

Notebook

Dungeons and Dragons

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Contents

Stats.....	4
Strength.....	4
Dexterity.....	4
Constitution.....	5
Intelligence	6
Wisdom	6
Charisma.....	7
Races	8
Racial Requirements	8
Class Races.....	8
Character Race.....	9
Dwarves.....	9
Elves	9
Gnomes	11
Half Elf.....	12
Halfling	12
Half Orc.....	13
Human.....	13
Class Stats	13
Age	14
Herbalism.....	15
Attacks.....	15
Weapon Specialization	15
Mastery	16
High Mastery	16
Grand Mastery	16
Classes	17
Cleric.....	17
Priest	18
Druid.....	19
Fighter	21
Ranger	21
Barbarian.....	23
Holy Warrior	25
Paladin.....	26
Cavalier.....	28
Thief	31
Assassin	32
Bard.....	34
Magic User.....	36
Specialist Magic User.....	37
Sorcerer	38
Monk	39
Weapons proficiency.....	41
Money	42

Weapons and Items.....	42
Magic user Spell Levels.....	45
Druidic Spell Levels.....	46
Cleric Spell Levels	47
Priest Spell Levels.....	48
Magic user Spells.....	49
<i>First-level Spells</i>	49
<i>Second-level Spells</i>	70
<i>Third-level Spells</i>	86
<i>Forth-level Spells</i>	102
<i>Fifth-level Spells</i>	120
<i>Sixth-level Spells</i>	138
<i>Seventh-level Spells</i>	157
<i>Eighth-level Spells</i>	172
<i>Ninth-level Spells</i>	183
Druid Spells.....	192
<i>First-Level Spells</i>	192
<i>Second-Level Spells</i>	199
<i>Third-Level Spells</i>	205
<i>Fourth-Level Spells</i>	211
<i>Fifth Level Spells</i>	216
<i>Sixth-Level Spells</i>	222
<i>Seventh-Level Spells</i>	227
Cleric Spells	233
<i>First-Level Spells</i>	233
<i>Second-Level Spells</i>	242
<i>Third-Level Spells</i>	249
<i>Fourth-Level Spells</i>	258
<i>Fifth-Level Spells</i>	265
<i>Sixth-Level Spells</i>	271
<i>Seventh-Level Spells</i>	276
Priest Spells.....	283
<i>First-Level Spells</i>	283
<i>Second-Level Spells</i>	292
<i>Third-Level Spells</i>	304
<i>Fourth-Level Spells</i>	317
<i>Fifth-Level Spells</i>	328
<i>Sixth-Level Spells</i>	338
<i>Seventh-Level Spells</i>	347
Spell School.....	360
Spell Sphere	363
Miscellaneous Information.....	364
Miscellaneous Tables	364

Stats

Strength

Ability Score	Hit prob	Damage	Weight	Max press	Open door	Bend bars/ Lift gates
1	-5	-4	1	3	1	0%
2	-3	-2	1	5	1	0%
3	-3	-1	5	10	2	0%
4-5	-2	-1	10	25	3	0%
6-7	-1	None	20	55	4	0%
8-9	None	None	35	90	5	1%
10-11	None	None	40	115	6	2%
12-13	None	None	45	140	7	4%
14-15	None	None	55	170	8	7%
16	None	+1	70	195	9	10%
17	+1	+1	85	220	10	13%
18	+1	+2	110	255	11	16%
18(01-50)	+1	+3	135	280	12	20%
18(51-75)	+2	+3	160	305	13	25%
18(76-90)	+2	+4	185	330	14	30%
18(91-99)	+2	+5	235	380	15(3)	35%
18(00)	+3	+6	335	480	16(6)	40%
19	+3	+7	485	640	16(8)	50%
20	+3	+8	535	700	17(10)	60%
21	+4	+9	635	810	17(12)	70%
22	+4	+10	785	970	18(14)	80%
23	+5	+11	935	1130	18(16)	90%
24	+6	+12	1235	1440	19(17)	95%
25	+7	+14	1535	1750	19(18)	99%

Dexterity

Ability Score	Reaction Adjustment/ Missile Attack	Defensive Adjustment	Dual-wield
1	-6	+5	Cant
2	-4	+5	Cant
3	-3	+4	Cant
4	-2	+3	Cant
5	-1	+2	Cant
6	0	+1	Cant
7	0	0	Cant
8	0	0	Cant
9	0	0	Cant
10-11	0	0	Cant
12	0	0	-4/-2
13	0	0	-4/-2
14	0	0	-4/-2
15	0	-1	-4/-2
16	+1	-2	-3/-1
17	+2	-3	-2/0
18	+3	-4	-1/0
19	+3	-4	0/0

20	+3	-4	0/0
21	+4	-5	0/0
22	+4	-5	0/0
23	+4	-5	0/0
24	+5	-6	0/0
25	+5	-6	0/0

Constitution

Ability Score	Hit pot Adjustment	System Shock	Resurrection Survival	Poison Save	Regeneration
1	-3	25%	30%	-2	Nil
2	-2	30%	35%	-1	Nil
3	-2	35%	40%	0	Nil
4	-1	40%	45%	0	Nil
5	-1	45%	50%	0	Nil
6	-1	50%	55%	0	Nil
7	0	55%	60%	0	Nil
8	0	60%	65%	0	Nil
9	0	65%	70%	0	Nil
10	0	70%	75%	0	Nil
11	0	75%	80%	0	Nil
12	0	80%	85%	0	Nil
13	0	85%	90%	0	Nil
14	0	88%	92%	0	Nil
15	+1	90%	94%	0	Nil
16	+2	95%	96%	0	Nil
17	+2(+3)*	97%	98%	0	Nil
18	+2(+4)*	99%	100%	0	Nil
19	+3(+5)*	99%	100%	+1	Nil
20	+3(+5)**	99%	100%	+1	1/6 turns
21	+3(+6)***	99%	100%	+2	1/5 turns
22	+3(+6)***	99%	100%	+2	1/4 turns
23	+3(+6)****	99%	100%	+3	1/3 turns
24	+4(+7)****	99%	100%	+3	1/2 turns
25	+4(+7)****	100%	100%	+4	1/1 turns

* Parenthetical bonus applies to warriors only

** All 1s roll for Hit Dice are automatically considered 2s.

*** All 1s and 2s roll for Hit Dice are automatically considered 3s.

**** All 1s , 2s and 3s roll for Hit Dice are automatically considered 4s.

Intelligence

Ability Score	Bonus spells	Spell Level	Illusion immunity	# of languages	Max of spells/level
1	--	--	--	0	--
2	--	--	--	1	--
3	--	--	--	1	--
4	--	--	--	1	--
5	--	--	--	1	--
6	--	--	--	1	--
7	--	--	--	1	--
8	--	--	--	1	--
9	0	4th	--	2	6
10	0	5th	--	2	7
11	0	4th	--	2	7
12	0	6th	--	3	7
13	1st	6th	--	3	9
14	1st	7th	--	4	9
15	2nd	7th	--	4	11
16	2nd	8th	--	5	14
17	3rd	8th	--	6	18
18	4th	9th	--	7	All
19	1st ,4th	9th	1st-level	8	All
20	2nd,4th	9th	2nd-level	9	All
21	3rd,5th	9th	3rd-level	10	All
22	4th,5th	9th	4th-level	11	All
23	5th,6th	9th	5th-level	12	All
24	5th, 6th	9th	6th-level	15	All
25	6th,7th	9th	7th-level	20	All

Wisdom

Ability Score	Magical Defence Adjustment	Bonus spells	Spell Immunity	Chance of Spell Failure
1	-6	--	--	80%
2	-4	--	--	60%
3	-3	--	--	50%
4	-2	--	--	45%
5	-1	--	--	40%
6	-1	--	--	35%
7	-1	--	--	30%
8	0	--	--	25%
9	0	0	--	20%
10	0	0	--	15%
11	0	0	--	10%
12	0	0	--	5%
13	0	1st	--	0%
14	0	1st	--	0%
15	+1	2nd	--	0%
16	+2	2nd	--	0%
17	+3	3rd	--	0%
18	+4	4th	--	0%

19	+4	1st ,4th	Cause fear, Charm person , Command, Friends, Hypnotism	0%
20	+4	2nd,4th	Forget, Hold person, Ray of enfeeblement, Scare	0%
21	+4	3rd,5th	Beguiling, Domination Fear	0%
22	+4	4th,5th	Charm monster, Confusion, Emotion , Fumble , Suggestion , Telepathic projection	0%
23	+4	5th,6th	Chaos, Feeblemind, Hold monster , Magic jar, Mass Domination Quest	0%
24	+4	5th, 6th	Geas, Mass suggestion, Rod of rulership	0%
25	+4	6th,7th	Antipathy/Sympathy, Death spell, Finger of Death, Mass charm, Otto's Irresistible Dance	0%

Charisma

Ability Score	Maximum # of henchmen	Loyalty Base	Reaction Adjustment
1	0	-8	-7
2	1	-7	-6
3	1	-6	-5
4	1	-5	-4
5	2	-4	-3
6	2	-3	-2
7	3	-2	-1
8	3	-1	0
9	4	0	0
10	4	0	0
11	4	0	0
12	5	0	0
13	5	0	+1
14	6	+1	+2
15	7	+3	+3
16	8	+4	+5
17	10	+6	+6
18	15	+8	+7
19	20	+10	+8
20	25	+12	+9
21	30	+14	+10
22	35	+16	+11
23	40	+18	+12
24	45	+20	+13
25	50	+20	+14

Races

Racial Requirements

Race Ability Scores	Dwarf	Elf	Gnome	Half-elf	Halfling	Half-orc
Strength						
Minimum	8	3	6	3	6	6
Maximum	18	18	18	18	17	18
Dexterity						
Minimum	3	7	3	6	8	3
Maximum	17	19	18	18	18	17
Constitution						
Minimum	12	6	8	6	10	13
Maximum	19	18	18	18	19	19
Intelligence						
Minimum	3	8	7	4	6	3
Maximum	18	18	18	18	18	17
Wisdom						
Minimum	3	3	3	3	3	3
Maximum	18	18	18	18	17	14
Charisma						
Minimum	3	8	3	3	3	3
Maximum	16	18	18	18	18	12

Class Races

Character Class	Dwarves	Elves	Gnome	Half-Elves	Halfling	Half-orcs	Human
Cleric	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Priest	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Druid	No	Yes*	No	Yes	Yes	No	Yes
Fighter	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Ranger	No	Yes	No	Yes	No	No	Yes
Barbarian	No	No	No	No	No	Yes	Yes
Holy Warrior (1st)	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Paladin(1.5st)	No	No	No	Yes	No	No	Yes
Cavalier	No	Yes^	No	Yes	No	No	Yes
Magic User	No	Yes**	Yes***	Yes	No	No	Yes
Sorcerer	No	Yes**	Yes***	Yes	No	No	Yes
Thief	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Assassin	Yes	Yes	Yes	Yes	No	Yes	Yes
Monk	No	Yes	No	Yes	No	Yes	Yes
Bard	Yes	Yes	Yes	Yes	Yes	Yes	Yes

*Drow cannot be this class

^ Wild , Wood , Valley Elves cannot be this class

** Wild Elves cannot be this class

*** Gnomes can only be a specialist illusionist

Character Race

Race	Stats	Bonuses	Minuses
Dwarves			
<i>Gray</i>	+1 Con -1 Cha	<ul style="list-style-type: none"> Bonus to saving throws (+1 per 3.5 constitution points) vs rods, staffs, wands, spells and natural poisons Unaffected by illusion spells Immune to all paralysation attacks Immune to non-natural poisons Infravision with a range of 12 Detect grade, slope, new constructions and sliding walls, traps, depth underground. Against Ogres, Trolls, Ogre Magi, Giants and Titans +4 AC Surprise 3/6 chance (while alone or with other of their race) Surprised 1/10 	<p>Daylight and spells such as Continual Light...</p> <ul style="list-style-type: none"> Enhanced ability to surprise is negated Dex -2 (All penalties to armour + thieving abilities etc. applicable) All attacks -2 to hit Opponent saving throws +2 against grey dwarves <p>When located in darkness or deep shadow (But attacking creature is illuminated)...</p> <ul style="list-style-type: none"> Surprise and Dex as normal All attacks -1 to hit Opponent saving throws +1 against grey dwarves
<i>Hill</i>	+1 Con -1 Cha	<ul style="list-style-type: none"> Bonus to saving throws (+1 per 3.5 constitution points) vs rods, staffs, wands, spells and natural poisons Infravision up to a range of 60 in darkness Detect grade, slope, new constructions and sliding walls, traps, depth underground. Against Ogres, Trolls, Ogre Magi, Giants and Titans +4 AC +1 to hit vs Half Orc 	None
<i>Mountain</i>	+1 Con -1 Cha	<ul style="list-style-type: none"> Bonus to saving throws (+1 per 3.5 constitution points) vs rods, staffs, wands, spells and natural poisons Infravision up to a range of 60 in darkness Detect grade, slope, new constructions and sliding walls, traps, depth underground. Against Ogres, Trolls, Ogre Magi, Giants and Titans +4 AC +1 to hit vs Half Orc, Goblins, Hob Goblins and Orcs 	None
Elves			
<i>Dark/Drow</i>	+1 Dex -1 Con	<ul style="list-style-type: none"> Infravision of range 12 when in darkness 1/6 chance to notice secret or concealed doors passively 2/6 when actively searching for concealed doors 3/6 when actively searching for concealed portals If alone surprise 1/8 +2 vs Magical effects No penalty for offhand weapon Can speak under common, elvish and gnomish 	Sensitive to sunlight, can only travel at Night or during Overcast weather

		<ul style="list-style-type: none"> • Can use sign language (subterranean silent tongue) up to a range of 30 • Within a range of 10 can detect: • Grade or slope in passage at 75% probability • New construction or passage/tunnel at 75% probability • Detect sliding or shifting walls or rooms at 66% probability • Detect traps involving pits, falling blocks and other stonework at 50% probability • Determine approximate depth underground at 50% probability • Able to use Dancing Lights, Faerie Fire and darkness (5 radius) once per day regardless of class. • At 4th level in any class able to use detect magic, know alignment, and levitate once per day • Female dark elves of 4th level or greater can also use Clairvoyance, Detect Lie, Detect Truth, Suggestion and Dispel Magic once per day • Base movement of 15 for Females and 12 for Males 	
Gray	+1 Int +1 Dex -1 Con	<ul style="list-style-type: none"> • 90% Resistance to Sleep and Charm Spells • +1 hit when using a short sword, longsword or Bow (of any sort other than Cross Bow) • Infravision of range 60 when in darkness • 1/6 chance to notice secret or concealed doors passively • 2/6 when actively searching for concealed doors • 3/6 when actively searching for concealed portals • If alone surprise 4/6 	Grey elves do not generally associate with other humanoids
High	+1 Dex -1 Con	<ul style="list-style-type: none"> • 90% Resistance to Sleep and Charm Spells • +1 hit when using a short sword, longsword or Bow (of any sort other than Cross Bow) • Infravision of range 60 when in darkness • 1/6 chance to notice secret or concealed doors passively • 2/6 when actively searching for concealed doors • 3/6 when actively searching for concealed portals • If alone surprise 4/6 	None
Valley	+1 Dex -1 Con	<ul style="list-style-type: none"> • 90% Resistance to Sleep and Charm Spells • +1 hit when using a short sword, longsword or Bow (of any sort other than Cross Bow) • Infravision of range 60 when in darkness • 1/6 chance to notice secret or concealed doors passively • 2/6 when actively searching for concealed doors 	<ul style="list-style-type: none"> • Shunned by other elven sub-races

		<ul style="list-style-type: none"> • 3/6 when actively searching for concealed 2portals • If alone surprise 4/6 • Able to speak Gnomish 	
Wild	+2 Str +1 Dex -1 Con	<ul style="list-style-type: none"> • 90% Resistance to Sleep and Charm Spells • +1 hit when using a short sword, longsword or Bow (of any sort other than Cross Bow) • Infravision of range 60 when in darkness • If alone surprise 4/6 • Deal with woodland creatures as though an Animal Friendship spell is active • Can set Traps, Pits and Snares with a 90% chance of success 	<ul style="list-style-type: none"> • Very Xenophobic against all races including other elvish sub-races • Can only speak elvish and common
Wood	+1 Str -1 Int	<ul style="list-style-type: none"> • 90% Resistance to Sleep and Charm Spells • +1 hit when using a short sword, longsword or Bow (of any sort other than Cross Bow) • Infravision of range 60 when in darkness • 1/6 chance to notice secret or concealed doors passively • 2/6 when actively searching for concealed doors • 3/6 when actively searching for concealed portals • If alone surprise 4/6 • Speak elvish, common, treant, and the tongue of woodland mammals 	<ul style="list-style-type: none"> • Do not mix with societies or other races regularly
Gnomes			
Deep	None	<ul style="list-style-type: none"> • Bonus to saving throws (+1 per 3.5 constitution points) vs rods, staffs, wands, spells and natural poisons • Speak dwarvish, gnome, halfling, goblin, kobold, common and are able to communicate with any burrowing animal. • Infravision of range 60 when in darkness • Detect grade or slope in passage upwards or downwards - 80% probability • Detect unsafe walls, ceilings, or floors - 70% probability • Determine approximate depth underground - 60% probability • Determine direction of travel underground - 50% probability • +1 hit vs Kobolds and Goblins • Gnolls, Bugbears, Ogres, Trolls, Ogre Magi, Giants, and/or Titans receive -4 to hit vs Gnomes • 60% chance to camouflage against surrounding natural rock • +2 vs poison,+3 on all other saving throws • Immune to illusions and phantasms • Once 6th level any non-illusionist gnome is able to summon an earth elemental once per day 	<ul style="list-style-type: none"> • Only able to learn an additional two languages (Not including the range of starting languages) • Must be male • When in light all vision is limited to 3 range • -1 hit vs all creatures when fighting in illuminated conditions

		<ul style="list-style-type: none"> • Able to cast blindness, blur and change self, as if cast by an illusionist of the same level as the character's highest level once per day. • When alone radiates non-detection as the spell • Infravision of range 12 • Ultrasound up to range 3 • Surprised 1/12 • Surprise 9/10 if alone or in the company of only other gnomes and not wearing bulky armour • +1 hit vs Drow and kuo-toa 	
Surface	None	<ul style="list-style-type: none"> • Bonus to saving throws (+1 per 3.5 constitution points) vs rods, staffs, wands, spells and natural poisons • Speak dwarvish, gnome, halfling, goblin, kobold, common and are able to communicate with any burrowing animal. • Infravision of range 60 when in darkness • Detect grade or slope in passage upwards or downwards - 80% probability • Detect unsafe walls, ceilings, or floors - 70% probability • Determine approximate depth underground - 60% probability • Determine direction of travel underground - 50% probability • +1 hit vs Kobolds and Goblins • Gnolls, Bugbears, Ogres, Trolls, Ogre Magi, Giants, and/or Titans receive -4 to hit vs Gnomes 	
Half Elf		<ul style="list-style-type: none"> • 30% resistance to sleep and charm spells. • Able to speak common, alignment language, elvish, gnome, halfling, goblin, hobgoblin, orcish and gnoll. • Able to learn one additional language per intelligence point above 16 • Infra vision of range 60' • ½ chance to detect a concealed door within 10' • 2/6 chance of spotting a secret door when actively searching 3/6 chance of spotting a concealed door when actively searching 	<ul style="list-style-type: none"> • Drow half elves retain the disadvantages to light and do not gain any of the bonuses that full blooded drow get.
Halfling	-1 Str +1 Dex	<ul style="list-style-type: none"> • For every 3 1/2 points of constitution ability the character possesses, he or she gains a + 1 on saving throws versus wands, staves, rods, and spells (4-6 = + 1, 7-10 = +2, 11-13 = +3, 14-17 = +4, and 18 = +5.) • Resistance to poisons of all sorts, they gain a constitution bonus identical to that for saving throws versus magical attacks when they make saving throws versus poison, i.e. +1 to +5 depending on constitution score. 	

		<ul style="list-style-type: none"> • Able to speak: common, gnome, dwarven, elven, goblin, halfling, orcish • Able to learn one additional language per intelligence point above 16 • Certain halfling characters have infravision. Those with mixed blood are assumed to have infravision which functions up to 30' distant, while those of pure Stoutish blood are able to see heat radiation variation at up to 60' (normal infravision). • Pure Stoutish blood halflings are able to note if a passage is an up or down grade 75% (d4, 1-3) of the time, and they can determine direction 50% of the time • When alone surprise $\frac{2}{3}$ or $\frac{1}{3}$ if opening a door 	
Half Orc	+1 Str +1 Con -2 Cha	<ul style="list-style-type: none"> • Can speak Orcish, common and their alignment language • Infravision of range 60 	
Human	+1 to stat of choice		

Class Stats

Class	Stat Requirement						Alignment
	Str	Dex	Con	Wis	Int	Cha	
Cleric	-	-	-	9	-	-	Any
Priest *	-	-	-	-	-	-	Dependent on god of worship
Druid	-	-	-	12	-	15	True Neutral
Fighter	9	-	7	-	-	-	Any
Rangers	13	-	14	14	13	-	Any Good
Barbarian	15	14	15	^	-	-	Any Non-Lawful
Holy Warrior(1st)	12	-	9	13	9	17	Lawful Good or Lawful Evil
Paladin(1.5st)	15	15	15	13	10	17	Lawful Good
Cavalier	15	15	15	10	10	-	Any(Must start Good)
Thief	-	9	-	-	-	-	Any non-Lawful good
Assassin	12	12	-	-	11	-	Any evil
Magic User**	-	6	-	-	9	-	Any
Sorcerer	-	6	-	-	12	-	Any
Monk	15	15	11	15	-	-	Any Lawful
Bard	-	11	-	12	-	15	Any Neutral

^Barbarians can't have greater than 16

*Stats depend on god of worship

**Stats needed will change for specialist magic user depending on school of study

Class	Hit die type	Spell Ability	Named level limit
Cleric	d8	Yes	None
Priest	d8	Yes	None
Druid	d8	Yes	23(Hierophant of Cabal)
Fighter	d10	No	None
Rangers	d8 1	Yes	None
Barbarian	d12	No	None
Holy Warrior(1st)	d10	Yes	None
Paladin(1.5st)	d10	Yes	None
Cavalier	d10	No	None
Thief	d6	No 2	None
Assassin	d6	No 2	15(Grandmaster of Assassins)
Magic User	d4	Yes	None
Sorcerer	d4	Yes	None
Monk	d46	No 3	17(Grandmaster of Flowers)
Bard	d8	Yes	23(Master Bard 23rd)

Notes Regarding Character Classes Table I

1: The ranger begins with two eight-sided hit dice (2d8) and thereafter goes up one die per level

2: Thieves of 10th level or higher and assassins of 12th level or higher gain the ability to read magic-users' spells from scrolls.

3+: The monk begins with two four-sided hit dice (2d4) and thereafter goes up one die per level,

Age

Race	Young Adult	Mature	Middle Aged	Old	Venerable
Dwarf	35-50	51-150	151-250	251-350	351-450
Dwarf, Mountain	40-60	61-175	176-275	276-400	401-525
Elf	75-150	151-450	451-700	701-1000	1001-1200
Elf, Drow	50-100	101-400	401-600	601-800	801-1000
Elf, Gray	150-240	251-650	651-1000	1001-1500	1501-2000
Elf, High	100-175	176-550	551-875	876-1200	1201-1600
Elf, Wood	75-150	151-500	501-800	801-1100	1101-1350
Gnome	50-90	91-300	301-450	451-600	601-750
Half-elf	24-40	41-100	101-175	176-250	251-325
Halflings	22-33	34-68	69-101	102-144	145-199
Half-Orc	12-15	16-30	31-45	46-60	61-80
Human	14-20	21-40	41-60	61-90	91-120

Young adult: +1 Constitution, -1 Wisdom

Mature: +1 Strength, +1 Wisdom

Middle Aged: -1(Half exceptional rating) Strength and -1 Constitution, + Intelligence and +1 Wisdom

Old: -2 Strength, -2 Dexterity and -1 Constitution, +1 Wisdom 2

Venerable: -1 Strength, -2 Dexterity and - Constitution, +1 Intelligence and +1 Wisdom

Herbalism

D3 in the same round or round after taking damage, you can only get this once a day. If a poison or diseases roll is failed and you are attended to by a character with Herbalism within a round you can reroll save this can only be done once for this save. If you are attended by a character with Herbalism while you rest you can regenerate +1 hit points a day(this is not accumulative with its self.

Attacks

Only fighter and sub-class of fighter gain extra attacks. All other class only have one set of attacks. Different class have different progression depending on level.

Weapon Specialization

Number of Attacks Per Round with Specialization

Level of Specialist	Melee Weapon	Bow	Light Crossbow	Heavy Crossbow	Lasso and Staff Sling	Thrown Dagger	Thrown Dart	Other Missiles and Hured Weapons
1-6	3/2	2/1	1/1	1/2	1/1	3/1	4/1	3/2
7-12	2/1	3/1	3/2	1/1	3/2	4/1	5/1	2/1
13+	5/2	4/1	2/1	3/2	2/1	5/1	6/1	5/2
Number of Attacks Per Round with Grand Mastery								
13+	3/1	5/1	5/2	2/1	5/2	6/1	7/1	3/1

Fighter and Ranger gain specialization at first level, specialization differ depending on the weapon(unlike mastery fighter and ranger with specialization can have two class)

Melee Weapons

Specializing in a melee weapon provides a character with two main benefits: first of all, he gains a +1 bonus to attack rolls and a +2 bonus to damage rolls with that weapon; secondly, he gains an extra attack once per two rounds. A 1st-level fighter normally attacks once per round, but a 1st-level long sword specialist attacks three times per two rounds.

Missile Weapons

This category includes slings and thrown weapons. Generally, specialists gain an increased rate of fire with these weapons and a +1 bonus to attack rolls. If a character specializes in a weapon that can be used either for melee or as a missile weapon (spears, daggers, hand axes, etc.), he gains the melee benefit described above when using the weapon for hand-to-hand combat and the increased rate of fire for using the weapon for ranged attacks. Refer to the table below for the exact number of attacks available to the specialist for the various types of missile weapons.

Bows

Characters who specialize in the bow gain a +1 bonus to hit at any range (normal range penalties still apply, of course), an increased rate of fire, and a new range category: point blank. Point-blank is any shot of 30 feet or less. At point-blank range, the character gains a +2 to damage. In addition, bow specialists can automatically fire first as a very fast action if they have their target covered.

Crossbows

Specialists with crossbows gain a +1 bonus to hit at any range, an increased rate of fire, and a point-blank range category, just like archers. For crossbows, point-blank range extends out to 60 feet. Crossbow specialists have a +2 bonus to damage rolls against any target at point-blank range. In addition, they share the archer's quick-shot benefit when covering an enemy.

Mastery

Fighter and Ranger both gain mastery, to achieve mastery in a weapon, a character must first specialize in the use of that weapon. Then, at any time after he reaches 5th level, he may become a weapon master. Generally, only weapons that require some skill to handle or that have a history of cultural identification are chosen by weapon masters. Swords of any kind are the most common weapons mastered, followed by bows and then axes or spears. Polearms, crossbows, and firearms are the subject of weapon mastery only in rare cases. The DM can decide that a weapon isn't appropriate for mastery at his discretion, but he should do so before a character chooses to specialize in it.

Effects of Mastery

Attack and damage bonuses increase to +3 and +3, respectively. For bows and crossbows, his point-blank bonuses increase to +3/+3 as with melee weapons, and he gains an additional +1 to hit at all other range categories, for a total of +2. (Remember, this bonus doesn't take range modifiers into account, so the archer has a total of +2 at short, +0 at medium, and -3 at long range, if the penalties are factored in.)

High Mastery

There are swordsmen, and then there are swordsmen. A warrior who devotes his life to the study of martial combat and the characteristics of a single type of weapon can become High master—a fighter whose precision, quickness, and skill are virtually unequalled anywhere. High masters are rare characters. Only single-classed fighters can ever achieve High mastery, and even then they do so with time, study, and sacrifice. By spending time with a weapon a character can become a *high master*. By this time, the character is at least 6th level. High masters increase the speed factor of their chosen weapon by one category; for example, a slow weapon in the hands of a high master is automatically considered to be of average speed. High masters who specialize in bows, crossbows or slings gain a new range category: extreme range. For all weapons, extreme range is 1/3 farther than long range. For example, if a weapon has a normal maximum range of 18 squares, in the hands of a master it can shoot 24 ($1/3 \times 18 = 6$, $18 + 6 = 24$) squares.

Extreme range shots have a -10 penalty to hit before adjustments are made for the effects of mastery

Grand Mastery

High masters who spend time learning their weapon of choice can become *grand masters* must be 13th level. Grand masters are capable of feats of swordplay that border on the fantastic. Grand masters gain one additional attack per round above and beyond a specialist's rate of attacks for their level, so a 13th-level melee weapon grand master would attack 3 times per round with his weapon of choice.

Grand masters also increase the amount of damage and the chance of a knockdown when they employ their chosen weapon. The weapon's base damage die and knockdown die are increased to the next greater die size against all opponents. A long sword thus inflicts 1d10/1d20 points of damage in the hands of a grand master, and its knockdown die is increased to a d10. If the weapon causes multiple dice of damage, all of them are increased. Thus, a two-handed sword in the hands of a grand master inflicts 3d8 points of damage on large targets. Needless to say, grand masters are extremely dangerous opponents.

Classes

Cleric

Ability Score Requirement: Wisdom 9

Prime Requisite:

Wisdom 16 or higher gain 10% exp

Alignment: Any

Herbalism: From 1st level

Cleric use spells from the Cleric spell list.

Cleric can turn undead(if good) or Control undead (if evil). To turn or control undead a cleric must have a holy symbol.

Cleric's can cast in any armour.

