Gnome	1
2	Neanderthal	2
3	Pegasus	2
4	Blink Dog	4
5	Unicorn	4
6	Roc, small	6

Neutral Monster

d6	Reincarnation	HD
1	Pixie	1
2	Lizard Man	2
3	Rock Baboon	2
4	Ape, white	4
5	Centaur	4
6	Werebear	6

Chaotic Monster

d6	Reincarnation	HD
1	Kobold	1
2	Orc	1
3	Gnoll	2
4	Wererat	3
5	Ogre	4
6	Minotaur	6

Remove Curse

Remove curse instantly removes one curse from a **Touched** creature. It may allow a character to discard a cursed magic item.

Curse

Places a deleterious effect upon a **Touched** creature or object.

The exact form and effects of the curse are determined by the caster. Maximum possible effects include:

- ▶ A -2 penalty to saving throws.
- ▶ A +4 penalty to AV or AC.
- ▶ Reducing an ability score by 50%
- ▶ Unable to put down the item.

MULTIPLE CURSES: May afflict a creature, as long as each has a different effect.

Remove Fear

The creature **Touched** is calmed and purged of fear. Magically induced fear is also dispelled.

Lasts until fatigued.

Cause Fear

Will cause a chosen creature to flee unless it saves versus spells.

Lasts until fatigued.

Resist Fire

All creatures are protected from fire, as follows:

► **NORMAL HEAT:** Unharmed by non-magical heat or fire.

► **SAVE BONUS:** Gain a +2 bonus to all saving throws versus fire-based magical or breath attacks.

► **FIRE-BASED DAMAGE:** Is reduced by 1 point per damage die rolled.

Resist Cold

Protects from cold and ice instead of fire and heat.

Shadow Hound

A dog made of black smoke appears before the caster. It obeys all spoken orders with absolute obedience until it is destroyed.

The dog disappears when fatigued.

See Monster page 35.

Shield

Shield creates an invisible field of force that protects the caster for two turns.

AGAINST MISSILE ATTACKS:
The caster's AC is 2.

AGAINST OTHER ATTACKS:
The caster's AC is 4.

AGAINST MAGIC: Breath attacks and magic that allow a save for half damage, instead deal no damage with a successful save.

AGAINST MAGIC MISSILE:
Shield will completely prevent Magic Missile.

Silence

Choose a point. A 15' radius area is rendered silent. Conversation and spell casting are impossible. Noise from outside the area can be heard by those within it.

Silence may be cast upon a creature, which saves versus spells. If the save fails, the area of silence moves with the creature. If the save succeeds, the spell's effect remains stationary—the creature may move out of it.

Lasts until fatigued twice.

Noise

The area is instead filled with magical noise, only heard by those within it. Conversation is impossible. Noise from outside the area can not be heard from within. Spells can be cast if the caster first succeeds a save versus spells.

Sleep

A sleep spell causes a magical slumber for 4d4 turns. The spell may target either:

- A single creature with 4 HD,
- A total of 2d8 HD of creatures of 4 HD or lower each.

Undead are unaffected. Targets do not get a save versus spells.

When targeting multiple creatures, sleep targets creatures with the least HD are

first. Rolled HD not sufficient to affect a creature are wasted.

Creatures enchanted by this spell are helpless and can be killed instantly with a bladed weapon. Slapping or wounding awakens an affected creature.

Snake Charm

One or more snakes are rendered non-hostile, rearing up and swaying to and fro, but not attacking.

The spell affects snakes whose total HD do not exceed the caster's level. e.g a 7th level caster can affect 7 HD of snakes: equal seven 1 HD snakes, or two 3 HD snakes and one 1 HD snake, etc.

DURATION: When cast on snakes that are already attacking, the spell lasts for 1d4+1 rounds. Otherwise, it lasts for 1d4+1 turns.

Speak With Animals

The caster gains the ability to speak with animals.

This spell doesn't make animals any more friendly or cooperative than normal.

The caster can ask questions, or even for small favors.

Lasts until fatigued

Speak With Dead

Same as Speak with Animals but enables speech with with corpses and undead. They answer as they would in life.