Cleric cannot use any weapons that draws blood. If a Cleric Multi-class or Dual Class then they can still only use weapons that do not draw blood, even if there other class can use weapons with edge or spikes

Level	Experience Points Required	Number of Hit Dice (d8)	Level Title
1 st	0 – 1500	1	Acolyte
2 nd	1501 – 3000	2	Adept
3 rd	3001 – 6000	3	Priest
4 th	6001 – 13,000	4	Curate
5 th	13,001 – 27,500	5	Curate
6 th	27,501 – 55,000	6	Canon
7 th	55,001 – 110,000	7	Lama
8 th	110,001 – 225,000	8	Patriarch
9 th	225,001 – 450,000	9	High Priest
10 th	450,001 – 675,000	10	High Priest (10 th Level)
11 th	675,001 – 900,000	11	High Priest (11 th Level)
∞	+225,000	x+1	High Priest (x Level)

Level	Spells per level						
	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th
1 st	1	—	—	—	—	—	—
2 nd	2	—	—	—	—	—	—
3 rd	2	1	—	—	—	—	—
4 th	3	2	—	—	—	—	—
5 th	3	3	1	—	—	—	—
6 th	3	3	2	—	—	—	—
7 th	3	3	2	1	—	—	—
8 th	3	3	3	2	—	—	—
9 th	4	4	3	2	1	—	—
10 th	4	4	3	3	2	—	—
11 th	5	4	4	3	2	1*	—
12 th	6	5	5	3	2	2	—
13 th	6	6	6	4	2	2	—
14 th	6	6	6	5	3	2	—
15 th	7	7	7	5	4	2	—
16 th	7	7	7	6	5	3	1**
17 th	8	8	8	6	5	3	1
18 th	8	8	8	7	6	4	1
19 th	9	9	9	7	6	4	2
20 th	9	9	9	8	7	5	2
21 st	9	9	9	9	8	6	2
22 nd	9	9	9	9	9	6	3
23 rd	9	9	9	9	9	7	3
24 th	9	9	9	9	9	8	3
25 th	9	9	9	9	9	8	4
26 th	9	9	9	9	9	9	4
27 th	9	9	9	9	9	9	5
28 th	9	9	9	9	9	9	6
29 th	9	9	9	9	9	9	7

* Usable by Clerics of 17 or greater Wisdom

** Usable by Clerics of 18 or greater Wisdom

Type of undead	Level of Cleric/ Priest attempting to turn									
	1	2	3	4	5	6	7	8	9-13	14+
Skeleton	10	7	4	T	T	D	D	D*	D*	D*
Zombie	13	10	7	T	T	D	D	D	D*	D*
Ghoul	16	13	10	4	T	T	D	D	D	D*
Shadow	19	16	13	7	4	T	T	D	D	D*
Wight	20	19	16	10	7	4	T	T	D	D
Ghast	-	20	19	13	10	7	4	T	T	D
Wraith	-	-	20	16	13	10	7	4	T	D
Mummy	-	-	-	20	16	13	10	7	4	T
Spectre	-	-	-	-	20	16	13	10	7	T
Vampire	-	-	-	-	-	20	16	13	10	4
Ghost	-	-	-	-	-	-	20	16	13	7
Lich	-	-	-	-	-	-	-	19	16	10
Special**	-	-	-	-	-	-	-	20	19	13

* Number affected 7-12 rather than 1-12

** Evil Creatures form lower planes such as minor demons , lesser devils, mezodaemons, nighthags, from 1-2 in number>(as a rule of thumb, any creature with armor class of -5 or better, 11 or more hit dice, or 66% or greater magic resistance will be unaffected.

Attack to be Saved Against						
Class	Experience level	Paralyzation, Poison or Death Magic	Petrification or Polymorph	Rod, Staff or Wand	Breath Weapon	Spell
Clerics (Priest)	1-3	10	13	14	16	15
	4-6	9	12	13	15	14
	7-9	7	10	11	13	12
	10-12	6	9	10	12	11
	13-15	5	8	9	11	10
	16-18	4	7	8	10	9
	19+	2	5	6	8	7

Priest

Ability Score Requirement: Dependent on god of worship

Prime Requisite: Dependent on god of worship

Alignment: Any(Dependent on god of worship)

Herbalism: If good of worship has healing sphere

Priest worship many different gods .

Each Priest is wildly different depending on

the god they worship. To work out which god to worship use AD&D 2nd Legend & Lord.

The big differences from clerics to priest is that priest use spheres to determine what spells they cast.

Each god use a different selection of spheres. If a Priest can turn undead he use the same turning table as Cleric.

Level	Experience Points Required	Number of Hit Dice (d8)	Level Title
1 st	0 – 1500	1	Acolyte
2 nd	1501 – 3000	2	Adept
3 rd	3001 – 6000	3	Priest
4 th	6001 – 13,000	4	Curate
5 th	13,001 – 27,500	5	Curate
6 th	27,501 – 55,000	6	Canon
7 th	55,001 – 110,000	7	Lama
8 th	110,001 – 225,000	8	Patriarch
9 th	225,001 – 450,000	9	High Priest
10 th	450,001 – 675,000	10	High Priest (10 th Level)
11 th	675,001 – 900,000	11	High Priest (11 th Level)
∞	+225,000	x+1	High Priest (x Level)

Level	Spells per level						
	1st	2nd	3rd	4th	5th	6th	7th
1 st	1	—	—	—	—	—	—
2 nd	2	—	—	—	—	—	—
3 rd	2	1	—	—	—	—	—
4 th	3	2	—	—	—	—	—
5 th	3	3	1	—	—	—	—
6 th	3	3	2	—	—	—	—
7 th	3	3	2	1	—	—	—
8 th	3	3	3	2	—	—	—
9 th	4	4	3	2	1	—	—
10 th	4	4	3	3	2	—	—
11 th	5	4	4	3	2	1*	—
12 th	6	5	5	3	2	2	—
13 th	6	6	6	4	2	2	—
14 th	6	6	6	5	3	2	1**
15 th	7	7	7	5	4	2	1
16 th	7	7	7	6	5	3	1
17 th	8	8	8	6	5	3	2
18 th	8	8	8	7	6	4	2
19 th	9	9	9	7	6	4	2
20 th	9	9	9	8	7	5	2
21 st	9	9	9	9	8	6	2
22 nd	9	9	9	9	9	6	3
23 rd	9	9	9	9	9	7	3
24 th	9	9	9	9	9	8	3
25 th	9	9	9	9	9	8	4
26 th	9	9	9	9	9	9	4
27 th	9	9	9	9	9	9	5
28 th	9	9	9	9	9	9	6
29 th	9	9	9	9	9	9	7
30 th	9	9	9	9	9	9	8

* Usable by Clerics of 17 or greater Wisdom

** Usable by Clerics of 18 or greater Wisdom

Attack to be Saved Against						
Class	Experience level	Paralyzation, Poison or Death Magic	Petrification or Polymorph	Rod, Staff or Wand	Breath Weapon	Spell
Priest (Priest)	1-3	10	13	14	16	15
	4-6	9	12	13	15	14
	7-9	7	10	11	13	12
	10-12	6	9	10	12	11
	13-15	5	8	9	11	10
	16-18	4	7	8	10	9
	19+	2	5	6	8	7

Druid

Ability Score Requirement:

Wisdom 12, Charisma 15

Prime Requisite:

Wisdom 16 , Charisma 16 or higher gain

10% exp

Alignment: True Neutral

Herbalism: Gained at 2nd level

Level	Experience Points Required	Number of Hit Dice(d8)	Level Title
1 st	0 - 2000	1	Aspirant
2 nd	2001 – 4000	2	Ovate
3 rd	4001 – 7500	3	Initiate of the 1st Circle
4 th	7501 – 12,500	4	Initiate of the 2nd Circle
5 th	12,501 – 20,000	5	Initiate of the 3rd Circle
6 th	20,001 – 35,000	6	Initiate of the 4th Circle
7 th	35,001 – 60,000	7	Initiate of the 5th Circle
8 th	60,001 – 90,000	8	Initiate of the 6th Circle
9 th	90,001 – 125,000	9	Initiate of the 7th Circle
10 th	125,001 – 200,000	10	Initiate of the 8th Circle
11 th	200,001 – 300,000	11	Initiate of the 9th Circle
12 th	300,001 – 750,000	12	Druid
13 th	750,001 – 1,500,000	13	Arch Druid
14 th	1,500,000 – 3,000,000	14	The Great Druid
15 th	3,000,001 – 3,500,000	15	The Grand Druid
16 th	1 – 500,000	16	Hierophant Druid
17 th	500,001 - 1,000,000	17	Hierophant Initiate
18 th	1,000,001 - 1,500,000	18	Hierophant Adept
19 th	1,500,001 - 2,000,000	19	Hierophant Master
20 th	2,000,001 - 2,500,000	20	Numinous Hierophant
21 st	2,500,001 - 3,000,000	21	Mystic Hierophant
22 nd	3,000,001 - 3,500,000	22	Arcane Hierophant
23 rd	3,500,001 - 4,500,000	23	Hierophant of the Cabal
∞	+1,000,000	x+1	Hierophant of the Cabal

Druid are a sub-class of priest,

Druid are priest of nature.

At 12h level there are a limited number of Druid. To progress a Druid must reach the amount of exp need to level then fight a druid of a higher level. if the druid wins then we progress to the next level. If he loses then we exp get educed to the lowest value that let him keep

his level this happens for level 12-15. For druids of 16th level and above, all spell-casting abilities remain at 15th-level maximums.

Attack to be Saved Against						
Class	Experience level	Paralyzation, Poison or Death Magic	Petrification or Polymorph	Rod, Staff or Wand	Breath Weapon	Spell
Druid (Priest)	1-3	10	13	14	16	15
	4-6	9	12	13	15	14
	7-9	7	10	11	13	12
	10-12	6	9	10	12	11
	13-15	5	8	9	11	10
	16-18	4	7	8	10	9
	19+	2	5	6	8	7

+ 2 Against fire and lighting

Level	Skills & Spell Abilities
3rd	<ul style="list-style-type: none"> Identification of plant type Identification of animal type Identification of pure water Pure to pass through overgrown areas(undergrowth of tangled thorn, briar patches, etc) without leaving a discernible trail and at normal movement rate
7th	<ul style="list-style-type: none"> Immunity from charm spells cast by any creature basically associated with the woodlands, i.e. dryads, nixies, sylphs etc Ability to change form up to three times per day, actually becoming, in all respects save the mind, a reptile, bird or mammal. <ul style="list-style-type: none"> a) Each type of creature form can be assumed but once per day b) The size of creature form assumed can vary from as small as a bullfrog, bluejay, or bat to as large as a large snake, an eagle, or a black bear(about double the weight of the druid)

	c) Each assumption of a new form removes from 10% to 60%(d6, multiply by 10) of the hit points of damage, if any, the druid has sustained prior to changing form.
16th	<ul style="list-style-type: none"> Immunity to all natural poisons (ingested or insinuated animal or vegetable poisons, including “monster” poisons, but not mineral poisons or poison gas). Extra longevity equal to level as expressed in decades (16th level = 160 additional years). Vigorous health, equivalent to being in the prime of life. And, the ability to alter his appearance at will. Appearance alteration is accomplished in 1 segment, with height and weight decrease/increase of 50% possible, apparent age from child to very old, and body and facial features of any human or humanoid sort. This alteration is non-magical, so it cannot be detected short of true seeing or the like.
17th	<ul style="list-style-type: none"> The character gains the ability to actually hibernate, suspend animation (same length as longevity - no aging), enter the Elemental Plane of Earth at will (1 round transference time), and conjure water elemental (see “Elemental conjuring spells” hereafter). This ability, and all other conjuring ability Hierophant Druids, may be used once per day.
18th	<ul style="list-style-type: none"> The character gains the ability to enter the Elemental Plane of Fire (as Earth, above) and to conjure air elemental.
19th	<ul style="list-style-type: none"> The character gains the ability to enter the Elemental Plane of Water (as Earth, above) and to conjure magma/smoke para-elemental.
20th	<ul style="list-style-type: none"> The character gains the ability to enter the Elemental Plane of Air (as Earth) and to conjure ice/ooze para-elemental.
21th	<ul style="list-style-type: none"> The character gains the ability to enter the Para-Elemental Planes.
22th	<ul style="list-style-type: none"> The character gains the ability to enter the Plane of Shadow.
23th	<ul style="list-style-type: none"> The character gains the ability to enter any of the Inner Planes, roam Inner Plane Probability Lines (the 7th Dimension), and dwell on the Plane of Concordant Opposition (all as for the Plane of Earth, above).
Entering a plane - Essentially, the ability to enter also confers the ability to survive there. Consider the environment as natural to the character. There is no time limit for remaining on such a plane.	
<p>Elemental conjuring spells: The reader is referred to the description for conjure fire elemental on pages 61-62 of the 1st ed Players Handbook. The results described for this spell are correct. However, the results described for conjure earth elemental (page 63) are not. Use the following tables, and adjust the results according to the desire of the conjuring character, using the character’s level as a percentage chance of that character’s success at actually conjuring up a particular type. For example, a Numinous Hierophant (20th level) has a 20% chance of being able to conjure a desired creature type. If the dice roll in such a case is 21 or higher, ignore the desired result and determine the creature(s) conjured from the appropriate table. Note that this chance to override the dice roll only applies to druids of 16th level or higher.</p> <p>Fire: 01-85 = 16 HD fire elemental 86-94 = 2-4 salamanders 95-98 = 1 efreeti 99-00 = 21-24 HD fire elemental</p> <p>Earth: 01-85 = 16 HD earth elemental 86-94 = 2-4 xorn 95-98 = 1 dao 99-00 = 21-24 HD earth elemental</p> <p>Water: 01-85 = 16 HD water elemental 86-94 = 7-12 tritons (5th-8th level) on hippocampi 95-98 = 1 marid 99-00 = 21-24 HD water elemental</p> <p>Air: 01-85 = 16 HD air elemental 86-94 = 2-4 invisible stalkers 95-98 = 1 djinni 99-00 = 21 -24 HD air elemental</p> <p>Para-Elemental, any: 01-85 = 16 HD para-elemental 86-95 = Special (see below) 96-00 = 21-24 HD para-elemental</p> <p>Special: 5-8 lava children, 5-8 winter wolves, 21-24 mud-men, 21-24 vapor rats, or similar creatures, as appropriate to the plane in question.</p> <p>Individuals conjured (any single-creature result) will have as many extra hit points added to their total as the conjurer has levels, subject to the maximum number of hit points for that ilk. Regardless of alignment and temperament, all conjured creatures will obediently and selflessly serve the Hierophant</p>	

Fighter

Ability Score Requirement:

Strength 9, Constitution, 7

Prime Requisite:

Strength 16 or higher gain 10% exp

Alignment: Any

Herbalism: No

Fighter gains specialization and mastery

If a fighter has 18 strength when created he can roll (d100) for exceptional strength

Level	Experience Points Required	Number of Hit Dice (d10)	Level Title
1 st	0 – 2000	1	Veteran
2 nd	2000 – 4000	2	Warrior
3 rd	4001 – 8000	3	Swordsman
4 th	8001 – 18,000	4	Hero
5 th	18,001 – 35,000	5	Swashbuckler
6 th	35,001 – 70,000	6	Myrmidon
7 th	70,001 – 125,000	7	Champion
8 th	125,001 – 250,000	8	Superhero
9 th	250,001 – 500,000	9	Lord
10 th	500,001 – 750,000	10	Lord (10 th Level)
11 th	750,001 – 1,000,000	11	Lord (11 th Level)
∞	+250,000	x+1	Lord (x Level)

Attack to be Saved Against						
Character Class	Experience level	Paralyzation, Poison or Death Magic	Petrification or Polymorph	Rod, Staff or Wand	Breath Weapon	Spell
Fighter (Warrior)	0	16	17	18	20	19
	1-2	14	15	16	17	17
	3-4	13	14	15	16	16
	5-6	11	12	13	13	14
	7-8	10	11	12	12	12
	9-10	8	9	10	9	11
	11-12	7	8	9	8	10
	13-14	5	6	7	5	8
	15-16	4	5	5	4	7
	17+	3	4	3	4	6

Ranger

Ability Score Requirement:

Strength 13, Constitution 14,
Intelligence 13, Wisdom 14

Prime Requisite:

Strength 16, Intelligence 16,
Wisdom 16, higher gain 10% exp

Alignment: Good

Herbalism: 12th level

Rangers gains specialization and mastery

If a Ranger has 18 strength when created he can roll (d100) for exceptional strength

Level	Experience Points Required	Number of Hit Dice (d8)	Level Title
1 st	0 – 2250	2	Runner
2 nd	2251 – 4500	3	Strider
3 rd	4501 – 10,000	4	Scout
4 th	10,001 – 20,000	5	Courser
5 th	20,001 – 40,000	6	Tracker
6 th	40,001 – 90,000	7	Guide
7 th	90,001 – 150,000	8	Pathfinder
8 th	150,001 – 225,000	9	Ranger
9 th	225,001 – 325,000	10	Ranger Knight
10 th	325,001 – 650,000	11	Ranger Lord
11 th	650,001 – 975,000	12	Ranger Lord (10 th Level)
12 th	975,001 – 1,300,000	13	Ranger Lord (11 th Level)
∞	+325,000	x+1	Ranger Lord (X Level)

Level	Skills & Spell Abilities
1st	<ul style="list-style-type: none"> When fighting humanoid-type creatures of the "giant class", listed hereafter, rangers add 1 hit point for each level of experience they have attained to the points of damage scored when they hit in melee combat. Giant class creatures are: <ul style="list-style-type: none"> Bugbear, Goblin, Ogre mage, Cyclopskin, Grimlock, Ogrillon, Dune stalker, Hobgoblin Orc, Ettin, Kobold, Quaggoth, Flind, Meazel, Tasloi, Giant, Norker, Troll, Gibberling, Ogre, Xgart, Gnoll Rangers surprise (q.v.) opponents 50% of the time (d10, score 1 through 5) and are themselves surprised only 16 2/3% of the time (d6, score 1).

	<ul style="list-style-type: none"> • Tracking is possible both outdoors and underground in dungeons and like settings: See Unearthed arcane page 21 for more information
8th	<ul style="list-style-type: none"> • Gain limited druidic spell ability, and additional spells are added through 17th level. (table below)
9th	<ul style="list-style-type: none"> • Gain limited magic-user spell ability, as with druidic spell ability. Rangers cannot read druid or magic user spells from magic scrolls in any event. (table below)
10th	<ul style="list-style-type: none"> • Able to employ all non-written magic items which pertain to clairaudience, clairvoyance, ESP, and telepathy • Each ranger attracts a body of 2-24 followers. Note that these henchmen once lost, can never be replaced, although mercenaries can be hired, of course. These followers are determined by the DM who then informs the ranger.
level	Ability to identify
1st	Common woodland creatures' tracks and direction of travel
2nd	Common woodland creatures' number and pace
3rd	Common woodland creatures' time of passage(outdoors only)
4th	As 3rd level with respect to uncommon woodland creatures
5th	As 3rd level with respect to rare woodland creatures
6th	As 3rd level with respect to very rare woodland creatures
7th	As 3rd level with respect to all sorts of creatures (woodland and otherwise) within a 100-mile radius
8th	As 7th level, plus the ability to determine the general size and weight of humans
9th	8th level, plus the ability to determine the size and numbers of mounted creatures (for instance, if a horse is carrying more than one rider)
10th	As 9th level with respect to all creatures ever observed, prior to attaining 10th level or subsequently
The Following Restrictions and Strictures apply to rangers	
Any change to non-good alignment immediately strips the ranger of all benefits, and the character becomes a fighter, with eight-sided hit dice, ever after, and can never regain ranger status.	
No more than three rangers may ever operate together at any time.	
Rangers may own only those goods and treasure which they can carry on their person and/or place upon their mount; all excess must be donated to a worthy communal or institutional cause (but never to another player character).	

Attack to be Saved Against							Level	Spells per level					
Character Class	Experience level	Paralyzation, Poison or Death Magic	Petrification or Polymorph	Rod, Staff or Wand	Breath Weapon	Spell		Druidic			Magic User		
								1st	2nd	3rd	1st	2nd	
Ranger (Warrior)	0	16	17	18	20	19	8 th	1	—	—	—	—	
	1-2	14	15	16	17	17	9 th	1	—	—	1	—	
	3-4	13	14	15	16	16	10 th	2	—	—	1	—	
	5-6	11	12	13	13	14	11 th	2	—	—	2	—	
	7-8	10	11	12	12	12	12 th	2	1	—	2	—	
	9-10	8	9	10	9	11	13 th	2	1	—	2	1	
	11-12	7	8	9	8	10	14 th	2	2	—	2	1	
	13-14	5	6	7	5	8	15 th	2	2	—	2	2	
	15-16	4	5	5	4	7	16 th	2	2	1	2	2	
	17+	3	4	3	4	6	17 ^{th*}	2	2	2	2	2	

*Maximum spell ability

Barbarian

Ability Score Requirement:

Strength 15, Constitution 15, Dexterity 14

Wisdom cannot be greater than 16

Prime Requisite:

None -don't get 10% exp

Alignment: Any Non-Lawful

Herbalism: 1st level

Barbarians cannot be a character with two class.

Barbarian can roll (d100) for exceptional strength

Level	Experience Points Required	Number of Hit Dice (d12)	Level Title
1 st	0 - 6000	1	Barbarian
2 nd	6001 - 12,000	2	Barbarian
3 rd	12,001 - 24000	3	Barbarian
4 th	24,001 - 48000	4	Barbarian
5 th	48,000 - 80000	5	Barbarian
6 th	80,001 - 150,000	6	Barbarian
7 th	150,001 - 275,000	7	Barbarian
8 th	275,001 - 500,000	8	Barbarian
9 th	500,001 - 1,000,00	9	Barbarian
10 th	1,000,01 - 1, 500,000	10	Barbarian
11 th	1,500,001 - 2,000,00	11	Barbarian
∞	+500,000	x+1	Barbarian

Level	Skills & Spell Abilities
-	<ul style="list-style-type: none"> • Barbarians gain a bonus to their armor class of 2 steps for every point of dexterity over 14, but only if the armor worn is not of the fairly bulky or bulky type. If fairly bulky or bulky armor is worn, the bonus is +1 per point over 14. This replaces the Defensive Adjustment for dexterity given to other classes. The Reaction/Attacking Adjustment remains the same for the barbarian's dexterity. • In addition, barbarians gain +2 hit points per point of constitution over 14, as opposed to the normal constitution bonus for other classes. • Base movement 15 • Gain experience for destroy items • <u>Climb cliffs and trees:</u> The barbarian can climb trees and natural cliffs (or ledges, mountains, etc.) as a thief of the same level would climb walls. Barbarians may also climb walls of other kinds once they have had the opportunity to practice scaling that particular type of surface. • <u>Hide in natural surroundings:</u> Barbarians can hide in natural surroundings that are familiar to the barbarian as a thief of three levels higher would hide in shadows. A barbarian can hide in unfamiliar natural surroundings as a thief of the same level would hide in shadows. • <u>Surprise:</u> Barbarians surprise opponents on a 5 in 10 chance, or 4 in 6 if they are in familiar terrain. Barbarians are themselves surprised 10% of the time, or only 5% in familiar terrain. • <u>Back protection:</u> Any attempt to attack a barbarian from behind, including such attacks by assassins or thieves, has a 5% chance per level of being detected and countered. That is, if a barbarian detects a back attack (a 5% chance at 1 st level, 10% at 2nd, etc.) the barbarian avoids the attack form. The former back attack becomes a normal attack the barbarian is also then entitled to attack the former "back attacker," even though the barbarian may already have engaged in what would otherwise have been his or her full normal combat for that round. • <u>Leaping and Springing:</u> Barbarians are able to leap up to a maximum distance of 10 feet forward, 3 feet backward, or 3 feet upward from a standing start. If the barbarian is able to move freely and get a running start, the forward leap can range from 16-21 feet ($15 + d6$), and the upward leap from 4% to 6 feet ($4 + d4$, each pip equalling 1/2 foot). Springing under similar conditions gives an upward distance of 4-7 feet, depending on the surface used as a step to gain height and spring. • <u>Detect illusion:</u> Barbarians have a 5% chance per level of determining that some sight, sound or other sensory phenomenon is actually an illusion/phantasm spell of some type. This detection takes one round of concentration on the illusion. Regardless of the barbarian's level, the chance to so detect such spells may never exceed 75%. • <u>Detect magic:</u> Barbarians have a 25% chance of detecting any 19 sort of magic other than the illusion/,phantasm variety. This again takes one round of concentration, and applies to items or spells, but not to persons who are able to effect magic. For each level the barbarian gains beyond the 1st level, the barbarian gains an additional 5% to his or her base chance of detection. However, this chance may never exceed 90% regardless of the barbarian's level of experience. The type of magic is never revealed by this ability. • <u>Leadership:</u> When dealing with other barbarians, a barbarian adds his or her level of experience to his or her charisma score to get an effective charisma effect on other barbarians. Comeliness does not affect, nor is it affected by, this ability • <u>Survival:</u> The barbarian has the necessary skills for survival in the' wild, including hunting, small animal trapping, food gathering, shelter building, body covering, and fire building. • <u>First aid:</u> This skill allows the barbarian to bind wounds, set sprains or broken bones, and concoct natural antidotes and natural cures for diseases. This means the barbarian immediately regains 1 hit point, and thereafter he or she regains hit points at twice the normal rate, regaining 2 hit points per day if resting, and 1 hit point per day even if active and adventuring. The barbarian can also bind wounds to prevent further loss in hit points of other characters. Such "first aid" restores 1, hit point immediately, and then

	<p>increases hit-point recovery by 100% if the barbarian continues to administer aid and cures. When dealing with natural poison and illness, the barbarian has a 10% chance of effecting a cure. If the poison or disease is known, this chance of success rises to a percentage equal to 50 plus the victim's constitution score.</p> <ul style="list-style-type: none"> • <u>Outdoor craft</u>: This skill includes plant and animal detection as a 3rd-level druid, direction determination, and the ability to predict weather as if the spell of that name were cast by a 3rd-level druid. • <u>Tracking</u>: A barbarian's tracking skill is equal to that of a ranger of the same level, but a barbarian may only track in the outdoors.
2nd	• May use potions
3rd	• May use magic weapons
4th	• Barbarian can affect creatures which require a + 1
5th	• May use magic armor
6th	• Barbarian can affect creatures which require a + 2
7th	• May use weapon-like miscellaneous magic item
8th	<ul style="list-style-type: none"> • Barbarian can affect creatures which require a + 3 • May summon a Barbarian Horde(See below)
9th	• May use protection scrolls
10th	<ul style="list-style-type: none"> • Barbarian can affect creatures which require a + 4 • May use most magic items available to fighter
12th	• Barbarian can affect creatures which require a + 5
Barbarian Horde	
<p>Upon reaching 8th level, a barbarian may summon a barbarian horde. This horde can only be summoned in the native territory of the barbarian, from among barbarians of his background. Cavemen, dervishes, nomads, and tribesmen (see Monster Manual, "Men") are now considered barbarians. A barbarian horde can number as many members as its leader's experience-point total divided by 1000. Thus, a barbarian who has just reached 8th level can gather a 275-member horde, and one who has just reached 9th level can have a 500-member horde.</p> <p>A horde takes a week to gather in the barbarian's home territory, and must have a stated purpose, such as "Tear apart the College of Magic in Arcana City brick by brick" or "Rescue Princess Madelyn from the Storm Pirates" or "Serve under Goodbar the Cleric in his battle against the infidels." Deviating from the proclaimed purpose by the horde or its leader may cause the horde to disband, at the DM's option. Members of disbanded hordes will return by the quickest and safest route to their home lands.</p> <p>A barbarian horde can only be kept together for as many weeks as the barbarian leader has levels of experience. At the end of this time, the horde is usually disbanded. Exceptions may be made if large amounts of treasure are distributed to the members, if the leader has an effective charisma of 23 or more with respect to other barbarians, if the leader of the horde is a tribal leader as well, or if an unattained goal is in easy reach. Each of these special circumstances which apply would extend the duration of the horde by 1-2 weeks at most. A tribal leader who has his horde disband beneath him will not receive a warm welcome the next time he returns to his homeland.</p> <p>In addition to the normal barbarians in the horde, the leader of the horde will gain two aides, each of a level equal to one-half of the leader's level (rounded down). Each aide will have two assistants of one half the aide's level. An 8th-level barbarian would therefore have a horde of 275 men plus two 4th-level aides and four 2nd-level assistants to those aides. The horde may include shamans, witch doctors, or clerics, depending on the nature of the barbarians. Barbarian shamans and witch doctors gain wisdom bonuses and may use magic items of any sort as applicable. Normal clerics will have full spell capability, but in all cases barbarian ability-score statistics apply. Barbarian clerics are always non-player characters</p>	

Attack to be Saved Against						
Character Class	Experience level	Paralyzation, Poison or Death Magic	Petrification or Polymorph	Rod, Staff or Wand	Breath Weapon	Spell
Barbarian (Warrior)	0	16	17	18	20	19
	1-2	14	15	16	17	17
	3-4	13	14	15	16	16
	5-6	11	12	13	13	14
	7-8	10	11	12	12	12
	9-10	8	9	10	9	11
	11-12	7	8	9	8	10
	13-14	5	6	7	5	8
	15-16	4	5	5	4	7
	17+	3	4	3	4	6
+4 vs. Poison +3 vs. Paralyzation , Death magic, Petrification and Polymorph +2 vs. Rod, Staff , Wand and Breath Weapon +1 vs. spell every 4 level (example 8 level = +2)						

Holy Warrior

Ability Score Requirement:

Strength 12, Constitution 9, Wisdom 13

Intelligence 9, Charisma 17

Prime Requisite:

Strength 16, Wisdom 16 higher gain 10% exp

Alignment:

Lawful Good or Lawful Evil

Herbalism:

1st level

Holy Warrior can roll (d100) for exceptional strength, Holy Warrior cannot be a character with two class

Level	Experience Points Required	Number of Hit Dice (d10)	Level Title
1 st	0 – 1750	1	Gallant
2 nd	1751 – 5500	2	Keeper
3 rd	5501 – 12,000	3	Protector
4 th	12,001 – 24,000	4	Defender
5 th	24,001 – 45,000	5	Warder
6 th	45,001 – 95,000	6	Guardian
7 th	95,001 – 175,000	7	Chevalier
8 th	175,001 – 350,000	8	Justiciar
9 th	350,001 – 700,000	9	Holy Warrior
10 th	700,001 – 1,050,000	10	Holy Warrior (10 th Level)
11 th	1,050,001 – 1,400,000	11	Holy Warrior (11 th Level)
∞	+350,000	x+1	Holy Warrior (X level)

Character Class	Experience level	Paralyzation, Poison or Death Magic	Petrification or Polymorph	Rod, Staff or Wand	Breath Weapon	Spell
Holy Warrior (Warrior)	0	16	17	18	20	19
	1-2	14	15	16	17	17
	3-4	13	14	15	16	16
	5-6	11	12	13	13	14
	7-8	10	11	12	12	12
	9-10	8	9	10	9	11
	11-12	7	8	9	8	10
	13-14	5	6	7	5	8
	15-16	4	5	5	4	7
	17+	3	4	3	4	6
+2 to all saving throws						

Level	Spells per level			
	1st	2nd	3rd	4th
9 th	1	—	—	—
10 th	2	—	—	—
11 th	2	1	—	—
12 th	2	2	—	—
13 th	2	2	1	—
14 th	3	2	1	—
15 th	3	2	1	1
16 th	3	3	1	1
17 th	3	3	2	1
18 th	3	3	3	1
19 th	3	3	3	2
20 ^{th*}	3	3	3	3

* Maximum spell ability

Level	Skills & Spell Abilities
-	<ul style="list-style-type: none"> Detect evil at up to 60' distance, as often as desired, but only when the paladin is concentrating on determining the presence of evil and seeking to detect it in the right general direction. Immunity to all forms of disease. The ability to "lay on hands", either on others, or on his or her own person, to cure wounds; this heals 2 hit points of damage per level of experience the paladin has attained, but laying on hands can be performed but once per day. The ability to cure disease of any sort; this can be done once per week for each five levels of experience the paladin has attained, i.e. at levels 1 through 5 one disease per week, at levels 6 through 10 two diseases, at levels 11 through 15 three diseases, etc. The continuing emanation of a protection from evil (see CHARACTER SPELLS) in a 1" radius round the paladin. If a Holy warrior has a "Holy Sword" (a special Magic Sword which your referee is aware of and will explain to you if the need arises), he or she projects a circle of power 1" in diameter when the Holy Sword is unsheathed and held; and this power dispels magic (see CHARACTER SPELLS, dispel magic) at the level of magic use equal to the experience level of the Holy Warrior.
3rd	Gains the power to affect undead and devils and demons as if he or she were a 1st level cleric, and this power goes upwards with each level of experience the paladin gains; so at 4th level the effect is that of a 2nd level cleric, at 5th it is that of a 3rd level cleric, etc. (See The Cleric above.)
4th	Call for his warhorse; this creature is an intelligent heavy warhorse, with 5 +5 hit dice (5d8 plus 5 hit points), AC 5, and the speed of a medium warhorse (18"); it will magically appear, but only one such animal is available every ten years, so that if the first is lost the paladin must wait until the end of the period for another.
9th	Holy Warrior gains the ability to employ cleric spells (q.v.). They may never use scrolls of spells, however, except those normally usable by fighters.
Stricture apply to Holy warrior	
They may never retain more than ten magic items; these may never exceed: armor, 1 (suit), shield 1, weapons* 4, any other magic items 4, *these include daggers, swords, etc.; and such items as magic bows and magic arrows are considered as but 1 weapon	
They will never retain wealth, keeping only sufficient treasures to support themselves in a modest manner, pay henchmen, men-at-arms, and servitors, and to construct or maintain a small castle. Excess is given away, as is the tithe (see 3. below).	
An immediate tithe (10%) of all income - be it treasure, wages, or whatever - must be given to whatever charitable religious institution (not a clerical player character) of lawful good alignment the paladin selects.	