Speak With Plants

Same as Speak with Animals but enables speech with with plants, including monstrous plants.

Speak With Stones

Same as Speak with Animals but enables speech with with stones, and earth elements.

Summon Animals

Normal animals within 500' are summoned to the caster's aid. The caster may choose to limit the summons to creatures of specific species.

► **RESTRICTIONS:** Insects, arachnids, and other bugs are not summoned. Magical creatures are not summoned.

► **NUMBER OF ANIMALS:** A number of animals of total Hit Dice equal to the caster's level will respond to the summons.

► **SMALL ANIMALS:** Normal, small animals (e.g. mice, sparrows, squirrels, etc.) are treated as one tenth of a HD.

SUMMONED CREATURES: Behave as follows:

► **ARRIVAL:** They will come to the caster's location as fast as they can.

► **COMPREHENSION:** They understand the caster's words while the spell lasts.

► **AID:** They will aid the caster in whatever way they can. If the caster is being attacked: The summoned animals will

attack the enemy, only fleeing if they fail a morale check.

ONCE AN ANIMAL FLEES: The spell is broken for that animal.

Lasts until fatigued.

Sticks To Snakes

2d8 normal sticks are miraculously transformed into snakes that follow the caster's orders. When killed or the spell ends, they revert to sticks.

Poison: There is a 50% chance of the snakes being poisonous.

Lasts until fatigued.

See Monster page 24.

Snakes to Sticks

2d8 HD of snakes HD 4 or less are turned into sticks.

Cancels Sticks to Snakes.

Lasts until fatigued.

Stone To Flesh

This spell transforms stone into living flesh. It is especially useful for restoring life to a petrified creature and its equipment to its normal state.

Flesh to Stone

Turns one creature into a statue, including all gear and any items currently held. A saving throw versus paralysis is permitted to resist the transformation

Striking

One weapon is enchanted to deal an additional 1d6 dam-

age, and becomes a magical weapon.

Lasts until fatigued.

If the caster is of 7th level or greater, it deals an additional 2d6 damage instead.

Telekinesis

The caster concentrates for up to six rounds. During that time, they are able to mentally move objects or creatures within a long distance.

► **WEIGHT:** Up to 2 item slots, or 50 lb, per level of the caster may be moved at once.

► **MOVEMENT:** The target may be moved up to 2 squares per round, in whatever direction the caster wishes

Telepathy

Grants the caster the ability to perceive and understand the thoughts of other creatures.

When the spell begins, the caster is assaulted by the thoughts of all creatures **Distant** or closer. They are incomprehensible, but reveal the location of the creature.

By fully concentrating on single creature, the caster can perceive and understand that creature's thoughts.

The thoughts of magical creatures may be dangerous.

Lasts one turn per level

OBSTRUCTIONS: The ability to perceive thoughts is obstructed by a thin layer of lead

or by rock of 2' thick or greater.

Teleport

A touched creature disappears and reappears at a location of the caster's choosing, including its gear

DESTINATION: May be at any distance, but must be known to the caster. The destination must be an open space at ground level. (It is not possible to intentionally teleport the subject into mid-air or into solid matter.)

Risk: There is a risk, when teleporting, of accidentally arriving above or below ground level. The chance of a successful teleportation depends on the caster's knowledge of the destination (see right). Roll d% and consult the table

Know. of	Ground	Too	Too
Dest.	Level	High	Low
Scant	01-50	51-75	76-00
Medium	01-80	81-90	91-00
Exact	01-95	96-99	0

► **GROUND LEVEL:** The subject appears at the desired destination.

► **TOO HIGH:** The subject appears 1d10×10' above the intended destination. Should this location already be occupied by solid matter, the subject is instantly killed. Otherwise, the subject falls from a height.

► **TOO LOW:** The subject appears in the ground and is killed instantly.

KNOWLEDGE OF DESTINATION: The caster's knowledge of the destination is rated as follows:

► **SCANT:** A location that the caster has visited once or twice, has seen by magical scrying, or has heard of from descriptions.

► **MODERATE:** A location that the caster has visited often or has studied via scrying for several weeks.