Paladin

Ability Score Requirement:

Strength 15, Dexterity 15, Constitution 15,
Wisdom 13, Intelligence 10, Charisma 17

Prime Requisite:

Strength 16, Wisdom 16 higher gain 10% exp

Alignment: Lawful Good

Herbalism: 1st level

Paladins cannot be a character with two class,
Paladins can roll (d100) for exceptional strength

Level	Experience Points Required	Number of Hit Dice (d10)	Level Title
1 st	0 – 1750	1	Gallant
2 nd	1751 – 5500	2	Keeper
3 rd	5501 – 12,000	3	Protector
4 th	12,001 – 24,000	4	Defender
5 th	24,001 – 45,000	5	Warder
6 th	45,001 – 95,000	6	Guardian
7 th	95,001 – 175,000	7	Chevalier
8 th	175,001 – 350,000	8	Justiciar
9 th	350,001 – 700,000	9	Paladin
10 th	700,001 – 1,050,000	10	Paladin (10 th Level)
11 th	1,050,001 – 1,400,000	11	Paladin (11 th Level)
∞	+350,000	x+1	Paladin (X level)

Level	Spells per level			
	1st	2nd	3rd	4th
9 th	1	—	—	—
10 th	2	—	—	—
11 th	2	1	—	—
12 th	2	2	—	—
13 th	2	2	1	—
14 th	3	2	1	—
15 th	3	2	1	1
16 th	3	3	1	1
17 th	3	3	2	1
18 th	3	3	3	1
19 th	3	3	3	2
20 ^{th*}	3	3	3	3

* Maximum spell ability

Character Class	Experience level	Paralyzation, Poison or Death Magic	Petrification or Polymorph	Rod, Staff or Wand	Breath Weapon	Spell
Paladin (Warrior)	0	16	17	18	20	19
	1-2	14	15	16	17	17
	3-4	13	14	15	16	16
	5-6	11	12	13	13	14
	7-8	10	11	12	12	12
	9-10	8	9	10	9	11
	11-12	7	8	9	8	10
	13-14	5	6	7	5	8
	15-16	4	5	5	4	7
	17+	3	4	3	4	6

+2 to all saving throws

Immune to Fear(magic or otherwise)

Level	Skills & Spell Abilities
-	<ul style="list-style-type: none"> • Detect evil at up to 60' distance, as often as desired, but only when the paladin is concentrating on determining the presence of evil and seeking to detect it in the right general direction. • Immunity to all forms of disease. • The ability to "lay on hands", either on others, or on his or her own person, to cure wounds; this heals 2 hit points of damage per level of experience the paladin has attained, but laying on hands can be performed but once per day. • The ability to cure disease of any sort; this can be done once per week for each five levels of experience the paladin has attained, i.e. at levels 1 through 5 one disease per week, at levels 6 through 10 two diseases, at levels 11 through 15 three diseases, etc. • The continuing emanation of a protection from evil (see CHARACTER SPELLS) in a 1" radius round the paladin. • If a Paladin has a "Holy Sword" (a special Magic Sword which your referee is aware of and will explain to you if the need arises), he or she projects a circle of power 1" in diameter when the Holy Sword is unsheathed and held; and this power dispels magic (see CHARACTER SPELLS, dispel magic) at the level of magic use equal to the experience level of the Paladin. • Weapon of Choice - A Paladin was 3 Weapon of Choice , Lance , either the broad sword, long sword or scimitar and either the horse-man's mace, horseman's flail or horseman's military pick. (A paladin cannot be + 1 with the long sword and + 2 with the scimitar at 9th level, but would be + 2 with the long sword if that was the weapon chosen at 3rd level.) The Paladin may make multiple attacks with a "weapon of choice" as if the character were 5 levels higher than actual as far as attacks per round are concerned; e.g., a 3rd-level cavalier can attack 3 times every 2 rounds with a weapon of choice, as opposed to 1 attack per round with some other ordinary weapon. The lance is the preferred weapon of the paladin, and proficiency with it is required at the first level. The paladin has a bonus to damage equal to the character's level of experience when using a lance while mounted. When the paladin is dismounted and using a lance, damage is + 1. A heavy lance used while dismounted is treated as an awl pike, with respect to all specifications except length, weight, and speed factor. A medium or light lance used while dismounted is treated as a spear. • A paladin's expertise in weapons allows the paladin to parry with weapons of proficiency more effectively than fighters can. Should a paladin choose to parry rather than attack, all of the paladin's "to hit" bonuses (including those due to strength, magic, and weapon of choice) can be subtracted from one attacker's die rolls. A parrying paladin may use his or her shield to parry a second opponent's attack; a shield parry reduces the attacker's roll by 1, and by a further 1 for every "plus" of the shield, if it is magical. If the paladin is using a shield parry as well as a weapon parry, any further attackers beyond the second may ignore the shield bonus in determining their chances "to hit." If a

	<p>paladin performs one or two parries, the cavalier cannot attack in that round, even if he or she is capable of making multiple attacks in a single round.</p> <ul style="list-style-type: none"> •A Paladin undergoes continual training and practice in arms and warfare, such that part of any day not spent adventuring must be spent in mounted arms drill or combat practice on foot. As a result of this constant training, the Paladin can increase his or her strength, dexterity, and constitution scores. When a Paladin is at 1st level, percentile dice are rolled for each of these abilities, just as they are for fighters with 18 strength. A Paladin with 15 dexterity might have 15/87 dexterity. The percentage has no normal effect on play, and the ability score is considered to be the main number (15 in this case). An exception is percentile strength above 18, which is treated as for fighters on the strength bonuses table. As a Paladin attains each higher level, 2d10 are rolled and the result added to the percentile score for strength, dexterity, and constitution. When a percentile score goes over 100, the main score is raised by 1 and the 100 is discarded. (In the example, if the cavalier with 15/87 dexterity rolls a 19 for this ability upon gaining 2nd level, the character's dexterity score is now 16/06, and is treated as a 16.) Ability scores can be raised as high as 18/00 in this manner, even if doing so violates imitations based on race or sex. If a cavalier loses a level, the percentile points gained for that level are lost. •Radiate a protection from fear aura in a 1 " radius, so that all allied creatures within the radius are similarly immune •Magical or magic-like phenomena which affect the mind are 90% unlikely to have any effect on the Paladin. This includes powers such as beguiling, charm, domination, hold, hypnosis, magic possession, sleep, suggestion, and the psionic mind blast, but not the effects of high comeliness. This 90% immunity is in addition to any saving throw for the Paladin •Paladin can fight at negative hit points the Paladin can function at is determined by the paladin's hit points at 1st level (4-13). When a negative number of hit points is reached, the paladin does not become unconscious, but cannot further attack and must rest, bind wounds, and seek further healing. paladin heal as other characters, but those of good alignment gain an additional 1-4 points for each full week of normal healing.
1st	<ul style="list-style-type: none"> •(Weapon of Choice) Gains +1 to hit with lance, if used while mounted
3rd	<ul style="list-style-type: none"> •Gains the power to affect undead and devils and demons as if he or she were a 1st level cleric, and this power goes upwards with each level of experience the paladin gains; so at 4th level the effect is that of a 2nd level cleric, at 5th it is that of a 3rd level cleric, etc. (See The Cleric above.) •(Weapon of Choice)Gains +1 to hit with either the broad sword, long sword or scimitar(players choice) •The Paladin can vault into the saddle with bulky armor and have the steed underway in a single segment
4th	<ul style="list-style-type: none"> •Call for his warhorse; this creature is an intelligent heavy warhorse, with 5 +5 hit dice (5d8 plus 5 hit points), AC 5, and the speed of a medium warhorse (18"); it will magically appear, but only one such animal is available every ten years, so that if the first is lost the paladin must wait until the end of the period for another.
5th	<ul style="list-style-type: none"> •(Weapon of Choice) Gains +1 to hit with either the horse-man's mace, horseman's flail or horseman's military pick (players choice) •The Paladin can urge his or her mount to greater speed than normal. The additional speed possible equals a 2" bonus to movement rate, and can be sustained for up to 6 turns. The additional speed thus gained has no ill effects upon the mount, although normal rest and feeding are always necessary.
6th	<ul style="list-style-type: none"> •(Weapon of Choice) Gains +2 to hit with lance, if used while mounted
7th	<ul style="list-style-type: none"> •The Paladin can handle and ride a pegasus as a steed
9th	<ul style="list-style-type: none"> •Paladins gains the ability to employ cleric spells (q.v.). They may never use scrolls of spells, however, except those normally usable by fighters. •Gains +2 to hit with either the broad sword, long sword or scimitar(players choice) (Weapon of Choice) •The Paladin can handle and ride a hippogriff as a steed
11th	<ul style="list-style-type: none"> •(Weapon of Choice) Gains +2 to hit with either the horse-man's mace, horseman's flail or horseman's military pick (players choice) •The Paladin can handle and ride a griffon or a similar creature (DM's judgment) as a steed
13th	<ul style="list-style-type: none"> •(Weapon of Choice)Gains +3 to hit with lance, if used while mounted
Stricture apply to Paladin	
They may never retain more than ten magic items; these may never exceed: armor, 1 (suit), shield 1, weapons* 4, any other magic items 4, *these include daggers, swords, etc.; and such items as magic bows and magic arrows are considered as but 1 weapon	
They will never retain wealth, keeping only sufficient treasures to support themselves in a modest manner, pay henchmen, men-at-arms, and servitors, and to construct or maintain a small castle. Excess is given away, as is the tithe (see 3. below).	
An immediate tithe (10%) of all income - be it treasure, wages, or whatever - must be given to whatever charitable religious institution (not a clerical player character) of lawful good alignment the paladin selects.	

Cavalier

Ability Score Requirement:

Strength 15, Dexterity 15, Constitution 15,
Wisdom 10, Intelligence 10,

Prime Requisite: None

Alignment: Any(Must start good)

Herbalism: None

In order to become a cavalier, a character must be in service to some deity, noble, order, or special cause. The **DM** will determine if this requirement can be met within the limits of the campaign, and if it is properly met by the cavalier character.

The cavalier must always place honour, bravery, and personal deeds in the forefront of his or her activity, and must adhere to a code of chivalry.

Level	Experience Points Required	Number of Hit Dice (d10)	Level Title
1 st	0 – 2500	1	Armiger
2 nd	2501 – 5000	2	Scutifer
3 rd	5001 – 10,000	3	Esquire
4 th	10,001 – 18,500	4	Knight Errant
5 th	18,501 – 37,000	5	Knight Bachelor
6 th	37,001 – 85,000	6	Knight
7 th	85,001 – 140,000	7	Grand Knight
8 th	140,001 – 220,000	8	Banneret
9 th	220,001 – 300,000	9	Chevalier
10 th	300,001 – 600,000	10	Cavalier
11 th	600,001 – 900,001	11	Cavalier (11 th Level)
12 th	900,001 – 1,200,000	12	Cavalier (12 th Level)
∞	+300,000	x+1	Cavalier (X level)

Level	Skills & Spell Abilities
-	<ul style="list-style-type: none"> • Weapon of Choice - A Cavalier was 3 Weapon of Choice , Lance , either the broad sword, long sword or scimitar and either the horse-man's mace, horseman's flail or horseman's military pick. (A paladin cannot be + 1 with the long sword and + 2 with the scimitar at 9th level, but would be + 2 with the long sword if that was the weapon chosen at 3rd level.) The Cavalier may make multiple attacks with a "weapon of choice" as if the character were 5 levels higher than actual as far as attacks per round are concerned; e.g., a 3rd-level cavalier can attack 3 times every 2 rounds with a weapon of choice, as opposed to 1 attack per round with some other ordinary weapon. The lance is the preferred weapon of the paladin, and proficiency with it is required at the first level. The paladin has a bonus to damage equal to the character's level of experience when using a lance while mounted. When the paladin is dismounted and using a lance, damage is + 1. A heavy lance used while dismounted is treated as an awl pike, with respect to all specifications except length, weight, and speed factor. A medium or light lance used while dismounted is treated as a spear. • A Cavalier's expertise in weapons allows the paladin to parry with weapons of proficiency more effectively than fighters can. Should a paladin choose to parry rather than attack, all of the paladin's "to hit" bonuses (including those due to strength, magic, and weapon of choice) can be subtracted from one attacker's die rolls. A parrying paladin may use his or her shield to parry a second opponent's attack; a shield parry reduces the attacker's roll by 1, and by a further 1 for every "plus" of the shield, if it is magical. If the paladin is using a shield parry as well as a weapon parry, any further attackers beyond the second may ignore the shield bonus in determining their chances "to hit." If a paladin performs one or two parries, the cavalier cannot attack in that round, even if he or she is capable of making multiple attacks in a single round. • A Cavalier undergoes continual training and practice in arms and warfare, such that part of any day not spent adventuring must be spent in mounted arms drill or combat practice on foot. As a result of this constant training, the Paladin can increase his or her strength, dexterity, and constitution scores. When a Paladin is at 1st level, percentile dice are rolled for each of these abilities, just as they are for fighters with 18 strength. A Paladin with 15 dexterity might have 15/87 dexterity. The percentage has no normal effect on play, and the ability score is considered to be the main number (15 in this case). An exception is percentile strength above 18, which is treated as for fighters on the strength bonuses table. As a Cavalier attains each higher level, 2d10 are rolled and the result added to the percentile score for strength, dexterity, and constitution. When a percentile score goes over 100, the main score is raised by 1 and the 100 is discarded. (In the example, if the cavalier with 15/87 dexterity rolls a 19 for this ability upon gaining 2nd level, the character's dexterity score is now 16/06, and is treated as a 16.) Ability scores can be raised as high as 18/00 in this manner, even if doing so violates imitations based on race or sex. If a cavalier loses a level, the percentile points gained for that level are lost. • Radiate a protection from fear aura in a 1 " radius, so that all allied creatures within the radius are similarly immune • Magical or magic-like phenomena which affect the mind are 90% unlikely to have any effect on the Cavalier. This includes powers such as beguiling, charm, domination, hold, hypnosis, magic jas possession, sleep, suggestion, and the psionic mind blast, but not the effects of high comeliness. This 90% immunity is in addition to any saving throw for the Paladin • Cavalier can fight at negative hit points the Paladin can function at is determined by the paladin's hit points at 1st level (4-13). When a negative number of hit points is reached, the paladin does not become unconscious, but cannot further

	attack and must rest, bind wounds, and seek further healing. paladin heal as other characters, but those of good alignment gain an additional 1-4 points for each full week of normal healing.
1st	•(Weapon of Choice) Gains +1 to hit with lance, if used while mounted
3rd	• (Weapon of Choice)Gains +1 to hit with either the broad sword, long sword or scimitar(players choice) •The Paladin can vault into the saddle with bulky armor and have the steed underway in a single segment
5th	•(Weapon of Choice) Gains +1 to hit with either the horse-man's mace, horseman's flail or horseman's military pick (players choice) •The Paladin can urge his or her mount to greater speed than normal. The additional speed possible equals a 2" bonus to movement rate, and can be sustained for up to 6 turns. The additional speed thus gained has no ill effects upon the mount, although normal rest and feeding are always necessary.
6th	•(Weapon of Choice) Gains +2 to hit with lance, if used while mounted
7th	•The Paladin can handle and ride a pegasus as a steed
9th	•Gains +2 to hit with either the broad sword, long sword or scimitar(players choice) (Weapon of Choice) •The Paladin can handle and ride a hippogriff as a steed
11th	•(Weapon of Choice) Gains +2 to hit with either the horse-man's mace, horseman's flail or horseman's military pick (players choice) •The Paladin can handle and ride a griffon or a similar creature (DM's judgment) as a steed
13th	•(Weapon of Choice)Gains +3 to hit with lance, if used while mounted

Stricture apply to Paladin

As a member of the social upper classes, the cavalier has a coat of arms and armorial bearing. This bearing is the device worn upon the cavalier's shield to identify himself on the battlefield and in tournament. (In tournament, the shield may be covered with dark hide to keep the user's identity unknown, hence a "black knight.") The armorial bearing may be kept covered while travelling, but is always revealed when an encounter occurs with creatures that might understand the import of such a device. In addition, at 4th level the cavalier may fly a pennon on his or her lance on the battlefield. A duplicate of this battle flag is held by the cavalier's retainers, and marks the territory of the cavalier. If the battleflag is lost, dishonour ensues, and the cavalier must make every effort to regain the flag. (Your local library will likely contain books on heraldry for those who wish to design their own armorial bearings for their characters.) Finally, cavaliers may expect full hospitality - food, lodging, and whatever else is needed (within reason under the circumstances) - from all other cavaliers of the same alignment. Such hospitality is likewise due from all gentle, noble, and royal households according to their relationships between various political divisions which might be concerned. The cavalier must follow a code of conduct and ethics, akin to chivalry. Upon being sworn to knighthood (by a cavalier of at least 2 levels higher, in a ceremony as simple as a dubbing with the sword or a full ritual of fasting, vigil, sacred vows, and celebration), the cavalier must pledge himself or herself to this code. Failure to sustain the oath is not sufficient reason to revoke knighthood, unless the order or liege lord of the cavalier specifically demands such. In the latter case, the cavalier becomes a mere fighter, though weapon specialization is not gained and the privilege of weapons of choice is retained. A cavalier must serve someone or some cause - normally a deity, greater noble, order of knighthood, or the like. The cavalier must seek to sustain the virtues and the code of chivalry. The knightly virtues are these:

Liberality	Honor	Good Faith
Glory	Unselfishness	Pride
Courtesy	Bravery	

The code for a feudal campaign may be summed up as follows. The DM may adjust this code to fit his or her own campaign.

Noble service cheerfully rendered

Defence of any charge unto death

Courage and enterprise in obedience's to rule

Respect for all peers and equals

Honour to all above your station

Obedience and respect from all beneath your station

Scorn for those who are lowly and ignoble (this includes knightly limitations on weapons and armor)

Military prowess exercised in service to your lord

Courtesy to all ladies (if the cavalier is male)

War is the flowering of chivalry

Battle is the test of manhood

Combat is glory

Personal glory above all in battle

Death to all who oppose the cause

Death before dishonour

In enforcing this code, the DM may reduce or eliminate experience that is gained by the cavalier if its gaining violates the spirit or letter of the code. A cavalier who retreats from battle, even to save fellow party members, would receive half experience for the beasts slain in his or her retreat. Similarly, a cavalier who dons leather armor to infiltrate a thieves guild to effect a rescue will gain no experience, since the rescue would be done in means not approved of by the code. Note that even neutral and evil cavaliers are bound by this code, but in their cases the obedience is to non-good masters.

As a result of the code and desire for battle, cavaliers cannot be controlled in battle situations. They will charge any enemy in sight, with the following order of preference:

1. Powerful monsters (dragons, demons, giants, etc.) serving
2. Opponent cavaliers of great renown, enemy flags
3. Opponent cavalry of noble or elite status
4. Other opponent cavalry
5. Opponent elite footmen
6. Opponent camp and headquarters
7. Opponent melee troops
8. Levies or peasants

enemy leaders, then the leaders themselves.

and standards.

The cavalier's charge will be made at full speed, regardless of army cohesion, intervening friendly troops, or other such considerations. While all cavaliers are initially of good alignment, there are cavaliers of neutral and evil alignment as well. Alignment change can occur up to 4th level without penalty, if the change is well-reasoned. At 4th level and beyond, any change of alignment results in the usual penalties. Neutral and evil cavaliers do not retain the protection from fear aura, nor the ability to function at a negative hit-point total. Evil cavaliers may use poison, and are free to ignore the obligation of hospitality. The device of an evil cavalier is made known throughout the land, and good cavaliers are duty bound to hunt down and destroy those cavaliers of evil alignment. Finally, evil and neutral cavaliers have limitations on the types of followers they can attract.

Character Class	Experience level	Paralyzation, Poison or Death Magic	Petrification or Polymorph	Rod, Staff or Wand	Breath Weapon	Spell
Cavalier (Warrior)	0	16	17	18	20	19
	1-2	14	15	16	17	17
	3-4	13	14	15	16	16
	5-6	11	12	13	13	14
	7-8	10	11	12	12	12
	9-10	8	9	10	9	11
	11-12	7	8	9	8	10
	13-14	5	6	7	5	8
	15-16	4	5	5	4	7
	17+	3	4	3	4	6

Thief

Ability Score Requirement:

Dexterity 9

Prime Requisite:

Dexterity 16 or higher gain 10% exp

Alignment: Any non-good

Herbalism: None

Thief's again +4 instead of +2 in the surprise round, Thief are able to backstab (multiply damage) in the surprise round this work for only there first set of attacks .

Level	Experience Points Required	Number of Hit Dice (d6)	Level Title
1 st	0 - 1250	1	Rouge (Apprentice)
2 nd	1251 - 2500	2	Footpad
3 rd	2501 - 5000	3	Cutpurse
4 th	5001 - 10,000	4	Robber
5 th	10,001 - 20,000	5	Burglar
6 th	20,000 - 42,500	6	Filcher
7 th	42,501 - 70,000	7	Sharper
8 th	70,001 - 110,000	8	Magsman
9 th	110,001 - 160,000	9	Thief
10 th	160,001 - 220,000	10	Master Thief (10 th Level)
11 th	220,001 - 440,000	11	Master Thief (11 th Level)
12 th	440,001 - 660,000	12	Master Thief (12 th Level)
∞	+220,000	x+1	Master Thief (X Level)

Backstab	
level	multiplier
1-4	X2
5-8	X3
9-12	X4
13+	X5

Like some other class thief have some unique skill to be able to use thief skills thief must have Thieves' Picks & Tools. all thieves at 1st level receive 60 discretionary percentage points that they can add to their base scores. No more than 30 points can be assigned to any single skill. Other than this restriction, the player can distribute the points however he wants. Each time the thief rises a level in experience, the player receives another 30 points to distribute. No more than 15 points per level can be assigned to a single skill

Thief skills								
	Picking pocket	Open Locks	Find/ Removing Traps*	Moving Silently	Hiding in Shadows	Detect Noise	Climb Walls	Read Languages
Base Score								
	15%	10%	5%	10%	5%	15%	60%	0%
Racial Adjustment								
Dwarf	-	+10%	+15%	-	-	-	-10%	-5%
Elf	+5%	-5%	-	+5%	+10%	+5%	-	-
Gnome	-	+5%	+10%	+5%	+5%	+10%	-15%	-
Half-Elf	+10%	-	-	-	+5%	-	-	-
Halfling	+5%	+5%	+5%	+10%	+15%	+5%	-15%	-5%
Ability Score Bonus								
9	-15%	-10%	-10%	-20%	-10%	-	-	-
10	-10%	-05%	-10%	-15%	-05%	-	-	-
11	-05%	0	-05%	-10%	0	-	-	-
12	0	0	0	-05%	0	-	-	-
13-15	0	0	0	0	0	-	-	-
16	0	+05%	0	0	0	-	-	-
17	+05%	+10%	0	+05%	+05%	-	-	-
18	+10%	+15%	+05%	+10%	+10%	-	-	-
19	+15%	+20%	+10%	+12%	+12%	-	-	-
20	+20%	+25%	+15%	+15%	+15%	-	-	-
21	+25%	+30%	+20%	+18%	+18%	-	-	-
22	+30%	+35%	+25%	+20%	+20%	-	-	-
23	+35%	+40%	+30%	+23%	+23%	-	-	-
24	+40%	+45%	+35%	+25%	+25%	-	-	-
25	+45%	+50%	+40%	+30%	+30%	-	-	-
Armor Adjustments								
No Armor	+5%	-	-	+10%	+5%	-	+10%	-
Elven Chain	-20%	-5%	-5%	-10%	-10%	-5%	-20%	-
Padded, Hide or Studded Leather	-30%	-10%	-10%	-20%	-20%	-10%	-30%	-
Chain mail, Ring mail**	-25%	-10%	-10%	-15%	-15%	-5%	-25%	-

*Thief and Assassins can find and disarm magical traps

**Only Bards can wear ring mail or non-elven mail while using thief skills

Level	Skills & Spell Abilities
1st	Evasion - When making a saving throw vs. magical attack, thief's take quarter damage on make a successful saving throw or full damage on a failure If a Thief surprises an opponent with stone skin instead of backstab going through they can remove stone skins. They can automatically remove stone skin even if you miss = to their backstab multiplier. If you hit with both hand you get your multiplier + 1. You can only do this once so even with multiple sets of attacks you only get this once.
10th	Read arcane scrolls with a 25% chance to fail
20th	Read 1 st level arcane scrolls with 0% chance to fail
24th	Read 2 nd level arcane scrolls with 0% chance to fail
27th	Read 3 rd level arcane scrolls with 0% chance to fail
31st	Read 4 th level arcane scrolls with 0% chance to fail
35th	Read 5 th level arcane scrolls with 0% chance to fail
39th	Read 6 th level arcane scrolls with 0% chance to fail
42nd	Read 7 th level arcane scrolls with 0% chance to fail
46th	Read 8 th level arcane scrolls with 0% chance to fail
50th	Read 9 th level arcane scrolls with 0% chance to fail

Character Class	Experience level	Paralyzation, Poison or Death Magic	Petrification or Polymorph	Rod, Staff or Wand	Breath Weapon	Spell
Thief (Rogue)	1-4	13	12	14	16	15
	5-8	14	11	12	15	13
	9-12	11	10	10	14	11
	13-16	10	9	8	13	9
	17-20	9	8	6	12	7
	21+	8	7	4	11	5

Assassin

Ability Score Requirement:

Strength 12 Dexterity 12 Intelligence 11

Prime Requisite:

Dexterity don't gain for high stats 10% exp

Alignment:

Any Evil

Herbalism:

None

Assassin function very similar to thief for the most part. They gain thieving skills like a thief but as if they were 2 levels low(3rd level assassin = 1st level thieving skills). Except for back stab which is at normal rate. In order for an assassin character to gain experience levels above the 13th (Prime Assassin), he or she must have the requisite experience points and then either assassinate the local Guildmaster Assassin (14th level) or challenge him or her to a duel to the death. likewise, a 14th level player character assassin can journey to the place where the Grandfather of Assassins (15th level) has his or her headquarters and slay him or her by assassination or in a duel. Note that

duplicity, trickery, ambush, and all forms of treachery are considered as fair by assassins. A higher level character can accept a challenge and then have the challenger slain by archers, for instance.

Level	Experience Points Required	Number of Hit Dice(d6)	Level Title
1 st	0 - 1500	1	Brava (Apprentice)
2 nd	1501 - 3000	2	Rutterkin
3 rd	3001 - 6000	3	Waghalter
4 th	6001 - 12,000	4	Murderer
5 th	12,001 - 25,000	5	Thug
6 th	25,001 - 50,000	6	Killer
7 th	50,001 - 100,000	7	Cutthroat
8 th	100,001 - 200,000	8	Executioner
9 th	200,001 - 300,000	9	Assassin
10 th	300,001 - 425,000	10	Expert Assassin
11 th	425,001 - 575,000	11	Senior Assassin
12 th	575,001 - 750,000	12	Chief Assassin
13 th	750,001 - 1,000,000	13	Prime Assassin
14 th	1,000,001 - 1,500,000	14	Guildmaster Assassin
15 th	1,500,001 - 2,000,000	15	Grandfather of Assassin
∞	+500,000	x+1	Grandfather Assassin

Level	Skills & Spell Abilities
-	<ul style="list-style-type: none"> May use poison - ingested or insinuated by weapon. Poison ingested must be put into the food or drink, and the character performing this action must detail exactly when, where, and how the poisoning will be done. The DM will then adjudicate the action. Poisoned weapons used run the risk of being noticed by others. All non-assassins within 10' of the bared weapon have a 10% cumulative chance each per melee round (q.v.) of noting the poison and attacking the poison-using assassin and/or calling for the city watch. (There is a 20% chance for attacking the assassin, a 50% chance for calling for the watch, and a 30% chance for shouting for the watch and then attacking the assassin.) Assassins attack on the same combat tables as thieves do, including back stabbing. However, if they surprise (q.v.) a victim, they may attack on the ASSASSINATION TABLE. This gives a roughly 50% chance of immediately killing the victim; and if this fails, normal damage according to weapon type and strength ability modifiers still accrues to the victim. Thus,

	<p>if a poisoned weapon is used, the victim must also make the saving throw versus poison or die. The assassin decides which attack mode he or she will use: assassination, back stabbing, or normal melee combat.</p> <ul style="list-style-type: none"> Primary abilities of assassins which enhance their function are those of being able to speak alignment languages and being able to disguise, as follows: Assassins with intelligence of 15 or more are able to learn an alignment tongue (even those special languages of druids and thieves). This ability is gained at 9th level (Assassin) and with each advance in experience level thereafter. The maximum number of alignment languages which can be spoken by an assassin is four - one for each point of intelligence above 14, i.e. one at 15, two at 16, three at 17, and four at 18 intelligence. Note: An assassin would have to be of 12th level (Chief Assassin) and have 18 intelligence to be able to speak four alignment languages. The assassin may select from the following languages: Chaotic Evil, Chaotic Good, Chaotic Neutral, Lawful Evil, Lawful Good, Lawful Neutral, Neutral Evil, Neutral Good, Neutral, Druidic, Thievescant Disguise can be donned in order to gain the opportunity to poison or surprise a victim - or for other reasons. The assassin can disguise himself or herself so as to appear to be a human, semi-human, or humanoid creature of either sex. Disguise can lower height by two or three inches, or raise it by up to four or five inches. It can make the assassin look slimmer or appear much heavier. Disguise can make the assassin appear to be virtually any class of character, a simple pilgrim, a merchant, etc. There is a chance, however, that the victim, or one of his or her henchmen or guards, will notice the disguise. There is a base chance of 2% per day of a disguised assassin being spotted. This chance goes upwards by 2% if the assassin is posing as another class, another race, and/or the opposite sex (maximum of 8% chance). Each concerned party (victim, henchmen, bodyguards) in proximity to the assassin will be checked for, immediately upon meeting the disguised assassin and each 24 hour period thereafter. The chance for spotting a disguised assassin goes downward by 1% for each point below 24 of combined intelligence and wisdom of the observer concerned, i.e. a victim with an intelligence and wisdom combined total of 20 has reduced his or her chances of spotting the disguised assassin by 4%. The reverse is also true; intelligence and wisdom above a combined total of 30 increase the chance of detection by 1% per point. Note: True seeing or a wand of enemy detection will discover an assassin, as will detect evil, or know alignment in some cases. Performing an assassination will gain experience points for the character -awarded for both the fee paid and the level of the victim. These awards are determined by the referee on the basis of a formula given in ADVANCED DUNGEONS / DRAGONS, DUNGEON MASTERS GUIDE
3rd	Gain thieving skills
12th	Read arcane scrolls with a 25% chance to fail
22nd	Read 1 st level arcane scrolls with 0% chance to fail
26th	Read 2 nd level arcane scrolls with 0% chance to fail
29th	Read 3 rd level arcane scrolls with 0% chance to fail
33rd	Read 4 th level arcane scrolls with 0% chance to fail
37th	Read 5 th level arcane scrolls with 0% chance to fail
41st	Read 6 th level arcane scrolls with 0% chance to fail
44th	Read 7 th level arcane scrolls with 0% chance to fail
48th	Read 8 th level arcane scrolls with 0% chance to fail
52nd	Read 9 th level arcane scrolls with 0% chance to fail

Character Class	Experience level	Paralyzation, Poison or Death Magic	Petrification or Polymorph	Rod, Staff or Wand	Breath Weapon	Spell
Assassin (Rogue)	1-4	13	12	14	16	15
	5-8	14	11	12	15	13
	9-12	11	10	10	14	11
	13-16	10	9	8	13	9
	17-20	9	8	6	12	7
	21+	8	7	4	11	5

Level	Level of Victim							
	0	1-2	3-4	5-6	7-9	10-12	13-15	16+
1 st	50g	100g	150g	200g	250g	—	—	—
2 nd	60g	120g	175g	250g	300g	350g	—	—
3 rd	75g	150g	225g	300g	400g	500g	—	—
4 th	100g	200g	300g	450g	600g	750g	1000g	—
5 th	150g	300g	450g	700g	900g	100g	1300g	1500g
6 th	250g	500g	750g	1000g	1300g	1600g	2000g	2500g
7 th	400g	800g	1200g	1600g	2000g	2500g	3500g	4500g
8 th	600g	1200g	1800g	2400g	3000g	3750g	5000g	7500g
9 th	850g	1700g	2600g	3500g	4400g	6000g	7500g	10,000g
10 th	1200g	1400g	3600g	4800g	6000g	8000g	10,000g	15,000g
11 th	1700g	3500g	5100g	7000g	9000g	12,000g	15,000g	20,000g

12 th	2500g	5000g	7500g	10,000g	13,000g	17,500g	20,000g	25,000g
13 th	3500g	7000g	11,000g	15,000g	19,000g	35,000g	32,500g	40,000g
14 th	5000g	10,000g	15,000g	20,000g	27,500g	35,000g	45,000g	60,000g
15 th	10,000g	20,000g	35,000g	50,000g	75,000g	100,000g	150,000g	250,000g

Bard

Ability Score Requirement:

Strength 15 Dexterity 15 Intelligence 12

Wisdom 15 Charisma 15 Constitution 10

Prime Requisite:

None

Alignment: Any-Neutral

Herbalism: 4th level

Unlike other classes, bard levels in multiple classes simultaneously. The Bard progressed as a Fighter until 7th level gaining weapon specialization in weapons the bard is able to use. Bards progress as thief up and until 12th level much like Assassins, Bards gain their thieving abilities at 3rd level. Bards also gain bardic abilities while levelling such as legend lore and charm. Bard can cast druidic spells and use the Bard spell table. Bards make saves at their best class, these saves are capped at the max level bards can achieve in that class. (ie 7th level Fighter) Unlike thieves Bards can use their

Level	Experience Points Required	Number of Hit Dice	Level Title
1 st	0-2000	1(d10)	Rhymer
2 nd	2001 - 4000	2(d10)	Lyrist
3 rd	4001 - 8000	3(d10)	Sonnateer
4 th	8001 - 16,000	4(d10)	Skald
5 th	16,001 - 25,000	5(d10)	Racaraide
6 th	25,001 - 40,000	6(d10)	Jaungleur
7 th	40,001 - 60,000	7(d10)	Troubadour
8 th	60,001 - 85,000	8(d6)	Minstrel
9 th	85,001 - 110,000	9(d6)	Muse
10 th	110,001 - 150,000	10(d6)	Lorist
11 th	150,001 - 200,000	11(d6)	Bard
12 th	200,001 - 400,000	12(d6)	Master Bard (12 th Level)
13 th	400,001 - 600,000	13(d6)	Master Bard (13 th Level)
14 th	600,001 - 800,000	14(d6)	Master Bard (14 th Level)
15 th	800,001 - 1,000,000	15(d6)	Master Bard (15 th Level)
16 th	1,000,001 - 1,200,000	16(d6)	Master Bard (16 th Level)
17 th	1,200,001 - 1,400,000	17(d6)	Master Bard (17 th Level)
18 th	1,400,001 - 1,600,000	18(d6)	Master Bard (18 th Level)
19 th	1,600,001 - 1,800,000	19(d6)	Master Bard (19 th Level)
20 th	1,800,001 - 2,000,000	20(d6)	Master Bard (20 th Level)
21 st	2,000,001 - 2,200,000	21(d6)	Master Bard (21 st Level)
22 nd	2,200,001- 3,000,000	22(d6)	Master Bard (22 nd Level)
∞	+800,000	x+1(d6)	Master Bard (X Level)

thieving skills while wearing ring mail or non-elven mail however they suffer minuses for doing so. As Bards incorporate elements of several other classes they are able to use the items of those classes.

Bard Thieving skill Progression								
Level	Picking pocket	Open Locks	Find/ Removing Traps*	Moving Silently	Hiding in Shadows	Detect Noise	Climb Walls	Read Languages
1	0%	0%	0%	0%	0%	0%	0%	0%
2	0%	0%	0%	0%	0%	0%	0%	0%
3	30%	15%	20%	15%	10%	10%	85%	0%
4	35%	19%	25%	21%	15%	10%	86%	0%
5	10%	33%	30%	27%	20%	15%	87%	0%
6	15%	37%	35%	33%	25%	15%	87%	20%
7	50%	42%	30%	40%	31%	20%	89%	25%
8	55%	47%	45%	47%	37%	20%	90%	30%
9	60%	52%	50%	55%	43%	25%	91%	35%
10	65%	57%	55%	62%	49%	25%	92%	40%
11	70%	62%	60%	70%	56%	30%	93%	45%
12	75%	67%	65%	78%	63%	30%	94%	50%

*Unlike a Thief or Assassin a Bard cannot find or remove magical traps

Level	College	Additional Languages	Charm Percentage	Legend Lore and Item Knowledge Percentage
1	(Probationer)	0	15%	0%
2	Fachlucan	0	20%	5%
3	Fachlucan	0	22%	7%
4	Fachlucan	1	24%	10%
5	Mac-Fuirmidh	0	30%	13%
6	Mac-Fuirmidh	1	32%	16%
7	Mac-Fuirmidh	1	34%	20%
8	Doss	0	40%	25%
9	Doss	1	42%	30%
10	Doss	1	44%	35%
11	Canaith	0	50%	40%
12	Canaith	1	53%	45%
13	Canaith	1	56%	50%
14	Cli	0	60%	55%
15	Cli	1	63%	60%
16	Cli	1	66%	65%
17	Anstruth	0	70%	70%
18	Anstruth	1	73%	75%
19	Anstruth	1	76%	80%
20	Ollamh	1	80%	85%
21	Ollamh	1	84%	90%
22	Ollamh	1	88%	95%
23	Magna Alumnae	1	95%	99%

Level	Spell Level					Best Fighter Skill	
	1	2	3	4	5	Best Class	+ to hit
1	1	-	-	-	-	Fighter	+1
2	2	-	-	-	-	Fighter	+2
3	3	-	-	-	-	Fighter	+3
4	3	1	-	-	-	Fighter	+4
5	3	2	-	-	-	Fighter	+5
6	3	3	-	-	-	Fighter	+6
7	3	3	1	-	-	Fighter	+7
8	3	3	2	-	-	Priest	+7
9	3	3	3	-	-	Priest	+7
10	3	3	3	1	-	Priest	+8
11	3	3	3	2	-	Priest	+9
12	3	3	3	3	-	Priest	+9
13	3	3	3	3	1	Priest	+10
14	3	3	3	3	2	Priest	+11
15	3	3	3	3	3	Priest	+11
16	4	3	3	3	3	Priest	+12
17	4	4	3	3	3	Priest	+13
18	4	4	4	3	3	Priest	+13
19	5	4	4	4	3	Priest	+14
20	5	4	4	4	4	Priest	+15
21	5	5	4	4	4	Priest	+15
22	5	5	5	4	4	Priest	+16
23	5	5	5	5	5	Priest	+17

Level	Skills & Spell Abilities
-	<ul style="list-style-type: none"> • Charm Percentage is the chance the bard has of successfully casting a charm person (or charm monster) spell with his or her music. This charming ability does not negate any immunities or the saving throw versus magic. • Legend lore and Item Knowledge Percentage shows the chance that the bard has of knowing something about a legendary person, place or thing or of knowing what a particular magic item is. The latter ability is limited to weapons, armor, potions, scrolls, and those items of magical nature which the bard can employ or which bear magical inscriptions; for all bards know runes, glyphs, characters, symbols, etc. Naturally, any knowledge gained by bards while in their former classes is also retained at all levels. • The bard's poetic ability raises the morale of associated creatures by 10%. It likewise can inspire ferocity in attack, so hit probability die rolls are given a bonus of +1. Both of these characteristics require 2 rounds of poetics to inspire the desired effect, i.e. 2 rounds of poetics will raise morale and cause ferocity, but 1 round will do neither. The effects last for 1 complete turn. Note that while engaged in this activity, the bard can engage in melee combat but not in any singing or spell casting. A bard's singing and playing negates the song effects of harpies and prevents similar attacks which rely upon song. It will likewise still the noise of shriekers, for these creatures are soothed by the vibrations of the bard's instrument.

Character Class	Experience level	Paralyzation, Poison or Death Magic	Petrification or Polymorph	Rod, Staff or Wand	Breath Weapon	Spell
Fighter (Warrior)	0	16	17	18	20	19
	1-2	14	15	16	17	17
	3-4	13	14	15	16	16
	5-6	11	12	13	13	14
	7-8	10	11	12	12	12
Thieves (Rogue)	1-4	13	12	14	16	15
	5-8	14	11	12	15	13
	9-12	11	10	10	14	11
Bard (Priest)	1-3	10	13	14	16	15
	4-6	9	12	13	15	14
	7-9	7	10	11	13	12
	10-12	6	9	10	12	11
	13-15	5	8	9	11	10
	16-18	4	7	8	10	9
	19+	2	5	6	8	7

Magic User

Ability Score Requirement:

Dexterity 6 Intelligence 9

Prime Requisite:

Intelligence 16 or higher gain 10% exp

Alignment: Any

Herbalism: None

Magic user gain there spell from arcane knowledge, magic user use the magic user spell table when magic user level up they gain spell, Magic users must memorize the spell he wishes to use each time he rests.

Level	Spells per level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1 st	1	—	—	—	—	—	—	—	—
2 nd	2	—	—	—	—	—	—	—	—
3 rd	2	1	—	—	—	—	—	—	—
4 th	3	2	—	—	—	—	—	—	—
5 th	4	2	1	—	—	—	—	—	—
6 th	4	2	2	—	—	—	—	—	—
7 th	4	3	2	1	—	—	—	—	—
8 th	4	3	3	2	—	—	—	—	—
9 th	4	3	3	2	1	—	—	—	—
10 th	4	4	3	2	2	—	—	—	—
11 th	4	4	4	3	3	—	—	—	—
12 th	4	4	4	4	4	1	—	—	—
13 th	5	5	5	4	4	2	—	—	—
14 th	5	5	5	4	4	2	1	—	—
15 th	5	5	5	5	5	2	1	—	—
16 th	5	5	5	5	5	3	2	1	—
17 th	5	5	5	5	5	3	3	2	—
18 th	5	5	5	5	5	3	3	2	1
19 th	5	5	5	5	5	3	3	3	1
20 th	5	5	5	5	5	4	3	3	2
21 st	5	5	5	5	5	4	4	4	2
22 nd	5	5	5	5	5	5	4	4	3
23 rd	5	5	5	5	5	5	5	5	3
24 th	5	5	5	5	5	5	5	5	4
25 th	5	5	5	5	5	5	5	5	5
26 th	6	6	6	6	5	5	5	5	5
27 th	6	6	6	6	6	6	6	5	5
28 th	6	6	6	6	6	6	6	6	6
29 th	7	7	7	7	6	6	6	6	6

Level	Experience Points Required	Number of Hit Dice(d4)	Level Title
1 st	0 – 2500	1	Prestidigitator
2 nd	2501 – 5000	2	Evoker
3 rd	4501 – 10,000	3	Coniurer
4 th	10,001 – 22,500	4	Theurgist
5 th	20,001 – 40,000	5	Thaumaturgist
6 th	40,001 – 60,000	6	Magician
7 th	60,001 – 90,000	7	Enchanter
8 th	90,001 – 135,000	8	Warlock
9 th	135,001 – 250,000	9	Sorcerer
10 th	250,001 – 375,000	10	Necromancer
11 th	375,001 – 750,000	11	Wizard (11 th Level)
12 th	750,001 – 1,125,000	12	Wizard (12 th Level)
13 th	1,125,001 - 1,500,000	13	Wizard (13 th Level)
14 th	1,500,001 - 1,875,000	14	Wizard (14 th Level)
15 th	1,875,001 - 2,250,000	15	Wizard (15 th Level)
16 th	2,250,001 - 2,625,000	16	Mage
17 th	2,625,001 - 3,000,000	17	Mage
18 th	3,000,001 - 3,375,000	18	Arch Mage
∞	+375,000	x+1	Arch Mage

Character Class	Experience level	Paralyzation, Poison or Death Magic	Petrification or Polymorph	Rod, Staff or Wand	Breath Weapon	Spell
Magic User (Wizard)	1-5	14	13	11	15	12
	6-10	13	11	9	13	10
	11-15	11	9	7	11	8
	16-20	10	7	5	9	6
	21+	8	5	3	7	4

Specialist Magic User

A wizard who concentrates his effort in a single school of magic is called a specialist. There are specialists in each type of magic, although some are extremely rare. Not all specialists are well-suited to adventuring--the diviner's spells are limited and not generally useful in dangerous situations. On the other hand, player characters might want to

consult an NPC diviner before starting an adventure. Specialist wizards have advantages and disadvantages when compared to mages. Their chance to know spells of their school of magic is greatly increased, but the intensive study results in a smaller chance to know spells outside their school. The number of spells they can cast increases, but they lose the ability to cast spells of the school in opposition to their specialty (opposite it in the diagram). Their ability to research and create new spells within their specialty is increased, but the initial selection of spells in

their school may be quite limited. All in all, players must consider the advantages and disadvantages carefully. Not all wizards can become specialists. The player character must meet certain requirements to become a specialist. Most specialist wizards must be single-classed; multi-classed characters cannot become specialists, except for gnomes, who seem to have more of a natural bent for the school of illusion than characters of any other race. Dual class humans *can* choose to become specialists. The dedication to the particular school of magic requires all the attention and concentration of the character. He does not have time for other class-related pursuits. In addition, each school has different restrictions on race, ability scores, and schools of magic allowed. These restrictions are given on Table 22. Note that lesser divination is not available as a specialty. The spells of this group, vital to the functioning of a wizard, are available to all wizards.

Race lists those races that, either through a natural tendency or a quirk of fate, are allowed to specialize in that art. Note that the gnome, though unable to be a regular mage, can specialize in illusions.

Minimum Ability Score lists the ability minimums needed to study intensively in that school. All schools require at least the minimum Intelligence demanded of a mage and an additional prime requisite, as listed.

Opposition School(s) always includes the school directly opposite the character's school of study in the diagram. In addition, the schools to either side of this one may also be disallowed due to the nature of the character's school. For example, an invoker/evoker cannot learn enchantment/charm or conjuration/summoning spells and cannot use magical items that duplicate spells from these schools. Being a specialist does have significant advantages to balance the trade-offs the character must make. These are listed here: A specialist gains one additional spell per spell level, provided the additional spell is taken in the specialist's school. Thus, a 1st-level illusionist could have two spells--one being any spell he knows and the other limited to spells of the illusion school. Because specialists have an enhanced understanding of spells within their school, they receive a +1 bonus when making saving throws against those spells when cast by other wizards. Likewise, other characters suffer a -1 penalty when making saving throws against a specialist casting spells within his school. Both of these modifiers can be in effect at the same time--for example, when an enchanter casts an enchantment spell at another enchanter, the modifiers cancel each other out.

Specialists receive a bonus of +15% when learning spells from their school and a penalty of -15% when learning spells from other schools. The bonus or penalty is applied to the percentile dice roll the player must make when the character tries to learn a new spell (see Table 4). Whenever a specialist reaches a new spell level, he automatically gains one spell of his school to add to his spell books. This spell can be selected by the DM or he can allow the player to pick. No roll for learning the spell need be made. It is assumed that the character has discovered this new spell during the course of his research and study. When a specialist wizard attempts to create a new spell (using the rules given in the DMG), the DM should count the new spell as one level less (for determining the difficulty) if the spell falls within the school of the specialist. An enchanter attempting to create a new enchantment spell would have an easier time of it than an illusionist attempting to do the same.

Specialist	School	Race	Ability Score	Opposition School(s)
Abjurer	Abjuration	H	15 Wis	Alteration & Illusion
Conjurer	Conj./Summ	H, H-E	15 Con	Gr. Divin. & Invocation
Diviner	Gr. Divin.	H, H-E, E	16 Wis	Conj./Summ.
Enchanter	Ench./Charm	H, H-E, E	16 Cha	Invoc./Evoc. & Necromancy
Illusionist	Illusion	H, G	16 Dex	Necro., Invoc./Evoc., Abjur.
Invoker	Invoc./Evoc.	H	16 Con	Ench./Charm & Conj./Summ
Necromancer	Necromancy	H	16 Wis	Illusion & Ench./Charm
Transmuter	Alteration	H, H-E	15 Dex	Abjuration & Necromancy

Sorcerer

Ability Score Requirement:

Dexterity 6 Intelligence 12

Prime Requisite:

Intelligence 16 or higher gain %10 exp

Alignment: Any

Herbalism: None

Like magic user get there sorcerers get their power from arcane magic, different from magic user is that Sorcerer don't have spell books, Sorcerer learn spells by heart so they can cast them as many times as they need up to a certain amount dependent on level, every time a Sorcerer levels up he can change a spell that he has learned.

Sorcerer do not get bonus spell for high IQ.

Level	Experience Points Required	Number of Hit Dice(d4)	Level Title
1 st	0 – 2500	1	Prestidigitator
2 nd	2501– 5000	2	Evoker
3 rd	4501 – 10,000	3	Coniurer
4 th	10,001 – 22,500	4	Theurgist
5 th	20,001 – 40,000	5	Thaumaturgist
6 th	40,001 – 60,000	6	Magician
7 th	60,001 – 90,000	7	Enchanter
8 th	90,001 – 135,000	8	Warlock
9 th	135,001 – 250,000	9	Sorcerer
10 th	325,001 – 375,000	10	Necromancer
11 th	650,001 – 750,000	11	Sorcerer (11 th Level)
12 th	975,001 – 1,125,000	12	Sorcerer (12 th Level)
13 th	1,125,001 - 1,500,000	13	Sorcerer (13 th Level)
14 th	1,500,001 - 1,875,000	14	Sorcerer (14 th Level)
15 th	1,875,001 - 1,875,000	15	Sorcerer (15 th Level)
16 th	1,875,001 - 2,625,000	16	Mage
17 th	2,625,001 - 3,000,000	17	Mage
18 th	3,000,001 - 3,375,000	18	Arch Sorcerer
∞	+375,000	x+1	Arch Sorcerer

Level	Spells cast per day								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1 st	1	—	—	—	—	—	—	—	—
2 nd	2	—	—	—	—	—	—	—	—
3 rd	2	—	—	—	—	—	—	—	—
4 th	3	1	—	—	—	—	—	—	—
5 th	4	2	—	—	—	—	—	—	—
6 th	4	2	1	—	—	—	—	—	—
7 th	4	3	2	—	—	—	—	—	—
8 th	4	3	1	—	—	—	—	—	—
9 th	4	3	2	—	—	—	—	—	—
10 th	4	4	3	2	1	—	—	—	—
11 th	4	4	4	3	2	—	—	—	—
12 th	4	4	4	4	3	1	—	—	—
13 th	5	5	4	4	2	—	—	—	—
14 th	5	5	4	4	2	1	—	—	—
15 th	5	5	5	5	2	1	—	—	—
16 th	5	5	5	5	3	2	1	—	—
17 th	5	5	5	5	3	3	2	—	—
18 th	5	5	5	5	3	3	2	1	—
19 th	5	5	5	5	3	3	3	1	—
20 th	5	5	5	5	4	3	3	2	—
21 st	5	5	5	5	4	4	4	2	—
22 nd	5	5	5	5	5	4	4	3	—
23 rd	5	5	5	5	5	5	5	3	—
24 th	5	5	5	5	5	5	5	4	—
25 th	5	5	5	5	5	5	5	5	5
26 th	6	6	6	6	5	5	5	5	5
27 th	6	6	6	6	6	6	6	5	5
28 th	6	6	6	6	6	6	6	6	6
29 th	7	7	7	7	6	6	6	6	6
Spells Known									
Level	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1 st	2	-	-	-	-	-	-	-	-
1 st	2	-	-	-	-	-	-	-	-
2 nd	2	-	-	-	-	-	-	-	-
3 rd	3	-	-	-	-	-	-	-	-
4 th	3	1	-	-	-	-	-	-	-
5 th	4	2	-	-	-	-	-	-	-
6 th	4	2	1	-	-	-	-	-	-
7 th	5	3	2	-	-	-	-	-	-
8 th	5	3	2	1	-	-	-	-	-
9 th	5	4	3	2	-	-	-	-	-
10 th	5	4	3	2	1	-	-	-	-
11 th	5	5	4	3	2	-	-	-	-
12 th	5	5	4	3	2	1	-	-	-
13 th	5	5	4	4	3	2	-	-	-
14 th	5	5	4	4	3	2	1	-	-
15 th	5	5	4	4	4	3	2	-	-
16 th	5	5	4	4	4	3	2	1	-
17 th	5	5	4	4	4	3	3	2	-
18 th	5	5	4	4	4	3	3	2	1
19 th	5	5	4	4	4	3	3	3	2
20 th	5	5	4	4	4	3	3	3	3

Character Class	Experience level	Paralyzation, Poison or Death Magic	Petrification or Polymorph	Rod, Staff or Wand	Breath Weapon	Spell
Sorcerer (Wizard)	1-5	14	13	11	15	12
	6-10	13	11	9	13	10
	11-15	11	9	7	11	8
	16-20	10	7	5	9	6
	21+	8	5	3	7	4

Monk

Ability Score Requirement:

Strength 15, Dexterity 15,
Constitution 11, Wisdom 15,

Prime Requisite:

Strength Dexterity
Constitution Wisdom
don't gain for %10 exp high stats
Alignment: Any-Lawful
Herbalism: 7th level

Look at the Oriental Adventures and speak with the DM as they are a very complex class, monk gain the bonus for high Dexterity on their thieving skills as well as racial bonuses.

Level	Experience Points Required	Number of Hit Dice(d4)	Level Title
1 st	0 - 2250	2	Novice
2 nd	2251 - 4750	3	Initiate
3 rd	4751 - 10,000	4	Brother
4 th	10,001 - 22,500	5	Disciple
5 th	22,501 - 47,500	6	Immaculate
6 th	47,501 - 98,000	7	Master
7 th	98,001 - 200,000	8	Superior Master
8 th	200,001 - 350,000	9	Master of Dragons
9 th	350,001 - 500,000	10	Master of the North Wind
10 th	500,001 - 700,000	11	Master of the West Wind
11 th	700,001 - 950,000	12	Master of the South Wind
12 th	950,001 - 1,250,000	13	Master of the East Wind
13 th	1,250,001 - 1,750,000	14	Master of Winter
14 th	1,750,001 - 2,250,000	15	Master of Autumn
15 th	2,250,001 - 2,750,000	16	Master of Summer
16 th	2,750,001 - 3,250,000	17	Master of Spring
17 th	3,250,001 - 4,250,000	18	Grand Master of Flowers
∞	+1,000,000	x+1	Grand Master of Flowers

Level	Skills & Spell Abilities
-	<ul style="list-style-type: none"> Monks gain martial arts (Oriental - Adventures, speak with DM) Missile Deflection(Oriental - Adventures)
1st	Monks have the ki power to reduce the amount of damage caused by magical attacks. When making saving throws vs. magical attacks, the monk's ki allows him to take no damage or suffer no effect from the magic if he makes a successful saving throw. Thus attacks which normally cause half damage on a successful save cause no damage to the monk if he makes his saving throw.
3rd	The ability to speak with animals this is not a magical ability
4th	Monk can fall up to 20 feet without taking damage provided he is within one foot of a wall or vertical surface. He has trained and disciplined his mind so that ESP has only a 30% chance of success when used against him. This protection improves by 2% at each level beyond 4th. Thus ESP has only a 28% chance of success on a 5th-level monk, 26% on a 6th-level monk, etc.
5th	The monk is immune to all types of disease and is unaffected by all types of haste or slow spells
6th	The monk can fall 30 feet without sustaining damage provided he is within four feet of a wall. The monk can also fall into a cataleptic state, perfectly simulating death. This can be maintained for a number of turns equal to twice his level. The monk is oblivious to his surroundings in this state, so he must state at the beginning how long he intends to remain cataleptic
7th	The monk, by concentrating on his inner power, can heal 2-5 points of damage on his own body per day. This power increases by one point at every level beyond 7th.
8th	The monk gains the ability to speak with plants as per the spell of the same name. He also attracts 2-5 followers (1st-level monks), provided he has a monastery headquarters. These have the same alignment as the player character and are fanatically loyal to him, provided his alignment does not change. They rise in level just like player characters, but leave when they reach 7th level. For every level attained beyond 8th, the monk attracts 1-2 more 1st level monks.
9th	Monk suffer only half-damage from any magical attack that cause damage, even if the monk fail his saving throw. If the saving throw is successful, the monk suffers no damage at all. in addition, charm, hypnosis and suggestion spell of all types have only a 50% chance to affect the monk. This resistance improves 5% at every level beyond 9th.
10th	The monk defends against telepathic and mind blast attacks as if he had Intelligence 18.
11th	The monk is immune to all types of poison.
12th	The monk is immune to gees and quest spells.
13th	<ul style="list-style-type: none"> The monk automatically gains one martial arts special manoeuvre of the player's choice Fall any distance The last ability gained, and perhaps the most terrible power, is that fabled attack which enables the monk to set up vibrations in the body of the victim, and the monk can then control such vibrations so as to cause death to occur when the monk stops them. Known as the "quivering palm", the monk merely touches his victim to set up the deadly vibrations. The victim can be virtually any creature. This power is limited as follows: It can be attempted but once per week, and the monk must touch the intended victim within 3 melee rounds or the power is drained for one week. It has

	<p>no affect on the undead or creatures which can be hit only by magical weaponry. The victim cannot have more hit dice than the monk using the power, and in any event, the total hit points of the victim cannot exceed those of the monk by more than 200%, or the power has no effect. The command to die (the control of the vibrations) must be given by the monk within a set time limit, or else the vibrations simply cease of their own accord and do no damage whatsoever. The time limit of death command is one day per level of experience the monk has gained at the time the power is used.</p>
	<p>Hindrances</p> <ul style="list-style-type: none"> Monks do not gain the defensive bonuses from Dexterity Monks do not gain damage bonuses from Strength They can retain only two magical weapons and three other magical items. All excess treasure and magical items must be given to non-player charities and religious institutions (whereupon they disappear from play). Severe limits are imposed on the use of magical items, as too much reliance on them weakens the monk's spiritual strength. They can use magical weapons only if the type is allowed to the class. Each monastery can support only a limited number of monks beyond 7th level. There are three of 8th level and one of each level beyond 8th attached to a monastery. When a player character gains sufficient experience points to qualify for 8th level (or beyond), he temporarily gains the abilities of that level. Before the level is permanently acquired, however, the monk must find and defeat one of the monks (or the monk) of that level. This duel must be fought in the martial style of the monastery and is strictly between the two monks; no one can intervene. The duel need not be fought to the death; the first person stunned usually acknowledges defeat. Any intentional delay (or being defeated in the duel) readjusts the character's experience points to the minimum number required for the last level he held permanently. For example, an 8th-level monk defeated in a duel drops to 98,001 experience points, the minimum required for 7th level. He must work his way back up to 8th level all over again.

Level	AC	Move	Weapon Damage Bonus	Additional Martial Art AT	Additional Martial Damage	Open Locks	Find/ Remove Traps*	Move Silently	Hide In Shadow	Hear noise	Climb Wall	Surprise
1	10	15	-	-	-	25%	20%	15%	10%	10%	85%	Normal
2	9	16	+1	-	-	29%	25%	21%	15%	10%	86%	32%
3	8	17	+1	-	-	33%	30%	27%	20%	15%	87%	30%
4	7	18	+2	1/4	-	37%	35%	33%	25%	15%	87%	28%
5	7	19	+2	1/4	+1	42%	40%	40%	31%	20%	89%	26%
6	6	20	+3	1/2	+2	47%	45%	47%	37%	20%	90%	24%
7	5	21	+3	1/2	+2	52%	50%	55%	43%	25%	91%	22%
8	4	22	+4	1/2	+1D	57%	55%	62%	49%	25%	92%	20%
9	3	23	+4	1/1	+1D +1	62%	60%	70%	56%	30%	93%	18%
10	3	24	+5	1/4	+1D +2	67%	65%	78%	63%	30%	94%	16%
11	2	25	+5	3/2	+1D +2	72%	70%	86%	70%	35%	95%	14%
12	1	26	+6	3/2	+2D	77%	75%	94%	77%	35%	96%	12%
13	0	27	+6	3/2	+2D	80%	80%	99%	85%	40%	97%	10%
14	-1	28	+7	2/1	+2D +1	87%	85%	99%	93%	40%	98%	8%
15	-1	29	+7	2/1	+3D	90%	90%	99%	99%	50%	99%	6%
16	-2	30	+8	3/1	+3D +1	95%	95%	99%	99%	50%	99%	4%
17	-3	32	+8	3/1	+4D	99%	99%	99%	99%	55%	99%	2%

Additional Attacks: This is the number of additional attacks the monk can make when using his martial art proficiencies. The number before the slash is the number of extra attacks, the number after the slash is the round when the attack is allowed. For example, if the monk has a martial style that normally allows one attack per round, 114 allows the monk to make one extra attack every fourth round, while 211 allows the monk to make two extra attacks every round. Additional attacks always occur at the end of the round.

Additional Damage: This is the amount of extra damage the monk causes when using his martial art proficiencies. If the number is + 1, + 2, or + 3, the amount is added to the normal damage caused when using the martial style. If the number is + 1 D, + 2D, or more it is the number of additional dice rolled to determine damage. These dice are the same type as those normally used for that martial style. The notation n + 1 D + 1 indicates both additional dice and additional points of damage.