► **EXACT:** A location that the caster has made a detailed study of, in person

Tree Shape

The caster takes on the form of a living or dead tree. The tree form is completely realistic, even to close inspection.

While in this form, the caster can perceive the surroundings with their normal senses.

The caster may end the spell at will, returning to their normal form.

Ventriloquism

The caster may make their voice appear to come from another location or source (e.g. a statue or animal).

Lasts until fatigued.

Wall Of Fire

An immobile, opaque curtain of fire springs into existence. It remains as long as the caster fully concentrates.

► **SIZE:** The wall can be any size, shape, and dimensions the caster desires, up to 1,200 sq. ft. The wall may not appear where objects are.

► **MONSTERS WITH <4 HD:** Cannot pass the wall of flames.

► **MONSTERS WITH ≥4 HD:** Take 1d6 hit points of damage when they pass through the wall. The wall deals double damage to undead creatures or creatures that use cold or are accustomed to cold.

Wall of Ice

An immobile, translucent, wall of ice springs into existence. Functions the same as wall of fire with the following changes:

► **DAMAGE:** extra damage is dealt to creatures that use fire or are accustomed to fire.

► **CONCENTRATION:** The wall does not require concentration, instead it melts partly after two **Shifts**, and completely after three, unless it is in a cold area.

Wall Of Stone

A wall of solid rock appears.

SIZE: The wall may be of whatever shape the caster desires and is of 1,000 cubic feet in volume. (For example, a 2' thick wall, 50' long and 10' high.)

LOCATION: The wall must rest upon a solid surface and may not be evoked so that it appears where objects are.

Wall of Air

The wall functions the same as the wall of stone, but is made of an invisible air current. It lasts until fatigued twice.

Warp Wood

Wooden objects of the caster's choice warp and become useless. One small object is affected per level of the caster. Or, one large object may also be targeted.

MAGICAL OBJECTS: That are targeted have a chance of being unaffected.

HELD OBJECTS: Creatures may save versus spells to prevent their held objects from being warped.

Water Breathing

A **Touched** creature can breathe water freely by means of this spell.

The spell does not affect the subject's ability to breathe air. No additional proficiency at swimming is granted

Lasts one day.

Air Breathing

Allows a subject to breath air. No additional walking ability is granted.

Water Breathing 15' Radius

Same as Water Breathing, but affects the caster, and all creatures a within 15'.

Air Breathing 15' Radius

Same as Air Breathing, but affects the caster, and all creatures a within 15'.

Web

Web conjures a many-layered mass of strong, sticky threads, blocking one square.

The web has an AC of 9, and 10 HP.

ENTANGLEMENT: Creatures caught within a web become entangled among the gluey fibres. Entangled creatures are status, but can make attacks against the web.

FLAMMABLE: The strands of the web are flammable and can be destroyed by fire in two rounds. All creatures caught within flaming webs suffer 1d6 damage from the flames.

Wizard Lock

A wizard lock spell magically locks a **Touched** door, gate, or any item that has a lock or latch.

BYPASSING: The magical lock is permanent but may be temporarily bypassed as follows:

► **PASSWORD:** The caster may set a password at the time of casting. Speaking the password disables the lock for one round.

► **A KNOCK SPELL:** Disables the lock for one round.

► **HIGHER LEVEL CASTERS:** Any magic-using character who is at least 3 levels higher than the

caster of the wizard lock may pass through unimpeded.

Wizard Eye

One of the casters eyes pops harmlessly out of their head. It becomes transparent, nearly invisible and begins to fly.

► **MOVEMENT:** The eye is mentally directed by the caster. It can be moves up to 120' per turn, and up to 240' from the caster. Solid barriers block passage, but it can pass through a hole or space as small as 1 inch in diameter

► **SEEING THROUGH THE EYE:** By concentrating, the caster can see through the eye, but becomes blind to their own vision.

► **TYPES OF VISION:** The magical eye grants both normal vision and infravision. See Global page 10.

When the caster becomes fatigued, the eye floats slowly to the ground. If not placed in the casters head within 1 turn, the eye is destroyed.

Magic