*Unlike a Thief or Assassin a Monk cannot find or remove magical traps

Attack to be Saved Against						
Class	Experience level	Paralyzation, Poison or Death Magic	Petrification or Polymorph	Rod, Staff or Wand	Breath Weapon	Spell
Monk (Rogue)	1-4	13	12	14	16	15
	5-8	14	11	12	15	13
	9-12	11	10	10	14	11
	13-16	10	9	8	13	9
	17-20	9	8	6	12	7
	21+	8	7	4	11	5

Weapons proficiency

Class	Armor	Shield	Weapons	Oil	Poison
Cleric	Any	Any	Club, Flail, Hammer, Mace, Staff, Lasso , Sap, Staff Sling	Yes	Only if Evil
Priest	Dependent of god	Dependent of god	Dependent of god	Yes	Only if Evil
Druid	Leather or Padded	Wooden	Aklys, Club, Dagger, Dart, Garrot, Hammer, Lasso, Sap , Sling , Scimitar, Spear, Staff, Staff Sling, Sword (Khopesh), Whip	Yes	Never
Fighter	Any	Any	Any	Yes	Only if Evil
Rangers	Any	Any	Any	Yes	Only if Evil
Barbarian	Any 2	Any	Any	Yes	Only if Evil
Holy Warrior(1st)	Any	Any	Any	Yes	Only if Evil
Paladin(1.5st)	Any 1	Any	Any 1	No	Never
Cavalier	Any 1	Any	Any 1	No	Only if Evil
Thief	Leather, Studded leather, Padded or Elfin chain 3	None	Bow(Short),Caltrop, Club, Crossbow(Hand), Dagger, Dart, Garrot, Knife, Sap, Sling, Swords(Broad, Falchion , Long, Short)	Yes	Only if Evil
Assassin	As Thief	Yes	Any	Yes	Yes
Magic User	None	None	Caltrop, Dagger, Dart, Knife, Sling, Staff	Yes	Only if Evil
Sorcerer	None	None	Caltrop, Dagger, Dart, Knife, Sling, Staff	Yes	Only if Evil
Monk	None	None	Martial Art Weapons(Any), Hand Axe, Boku-Toh, Chijiriki, Crossbow(Any), Dagger, Daikyu, Halberd, Javelin, Kama, Kusari-Gama, Lasso, Naginata, Parang, Spear, Trident 4	No	Only if Evil
Bard	Leather, Studded leather, Padded , Ring mail, Elfin chain or chain mail	None	Club, Dagger, Dart, Garrot, Javelin, Knife, lasso, Sap, Scimitar, Sling, Spear, Staff, Sword(Bastard, broad, Falchion, Long, Short)	Yes	Only if Evil

Notes Regarding Character Classes Table II:

1: A paladin or Cavalier will not wear leather, padded, or studded leather armor, because such garb is beneath the character's station. Similarly, paladin will not use pole arms, missile weapons, or other types of arms that are commonly associated with the lower social classes.

2: A barbarian can wear any sort of armor, but does not gain the full benefit of the dexterity bonus of the class if the armor worn is of the bulky or fairly bulky variety.

3: A thief and Assassins attired in anything other than leather armor must take adjustments to his or her chances of success in performing certain thieving functions.

4: Monk Weapons can found in AD&D Oriental-Adventures

Money

Class	Starting Gold	Money Conversions
Priest	30-180gp (3d6 x10)	10 Copper Piece (cp) = 1 Silver Piece(sp)
Fighter	50-200gp (5d4 x10)	20 Silver Piece(sp) = 1 Gold Piece(gp)
Magic user	20-80gp (2d4 x10)	2 Electrum Piece(ep) = 1 Gold Pieces(gp)
Thief	20-120gp(2d6 x10)	1 Platinum Piece(pp) = 5 Gold Pieces(gp)
Monk	5-20gp (5d4)	Example: 200cp = 20sp = 2ep = 1gp = 1/5gp

Armor Class Table

Type of Armor	Armor Class Rating	Shield size	+ to AC
None	10	Small, Buckler	+1
Leather armor or Padded armor	8	Medium	+2
Studded leather armor, or Ring mail	7	Large	+3
Scale mail	6		
Chain mail, or Elfin chain mail	5		
Splint mail, Banded mail, or Bronze plate mail	4		
Plate mail	3		
Plate armor or Field Plate	2		
Full plate armor	1		

Weapons and Items

Armor	Cost	Amour other	Cost	Cloths	Cost
Leather	4gp	Helmet, Small	10gp	Belt	2sp
Padded	5gp	Helmet, Great	15gp	Boots, High, Hard	2gp
Studded Leather	15gp	Shield, Small Wooden	1gp	Boots, High, Soft	1gp
Ring Mail	30gp	Shield, Small	10gp	Boots, Low, Hard	1gp
Scale Mail	45gp	Shield, Buckler	5gp	Boots, Low, Soft	8sp
Chain Mail	75gp	Shield, Large	15gp	Cap	1sp
Splintered	80gp	Spiked Buckler	10gp	Cloak	5sp
Banded	90gp	Herbs		Girdle, Broad	2gp
Bronze Plate	100gp	Belladonna, Sprig		Girdle, Normal	10sp
Plate	400gp	Garlic, Bud		Hat	7sp
Field Plate	2000gp	Wolvesbane, Spring		Robe	6sp
Full Plate	4000gp				

Arms	Cost	Arms	Cost	Arms	Cost
Aklys	2gp	Fauchard	3gp	Pick, Military, Footman's	8gp
Arrow, Flight single	2sp	Fauchard -- Fork	8gp	Pick, Military, Horseman's	5gp
Arrow, Flight dozen	1gp	Flail, Footman's	3gp	Pike, Awl	3gp
Arrow, Silver Flight single	1gp	Flail, Horseman's	8gp	Quarrel(bolt), Light Single	1sp
Arrow, Sheaf single	4sp	Fork, Military	4gp	Quarrel(bolt), Heavy Score	2gp
Arrow, Sheaf dozen	2gp	Garrot	10sp	Ranseur	4gp
Atatl	1gp	Glaive	6gp	Sap	1gp
Axe, Battle	5gp	Glaive-Guisarme	10gp	Scimitar	15gp
Axe, Hand/Throwing	1gp	Guisarme	5gp	Sling & Bullets Dozen	15sp
Bardiche	7gp	Guisarme--Voulge	7gp	Sling Bullets, Score	10sp
Bec de corbin	6gp	Halbard	9gp	Spear	1gp
Bill-Guisarme	6gp	Hammer	1gp	Spetum	3gp
Blowgun	20gp	Hammer, Lucern	7gp	Spiked Buckler	10gp
Blowgun Needle	1sp	Harpoon	5gp	Staff Sling	2gp
Bow, Composite Short	75gp	Hook fauchard	6gp	Sword Bastard + Scabbard	25gp
Bow, Composite Long	100gp	Javelin	10sp	Sword Broad + Scabbard	10gp
Bow, Long	60gp	Knife & Scabbard	1gp	Sword Falchion + Scabbard	10gp
Bow, Short	15gp	Lance	6gp	Sword Khopesh +Scabbard	10gp
Caltrop	2sp	Lasso	5sp	Sword Long +Scabbard	15gp
Crossbow, Heavy	20gp	Mace, Footman's	8gp	Sword Short + Scabbard	8gp
Crossbow, Light	12gp	Mace, Horseman's	4gp	Sword Two-Handed	30gp
Crossbow, Hand	300gp	Man Catcher	25gp	Trident	4gp
Dagger and Scabbard	2gp	Morning Star	5gp	Voulage	2gp
Dart	5sp	Partisan	10gp	Whip	3gp
Miscellaneous Items	Cost	Transport	Cost	Livestock	Cost
Backpack, Leather	2gp	Barge(or Raft) Small	50gp	Chicken	3cp
Box, Iron large	28gp	Boat, Small	75gp	Cow	10gp
Box, Iron small	9gp	Boat, Long	150gp	Dog, Guard	25gp
Candle, Tallow	1cp	Cart	50gp	Dog, Hunting	17gp
Candle, Wax	1sp	Galley, Large	25,000gp	Donkey	8gp
Case Bone Map or Scroll	5gp	Galley, Small	10,000gp	Goat	1gp
Case Leather Map or Scroll	15sp	Ship, Merchant. Large	15,000gp	Hawk, Large	40gp
Chest Wooden Large	17sp	Ship, Merchant. Small	5,000gp	Hawk, Small	18gp
Chest Wooden Small	8sp	Ship, War	20,000gp	Horse Draft	30gp
Greek Fire	10gp	Wagon	150gp	Horse Heavy War	300gp
Lantern Bulleye	12gp	Provisions	Cost	Horse Light War	150gp
Lantern Hooded	7gp	Ale Pint	1sp	Horse Medium War	225gp
Mirror Large Metal	10gp	Beer Small pint	5cp	Horse Riding (light)	25gp
Mirror Small, Silver	20gp	Food Merchant's Meal	1sp	Mule	20gp
Oil, Flask of	1gp	Food Rich Meal	1gp	Ox	15gp
Pole, 10'	3cp	Grain, Horse Meal 1 day	1sp	Pigeon	2cp
Pouch belt large	1gp	Mead, Pint	5sp	Piglet	1gp
Pouch belt small	15sp	Rations, Iron 1 Week	5gp	Pig	3gp
Quiver, 1 Dozen Arrow	8sp	Rations, Standard, 1 week	3gp	Pony	15gp
Quiver, 1 Score Arrow Cap	12sp	Wine, Pint, Good	10sp	Sheep	2gp
Quiver, 1 Score Bolts Cap	15sp	Wine, Pint, Watered	5gp	Songbird	4gp
Quiver, 2 Score Bolts Cap	1gp	Religious Items	Cost	Tack and Harness	Cost
Rope, 50'	4sp	Beads, Prayer	1gp	Boarding, Chain	250gp
Sack, Large	15cp	Incense, Stick	1gp	Boarding, Leather	100gp
Sack, Small	10cp	Symbol, Holy Iron	2gp	Boarding, Plate	500gp
Skin for Water or Wine	15sp	Symbol, Holy Silver	50gp	Harness +Bit and Bridle	1gp
Spike, Iron, Large	1cp	Symbol, Holy Wooden	7sp	Saddle	10gp
Thieves' Picks & Tools	30gp	Holy Water Vial	25gp	Saddle Bags Large	4gp
Tinder Box, Fling & Steel	1gp	Unholy Water Vial	25gp	Saddle Bags Small	3gp
Torch	1cp			Saddle Blanket	3sp

Hand Held Weapons	Vs S , M	Vs L	Length	Speed Factor	Hurled Weapons , Missiles	Vs S , M	Vs L	Fire Rate	Range		
									S	M	L
Aklys	d6	d3	c.2'	4	Aklys	d6	d3	1	1	-	-
Atatl	d6	d6	c.3'	n/a	Atatl	d6	d6	1	3	6	9
Axe, Battle	d8	d8	c.4'	7	Arrow, Flight	d6	d6	-	-	-	-
Axe, Hand	d6	d4	c.1 1/2'	4	Arrow, Sheaf	d8	d8	-	-	-	-
Bardiche	2d4	3d4	c.5'	9	Axe Throwing	d6	d4	1	1	2	3
Bec de corbin	d8	d6	8'+	9	Blowgun Needle	d1	d1	2	1	2	3
Bill-Guisarme	2d4	d10	c.5'	10	Bow, Comp Short	-	-	2	5	10	18
Caltrop	d1	d2	n/a	n/a	Bow, Comp Long	-	-	2	6	12	21
Club	d6	d3	c.3'	4	Bow, Long	-	-	2	7	14	21
Dagger	d4	d3	c.15"	2	Bow, Short	-	-	2	5	10	15
Fauchard	d6	d8	8'+'	8	Club	d6	d3	1	1	2	3
Fauchard -- Fork	d8	d10	8'	8	Crossbow, Heavy	-	-	1/2	8	16	24
Flail, Footman's	d6+1	2d4	c.4'	7	Crossbow, Light	-	-	1	6	12	18
Flail, Horseman's	d4+1	d4+1	c.2'	6	Crossbow, Hand	-	-	1	2	4	6
Fork, Military	d8	2d4	7'	7	Dagger	d4	d3	2	1	2	3
Garrot	d4	d6	c.3;	2	Dart	d3	d2	3	1	3	5
Glaive	d6	d10	8'+	8	Harpoon	2d4	2d6	1	1	2	3
Glaive-Guisarme	2d4	2d6	8'+	9	Hammer	d4+1	d4	1	1	2	3
Guisarme	2d4	d8	6'+	8	Javelin	d6	d6	1	2	4	4
Guisarme--Voulge	2d4	2d4	7'+	10	Knife	d3	d2	2	1	2	3
Halbard	d10	2d6	5'+	9	Lasso	-	-	1/2	1	2	3
Harpoon	2d4	2d6	6'-8'	6	Quarrel(bolt), Hand	d3	d2	-	-	-	-
Hammer	d4+1	d4	c.1 1/2'	4	Quarrel(bolt), Light	d4	d4	-	-	-	-
Hammer, Lucern	2d4	1d6	5'+	9	Quarrel(bolt), Heavy	d4+1	d6+1	-	-	-	-
Hook fauchard	d4	d4	8'+	9	Sling (Bullet)	d4+1	d6+1	1	5	10	20
Knife	d3	d2	c.1'	2	Sling (Stone)	d4	d4	1	4	8	16
Lance(light horse)	d6	d8	10'	7	Spear	d6	d8	1	1	2	3
Lance(medium horse)	d6+1	2d6	12'	6	Staff Sling (Bullet)	2d4	3d3	1/2	-	3-6	9
Lance(heavy horse)	3d3	3d6	14'	8	Staff Sling (Stone)	1d8	2d4	1/2	-	3-6	9
Mace, Footman's	d6+1	d6	c.2 1/2'	7							
Mace, Horseman's	d6	d4	c.1 1/2'	6							
Man Catcher	d2	d2	8'+	7							
Morning Star	2d4	d6+1	c.4'	7							
Partisan	d6	d6+1	7'+	9							
Pick, Footman's	d6+1	2d4	c.4'	7							
Pick, Horseman's	d4+1	d4	c.2'	5							
Pike, Awl	d6	d12	18'	13							
Ranseur	2d4	2d4	8'+	8							
Sap	d2	d2	1/2'	2							
Scimitar	d8	d8	c.3'	4							
Spear	d6	d8	5'	6-8							
Spetum	d6+1	2d6	8'	8							
Spiked Buckler	d4	d3	1'	4							
Staff, Quarter	d6	d6	6	4							
Sword Bastard	2d4	2d8	c.4 1/2'	6							
Sword Broad	2d4	d6+1	c.3 1/2'	5							
Sword Falchion	d6+1	2d4	c.3 1/2'	5							
Sword Khopesh	2d4	d6	c.3 1/2'	9							
Sword Long	d8	d12	c.3 1/2'	5							
Sword Short	d6	d8	c.2'	3							
Sword Two-Handed	d10	3d6	c.6'	10							
Trident	d6+1	3d4	4'	6-8							
Voulage	2d4	2d4	8'	20							
Whip	d2	d1	8'	5-8							

Magic user Spell Levels

Magic user spell levels				
First	Second	Third	Fourth	Fifth
Affect Normal Fire	Alter Self	Blink	Charm Monster	Advanced Illusion
Alarm	Bind	Clairaudience	Confusion	Airy Water
Armor	Blindness	Clairvoyance	Contagion	Animated Dead
Audible Glamer	Blur	Cloudburst	Detect Scyng	Avoidance
Burning Hands	Continual Light	Continual darkness	Dig	Bigby's interposing Hand
Change self	Darkness 15' Radius	Delude	Dimension Door	Chaos
Charm Person	Deafness	Dispel illusion	Dispel Exhaustion	Cloudkill
Chill Touch	Deepockets	Dispel Magic	Emotion	Cone of Cold
Chromatic Orb	Detect Evil	Explosive Runes	Enchanted Weapon	Conjure Elemental
Colour spray	Detect Invisibility	Fear	Enervation	Contact Other Plane
Comprehend Languages	ESP	Feign Death	Evard's Black Tentacles	Demi- Shadow monster
Dancing light	Fascinate	Fireball	Extension I	Dismissal
Darkness	Flaming Sphere	Flame Arrow	Fire Charm	Distance Distortion
Detect Illusion	Fog Cloud	Fly	Fire Shield	Dolor
Detect Magic	Fool's Gold	Gust of wind	Fire Trap	Domination
Detect Undead	Forget	Hallucinatory Terrain	Fumble	Dream
Enlarge	Glitterdust	Haste	Ice Strom	Extension II
Erase	Hypnotic Pattern	Hold Person	Illusionary Wall	Fabricate
Feather Fall	Improved Phantasmal	Hold Undead	Improve invisibility	False vision
Find Familiar	Force	Illusionary Script	Leomund's Secure Shelter	Feeblemind
Firewater	Invisibility	Infravision	Magic Mirror	Hold Monster
Friends	Irritation	Invisibility 10' Radius	Massmorph	Leomund's Lamentable
Gaze Reflection	Knock	Item	Minor Creation	Belabourment
Grease	Know Alignment	Leomund's Tiny Hut	Minor Globe of	Leomund's Secret Chest
Hold Portal	Leomund's Trap	Lightning bolt	Invulnerability	Magic Jar
Hypnotism	Levitate	Material	Monster summoning II	Major Creation
Identify	Locate Object	Melf's Minute Meteor	Otiluke Resilient Sphere	Monster summoning III
Jump	Magic Mouth	Monster summoning I	Phantasmal killer	Mordenkainen's Faithfull
Light	Melf's Acid Arrow	Non Detection	Plant Growth	Hound
Magic Missile	Mirror Image	Paralyzation	Polymorph Other	Passwall
Melt	Misdirection	Phantom Steed!!	Polymorph Self	Seeming
Mending	Pyrotechnics	Phantom Wind	Rainbow Pattern	Sending
Message	Ray of Enfeeblement	Protection from evil 10'	Rary Mnemonic Enhancer	Shadow Door
Mount	Rope Trick	Radius	Remove Curse	Shadow Magic
Nystul's Magic Aura	Scare	Protection From Normal	Shadow monster	Stone Shape
Phantasmal Force	Shatter	Missiles	Shout	Summon Shadow
Phantom Armour	Spectral Hand	Secret Page	Solid Fog	Tempus fugit
Precipitation	Stinking Cloud	Sepia Snake Sigil	Stoneskin	Telekinesis
Protection from evil	Strength	Slow	Ultravision	Teleport
Push	Summon Swarm	Spectral Force	Vacancy	Transmute Rock To Mud
Read illusionist magic	Tasha's Uncontrollable	Suggestion	Wall of Fire	Wall of Force
Read magic	hideous laughter	Tongues	Wall of Ice	Wall of Iron
Run	Web	Vampirec touch	Wizard Eye	Wall of Stone
Shield	Whip	Water Breathing		
Shocking Grasp	Whispering wind	Wind Wall		
Sleep	Wizard lock	Wraithform		
Spider Climb	Zephyr			
Spook				
Taunt				
Tenser's Floating disc				
Unseen servant				
Ventriloquism				
Wall of Fog				
Wizard Mark				
Write				

Sixth	Seventh	Eighth	Ninth
Anti-Magic Shell	Banishment	Antipathy-Sympathy	Astral Spell
Bigby's Forceful Hand	Bigby's Grasping Hand	Bigby's Clenched Fist	Bigby's Crushing Hand
Chain Lighting	Cacodemon	Binding	Crystalbrittle
Conjure Animal	Charm Plants	Clone	Energy Drain
Contingency	Control Undead	Demand	Foresight
Control Weather	Delayed Blast Fireball	Glassteel	Gate
Death Fog	Drawmij's Instant	Incendiary Cloud	Imprisonment
Death Spell	Summons	Mass Charm	Meteor Swarm
Demi shadow magic	Duo-Dimension	Maze	Monster Summoning VII
Disintegrate	Finger of Death	Mind Blank	Mordenkainen's
Enchant An Item	Forcecage	Monster Summoning VI	Disjunction
Ensnarement	Limited Wish	Otiluke's Telekinetic	Power Word, Kill
Extension III	Mass Invisibility	Sphere	Prismatic Sphere
Eyebite	Monster Summoning V	Otto's Irresistible Dance	Shape Change
Geas	Mordenkainen's	Permanency	Succor
Glassee	Magnificent Mansion	Polymorph Any Object	Temporal Stasis
Globe of invulnerability	Mordenkainen's Sword	Power Word, Blind	Time Stop
Guards and ward	Phase Door	Prismatic Wall	Weird
Invisible Stalker	Power Word, Stun	Screen	Wish
Legend Lore	Prismatic Spray	Serten's Spell Immunity	
Lower Water	Reverse Gravity	Sink	
Mass Suggestion	Sequester	Symbol	
Mirage Arcana	Shadow Walk	Trap the Soul	
Mislead	Simulacrum		
Monster Summoning IV	Spell Turning		
Mordenkainen's lucubration	Statue		
Move earth	Teleport Without Error		
Otiluke's Freezing Sphere	Torment		
Part water	Truename		
Permanent Illusion	Vanish		
Phantasmagria	Vision		
Programmed Illusion	Volley		
Project image			
Reincarnation			
Repulsion			
Shades			
Spiritwrack			
Stone to Flesh			
Tenser's Transformation			
Transmute Water to Dust			
True Seeing			
Veil			

Druidic Spell Levels

Druidic spell levels		
First	Second	Third
Animal Friendship	Barkskin	Call Lightning
Ceremony	Charm Person or Mammal	Cloudburst
Detect Balance	Create Water	Cure Disease
Detect Magic	Cure Light Wounds	Hold Animal
Detect Poison	Feign Death	Know Alignment
Detect Snakes & Pits	Fire Trap	Neutralize Poison
Entangle	Flame Blade	Plant Growth
Faerie Fire	Goodberry	Protection From Fire
Invisibility to Animals	Heat Metal	Pyrotechnics
Locate Animals or Plants	Obscurement	Snare
Pass Without Trace	Produce Flame	Spike Growth
Precipitation	Reflecting Pool	Starshine
Predict Weather	Slow Poison	Stone Shape
Purify Food	Trip	Summon Insects
Shillelagh	Warp Wood	Tree
Speak with Animal		Water Breathing

Fourth	Fifth	Sixth	Seventh
Animal Summoning I Call Woodland Beings Control Temperature, 10' Radius Cure Serious Wounds Dispel Magic Hallucinatory Forest Hold Plant Produce Fire Plant Door Protection From Lightning Repel Insects Speak With Plants	Animal Growth Animal Summoning II Anti-plant Shell Commune With Nature Control Winds Insect Plague Moonbeam Pass Plant Spike Stones Transmute Rock to Mud True Seeing Wall of Fire	Animal Summoning III Anti-animal Shell Conjure Fire Elemental Cure Critical wounds Feeblemind Fire Seeds Liveoak Transmute Water to Dust Transport Via Plants Turn Wood Wall of Thorns Weather Summoning	Animate Rock Changestaff Chariot of Sustarre Confusion Conjure Earth Elemental Control Weather Creeping Doom Finger of Death Fire Storm Reincarnate Sunray Transmute Metal to Wood

Cleric Spell Levels

Cleric spell levels			
First	Second	Third	
Bless Ceremony Combine Command Create Water Cure Light Wounds Detect Evil Detect Magic Endure Heat/Endure Cold Invisibility to Undead Light Magical Stone Penetrate Disguise Portent Precipitation Protection From Evil Purify Food & Drink Remove Fear Resist Cold Sanctuary	Aid Augury Chant Detect Charm Detect Life Dust Devil Enthrall Find Traps Hold Person Holy Symbol Know Alignment Messenger Resist Fire Silence, 15[FM] Radius Slow Poison Snake Charm Speak With Animals Spiritual Hammer Withdraw Wyvern Watch	Animate Dead Cloudburst Continual Light Create Food & Water Cure Blindness Cure Disease Death's Door Dispel Magic Feign Death Flame Walk Glyph of Warding Locate Object Magical Vestment Meld Into Stone Negative Plane Protection Prayer Remove Curse Remove Paralysis Speak With Dead Water Walk	
Fourth	Fifth	Sixth	Seventh
Abjure Cloak of Bravery Cure Serious Wounds Detect Lie Divination Exorcise Giant Insect Imbue With Spell Ability Lower Water Neutralize Poison Protection From Evil, 10' Radius Speak With Plants Spell Immunity Spike stones Sticks to Snakes Tongues	Air Walk Animate Dead Monsters Atonement Commune Cure Critical Wounds Dispel Evil Flame Strike Golem Insect Plague Magic Font Plane Shift Quest Rainbow Raise Dead Spike Growth True Seeing	Aerial Servant Animate Object Blade Barrier Conjure Animals Find the Path Forbiddance Heal Heroes' Feast Part Water Speak With Monsters Stone Tell Word of Recall	Astral Spell Control Weather Earthquake Exaction Gate Holy (Unholy) Word Regenerate Restoration Resurrection Succor Symbol Wind Walk

Priest Spell Levels

Priest spell levels			
First	Second	Third	
Animal Friendship	Aid	Animate Dead	
Bless	Augury	Call Lightning	
Combine	Barkskin	Continual Light	
Command	Chant	Create Food & Water	
Create Water	Charm Person or Mammal	Cure Blindness or Deafness	
Cure Light Wounds	Detect Charm	Cure Disease	
Detect Evil	Dust Devil	Dispel Magic	
Detect Magic	Enthrall	Feign Death	
Detect Poison	Find Traps	Flame Walk	
Detect Snares & Pits	Fire Trap	Glyph of Warding	
Endure Heat/Endure Cold	Flame Blade	Hold Animal	
Entangle	Goodberry	Locate Object	
Faerie Fire	Heat Metal	Magical Vestment	
Invisibility to Animals	Hold Person	Meld Into Stone	
Invisibility to Undead	Know Alignment	Negative Plane Protection	
Light	Messenger	Plant Growth	
Locate Animals or Plants	Obscurement	Prayer	
Magical Stone	Produce Flame	Protection From Fire	
Pass Without Trace	Resist Fire/Resist Cold	Pyrotechnics	
Protection From Evil	Silence, 15[FM] Radius	Remove Curse	
Purify Food & Drink	Slow Poison	Remove Paralysis	
Remove Fear	Snake Charm	Snare	
Sanctuary	Speak With Animals	Speak With Dead	
Shillelagh	Spiritual Hammer	Spike Growth	
	Trip	Starshine	
	Warp Wood	Stone Shape	
	Withdraw	Summon Insects	
	Wyvern Watch	Tree	
		Water Breathing	
		Water Walk	
Fourth	Fifth	Sixth	Seventh
Abjure	Air Walk	Aerial Servant	Animate Rock
Animal Summoning I	Animal Growth	Animal Summoning III	Astral Spell
Call Woodland Beings	Animal Summoning II	Animate Object	Changestaff
Cloak of Bravery	Anti-plant Shell	Anti-animal Shell	Chariot of Sustarre
Control Temperature, 10' Radius	Atonement	Blade Barrier	Confusion
Cure Serious Wounds	Commune	Conjure Animals	Conjure Earth Elemental
Detect Lie	Commune With Nature	Conjure Fire Elemental	Control Weather
Divination	Control Winds	Find the Path	Creeping Doom
Free Action	Cure Critical Wounds	Fire Seeds	Earthquake
Giant Insect	Dispel Evil	Forbiddance	Exaction
Hallucinatory Forest	Flame Strike	Heal	Fire Storm
Hold Plant	Insect Plague	Heroes' Feast	Gate
Imbue With Spell Ability	Magic Font	Liveoak	Holy Word
Lower Water	Moonbeam	Part Water	Regenerate
Neutralize Poison	Pass Plant	Speak With Monsters	Reincarnate
Plant Door	Plane Shift	Stone Tell	Restoration
Produce Fire	Quest	Transmute Water to Dust	Resurrection
Protection From Evil, 10' Radius	Rainbow	Transport Via Plants	Succor
Protection From Lightning	Raise Dead	Turn Wood	Sunray
Reflecting Pool	Spike Stones	Wall of Thorns	Symbol
Repel Insects	Transmute Rock to Mud	Weather Summoning	Transmute Metal to Wood
Speak With Plants	True Seeing	Word of Recall	Wind Walk
Spell Immunity	Wall of Fire		
Sticks to Snakes			
Tongues			

Magic user Spells

First-level Spells

Affect Normal Fires (Alteration)

Range: 5 yds./level	Components: V, S, M
Duration: 2 rds./level	Casting Time: 1
Area of Effect: 10-ft. radius	Saving Throw: None

This spell enables the wizard to cause nonmagical fires--from as small as a torch or lantern to as large as the area of effect--to reduce in size and brightness to become mere coals or increase in light to become as bright as full daylight and increase the illumination to double the normal radius. Note that this does not affect either fuel consumption or damage caused by the fire. The caster can affect any or all fires in the spell's area. He can alter their intensities with a single gesture as long as the spell is in effect. The spell lasts until the caster cancels it, all fuel is burned, or the duration expires. The caster can also extinguish all flames in the area, which expends the spell immediately. The spell does not affect fire elementals or similar creatures.

Alarm (Abjuration, Evocation)

Range: 10 yds.	Components: V, S, M
Duration: 4 hrs. + $_$ hr./level	Casting Time: 1 rd.
Area of Effect: Up to 20-ft. cube	Saving Throw: None

When an *alarm* spell is cast, the wizard causes a selected area to react to the presence of any creature larger than a normal rat--anything larger than about $_$ cubic foot in volume or more than about three pounds in weight. The area of effect can be a portal, a section of floor, stairs, etc. As soon as any creature enters the warded area, touches it, or otherwise contacts it without speaking a password established by the caster, the *alarm* spell lets out a loud ringing that can be heard clearly within a 60-foot radius. (Reduce the radius by 10 feet for each interposing door and by 20 feet for each substantial interposing wall.) The sound lasts for one round and then ceases. Ethereal or astrally projected creatures do not trigger an alarm, but flying or levitating creatures, invisible creatures, or incorporeal or gaseous creatures do. The caster can dismiss the alarm with a single word. The material components of this spell are a tiny bell and a piece of very fine silver wire.

Armor (Conjunction)

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

By means of this spell, the wizard creates a magical field of force that serves as if it were scale mail armor (AC 6). The spell has no effect on a person already armored or a creature with Armor Class 6 or better. It is not cumulative with the *shield* spell, but it is cumulative with Dexterity and, in case of fighter/mages, with the shield bonus. The *armor* spell does not hinder movement or prevent spellcasting, and adds no weight or encumbrance. It lasts until successfully dispelled or until the wearer sustains cumulative damage totaling greater than 8 points + 1 per level of the caster. (It is important to note that the armor does *not* absorb this damage. The armor merely grants an AC of 6; the wearer still suffers full damage from any successful attacks.) Thus, the wearer might suffer 8 points from an attack, then several minutes later sustain an additional 1 point of damage. Unless the spell were cast by a wizard of 2nd level or higher, it would be

dispelled at this time. Until it is dispelled, the *armor* spell grants the wearer full benefits of the Armor Class gained.

The material component is a piece of finely cured leather that has been blessed by a priest.

Audible Glamer (Illusion/Phantasm)

Range: 60 yds. + 10 yds./level Components: V, S, M
Duration: 3 rds./level Casting Time: 1
Area of Effect: Hearing range Saving Throw: Special

When the *audible glamer* spell is cast, the wizard causes a volume of sound to arise, at whatever distance he desires (within range), and seem to recede, approach, or remain at a fixed place as desired. The volume of sound created, however, is directly related to the level of the spellcaster. The volume is based upon the lowest level at which the spell can be cast, 1st level. The noise of the *audible glamer* at this level is that of four men, maximum. Each additional experience level of the wizard adds a like volume, so that at 2nd level the wizard can have the spell cause sound equal to that of eight men. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. 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 wizard casting the spell. A horde of rats running and squeaking is about the same volume as eight 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. A character stating that he does not believe the sound receives a saving throw, and if it succeeds, the character then hears a faint and obviously false sound, emanating from the caster's direction. Note that this spell can enhance the effectiveness of the *phantasmal force* spell.

The material component of the spell is a bit of wool or a small lump of wax.

Burning Hands (Alteration)

Range: 0 Components: V, S
Duration: Instantaneous Casting Time: 1
Area of Effect: The caster Saving Throw: 1/2

When the wizard casts this spell, a jet of searing flame shoots from his fingertips. His hands must be held so as to send forth a fanlike sheet of flames: The wizard's thumbs must touch each other and the fingers must be spread. The burning hands send out flame jets 5 feet long in a horizontal arc of about 120 degrees in front of the wizard. Any creature in the area of the flames suffers 1d3 points of damage, plus 2 points for each level of experience of the spellcaster, to a maximum of 1d3+20 points of fire damage. Those successfully saving vs. spell receive half damage. Flammable materials touched by the fire burn (for example, cloth, paper, parchment, thin wood, etc.). Such materials can be extinguished in the next round if no other action is taken.

Change Self (Illusion/Phantasm)

Range: 0 Components: V, S
Duration: 2d6 rds. + 2 rds./level Casting Time: 1
Area of Effect: The caster Saving Throw: None

This spell enables the wizard to alter the appearance of his form--including clothing and equipment--to appear 1 foot shorter or taller; thin, fat, or in between; human, humanoid, or any other generally man-shaped bipedal creature. The caster cannot duplicate a specific individual. The spell does not provide the abilities or mannerisms of the chosen form. The duration of the spell is 2d6 rounds plus two additional rounds per

level of experience of the spellcaster. The DM may allow a saving throw for disbelief under certain circumstances: for example, if the caster acts in a manner obviously inconsistent with his chosen role. The spell does not alter the perceived tactile (i.e., touch) properties of the caster or his equipment, and the ruse can be discovered in this way.

Charm Person (Enchantment/Charm)

Range: 120 yds.	Components: V, S
Duration: Special	Casting Time: 1
Area of Effect: 1 person	Saving Throw: Neg.

This spell affects any single person it is cast upon. The term *person* includes any bipedal human, demihuman or humanoid of man-size or smaller, such as brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th-level fighter could be charmed, but an ogre could not.

The person receives a saving throw vs. spell to avoid the effect, with any adjustment due to Wisdom (see Table 5). If the person receives damage from the caster's group in the same round the *charm* is cast, an additional bonus of +1 per hit point of damage received is added to the victim's saving throw.

If the spell recipient fails his saving throw, he regards the caster as a trusted friend and ally to be heeded and protected. The spell does not enable the caster to control the charmed creature as if it were an automaton, but any word or action of the caster is viewed in the most favorable way. Thus, a charmed person would not obey a suicide command, but he might believe the caster if assured that the only chance to save the caster's life is for the person to hold back an onrushing red dragon for "just a minute or two." Note also that the spell does not endow the caster with linguistic capabilities beyond those he normally possesses (i.e., he must speak the victim's language to communicate his commands).

The duration of the spell is a function of the charmed person's Intelligence and is tied to the saving throw. The spell may be broken if a successful saving throw is rolled, and this saving throw is checked on a periodic basis, according to the creature's Intelligence (see the following table). If the caster harms, or attempts to harm, the charmed person by some overt action, or if a *dispel magic* spell is successfully cast upon the charmed person, the *charm* spell is broken. If two or more *charm* effects simultaneously affect a creature, the result is decided by the DM. This could range from one effect being clearly dominant, to the subject being torn by conflicting desires, to new saving throws that could negate both spells.

Note that the subject has full memory of the events that took place while he was charmed.

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

Note: The period between checks is the time period during which the check occurs. When to roll the check during this time is determined (randomly or by selection) by the DM. The roll is made secretly.

Chill Touch (Necromancy)

Range: 0
Duration: 3 rds. + 1 rd./level
Area of Effect: The caster

Components: V, S
Casting Time: 1
Saving Throw: Neg.

When the caster completes this spell, a blue glow encompasses his hand. This energy attacks the life force of any living creature upon which the wizard makes a successful melee attack. The touched creature must roll a successful saving throw vs. spell or suffer 1d4 points of damage and lose 1 point of Strength. If the save is successful, the creature remains unharmed. Creatures not rated for Strength suffer a -1 penalty to their attack rolls for every other successful touch. Lost Strength returns at the rate of 1 point per hour. Damage must be cured magically or healed naturally. This spell has a special effect on undead creatures. Undead touched by the caster suffer no damage or Strength loss, but they must successfully save vs. spell or flee for 1d4 rounds + 1 round per level of the caster.

Chromatic Orb (Alteration - Evocation)

Range: 0
Duration: Special
Area of Effect: One creature

Components: **S, M**
Saving Throw: Special
Casting Time: **1** segment

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 3" (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 1" or closer, there is a + 3 chance "to hit," at over 1 to 2" there is a + 2 chance to strike the target, and from over 2" to the maximum 3" 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	Hit Points of Damage	Special Powers
1st	Pearly	1-4	Light :1
2nd	Ruby	1-6	Heat :2
3rd	Flame	1-8	Fire :3
4th	Amber	1-10	Blindness :4
5th	Emerald	1-12	Stinking cloud :5
6th	Turquoise	2-16	Magnetisms :6
7th	Sapphire	2-8	Paralysis :7
10th	Amethyst	(slow)	Petrification :8
12th	Ashen	(paralysis)	Death :9

special powers:

1 : Light equal to a light spell will be generated and persist for 1 round/level of the caster, and any subject failing to save versus spell 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 versus spell 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 saves versus spell 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 versus spell 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 versus 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 versus spell 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 versus 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 versus petrifaction 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 versus 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.

Color Spray (Alteration)

Range: 1"/level	Components: V,S,M
Duration: 1 segment	Casting Time: 1 segment
Area of Effect: 1/2" X 2" X 2" wedge	Saving Throw: Special

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 6th level or 6 hit dice are entitled to a saving throw versus the color spray spell. The material components of this spell are a pinch each of powder or sand colored red, yellow and blue. (6 limbs bipeds medium six)

Comprehend Languages (Alteration) Reversible

Range: Touch	Components: V, S, M
Duration: 5 rds./level	Casting Time: 1 rd.
Area of Effect: 1 speaking creature or written text	Saving Throw: None

When this spell is cast, the wizard is able to understand the spoken words of a creature or read an otherwise incomprehensible written message (such as writing in another language). In either case, the wizard must touch the creature or the writing. Note that the ability to read does not necessarily impart understanding of the material, nor does the spell enable the caster to speak or write an unknown language. Written material can be read at the rate of one page or equivalent per round. Magical writing cannot be read, other than to know it is magical, but the spell is often useful when deciphering treasure maps. This spell can be foiled by certain warding magic (the 3rd-level *secret page* and *illusionary script* spells), and it does not reveal messages concealed in otherwise normal text. The material components of this spell are a pinch of soot and a few grains of salt.

The reverse of this spell, *confuse languages*, cancels a *comprehend languages* spell or renders a writing or a creature's speech incomprehensible, for the same duration as above.

Dancing Lights (Alteration)

Range: 40 yds. + 10 yds./level

Components: V, S, M

Duration: 2 rds./level

Casting Time: 1

Area of Effect: Special

Saving Throw: None

When a *dancing lights* spell is cast, the wizard creates, at his option, from one to four lights that resemble either torches or lanterns (and cast that amount of light), glowing spheres of light (such as evidenced by will-o'-wisps), or one faintly glowing, vaguely manlike shape, somewhat similar to that of a creature from the Elemental Plane of Fire. The dancing lights move as the spellcaster desires, forward or back, straight or turning corners, without concentration upon such movement by the wizard. The spell cannot be used to cause blindness (see the 1st-level *light* spell), and it winks 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.

Darkness (Alteration)

Range: 1"/level

Components: V,S

Duration: 2-8 rounds + 1

Casting Time: 1 segment

round/level

Saving Throw: None

Area of Effect: 75' radius globe

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.

Detect illusion (Divination)

Range: Touch

Components: V,S,M

Duration: 3 rounds + 2 rounds/

Casting Time: 1 segment

Area of Effect: Line of sight 1" wide,

Saving Throw: None

level 1 "/level long

By means of this spell the illusionist is able to see an illusion and know it for exactly what it is. Note that it can be used to enable others to see illusions as unreal if the spell caster touches the creature with both hands and the creature looks at the illusion while so touched. The material component is a piece of yellow tinted crystal, glass, or mica.

Detect Magic (Divination)

Range: 0

Components: V, S

Duration: 2 rds./level

Casting Time: 1

Area of Effect: 10 x 60 ft.

Saving Throw: None

When the *detect magic* spell is cast, the wizard detects magical radiations in a path 10 feet wide and up to 60 feet long, in the direction he is facing. The intensity of the magic can be determined (dim, faint, moderate, strong, overwhelming), and the wizard has a 10% chance per level to recognize if a certain type of magic (alteration, conjuration, etc.) is present. The caster can turn, scanning a 60-degree arc per round. A stone wall of 1 foot or more thickness, solid metal of 1 inch thickness, or a yard or more of solid wood blocks the spell. Magical areas, multiple types of magic, or strong local magical emanations may confuse or conceal weaker radiations. Note that this spell does not reveal the presence of good or evil, or reveal alignment. Otherplanar creatures are not necessarily magical.

Detect Undead (Divination, Necromancy)

Range: 0	Components: V, S, M
Duration: 3 turns	Casting Time: 1 rd.
Area of Effect: 60 ft. + 10 ft./level	Saving Throw: None

This spell enables the caster to detect all undead creatures out to the limit of the spell. The area of effect extends in a path 10 feet wide and 60 feet long (plus 10 feet longer per level of the wizard), in the direction the caster is facing. Scanning a direction requires one round, and the caster must be motionless. While the spell indicates direction, it does not give specific location or distance. It detects undead through walls and obstacles but is blocked by 1 foot of solid stone, 1 yard of wood or loose earth, or a thin coating of metal. The spell does not indicate the type of undead detected, only that undead are present. The material component for this spell is a bit of earth from a grave.

Enlarge (Alteration) Reversible

Range: 5 yds./level	Components: V, S, M
Duration: 5 rds./level	Casting Time: 1
Area of Effect: 1 creature or object	Saving Throw: Neg.

This spell causes instant growth of a creature or object, increasing both size and weight. It can be cast only upon a single creature (or a symbiotic or community entity) or upon a single object that does not exceed 10 cubic feet in volume per caster level. The object or creature must be seen to be affected. It grows by up to 10% per level of experience of the wizard, increasing this amount in height, width, and weight. All equipment worn or carried by a creature is enlarged by the spell. Unwilling victims are entitled to a saving throw vs. spell. A successful saving throw means the spell fails. If insufficient room is available for the desired growth, the creature or object attains the maximum possible size, bursting weak enclosures in the process, but it is constrained without harm by stronger materials--the spell cannot be used to crush a creature by growth. Magical properties are not increased by this spell--a huge *sword +1* 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 affected, though. Thus, a table blocking a door would be heavier and more effective, a hurled stone would have more mass (and cause more damage), chains would be more massive, doors thicker, a thin line turned to a sizeable, longer rope, and so on. A creature's hit points, Armor Class, and attack rolls do not change, but damage rolls increase proportionately with size. For example, a fighter at 160% normal size hits with his long sword and rolls a 6 for damage. The adjusted damage roll is 10 (that is, $6 \times 1.6 = 9.6$, rounded up). Bonuses due to Strength, class, and magic are not altered. The reverse spell, *reduce*, negates the *enlarge* spell or makes creatures or objects smaller. The creature or object loses 10% of its original size for every level of the caster, to a minimum of 10% of the original size. Thereafter, the size shrinks by 1-foot increments to less than 1 foot, by 1-inch increments to 1 inch, and by 1/10-inch increments to a minimum of 1/10 of an inch--the recipient cannot dwindle away to

nothingness. For example, a 16-foot-tall giant reduced by a 15th-level wizard (15 steps) would be reduced to 1.6 feet (in nine steps), then to 6/10 of a foot or 7.2 inches (in one step), and finally to 2.2 inches (in the last five steps). A shrinking object may damage weaker materials affixed to it, but an object will shrink only as long as the object itself is not damaged. Unwilling creatures are allowed a saving throw vs. spell. The material component of this spell is a pinch of powdered iron.

Erase (Alteration)

Range: 30 yds.	Components: V, S
Duration: Permanent	Casting Time: 1
Area of Effect: 1 scroll or 2 pages	Saving Throw: Special

The *erase* spell removes writings of either magical or mundane nature from a scroll or from one to two pages of paper, parchment, or similar surfaces. It removes *explosive runes*, *glyphs of warding*, *sepia snake sigils*, and *wizard marks*, but it does not remove *illusory script* or *symbols* (see those spells). Nonmagical writings are automatically erased if the caster is touching them; otherwise, the chance for success is 90%. Magical writings must be touched, and are only 30% likely to be erased, plus 5% per caster level, to a maximum of 90% (for example, 35% for a 1st-level, 40% for a 2nd-level)

Feather Fall (Alteration)

Range: 10 yds./level	Components: V
Duration: 1 rd./level	Casting Time: 1
Area of Effect: Special	Saving Throw: None

When this spell is cast, the creature(s) or object(s) affected immediately assumes the mass of a piece of down. The rate of falling is instantly changed to a mere 2 feet per second (120 feet per round), and no damage is incurred upon landing while the spell is in effect. However, when the spell duration ceases, a normal rate of fall occurs. The spell can be cast upon the wizard or some other creature or object up to the maximum range and lasts for one round for each level of the wizard. The *feather fall* affects one or more objects or creatures in a 10-foot cube, as long as the maximum weight of the creatures or objects does not exceed a combined total of 200 pounds plus 200 pounds per level of the spellcaster. For example, a 2nd-level wizard has a range of 20 yards, a duration of two rounds, and a weight limit of 600 pounds when casting this spell. The spell works only upon freefalling, flying, or propelled objects (such as missiles). It does not affect a sword blow or a charging creature. Note that the spell can be effectively combined with *gust of wind* and similar spells.

Find Familiar (Conjuration/Summoning)

Range: 1 mile/level	Components: V, S, M
Duration: Special Saving Throw: Neg.	Casting Time: 1-24 hours
Area of Effect: As spell range	Saving Throw: None

A familiar is of certain benefit to a magic-user, as the creature adds to the spell caster's hit points, it conveys its sensory powers to its master, and it can converse with and will serve as a guard/scout/spy as well. However, the magic-user has no control over what sort of creature will answer the summoning, or if any at all will come, and the power of the conjuration is such that it can be attempted but once per year. At such time as the magic-user determines to find a familiar, he or she must stoke up a brass brazier with charcoal, and when this is burning well, add 100 g.p. worth of incense, herbs (basil, 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 Roll (d20)	Familiar Sensory Powers	
1-4	cot, black	excellent night vision & superior hearing
5-6	crow	excellent vision
7-8	hawk	very superior distance vision
9-10	owl, screech	night vision equals human daylight visual ability, superior hearing
11-12	toad	wide angle vision
13-14	weasel	superior hearing & very superior olfactory power
15	special	see sub-table below for details
16-20*	no familiar	available within spell range

*Subtract 1 from the die score for each 3 levels of 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:

Special Familiar	Alignment
Brownie	L/G or L/N
Pseudo-dragon	C/G, N or N/G
Quasit	C/E or NC
Imp	L/E or N/E

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 12" of its master, but if the familiar should ever be killed, the magic-user will permanently lose double that number of hit points. If a special familiar is indicated, details of the powers it conveys are given

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

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

Firewater (Alteration)

Range: 1	Components: V; S, M
Duration: 1 round	Casting Time: 1 segment
Area of Effect: 1 pint of water per level of caster	Saving Throw: None

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.

Friends (Enchantment/Charm)

Range: 0 Components: V, S, M
Duration: 1d4 rds. + 1 rd./level Casting Time: 1
Area of Effect: 60-ft. radius Saving Throw: Special

A *friends* spell causes the wizard to temporarily gain 2d4 points of Charisma. Intelligent creatures within the area of effect at the time the spell is cast must make immediate reaction checks based on the character's new Charisma. Those with favourable reactions tend to be very impressed with the spell caster and make an effort to be his friends and help him, as appropriate to the situation. Officious bureaucrats might decide to become helpful; surly gate guards might wax informative; attacking orcs might spare the caster's life, taking him captive instead. When the spell wears off, the creatures realize that they have been influenced, and their reactions are determined by the DM. The components for this spell are chalk (or white flour), lampblack (or soot), and vermillion applied to the face before casting the spell.

Gaze Reflection (Alteration)

Range: 0 Components: V, S
Duration: 2 rds. + 1 rd./level Casting Time: 1
Area of Effect: Special Saving Throw: None

The *gaze reflection* spell creates a shimmering, mirror like area of air before the wizard that moves with the caster. Any gaze attack, such as that of a basilisk, *eyes of charming*, a vampire's gaze, the 6th-level *eyebite* spell, and so on, is reflected back upon the gazer if the gazer tries to make eye contact with the spellcaster (the spellcaster suffers no effects from the gaze attack). Such creatures receive a saving throw vs. their own gaze effect. The spell does not affect vision or lighting and is not effective against creatures whose effect comes from being gazed upon (such as a medusa). Only active gaze attacks are blocked by this spell.

Grease (Conjuration)

Range: 10 yds. Components: V, S, M
Duration: 3 rds. + 1 rd./level Casting Time: 1
Area of Effect: 10 x 10 ft. Saving Throw: Special
I

A *grease* spell covers a material surface with a slippery layer of a fatty, greasy nature. Any creature entering the area or caught in it when the spell is cast must save vs. spell or slip, skid, and fall. Those who successfully save can reach the nearest *nongreased* surface by the end of the round. Those who remain in the area are allowed a saving throw each round until they escape the area. The DM should adjust saving throws by circumstance; for example, a creature charging down an incline that is suddenly greased has little chance to avoid the effect, but its ability to exit the affected area is almost assured! The spell can also be used to create a greasy coating on an item--a rope, ladder rungs, weapon handle, etc. Material objects not in use are always affected by this spell, while creatures wielding or employing items receive a saving throw vs. spell to avoid the effect. If the initial saving throw is failed, the creature immediately drops the item. A saving throw must be made each round the creature attempts to use the greased item. The caster can end the effect with a single utterance; otherwise, it lasts for three rounds plus one round per level.

The material component of the spell is a bit of pork rind or butter.

Hold Portal (Alteration)

Range: 20 yds./level	Component: V
Duration: 1 rd./level	Casting Time: 1
Area of Effect: 20 sq. ft./level	Saving Throw: None

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 closed and locked. Any extraplanar creature (djinn, elemental, etc.) with 4 or more Hit Dice can shatter the spell and burst open the portal. A wizard of 4 or more experience levels higher than the spellcaster can open the held portal at will. A *knock* spell or a successful *dispel magic* spell can negate the *hold portal*. Held portals can be broken or physically battered down.

Hypnotism (Enchantment/Charm)

Range: 5 yds.	Components: V, S
Duration: 1 rd. + 1 rd./level	Casting Time: 1
Area of Effect: 30 ft. cube	Saving Throw: Neg.

The gestures of the wizard, along with his droning incantation, cause 1d6 creatures within the area to become susceptible to a suggestion--a brief and reasonable-sounding request (see the 3rd-level wizard *suggestion* spell). The request must be given after the *hypnotism* spell is cast. Until that time, the success of the spell is unknown. Note that the subsequent suggestion is not a spell, but simply a vocalized urging (the caster must speak a language the creature understands for this spell to work). Creatures that successfully roll their saving throws are not under hypnotic influence. Those who are exceptionally wary or hostile save with +1 to +3 bonuses. If the spell is cast at an individual creature that meets the caster's gaze, the saving throw is made with a penalty of -2. A creature that fails its saving throw does not remember that the caster ensorcelled it.

Identify (Divination)

Range: 0	Components: V, S, M
Duration: 1 rd./level	Casting Time: Special
Area of Effect: 1 item/level	Saving Throw: None

When an *identify* spell is cast, magical items subsequently touched by the wizard can be identified. The eight hours immediately preceding the casting of the spell must be spent purifying the items and removing influences that would corrupt and blur their magical auras. If this period is interrupted, it must be begun again. When the spell is cast, each item must be handled in turn by the wizard. Any consequences of this handling fall fully upon the wizard and may end the spell, although the wizard is allowed any applicable saving throw.

The chance of learning a piece of information about an item is equal to 10% per level of the caster, to a maximum of 90%, rolled by the DM. Any roll of 96-00 indicates a false reading (91-95 reveals nothing). Only one function of a multifunction item is discovered per handling (i.e., a 5th-level wizard could attempt to determine the nature of five different items, five different functions of a single item, or any combination of the two). If any attempt at reading fails, the caster cannot learn any more about that item until he advances a level. Note that some items, such as special magical tomes, cannot be identified with this spell.

The item never reveals its exact attack or damage bonuses, although the fact that it has few or many bonuses can be determined. If it has charges, only a general indication of the number of charges remaining is learned: powerful (81% - 100% of the total possible charges), strong (61% - 80%), moderate (41% - 60%), weak (6% - 40%), or faint (five charges or less). The faint result takes precedence, so a fully charged *ring of three wishes*

always appears to be only faintly charged.

After casting the spell and determining what can be learned from it, the wizard loses 8 points of Constitution. He must rest for one hour to recover each point of Constitution. If the 8-point loss drops the spellcaster below a Constitution of 1, he falls unconscious. Consciousness is not regained until full Constitution is restored, which takes 24 hours (one point per three hours for an unconscious character).

The material components of this spell are a pearl (of at least 100 gp value) and an owl feather steeped in wine; the infusion must be drunk prior to spellcasting. If a *luckstone* is powdered and added to the infusion, the divination becomes much more potent: Exact bonuses or charges can be determined, and the functions of a multifunctional item can be learned from a single reading. At the DM's option, certain properties of an artifact or relic might also be learned.

Jump (Alteration)

Range: Touch

Components: V, S, M

Duration: 1d3 rds. + 1 rd./level

Casting Time: 1

Area of Effect: Creature touched

Saving Throw: None

The individual touched when this spell is cast is empowered to leap once per round for the duration of the spell. Leaps can be up to 30 feet forward or straight upward or 10 feet backward. Horizontal leaps forward or backward have only a slight arc--about 2 feet per 10 feet of distance traveled. The *jump* spell does not ensure safety in landing or grasping at the end of the leap.

The material component of this spell is a grasshopper's hind leg, to be broken by the caster when the spell is cast.

Light (Alteration)

Range: 60 yds.

Components: V, M

Duration: 1 turn/level

Casting Time: 1

Area of Effect: 20-ft. radius

Saving Throw: Special

This spell creates a luminous glow, equal to torchlight, within a fixed radius of the spell's center. Objects in darkness beyond this sphere can be seen, at best, as vague and shadowy shapes. The spell is centered on a point selected by the caster, and he must have a line of sight and unobstructed path for the spell when it is cast. Light can spring from air, rock, metal, wood, or almost any similar substance. The effect is immobile unless it is specifically centered on a moveable object or mobile creature. If this spell is cast upon a creature, the applicable magic resistance and saving throw rolls must be made. Successful resistance negates the spell, while a successful saving throw indicates that the spell is centered immediately behind the creature, rather than upon the creature itself. Light taken into an area of magical darkness does not function, but if cast directly against magical darkness negates it (but only for the duration of the *light* spell, if the darkness effect is continual). Light centered on the visual organs of a creature blinds it, reducing its attack rolls and saving throws by 4 and worsening its Armor Class by 4. The caster can end the spell at any time by uttering a single word. The material component is a firefly or a piece of phosphorescent moss.

Magic Missile (Evocation)

Range: 60 yds. + 10 yds./level

Components: V, S

Duration: Instantaneous

Casting Time: 1

Area of Effect: 1-5 targets

Saving Throw: None

Use of the *magic missile* spell creates up to five missiles of magical energy that dart forth from the wizard's fingertip and unerringly strike their target. This includes enemy

creatures in a melee. The target creature must be seen or otherwise detected to be hit, however, so near-total concealment, such as that offered by arrow slits, can render the spell ineffective. Likewise, the caster must be able to identify the target. He cannot direct a magic missile to "Strike the commander of the legion," unless he can single out the commander from the rest of the soldiers. Specific parts of a creature cannot be singled out. Inanimate objects (locks, etc.) cannot be damaged by the spell, and any attempt to do so wastes the missiles to no effect. Against creatures, each missile inflicts 1d4+1 points of damage.

For every two extra levels of experience, the wizard gains an additional missile--he has two at 3rd level, three at 5th level, four at 7th level, etc., up to a total of five missiles at 9th level. If the wizard has multiple missile capability, he can have them strike a single target creature or several creatures, as desired.

Melt (Alteration)

Range: 3"	Components: V; S, M
Duration: 1 round/level	Casting Time: 1 segment
Area of Effect: 1 cu. yd. of ice or 2 cu. yds. of snow per level of caster	Saving Throw: Special

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 versus spell. 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.

Mending (Alteration)

Range: 30 yds.	Components: V, S, M
Duration: Permanent	Casting Time: 1
Area of Effect: 1 object	Saving Throw: None

This spell repairs small breaks or tears 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 does not, by itself, repair magical items of any type. One turn after the spell is cast, the magic of the joining fades, and the effect cannot be magically dispelled. The maximum volume of material the caster can mend is 1 cubic foot per level.

The material components of this spell are two small magnets of any type (lodestone in all likelihood) or two burrs.

Message (Alteration)

Range: 0	Components: V, S, M
Duration: 5 rds./level	Casting Time: 1
Area of Effect: Special	Saving Throw: None

When this spell is cast, the wizard can whisper messages and receive replies with little

chance of being overheard. When the spell is cast, the wizard secretly or openly points his finger at each creature to be included in the spell effect. Up to one creature per level can be included. When the wizard whispers, the whispered message travels in a straight line and is audible to all of the involved creatures within 30 feet, plus 10 feet per level of the caster. The creatures who receive the message can whisper a reply that is heard by the spellcaster. Note that there must be an unobstructed path between the spellcaster and the recipients of the spell. The message must be in a language the caster speaks; this spell does not by itself confer understanding upon the recipients. This spell is most often used to conduct quick and private conferences when the caster does not wish to be overheard. The material component of the spell is a short piece of copper wire.

Mount (Conjuration/Summoning)

Range: 10 yds.	Components: V, S, M
Duration: 2 hrs. + 1 hr./level	Casting Time: 1 turn
Area of Effect: 1 mount	Saving Throw: None

By means of this spell, the caster conjures a normal animal to serve him as a mount. The animal serves willingly and well, but at the expiration of the spell duration it disappears, returning to its own place. The type of mount gained by this spell depends on the level of the caster; of course, a caster can choose a lesser mount if desired. Available mounts include the following:

Caster Level Mount

1-3 Mule or light horse
4-7 Draft horse or war horse
8-12 Camel
13-14 Elephant (and howdah at 18th level)
15+ Griffon (and saddle at 18th level)

The mount does not come with any riding gear, unless it is of a class lower than the caster would normally be entitled to; thus, a 4th-level wizard can gain a war horse 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 mount disappears when slain.

The material component of the spell is a bit of hair from the type of animal to be conjured.

Nystul's Magical Aura (Illusion/Phantasm)

Range: Touch	Components: V, S, M
Duration: 1 day/level	Casting Time: 1 rd.
Area of Effect: Special	Saving Throw: Special

By means of this spell, any one item of no more than five pounds weight per level of the spellcaster can be given an aura that is noticed by someone using magic detection. Furthermore, the caster can specify the type of magical aura that is detected (alteration, conjuration, etc.) and this effectively masks the item's actual aura, if any, unless the item's own aura is exceptionally powerful (if it is an artifact, for instance). If the object bearing Nystul's magical aura has an *identify* spell cast on it or is similarly examined, the examiner has a 50% chance of recognizing that the aura has been placed to mislead the unwary. Otherwise, the aura is believed and no amount of testing reveals what the true magic is. The component for this spell is a small square of silk, which must be passed over the object that receives the aura.

Phantasmal Force (Illusion/Phantasm)

Range: 60 yds. + 10 yds./level Components: V, S, M
Duration: Special Casting Time: 1
Area of Effect: 400 sq. ft. + 100 sq. ft./level Saving Throw: Special

This spell creates the illusion of any object, creature, or force, as long as it is within the boundaries of the spell's area of effect. The illusion is visual and affects all believing creatures (undead are immune) that view it. It does not create sound, smell, or temperature. Effects that depend on these senses usually fail. The illusion lasts until struck by an opponent--unless the spellcaster causes the illusion to react appropriately--or until the wizard ceases concentration upon the spell (due to desire, moving, or a successful attack that causes damage). Saving throws for illusions are explained under "Illusions" in Chapter 7: Magic and under "Adjudicating Illusions" at the beginning of Appendix 2. Creatures that disbelieve the illusion see it for what it is and add +4 to associates' saving throws if this knowledge can be communicated effectively. Creatures believing the illusion are subject to its effects (again, as explained in Chapter 7). The illusionary effect can be moved by the caster within the limits of the area of effect. The DM has to rule on the effectiveness of this spell; detailed guidelines are outlined in Chapter 7: Magic and under "Adjudicating Illusions" at the beginning of Appendix 2. The material component of the spell is a bit of fleece.

Phantom Armor (Alteration / Illusion)

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

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 (saves versus spell), 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 versus 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(10 gp value) which disappears when the spell is cast.

Precipitation (Alteration)

Range: 1 "/level Components: V; S, M
Duration: 1 segment/level Casting Time: 1 segment
Area of Effect: 3" diam. cylinder up to 12" high Saving Throw: None (& special)

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 VIOO 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 linward, 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 O 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 (Le., a wallop 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.

Protection From Evil (Abjuration) Reversible

Range: Touch

Components: V, S, M

Duration: 2 rds./level

Casting Time: 1

Area of Effect: Creature touched

Saving Throw: None

When this spell is cast, it creates a magical barrier around the recipient at a distance of 1 foot. The barrier moves with the recipient and has three major effects: First, all attacks made by evil (or evilly enchanted) creatures against the protected creature suffer -2 penalties to attack rolls; any saving throws caused by such attacks are made with +2 bonuses. Second, any attempt to possess (as by a *magic jar* attack) or to exercise mental control over (as by a vampire's *charm* ability) the protected creature is blocked by this spell.

Note that the protection does not prevent a vampire's *charm* itself, but it does prevent the exercise of mental control through the barrier. Likewise, a possessing life force is merely kept out. It would not be expelled if in place before the protection is cast. Third, the spell prevents bodily contact by creatures of an extraplanar or conjured nature (such as aerial servants, elementals, imps, invisible stalkers, salamanders, waterweirds, xorn, and others). This causes the natural (body) weapon attacks of such creatures to fail and the creatures to recoil, if such attacks require touching the protected being. Animals or monsters summoned or conjured by spells or similar magic are likewise hedged from the character. This protection ends if the protected character makes a melee attack against or tries to force the barrier against the blocked creature. To complete this spell, the wizard must trace a 3-foot-diameter circle on the floor (or ground) with powdered silver. This spell can be reversed to become *protection from good*; the second and third benefits remain unchanged. The material component for the reverse is a circle of powdered iron.

Push (Conjuration/Summoning)

Range: 1" + 1/4"/level

Duration: Instantaneous

Area of Effect: Special ~

Components: V, S, M

Casting Time: 1 segment

Saving Throw: Neg.

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 foils its saving throw, it will not be able to attack that round. Of course, the mass of the creature attacking cannot exceed the force of the push by more than a factor of 50, i.e. a 1st level

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 foils to make its saving throw against magic when the spell is cast.

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

Read Illusionist Magic (Divination) Reversible

Range: 0

Duration: 2 rounds/level

Area of Effect: Special

Components: V; S, M

Casting Time: 1 segment

Saving Throw: None

This spell is the same as the 1st 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.

Read Magic (Divination)

Range: 0

Duration: 2 rds./level

Area of Effect: Special

Components: V, S, M

Casting Time: 1rd.

Saving Throw: None

By means of a *read magic* spell, the wizard is able to read magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be totally unintelligible. (The personal books of the wizard, 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 cursed scroll. Furthermore, once the spell is cast and the wizard has read the magical inscription, he is thereafter able to read that particular writing without recourse to the use of the *read magic* spell. The duration of the spell is two rounds per level of experience of the spellcaster; the wizard can read one page or its equivalent per round. The wizard must have a clear crystal or mineral prism, which is not expended, to cast the spell.

Run (Enchantment)

Range: Touch

Duration: 5-8 hours

Area of Effect: Special (humans, demi-humans only)

Components: V; S, M

Casting Time: 1 round

Saving Throw: None

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.

Shield (Evocation)

Range: 0
Duration: 5 rds./level
Area of Effect: Special

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

When this spell is cast, an invisible barrier comes into being in front of the wizard. This shield totally negates magic missile attacks. It provides the equivalent protection of AC 2 against hand-thrown missiles (axes, darts, javelins, spears, etc.), AC 3 against small device-propelled missiles (arrows, bolts, bullets, manticore spikes, sling stones, etc.), and AC 4 against all other forms of attack. The shield also adds a +1 bonus to the wizard's saving throws against attacks that are basically frontal. Note that these benefits apply only if the attacks originate from in front of the wizard, where the shield can move to interpose itself.

Shocking Grasp (Alteration)

Range: Touch
Duration: Special
Area of Effect: Creature touched

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

When the wizard casts this spell, he develops a powerful electrical charge that gives a jolt to the creature touched. The spell remains in effect for one round per level of the caster or until it is discharged by the caster touching another creature. The shocking grasp delivers 1d8 points of damage, plus 1 point per level of the wizard (for example, a 2nd-level wizard would discharge a shock causing 1d8+2 points of damage). While the wizard must come close enough to his opponent to lay a hand on the opponent's body or upon an electrical conductor that touches the opponent's body, a like touch from the opponent does not discharge the spell.

Sleep (Enchantment/Charm)

Range: 3" + 1"/level
Duration: 5 rounds
Area of Effect: Special

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

When a magic-user casts a sleep spell, he or she will usually cause a comatose slumber to come upon one or more creatures [other than undead and certain other creatures specifically excluded (see ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL) from the spell's effects]. All creatures to be affected by the sleep spell must be within a 3" 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:

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

The area of effect is determined by the range and area center decided upon by the spell caster. Slopping 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.

Spider Climb (Alteration)

Range: Touch	Components: V, S, M
Duration: 3 rds. + 1 rd./level	Casting Time: 1
Area of Effect: Creature touched	Saving Throw: Neg.

A *spider climb* spell enables the recipient to climb and travel upon vertical surfaces as well as a giant spider, or even hang upside down from ceilings. Unwilling victims must be touched and are then allowed a saving throw vs. spell to negate the effect. The affected creature must have bare hands and feet in order to climb in this manner, at a movement rate of 6 (3 if at all encumbered). During the course of the spell, the recipient cannot handle objects that weigh less than a dagger (one pound), for such objects stick to his hands and feet. Thus, a wizard will find it virtually impossible to cast spells if under a *spider climb* spell. Sufficient force can pull the recipient free; the DM can assign a saving throw based on circumstances, the strength of the force, and so on. For example, a creature with a Strength of 12 might pull the subject free if the subject fails a saving throw vs. paralyzation (a moderately difficult saving throw). The caster can end the spell effect with a word. 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.

Spook (Illusion/Phantasm)

Range: 30 ft.	Components: V, S
Duration: Special	Casting Time: 1
Area of Effect: 1 creature	Saving Throw: Neg.

A *spook* spell enables the wizard to play upon natural fears to cause the target creature to perceive the spellcaster as someone or something inimical. Without actually knowing what this is, the wizard merely advances threateningly upon the creature. If the creature does not make a successful saving throw vs. spell, it turns and flees at maximum speed as far from the wizard as possible, though items carried are not dropped. The creature has a saving throw penalty of -1 for every two experience levels of the caster, to a maximum of -6 at 12th level. Note that a natural (unmodified) roll of 20 automatically succeeds, regardless of saving throw penalties. Although the caster does not actually pursue the fleeing creature, a phantasm from its own mind does. Each round after the initial casting, the creature receives another saving throw, without penalty, until it successfully saves and the spell is broken. In any event, the spell functions only against creatures with Intelligences of 2 or more, and undead are not affected at all.

Taunt (Enchantment)

Range: 60 yds.	Components: V, S, M
Duration: 1 rd	Casting Time: 1
Area of Effect: 30-ft. radius	Saving Throw: Neg.

A *taunt* spell enables the caster to jape and jeer effectively at a single type of creature with an Intelligence of 2 or greater. The caster need not speak the language of the creatures. His words and sounds have real meaning for the subject creature or creatures, challenging, insulting, and generally irritating and angering the listeners. Those failing to save vs. spell rush forth in fury to do battle with the spellcaster. All affected creatures

attack the spellcaster in melee if physically capable of doing so, seeking to use body or hand-held weapons rather than missile weapons or spells.

Separation of the caster from the victim by an impenetrable or uncrossable boundary (a wall of fire, a deep chasm, a formation of set pikemen) causes the spell to break. If the caster taunts a mixed group, he must choose the type of creature to be affected. Creatures commanded by a strong leader (i.e., with a Charisma bonus, with higher Hit Dice, etc.) might gain a saving throw bonus of +1 to +4, at the DM's discretion. If used in conjunction with a *ventriloquism* spell, the creatures may attack the apparent source, depending upon their Intelligence, a leader's presence, and so on.

The material component is a slug, which is hurled at the creatures to be taunted.

Tenser's Floating Disc (Evocation)

Range: 20 yds.	Components: V, S, M
Duration: 3 turns + 1 turn/level	Casting Time: 1
Area of Effect: Special	Saving Throw: None

With this spell, the caster creates the slightly concave, circular plane of force known as Tenser's floating disc (after the famed wizard whose greed and ability to locate treasure are well known). The disc is 3 feet in diameter and holds 100 pounds of weight per level of the wizard casting the spell. The disc floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within its range of 20 yards at the command of the caster, and will accompany him at a movement rate of no more than 6. If unguided, it maintains a constant interval of 6 feet between itself and the wizard. If the spellcaster moves beyond range (by moving faster, by such means as a *teleport* spell, or by trying to take the disc more than 3 feet from the surface beneath it), or if the spell duration expires, the floating disc winks out of existence, and whatever it was supporting crashes to the surface beneath it. The material component of the spell is a drop of mercury.

Unseen Servant (Conjuration/Summoning)

Range: 0	Components: V, S, M
Duration: 1 hr. + 1 turn/level	Casting Time: 1
Area of Effect: 30-ft. radius	Saving Throw: None

The unseen servant is an invisible, mindless, and shapeless force, used to step and fetch, open unstuck doors, and hold chairs, as well as to clean and mend. It is not strong, but unfailingly obeys the command of the wizard. It can perform only one activity at a time and can move only lightweight items, carrying a maximum of 20 pounds or pushing/pulling 40 pounds across a smooth surface. It can open only 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 receiving 6 points of damage from area-effect spells, breath weapons, or similar attacks. If the caster attempts to send it beyond the allowed radius, the spell ends immediately. The material components of the spell are a piece of string and a bit of wood.

Ventriloquism (Illusion/Phantasm)

Range: 10 yds./level, max. 90 yds.	Components: V, M
Duration: 4 rds. + 1 rd./level	Casting Time: 1
Area of Effect: 1 creature or object	Saving Throw: Neg.

This spell enables the wizard to make his voice--or someone else's voice--or a similar sound seem to issue from someplace else, such as from another creature, a statue, from behind a door, down a passage, etc. The spellcaster can speak in any language that he

knows, or make any sound that he can normally make. With respect to such voices and sounds, anyone rolling a successful saving throw vs. spell with a -2 penalty detects the ruse. If cast in conjunction with other illusions, the DM may rule greater penalties or disallow an independent saving throw against this spell in consideration of its contribution to the total effect of the combined illusion.

The material component of this spell is a parchment rolled up into a small cone.

Wall of Fog (Evocation)

Range: 30 yds.	Components: V, S, M
Duration: 2d4 rds. + 1 rd./level	Casting Time: 1
Area of Effect: 20 ft. cube + 10 ft. cube/level	Saving Throw: None

By casting this spell, the wizard creates a billowing wall of misty vapors in any area within the spell range. The wall of fog obscures all sight, normal and infravision, beyond 2 feet. The caster may create less vapor if he wishes. The wall must be a roughly cubic or rectangular mass, at least 10 feet across in its smallest dimension. The misty vapors persist for three or more rounds. Their duration can be halved by a moderate wind, and they can be blown away by a strong wind. The material component is a pinch of split dried peas.

Wizard Mark (Alteration)

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

When this spell is cast, the wizard is able to inscribe, visibly or invisibly, his personal rune or mark, as well as up to six additional characters of smaller size. A *wizard mark* spell enables 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, a *detect magic* spell will cause it to glow and be visible (though not necessarily understandable). *Detect invisibility*, *true seeing*, a *gem of seeing*, or a *robe of eyes* will likewise expose an invisible wizard mark. A *read magic* spell will reveal the maker's words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an *erase* spell. If cast on a living being, normal wear gradually causes the mark to fade. The material components for this spell are a pinch of diamond dust (about 100 gp worth) and a pigment or pigments for the coloration of the mark. If the mark is to be invisible, the pigments are still used, but the caster uses a stylus of some sort rather than his finger.

Write (Evocation)

Range: 0	Components: V, S, M
Duration: 1 hour/level	Casting Time: 1 segment
Area of Effect: One magical spell inscription	Saving Throw: Special

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 versus magic to attempt the writing of any spell, +2 if it is only up to 1 level greater than he or she currently uses, 0 at 2 levels higher, and -1 per level from 3 levels higher onwards. If this throw fails, the magic user is subject to 1d4 of damage for every level of the spell he or she was attempting to transcribe into his or her magic book, and furthermore be knocked unconscious for a like number of turns. This damage, if not fatal, can only be healed at the rate of 1-4 points per day, as it is damage to psyche and body.

Furthermore, a spell will take 1 hour per level to transcribe in this fashion, and during this period, the magic user is in a trance state and can always be surprised by any foe. In addition to the writing surface upon which the spell is to be transcribed, the spell caster needs a fine ink composed of rare substances (minimum cost 200 g.p. per bottle, if available at all without manufacture by the magic-user).

Second-level Spells

Alter Self (Alteration)

Range: 0	Components: V, S
Duration: 3d4 rds. + 2 rds./level	Casting Time: 2
Area of Effect: The caster	Saving Throw: None

When this spell is cast, the wizard can alter his appearance and form--including clothing and equipment--to appear taller or shorter; thin, fat, or in between; human, humanoid, or any other generally man-shaped bipedal creature. The caster's body can undergo a limited physical alteration and his size can be changed up to 50%. If the form selected has wings, the wizard can actually fly, but at only one-third the 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, the caster can breathe under water as long as the spell lasts. However, the caster does not gain any multiple attack routines or additional damage allowed to an assumed form.

The caster's attack rolls, Armor Class, and saving throws do not change. The spell does not confer special abilities, attack forms, or defenses. Once the new form is chosen, it remains for the duration of the spell. The caster can change back into his own form at will; this ends the spell immediately. A caster who is slain automatically returns to his normal form.

Bind (Enchantment)

Range: 30 yds.	Components: V, S, M
Duration: 1 rd./level	Casting Time: 2
Area of Effect: 50 ft. + 5 ft./level	Saving Throw: None

When this spell is employed, the wizard can command any nonliving rope like object, including string, yarn, cord, line, rope, or even a cable. The spell affects 50 feet of normal rope (with a 1 inch diameter), plus 5 feet per caster level. This length is reduced by 50% for every additional inch of thickness and increased by 50% for each half-inch less. The possible commands are Coil (form a neat, coiled stack), Coil & Knot, Loop, Loop & Knot, Tie & Knot, and the reverses of all of the above (Uncoil, etc.). One command can be given each round. The rope can only enwrap a creature or an object within 1 foot of it--it does not snake outward--so it must be thrown or hurled near the intended target. Note that the rope itself, and any knots tied in it, are not magical. A typical rope might be AC 6 and take 4 points of slashing damage before breaking. The rope does not inflict damage of any type, but it can be used as a trip line or to entangle a single opponent who fails a saving throw vs. spell.

Blindness (Illusion/Phantasm)

Range: 30 yds. + 10 yds./level	Component: V
Duration: Special	Casting Time: 2
Area of Effect: 1 creature	Saving Throw: Neg.

The *blindness* spell causes the victim to become blind, able to see only a grayness before its eyes. Various *cure* spells will not remove this effect, and only a *dispel magic* or

the spellcaster can do away with the blindness if the creature fails its initial saving throw vs. spell. A blinded creature suffers a -4 penalty to its attack rolls, and its opponents gain a +4 bonus to their attack rolls.

Blur (Illusion/Phantasm)

Range: 0	Components: V, S
Duration: 3 rds. + 1 rd./level	Casting Time: 2
Area of Effect: The caster	Saving Throw: None

When a *blur* spell is cast, the wizard causes the outline of his form to become blurred, shifting and wavering. This distortion causes all missile and melee combat attacks against the caster to be made with -4 penalties on the first attempt and -2 penalties on all successive attacks. It also grants the wizard a +1 bonus to his saving throw for any direct magical attack. A *detect invisibility* spell will not counter this effect, but the 5th-level priest spell *true seeing* and similar magic will.

Continual Light (Alteration) Reversible

Range: 60 yds.	Components: V, S
Duration: Permanent	Casting Time: 2
Area of Effect: 60-ft. radius	Saving Throw: Special

This spell is similar to a *light* spell, except that it is as bright as full daylight and lasts until negated by magical darkness or by a *dispel magic* spell. Creatures who suffer penalties in bright light suffer them in this spell's area of effect. As with the *light* spell, it can be cast into the air, onto an object, or at a creature. When cast at a creature, the target gets a saving throw vs. spell; success indicates that the spell affects the space about 1 foot behind the creature instead. Note that this spell can also blind a creature if it is successfully cast upon the creature's visual organs, reducing its attack rolls, saving throws, and Armor Class by 4. If the spell is cast on a small object that is then placed in a light-proof covering, the spell's effects are blocked until the covering is removed. A continual light brought into an area of magical darkness (or vice versa) is temporarily negated so that the otherwise prevailing light conditions exist in the overlapping areas of effect. A direct casting of *continual light* against a similar or weaker magical darkness cancels both. This spell eventually consumes the material it is cast upon, but the process takes far longer than the time in the typical campaign. Extremely hard and expensive materials can last hundreds or even thousands of years.

Darkness, 15' Radius (Alteration)

Range: 10 yds./level	Components: V, S, M
Duration: 1 turn + 1 rd./level	Casting Time: 2
Area of Effect: 15-ft. radius	Saving Throw: None

This spell causes total, impenetrable darkness in the area of effect. Infravision is useless. Neither normal nor magical light works 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.

Deafness (Illusion/Phantasm)

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

The *deafness* spell causes the recipient to become totally deaf and unable to hear any sounds. The victim is allowed a saving throw vs. spell. An affected creature has a -1 penalty to its surprise rolls unless its other senses are unusually keen. Deafened spellcasters have a 20% chance to miscast any spell with a verbal component. This *deafness* can be done away with only by means of a *dispel magic* spell or by the spellcaster. The material component of this spell is beeswax.

Deppockets (Alteration, Enchantment)

Range: Touch Components: V, S, M
Duration: 12 hrs. + 1 hr./level Casting Time: 1 turn
Area of Effect: 1 garment Saving Throw: None

This spell enables the wizard 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 50 gp value) is fashioned so as to contain numerous hand-sized pockets. One dozen is the minimum number. The *deppockets* spell then enables these pockets to hold a total of 100 pounds (5 cubic feet in volume) as if it were only 10 pounds of weight. Furthermore, there are no discernible bulges where the special pockets are. At the time of casting, the caster can instead choose to have 10 pockets each holding 10 pounds (_ cubic foot volume each). If the robe or like garment is sewn with 100 or more pockets (200 gp minimum cost), 100 pockets can be created to contain one pound of weight and 1/6 cubic foot volume each. Each special pocket is actually an extradimensional holding space. If the spell duration expires while there is material within the enchanted pockets, or if a successful *dispel magic* is cast upon the enchanted garment, all the material suddenly appears around the wearer and immediately falls to the ground. The caster can also cause all the pockets to empty with a single command. In addition to the garment, which is reusable, 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.

Detect Evil (Divination) Reversible

Range: 0 Components: V, S
Duration: 5 rds./level Casting Time: 2
Area of Effect: 10 x 180 ft. Saving Throw: None

This spell discovers emanations of evil (or of good in the case of the reverse spell) from any creature, object, or area. Character alignment is *not* revealed under most circumstances: Characters who are strongly aligned, do not stray from their faith, and who are at least 9th level might radiate good or evil if they are intent upon appropriate actions. Powerful monsters, such as ki-rin, send forth emanations of evil or good, even if polymorphed. Aligned undead radiate evil, for it is this power and negative force that enables them to continue existing. An evilly cursed object or unholy water radiates evil, but a hidden trap or an unintelligent viper does not. The degree of evil (faint, moderate, strong, overwhelming) can be noted. Note that priests have a more powerful version of this spell.

The spell has a path of detection 10 feet wide and 60 yards long in the direction in which the wizard is facing. The wizard must concentrate--stop, have quiet, and intently seek to detect the aura--for at least one round to receive a reading.

Detect Invisibility (Divination)

Range: 0	Components: V, S, M
Duration: 5 rds./level	Casting Time: 2
Area of Effect: 10 yds./level	Saving Throw: None

When the wizard casts a *detect invisibility* spell, he is able to see clearly any objects or beings that are invisible, as well as any that are astral, ethereal, or out of phase. In addition, it enables the wizard to detect hidden or concealed creatures (for example, thieves in shadows, halflings in underbrush, and so on). It does not reveal the method of concealment or invisibility, except in the case of astral travelers (where the silver cord can be seen). It does not reveal illusions or enable the caster to see through physical objects. Detection is a path 10 ft. wide along the wizard's line of sight to the range limit. The material components of this spell are a pinch of talc and a small sprinkling of powdered silver.

ESP (Divination)

Range: 0	Components: V, S, M
Duration: 1 rd./level	Casting Time: 2
Area of Effect: 5 yds./level	Saving Throw: None
(90 yds. maximum)	

When an *ESP* spell is used, the caster is able to detect the surface thoughts of any creatures in range--except for those of undead and creatures without minds (as we know them). The *ESP* is stopped by 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead foil.

The wizard employing the spell is able to probe the surface thoughts of one creature per round, getting simple instinctual thoughts from lower order creatures. Probes can continue on the same creature from round to round or can move on to other creatures. The caster can use the spell to help determine if a creature lurks behind a door, for example, but the *ESP* does not always reveal what sort of creature it is. If used as part of a program of interrogation, an intelligent and wary subject receives an initial saving throw. If successful, the creature successfully resists and the spell reveals no additional information. If the saving throw is failed, the caster may learn additional information, according to the DM's ruling. The creature's Wisdom adjustment applies, as may additional bonuses up to +4, based on the sensitivity of the information sought.

The material component of this spell is a copper piece.

Fascinate (Illusion/Phantasm)

Range: 3"	Components: V; S
Duration: Special	Casting Time: 2 segments
Area of Effect: One creature	Saving Throw: Neg.

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 versus spell 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).

Flaming Sphere (Evocation)

Range: 10 yds.	Components: V, S, M
Duration: 1 rd./level	Casting Time: 2
Area of Effect: 3-ft. radius	Saving Throw: Neg.

A *flaming sphere* spell creates a burning globe of fire within 10 yards of the caster. This sphere rolls in whichever direction the wizard points, at a rate of 30 feet per round. It rolls over barriers less than 4 feet tall, such as furniture, low walls, etc. Flammable substances are set afire by contact with the sphere. Creatures in contact with the globe must successfully save vs. spell or suffer 2d4 points of fire damage. Those within 5 feet of the sphere's surface must also save or suffer 1d4 points of heat damage. A successful saving throw means no damage is suffered. The DM may adjust the saving throws if there is little or no room to dodge the sphere.

The sphere moves as long as the spellcaster actively directs it; otherwise, it merely stays at rest and burns. It can be extinguished by the same means as any normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push unwilling creatures aside or batter down large obstacles. The material components are a bit of tallow, a pinch of sulphur, and a dusting of powdered iron.

Fog Cloud (Alteration)

Range: 10 yds.	Components: V, S
Duration: 4 rds. + 1 rd./level	Casting Time: 2
Area of Effect: Special	Saving Throw: None

The *fog cloud* spell can be cast in one of two ways, at the caster's option: as a large, stationary bank of normal fog, or as a harmless fog that resembles the 5th-level wizard spell *cloudkill*. As a fog bank, this spell creates a fog of any size and shape up to a maximum 20-foot cube per caster level. The fog obscures all sight, normal and infravision, beyond 2 feet. As a cloudbank-like fog, this is a billowing mass of ghastly, yellowish-green vapors, measuring 40 feet x 20 feet x 20 feet. This moves away from the caster at 10 feet per round. The vapors are heavier than air and sink to the lowest level, even pouring down sinkholes and den openings. Very thick vegetation breaks up the fog after it has moved 20 feet into the vegetation. The only effect of either version is to obscure vision. A strong breeze will disperse either effect in one round, while a moderate breeze will reduce the spell duration by 50%. The spell cannot be cast under water.

Fools' Gold (Alteration, Illusion)

Range: 10 yds.	Components: V, S, M
Duration: 1 hr./level	Casting Time: 1 rd.
Area of Effect: 10 cu. in./level	Saving Throw: Special

Copper coins can temporarily be changed to gold pieces, or brass items turned to solid gold, for the spell duration by means of this magic. The area of effect is 10 cubic inches per level--i.e., a 1-inch x 1-inch x 10-inch volume or equivalent, equal to about 150 gold coins. Any creature viewing the "gold" is entitled to a saving throw vs. spell, which can be modified by the creature's Wisdom; for every level of the wizard, the creature must subtract 1 from his dice roll. Thus, it is unlikely that fools' gold will be detected if 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 25-gp citrine is powdered and sprinkled over the metal as this spell is cast, the chance that cold iron will return it to its true nature is 30%; if a 50-gp amber stone is powdered and used, the chance drops to 25%; if a 250-gp topaz is powdered and used, the chance drops to 10%; and if a 500-gp oriental (corundum) topaz is powdered and used, there is only a 1% chance that the cold iron will reveal that it is fools' gold.

Forget (Enchantment/Charm)

Range: 30 yds.	Components: V, S
Duration: Permanent	Casting Time: 2
Area of Effect: 1-4 creatures in a 20-ft. cube	Saving Throw: Neg.

By means of this spell, the spellcaster causes creatures within the area of effect to forget the events of the previous round (the one minute of time previous to the utterance of the spell). For every three levels of experience of the spellcaster, another minute of past time is forgotten. This does not negate *charm*, *suggestion*, *geas*, *quest*, or similar spells, but it is possible that the being who placed such magic upon the recipient could be forgotten. From one to four creatures can be affected, at the discretion of the caster. If only one is to be affected, the recipient saves vs. spell with a -2 penalty; if two, they save with -1 penalties; if three or four are to be affected, they save normally. All saving throws are adjusted by Wisdom. A priest's *heal* or *restoration* spell, if specially cast for this purpose, will restore the lost memories, as will a *limited wish* or *wish*, but no other means will do so.

Glitterdust (Conjuration/Summoning)

Range: 10 yds./level	Components: V, S, M
Duration: Special	Casting Time: 2
Area of Effect: 20 ft. cube	Saving Throw: Special

This spell creates a cloud of glittering golden particles within the area of effect. Those in the area must roll a successful saving throw vs. spell or be blinded (-4 penalties to attack rolls, saving throws, and Armor Class) for $1d4+1$ rounds. In addition, all within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Note that this reveals invisible creatures. The dust fades in $1d4$ rounds plus one round per caster level. Thus, glitterdust cast by a 3rd-level wizard lasts for four to seven rounds.

The material component is ground mica.

Hypnotic Pattern (Illusion/Phantasm)

Range: 30 yds.	Components: S, M
Duration: Special	Casting Time: 2
Area of Effect: 30-ft. cube	Saving Throw: Neg.

When this spell is cast, the wizard creates a weaving, twisting pattern of subtle colors in the air. This pattern causes any creature looking at it to become fascinated and stand gazing at it as long as the spellcaster maintains the display, plus two rounds thereafter. The spell can captivate a maximum of 24 levels, or Hit Dice, of creatures (for example, 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 vs. spell. A damage-inflicting attack on an affected creature frees it from the spell immediately.

The wizard need not utter a sound, but he must gesture appropriately while holding a glowing stick of incense or a crystal rod filled with phosphorescent material.

Improved Phantasmal Force (Illusion/Phantasm)

Range: 60 yds. + 10 yds./level	Components: V, S, M
Duration: Special	Casting Time: 2
Area of Effect: 200 sq. ft. + 50 sq. ft./level	Saving Throw: Special

Like the 1st-level *phantasmal force* spell, this spell creates the illusion of any object, creature, or force, as long as it is within the spell's area of effect. The spellcaster can maintain the illusion with minimal concentration; thus, he 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, the improved phantasm continues for two rounds after the wizard ceases to concentrate upon it.

The material component is a bit of fleece.

Invisibility (Illusion/Phantasm)

Range: Touch	Components: V, S, M
Duration: Special	Casting Time: 2
Area of Effect: Creature touched	Saving Throw: None

This spell causes the creature touched to vanish from sight and be undetectable by normal vision or even infravision. Of course, the invisible creature is not magically silenced, and certain other conditions can render the creature detectable. Even allies cannot see the invisible creature or his gear, unless these allies can normally see invisible things or employ magic to do so. Items dropped or put down by the invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Note, however, that light never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source).

The spell remains in effect until it is magically broken or dispelled, until the wizard or recipient cancels it, until the recipient attacks any creature, or until 24 hours have passed. Thus, the invisible being can open doors, talk, eat, climb stairs, etc., but if he attacks, he immediately becomes visible, although the invisibility enables him to attack first. Note that the priest spells *bless*, *chant*, and *prayer* are not attacks for this purpose. All highly Intelligent (Intelligence 13 or more) creatures with 10 or more Hit Dice or levels of experience have a chance to detect invisible objects (they roll saving throws vs. spell; success means they noticed the invisible object).

The material components of the *invisibility* spell are an eyelash and a bit of gum Arabic, the former encased in the latter.

Irritation (Alteration)

Range: 10 yds./level	Components: V, S, M
Duration: Special	Casting Time: 2
Area of Effect: 1-4 creatures in a 15-ft. radius	Saving Throw: Neg.

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

Itching. When cast, this causes each subject to feel an instant itching sensation on some portion of its body. If one round is not immediately spent scratching the irritated area, the creature is so affected that the next three rounds are spent squirming and twisting, effectively worsening its Armor Class by 4 and its attack rolls by 2 during this time. Spell

preparations are ruined in the first round this spell is in effect, but not in the following three rounds. Doing nothing but scratching the itch for a full round prevents the rest of the effect. If cast at one creature, the saving throw has a -3 penalty; if cast at two creatures, the saving throw has a -1 penalty; and if cast at three or four creatures, the saving throw is normal.

Rash. When a rash is cast, the subject notices nothing for 1d4 rounds, but thereafter its entire skin breaks out in red welts that itch. The rash persists until either a *cure disease* or *dispel magic* spell is cast upon it. It lowers Charisma by 1 point per day for each of four days (i.e., maximum Charisma loss is 4 points). After one week, Dexterity is lowered by 1 point also. Symptoms vanish immediately upon the removal of the rash, and all statistics return to normal. This can be cast at one creature only, with a saving throw penalty of -2.

The material component for this spell is a leaf from poison ivy, oak, or sumac.

Knock (Alteration) Reversible

Range: 60 yds.

Duration: Special

Area of Effect: 10 sq. ft./level

Components: V

Casting Time: 1

Saving Throw: None

The *knock* spell opens stuck, barred, locked, held, or wizard-locked doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains. If used to open a wizard-locked door, the spell does not remove the former spell, but simply suspends its functioning for one turn. In all other cases, it permanently opens locks or welds--although the former could be closed and locked again later. It does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. Note that the effect is limited by the area; a 3rd-level wizard can cast a *knock* spell on a door of 30 square feet or less (for example, a standard 4-ft. x 7-ft. door). Each spell can undo up to two means of preventing egress through a portal. Thus if a door is locked, barred, and held, or triple locked, opening it requires two *knock* spells. In all cases, the location of the door or item must be known--the spell cannot be used against a wall in hopes of discovering a secret door.

The reverse spell, *lock*, closes and locks a door or similar closure, provided there is a physical mechanism. It does not create a weld, but it locks physically operated locking mechanisms, set bars, and so on, up to two functions. It cannot affect a portcullis.

Know Alignment (Divination) Reversible

Range: 10 yds.

Duration: 1 rd./level

Area of Effect: 1 creature or
object per 2 rds.

Components: V, S

Casting Time: 1 rd.

Saving Throw: Neg.

A *know alignment* spell enables the wizard to read the aura of a creature or an aligned object (unaligned objects reveal nothing). The caster must remain stationary and concentrate on the subject for two full rounds. A creature is allowed a saving throw vs. spell and, if successful, the caster learns nothing about that particular creature from the casting. If the caster concentrates on a creature or object for only one round, he can learn only its alignment with respect to law and chaos. Certain magical devices negate the *know alignment* spell.

The reverse, *undetectable alignment*, conceals the alignment of an object or creature for 24 hours--even from a *know alignment* spell.

Leomund's Trap (Illusion/Phantasm)

Range: Touch	Components: V, S, M
Duration: Permanent	Casting Time: 3 rds.
Area of Effect: Object touched	Saving Throw: None

This false trap is designed to fool a thief or other character attempting to pilfer the spellcaster's goods. The wizard places the spell upon any small mechanism or device, such as a lock, hinge, hasp, screw-on cap, ratchet, etc. Any character able to detect traps, or who uses any spell or device enabling trap detection, is 100% certain a real trap exists. Of course, the spell is illusory and nothing happens if the trap is sprung; its primary purpose is to frighten away thieves or make them waste precious time.

The material component of the spell is a piece of iron pyrite touched to the object to be trapped while the object is sprinkled with a special dust requiring 200 gp to prepare. If another *Leomund's trap* is within 50 feet when the spell is cast, the casting fails.

Levitate (Alteration)

Range: 20 yds./level	Components: V, S, M
Duration: 1 turn/level	Casting Time: 2
Area of Effect: 1 creature or object	Saving Throw: Neg.

When a *levitate* spell is cast, the wizard can place it upon his person, an object, or a single creature, subject to a maximum weight limit of 100 pounds per level of experience (for example, a 3rd-level wizard can levitate a maximum of 300 pounds). If the spell is cast upon the wizard, he can move vertically up or down at a movement rate of 2 per round. If cast upon an object or another creature, the wizard can levitate it at the same speed, according to his command. This spell does not empower horizontal movement, but the recipient could push along the face of a cliff, for example, to move laterally. The spellcaster can cancel the spell as desired. If the subject of the spell is unwilling, or the object is in the possession of a creature, a saving throw vs. spell is allowed to determine if the *levitate* spell affects it.

Once cast, the spell requires no concentration, except when changing height. A levitating creature attempting to use a missile weapon finds himself increasingly unstable; the first attack has an attack roll penalty of -1, the second -2, the third -3, etc., up to a maximum of -5. A full round spent stabilizing allows the creature to begin again at -1. Lack of leverage makes it impossible to cock a medium or heavy crossbow.

The material component of this spell is either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end.

Locate Object (Divination) Reversible

Range: 0	Components: V, S, M
Duration: 1 rd./level	Casting Time: 2
Area of Effect: 20 yds./level	Saving Throw: None

This spell aids in locating a known or familiar object. The wizard casts the spell, slowly turns, and senses when he is facing in the direction of the object to be located, provided the object is within range (i.e., 60 yards for 3rd-level wizards, 80 yards for 4th, 100 yards for 5th, etc.). The spell can locate such objects as apparel, jewelry, furniture, tools, weapons, or even a ladder or stairway. Note that attempting to find a specific item, such as jewelry or a crown, requires an accurate mental image; if the image is not close enough to the actual, the spell does not work. Desired but unique objects cannot be located by this spell unless they are known by the caster. The spell is blocked by lead. Creatures cannot be found by this spell.

The material component is a forked twig.

The reversal, *obscure object*, hides an object from location by spell, crystal ball, or similar means for eight hours. Creatures cannot be affected by this spell. The material component is a chameleon skin.

Magic Mouth (Alteration)

Range: 10 yds.	Components: V, S, M
Duration: Special	Casting Time: 2
Area of Effect: 1 object	Saving Throw: None

When this spell is cast, the wizard imbues the chosen object with an enchanted mouth that suddenly appears and speaks its message when a specified event occurs. The message, which must be of 25 words or less, can be in any language known by the spellcaster, and can be delivered over a period of one turn. The mouth cannot speak magical spells or use command words. It does, however, move to the words articulated-- if it is placed upon a statue, 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 functions when specific conditions are fulfilled, according to the command of the spellcaster. Some examples are to speak "to the first creature that touches you," or "to the first creature that passes within 30 feet." Commands can be as general or as detailed as desired, although only visual and audible triggers can be used, such as the following: "Speak only when a venerable female human carrying a sack of groat clusters sits cross legged within 1 foot." Such visual triggers can react to a character using the *disguise* ability. Command range is 5 yards per level of the wizard, so a 6th-level wizard can command the magic mouth to speak at a maximum encounter range of 30 yards ("Speak when a winged creature comes within 30 yards."). The spell lasts until the speak command can be fulfilled; thus, the spell duration is variable. A magic mouth cannot distinguish invisible creatures, alignments, level, Hit Dice, or class, except by external garb. If desired, the effect can be keyed to a specific noise or spoken word.

The material component of this spell is a small bit of honeycomb.

Melf's Acid Arrow (Conjuration)

Range: 180 yds.	Components: V, S, M
Duration: Special	Casting Time: 2
Area of Effect: 1 target	Saving Throw: Special

By means of this spell, the wizard creates a magical arrow that speeds to its target as if fired from the bow of a fighter of the same level as the wizard. No modifiers for range, nonproficiency, or specialization are used. The arrow has no attack or damage bonus, but it inflicts 2d4 points of acid damage (with saving throws for items on the target); there is no splash damage. For every three levels that the caster has achieved, the acid, unless somehow neutralized, lasts for another round, inflicting another 2d4 points of damage each round. So at 3rd-5th level, the acid lasts two rounds; at 6th-8th level, the acid lasts for three rounds, etc.

The material components of the spell are a dart, powdered rhubarb leaf, and an adder's stomach.

Mirror Image (Illusion/Phantasm)

Range: 0	Components: V, S
Duration: 3 rds./level	Casting Time: 2
Area of Effect: 6-ft. radius	Saving Throw: None

When a *mirror image* spell is invoked, the spellcaster causes from two to eight exact duplicates of himself to come into being around him. These images do exactly what the

wizard does. Since the spell causes a blurring and slight distortion when it is cast, it is impossible for opponents to be certain which are the illusions and which is the actual wizard. When an image is struck by a melee or missile attack, 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 wizard is struck during one round, he cannot be picked out from among his images the next. To determine the number of images that appear, roll 1d4 and add 1 for every three levels of experience the wizard has achieved, to a maximum of eight images. At the end of the spell duration, all surviving images wink out.

Misdirection (Illusion/Phantasm)

Range: 30 yds.	Components: V, S
Duration: 8 hrs.	Casting Time: 2
Area of Effect: 1 creature or object	Saving Throw: Neg.

By means of this spell, the wizard misdirects the information from a detection spell (*detect charm, detect evil, detect invisibility, detect lie, detect magic, detect snares and pits*, etc.). While the detection spell functions, it indicates the wrong area, creature, or the opposite of the truth with respect to *detect evil* or *detect lie*. The wizard directs the spell effect upon the object of the detection spell. If the caster of the detection spell fails his saving throw vs. spell, the misdirection takes place. Note that this spell does not affect other types of divination (*know alignment, augury, ESP, clairvoyance*, etc.).

Pyrotechnics (Alteration)

Range: 120 yds.	Components: V, S, M
Duration: Special	Casting Time: 2
Area of Effect: 1 fire source	Saving Throw: None

A *pyrotechnics* spell draws on an existing fire source to produce one of two effects, at the option of the caster. First, it can produce a flashing and fiery burst of glowing, colored aerial fireworks that lasts one round. This effect temporarily blinds those creatures in, under, or within 120 feet of the area and that have an unobstructed line of sight to the burst. Creatures viewing this are blinded for 1d4+1 rounds unless they successfully save vs. spell. The fireworks fill a volume 10 times greater than that of the original fire source. This spell can also cause a thick, writhing stream of smoke to arise from the source and form a choking cloud that lasts for one round per experience level of the caster. This covers a roughly spherical volume from the ground or floor up (or conforming to the shape of a confined area) that totally obscures vision beyond 2 feet. The smoke fills a volume 100 times that of the fire source. All within the cloud must roll successful saving throws vs. spell or suffer -2 penalties to all combat rolls and Armor Class. The spell uses one fire source within a 20-foot cube, which is immediately extinguished. An extremely large fire used as a source might be only partially extinguished. Magical fires are not extinguished, although a fire-based creature (such as a fire elemental) used as a source suffers 1 point of damage per caster level.

Ray of Enfeeblement (Enchantment/Charm)

Range: 10 yds. + 5 yds./level	Components: V, S
Duration: 1 rd./level	Casting Time: 2
Area of Effect: 1 creature	Saving Throw: Neg.

By means of a *ray of enfeeblement*, a wizard weakens an opponent, reducing its Strength and thereby the attacks that rely upon it. Humans, demihumans, and humanoids

of man-size or less are reduced to an effective Strength of 5, losing all Strength bonuses and suffering an attack roll penalty of -2 and a -1 penalty to damage. Other creatures suffer a penalty of -2 on attack rolls. Furthermore, they have a -1 penalty for each die of damage they inflict. (But no damage roll can inflict less than 1 point per die of damage.) Your DM will determine any other effects appropriate to the affected creature. If the target creature makes its saving throw, the spell has no effect. This spell does not affect combat bonuses due to magical items, and those conferring increased Strength function normally. (6 limbs bipeds medium)

Rope Trick (Alteration)

Range: Touch	Components: V, S, M
Duration: 2 turns/level	Casting Time: 2
Area of Effect: Special	Saving Throw: None

When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space. The spellcaster and up to seven others can climb up the rope and disappear into this place of safety where no creature can find them. The rope can be taken into the extradimensional space if fewer than eight persons have climbed it; otherwise, it simply stays hanging in the air (extremely strong creatures might be able to remove it, at the DM's option). Spells cannot be cast across the interdimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as if there were a 3-foot x 5-foot window centered on the rope. The persons in the extradimensional space must climb down prior to the end of the spell, or they are dropped from the height at which they entered the extradimensional space. The rope can be climbed by only one person at a time. Note that the *rope trick* spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space. Also note that creating or taking extradimensional spaces into an existing extradimensional space is hazardous.

The material components of this spell are powdered corn extract and a twisted loop of parchment.

Scare (Enchantment/Charm)

Range: 30 yds. + 10 yds./level	Components: V, S, M
Duration: 1d4 rds. + 1 rd./level	Casting Time: 2
Area of Effect: 15-foot radius	Saving Throw: Special

This spell causes creatures with fewer than 6 Hit Dice or levels of experience to fall into fits of trembling and shaking. The frightened creatures have a -2 reaction adjustment and may drop items held if encumbered. If cornered, they fight, but with -1 penalties to attack rolls, damage rolls, and saving throws. Only elves, half-elves, and priests are allowed saving throws against this spell. Note that this spell has no effect on the undead (skeletons, zombies, ghouls, and so on), or on upper or lower planar creatures of any sort.

The material component used for this spell is a bit of bone from an undead skeleton, zombie, ghoul, ghast, or mummy.

Shatter (Alteration)

Range: 30 yds. + 10 yds./level	Components: V, S, M
Duration: Instantaneous	Casting Time: 2
Area of Effect: 3-ft. radius	Saving Throw: Neg.

The *shatter* spell is a sound-based attack that affects nonmagical objects of crystal, glass, ceramic, or porcelain, such as vials, bottles, flasks, jugs, windows, mirrors, etc. All

such objects within a 3-foot radius of the center of the spell effect are smashed into dozens of pieces by the spell. Objects weighing more than one pound per level of the caster are not affected, but all other objects of the appropriate composition must save vs. crushing blow or be shattered. Alternatively, the spell can be focused against a single item of up to 10 pounds per caster level. Crystalline creatures usually suffer 1d6 points of damage per caster level to a maximum of 6d6, with a saving throw vs. spell for half damage.

The material component of this spell is a chip of mica.

Spectral Hand (Necromancy)

Range: 30 yds. + 5 yds./level

Components: V, S

Duration: 2 rds./level

Casting Time: 2

Area of Effect: 1 opponent

Saving Throw: None

This spell causes a ghostly, glowing hand, shaped from the caster's life force, to materialize within the spell range and move as the caster desires. Any touch attack spell of 4th level or less that is subsequently cast by the wizard can be delivered by the spectral hand. The spell gives the caster a +2 bonus to his attack roll. The caster cannot perform any other actions when attacking with the hand; the hand returns to the caster and hovers if the caster takes other actions. The hand lasts the full spell duration unless dismissed by the caster, and it is possible to use more than one touch attack with it. The hand receives flank and rear attack bonuses if the caster is in a position to do so. The hand is vulnerable to magical attack but has an Armor Class of -2. Any damage to the hand ends the spell and inflicts 1d4 points of damage to the caster.

Stinking Cloud (Evocation)

Range: 30 yds.

Components: V, S, M

Duration: 1 rd./level

Casting Time: 2

Area of Effect: 20-ft. cube

Saving Throw: Special

When a *stinking cloud* is cast, the wizard creates a billowing mass of nauseous vapors up to 30 yards away from his position. Any creature caught within the cloud must roll a successful saving throw vs. poison or be reeling and unable to attack because of nausea for 1d4+1 rounds after leaving the cloud. Those who make successful saving throws can leave the cloud without suffering any ill effects, although those remaining in the cloud must continue to save each round. These poisonous effects can be slowed or neutralized by appropriate magic. The cloud duration is halved in a moderate breeze (8-18 m.p.h.) and is dispersed in one round by a stronger breeze.

The material component of the spell is a rotten egg or several skunk cabbage leaves.

Strength (Alteration)

Range: Touch

Components: V, S, M

Duration: 1 hr./level

Casting Time: 1 turn

Area of Effect: Person touched

Saving Throw: None

Application of this spell increases the Strength of the character by a number of points--or tenths of points after 18 Strength is attained (only if the character is a warrior).

Benefits of the *strength* spell last for the duration of the magic. The amount of added Strength depends upon the spell recipient's group and is subject to all restrictions on Strength due to race and class. Multiclass characters use the best die.

Class	Strength Gain

Priest	1d6 points
Rogue	1d6 points
Warrior	1d8 points
Wizard	1d4 points

If a warrior has an 18 Strength already, from 10% to 80% is added to his extraordinary Strength roll. The spell cannot confer a Strength of 19 or more, nor is it cumulative with other magic that adds to Strength. Beings without Strength scores (kobolds, lizard men, etc.) receive a +1 to attack and damage rolls. The material component of this spell is a few hairs, or a pinch of dung, from a particularly strong animal--ape, bear, ox, etc.

Summon Swarm (Conjuration/Summoning)

Range: 60 yds. Components: V, S, M
Duration: Special Casting Time: 2
Area of Effect: 10-ft. cube Saving Throw: Neg.

The swarm of small animals (roll on following table to determine type, or the DM can assign an appropriate creature) drawn by the *summon swarm* spell will viciously attack all creatures in the area chosen by the caster. Creatures actively defending against the swarm to the exclusion of other activities suffer 1 point of damage for each round spent in the swarm. Those taking other actions, including leaving the swarm, receive damage equal to 1d4 points + 1 point per three levels of the caster each round. Note that spellcasting within the swarm is impossible.

Dice Roll	Swarm Type
01-40	Rats
41-70	Bats
71-80	Spiders
81-90	Centipedes/beetles
91-100	Flying insects

The swarm cannot be fought effectively with weapons, but fire and area effects can force it to disperse by inflicting damage. The swarm disperses when it has taken a total of 2 hit points per caster level from these attacks. A *protection from evil* spell keeps the swarm at bay, and certain area-effect spells, such as *gust of wind* and *stinking cloud*, disperse a swarm immediately, if appropriate to the swarm summoned (for example, only flyers are affected by a *gust of wind*). The caster must remain stationary and undisturbed to control the swarm; if his concentration lapses or is broken, the swarm disperses in two rounds. The swarm is stationary once conjured.

The material component is a square of red cloth.

Tasha's Uncontrollable Hideous Laughter (Enchantment/Charm)

Range: 60 yds. Components: V, S, M
Duration: 1 rd./level Casting Time: 2
Area of Effect: 1 or more creatures Saving Throw: Neg.
in a 30-ft. cube

The victim of this spell perceives everything as hilariously funny. The effect is not immediate, and the creature feels only a slight tingling on the round the spell is cast. On the round immediately following, the victim begins smiling, then giggling, chuckling, tittering, snickering, guffawing, and finally collapsing into gales of uncontrollable, hideous laughter. Although this magical mirth lasts only a single round, the affected creature must spend the next round regaining its feet, and it loses 2 points from its Strength (or -2 to attack and damage rolls) for all remaining rounds of the spell.

The saving throw vs. spell is modified by the Intelligence of the creature. Creatures with Intelligences of 4 or less (semi-intelligent) are totally unaffected. Those with Intelligences of 5-7 (low) save with -6 penalties. Those with Intelligences of 8-12 (average to very) save with -4 penalties. Those with Intelligences of 13-14 (high) save with -2 penalties. Those with Intelligences of 15 or greater (exceptional) have unmodified saving throws. The caster can affect one creature for every three levels attained--for example, one at 3rd level, two at 6th level, three at 9th level, etc. All affected beings must be within 30 feet of each other. The material components are a small feather and minute tarts. The tarts are hurled at the subjects, while the feather is waved in one hand.

Web (Evocation)

Range: 5 yds./level

Components: V, S, M

Duration: 2 turns/level

Casting Time: 2

Area of Effect: 8,000 cubic ft.

Saving Throw: Neg

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 solid and diametrically opposed points--floor and ceiling, opposite walls, etc.--or the web collapses upon itself and disappears.

The *web* spell covers a maximum area of eight 10-foot x 10-foot x 10-foot cubes and the webs must be at least 10 feet thick, so a mass 40 feet high, 20 feet wide, and 10 feet deep may be cast. Creatures caught within webs, or simply touching them, become stuck among the gluey fibers.

Anyone in the area when the spell is cast must roll a saving throw vs. spell with a -2 penalty. If the saving throw is successful, two things may have occurred. If the creature has room to escape the area, then it is assumed to have jumped free. If there is no room to escape, then the webs are only half strength. Creatures with less than 13 Strength (7 if the webs are half strength) are stuck until freed by another or until the spell wears off.

Missile fire is generally ineffective against creatures trapped in webs.

Creatures with Strengths between 13 and 17 can break through 1 foot of webs per round. Creatures with 18 or greater Strength can break through 2 feet of webs per round. If the webs are at half strength, these rates are doubled. (Great mass equates to great strength in this case, and creatures of large mass hardly notice webs.) Strong and huge creatures can break through 10 feet of webs per round.

Furthermore, the strands of a *web* spell are flammable. A magical *flaming sword* can slash them away as easily as a hand brushes away cobwebs. Any fire--torch, flaming oil, flaming sword, etc.--can set them alight and burn them away in a single round. All creatures within flaming webs suffer 2d4 points of damage from the flames, but those free of the strands are not harmed.

The material component of this spell is a bit of spider web.

Whip (Evocation)

Range: 7

Components: V; S, M

Duration: 1 round/level

Casting Time: 2 segments

Area of Effect: Special

Saving Throw: Special

By means of this spell, the magic-user creates a material, whip-like substance up to 1 " 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 versus spell. Any animal actually struck (as indicated by a normal "to hit" die roll) must save versus spell 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 intelligence 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 versus crushing blow (13 or better); if the weapon is non-edged, the whip must save versus 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 versus spell. 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 versus 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.

Whispering Wind (Alteration, Phantasm)

Range: 1 mi./level	Components: V, S
Duration: Special	Casting Time: 2
Area of Effect: 2-ft. radius	Saving Throw: None

By means of this spell, the wizard is able to either send a message or cause some desired sound effect. The whispering wind can travel as many miles above ground as the spellcaster has levels of experience, to a specific location within range that is familiar to the wizard. The whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates. The wizard can prepare the spell to bear a message of up to 25 words, cause the spell to deliver other sounds for one round, or merely have the whispering wind seem to be a faint stirring of the air that has a susurrant sound. He can likewise cause the whispering wind to move as slowly as a mile per hour or as quickly as a mile per turn. When the spell reaches its objective, it swirls and remains until the message is delivered. As with the *magic mouth* spell, no spells may be cast via the *whispering wind*.

Wizard Lock (Alteration)

Range: Touch	Components: V, S
Duration: Permanent	Casting Time: 2
Area of Effect: 30 sq. ft./level	Saving Throw: None

A *wizard lock* spell cast upon a door, chest, or portal magically locks it. The caster can freely pass his own lock without affecting it; otherwise, the wizard-locked door or object can be opened only by breaking in, by a successful *dispel magic* or *knock* spell, or by a wizard four 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--about one turn. Creatures from other planes cannot burst a wizard lock as they can a held portal (see the *hold portal* spell).

Zephyr (Evocation)

Range: 0	Components: V; S, M
Duration: 1 segment	Casting Time: 2 segments
Area of Effect: 1 'l path, %" per level in length	Saving Throw: None

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.

Third-level Spells

Blink (Alteration)

Range: 0	Components: V, S
Duration: 1 rd./level	Casting Time: 1
Area of Effect: The caster	Saving Throw: None

By means of this spell, the wizard causes his material form to "blink" directly from one point to another at a random time and in a random direction. This means that melee attacks against the wizard automatically miss if initiative indicates they fall after he has blinked.

Each round the spell is in effect, the wizard rolls 2d8 to determine the timing of the blink--the result of the dice roll is used as the wizard's initiative for that round. The wizard disappears and instantaneously reappears 10 feet distant from his previous position. (Direction is determined by a roll of 1d8: 1 = right ahead, 2 = right, 3 = right behind, 4 = behind, 5 = left behind, 6 = left, 7 = left ahead, 8 = ahead.) The caster cannot blink into a solid object; if such is indicated, reroll the direction. Movable objects of size and mass comparable to the caster are shoved aside when the caster blinks in. If blinking is impossible except into a fixed, solid object, the caster is then trapped on the Ethereal Plane. During each round that he blinks, the spellcaster can be attacked only by opponents who win initiative or by those who are able to strike both locations at once (for example, with a breath weapon, fireball, or similar wide-area attack forms). Opponents with multiple attacks, or those operating under haste or similar effects, can often strike early enough to have at least one attack against the caster. If the spellcaster holds off his attack (if any) until after the blink, the 2d8 delay until the blink is added to his normal 1d10 initiative roll (thus, he probably attacks last in the round). The spellcaster can also try to get his attack in before he blinks (he must announce his intent before rolling the 2d8 for blink timing and the 1d10 for initiative). In this case, the caster compares the two dice rolls, hoping that his initiative roll is lower than his blink roll (the two rolls are *not* added if he is trying to attack before he blinks). If so, he attacks according to his initiative roll, then blinks according to the blink roll. If his blink roll is lower than his initiative roll, however, he blinks first and then attacks in whatever direction he's facing (he must go through with his attack, even if he is facing in the wrong direction to affect anyone).

Clairaudience (Divination)

Range: Unlimited	Components: V, S, M
Duration: 1 rd./level	Casting Time: 3
Area of Effect: 60-ft. radius	Saving Throw: None

The *clairaudience* spell enables the wizard to concentrate upon some locale and hear in his mind any noise within a 60-foot radius of that point. Distance is not a factor, but the

locale must be known--a place familiar to the spellcaster or an obvious one (such as behind a door, around a corner, in a copse of trees, etc.). Only sounds that are normally detectable by the wizard can be heard by use of this spell. Lead sheeting or magical protections prevent the operation of the spell, and the wizard has some indication that the spell is so blocked. The spell creates an invisible sensor, similar to that created by a *crystal ball* spell, that can be dispelled. The spell functions only on the wizard's current plane of existence.

The material component of the spell is a small horn of at least 100 gp value.

Clairvoyance (Divination)

Range: Unlimited

Components: V, S, M

Duration: 1 rd./level

Casting Time: 3

Area of Effect: Line of sight

Saving Throw: None

Similar to the *clairaudience* spell, the *clairvoyance* spell empowers the wizard to see in his mind whatever is within sight range from the spell locale chosen. Distance from the wizard is not a factor, but the locale must be known--familiar or obvious. Furthermore, light is a factor, as the spell does not enable the use of infravision or magical enhancements. If the area is magically dark, only darkness is seen; if naturally pitch dark, only a 10-foot radius from the center of the spell's area of effect can be seen. Otherwise, the seeing extends to the normal vision range according to the prevailing light. Lead sheeting or magical protection foils a *clairvoyance* spell, and the wizard has some indication that it is so blocked. The spell creates an invisible sensor, similar to that created by a *crystal ball* spell, that can be dispelled. The spell functions only on the wizard's current plane of existence.

The material component is a pinch of powdered pineal gland.

Cloudburst (Alteration)

Range: 1 "/level

Components: V; S, M

Duration: 1 round

Casting Time: 3 segments

Area of Effect: 3" diam. cylinder up to 6" high

Saving Throw: None (& special)

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 everything in its area of effect within 1 segment, for its rain will fall at the rate of 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, rekindlable 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 (Le., a cylinder of up to 12" in diameter and as much as 24" 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 one inch of snow per segment falling. The material components for the spell are powdered silver and powdered iodine crystals, plus the cleric's holy symbol.

Continual Darkness (Alteration)

Range: 6"	Components: V,M
Duration: Permanent	Casting Time: 3 segments
Area of Effect: 3" radius globe	Saving Throw: None

When this spell is cast, a globe of impenetrable darkness is created. The effects of this darkness, as well as the material component of the spell, are the same as the second level magic-user spell, darkness, 15'radius (cf. continual light).

Delude (Alteration)

Range: 0	Components: V, S
Duration: 1 turn/level	Casting Time: 3
Area of Effect: 30-ft. radius	Saving Throw: Neg.

By means of a *delude* spell, the wizard conceals his own alignment with that of any creature within a 30-foot radius at the time the spell is cast. The creature must be of higher than animal intelligence for the spell to work; its own alignment remains unchanged. The creature receives a saving throw vs. spell and, if successful, the *delude* spell fails. If the spell is successful, any *know alignment* spell used against the caster discovers only the assumed alignment. Note that a *detect good* or *detect evil* also detects the assumed aura, if the aura is strong enough. The creature whose aura has been assumed radiates magic, but the wizard radiates magic only to the creature whose alignment has been assumed. If a *delude* spell is used in conjunction with a *change self* or *alter self* spell, the class of the wizard can be totally hidden, if he is clever enough to carry off the disguise.

Dispel Illusion (Abjuration)

Range: 1 "/level	Components: V,S
Duration: Permanent	Casting Time: 3 segments
Area of Effect: Special	Saving Throw: None

By means of this spell, the spell caster can dispel any phantasmal force - with or without audible glamor - cast by a nonillusionist; and the spell has the same chance of dispelling any illusion/phantasm spells of another illusionist as a dispel magic spell (q.v.) does, i.e. 50% base chance adjusted by 2% 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.

Dispel Magic (Abjuration)

Range: 120 yds.	Components: V, S
Duration: Instantaneous	Casting Time: 3
Area of Effect: 30-ft. cube	Saving Throw: None

When a wizard casts this spell, it has a chance to neutralize or negate magic it comes in contact with, as follows:

First, it removes spells and spell-like effects (including device effects and innate abilities) from creatures or objects.

Second, it disrupts the casting or use of these in the area of effect at the instant the dispel is cast.

Third, it destroys magical potions (which are treated as 12th level for purposes of this spell).

Each effect or potion in the spell's area is checked to determine if it is dispelled. The caster can always dispel his own magic; otherwise, the chance to dispel depends on the difference in level between the magical effect and the caster. The base chance is 50% (11 or higher on 1d20 to dispel). If the caster is of higher level than the creator of the effect to be dispelled, the difference is subtracted from the number needed on 1d20 to dispel (making it more likely that the dispel succeeds); if the caster is of lower level, the difference is *added* to the number needed on 1d20 to dispel (making it *less* likely that the dispel succeeds). A roll of 20 always succeeds and a roll of 1 always fails. Thus, if a caster is 10 levels higher, only a roll of 1 prevents the effect from being dispelled. A *dispel magic* spell does not affect a specially enchanted item, such as a magical scroll, ring, wand, rod, staff, miscellaneous item, weapon, shield, or armor, unless it is cast directly upon the item. This renders the item nonoperational for 1d4 rounds. An item possessed and carried by a creature gains the creature's saving throw against this effect; otherwise, it is automatically rendered nonoperational. An interdimensional interface (such as a *bag of holding*) rendered nonoperational would be temporarily closed. Note that an item's physical properties are unchanged: A nonoperational magical sword is still a sword.

Artifacts and relics are not subject to this spell; however, some of their spell-like effects may be, at the DM's option.

Note that this spell can be very effective when used upon charmed and similarly beguiled creatures. Certain spells or effects cannot be dispelled; these are listed in the spell descriptions.

Summary of Dispel Magic Effects		
Source of Effect	Resists As	Result of Dispel
Caster	None	Dispel automatic
Other caster/innate ability	Level/HD of other caster	Effect negated
Wand	6th level	*
Staff	8th level	*
Potion	12th level	Potion destroyed
Other magic	12th, unless special	*
Artifact	DM discretion	DM discretion

* Effect negated; if cast directly on item, item becomes non-operational for 1d4 rounds.

Explosive Runes (Alteration)

Range: Touch

Components: V, S

Duration: Special

Casting Time: 3

Area of Effect: 10-ft. radius

Saving Throw: None or _

By tracing these mystic runes upon a book, map, scroll, or similar object bearing written information, the wizard prevents unauthorized persons from reading his material. The explosive runes are difficult to detect--5% chance per level of magic use experience of the reader; thieves have only a 5% chance. But trap detection by spell or magical device always finds these runes.

When read, the explosive runes detonate, delivering 6d4+6 points of damage to the reader, who gets no saving throw. A like amount, or half that if saving throws are made, is suffered by each creature within the blast radius. The wizard who cast the spell, as well as any he instructs, can read the protected writing without triggering the runes. Likewise, the wizard can remove the runes whenever desired. Others can remove them only with a

successful *dispel magic* or *erase* spell. Explosive runes otherwise last until the spell is triggered. The item upon which the runes are placed is destroyed when the explosion takes place, unless it is not normally subject to destruction by magical fire (see the item saving throws in Chapter 6 of the *Dungeon Master Guide*).

Fear (Illusion/Phantasm)

Range: 0	Components: V, S, M
Duration: Special	Casting Time: 4
Area of Effect: 60-ft. cone, 30-ft. diameter at end, 5-ft. at base	Saving Throw: Neg.

When a *fear* spell is cast, the wizard sends forth an invisible cone of terror that causes creatures within its area of effect to turn away from the 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%. Thus, at 10th level there is only a 15% chance, and at 13th level no chance, of dropping items. Creatures affected by fear flee at their fastest rate for a number of melee rounds equal to the level of experience of the spellcaster. Undead and creatures that successfully roll their saving throws vs. spell are not affected.

The material component of this spell is either the heart of a hen or a white feather.

Feign Death (Necromancy)

Range: Touch	Components: V, S
Duration: 1 hr. + 1 turn/level	Casting Time: 1
Area of Effect: Creature touched	Saving Throw: None

By means of this spell, the caster (or any other creature whose levels of experience or Hit Dice do not exceed the wizard's own level) can be put into a cataleptic state that is impossible to distinguish from death. Although the person or 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 is not felt and no reaction occurs; damage is only half normal. In addition, paralysis, poison, and energylevel drain cannot affect an individual under the influence of this spell. Poison injected or otherwise introduced into the body takes effect 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 a *feign death* spell. The spellcaster can end the spell effects at any time desired, as will a successful dispel, but a full round is required for bodily functions to begin again.

Fireball (Evocation)

Range: 10 yds. + 10 yds./level	Components: V, S, M
Duration: Instantaneous	Casting Time: 3
Area of Effect: 20-ft. radius	Saving Throw: 1/2

A fireball is an explosive burst of flame, which detonates with a low roar and delivers damage proportional to the level of the wizard who cast it--1d6 points of damage for each level of experience of the spellcaster (up to a maximum of 10d6). The burst of the fireball creates little pressure and generally conforms to the shape of the area in which it occurs. The fireball fills an area equal to its normal spherical volume (roughly 33,000 cubic feet--thirty-three 10-foot x 10-foot x 10-foot cubes). Besides causing damage to creatures, the fireball ignites all combustible materials within its burst radius, and the heat of the fireball melts soft metals such as gold, copper, silver, etc. Exposed items require saving throws vs. magical fire to determine if they are affected, but items in the possession of a

creature that rolls a successful saving throw are unaffected by the fireball. The wizard points his 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 or solid barrier prior to attaining the prescribed range, blossoms into the fireball (an early impact results in an early detonation). Creatures failing their saving throws each suffer full damage from the blast. Those who roll successful saving throws manage to dodge, fall flat, or roll aside, each receiving half damage (the DM rolls the damage and each affected creature suffers either full damage or half damage [round fractions down], depending on whether the creature saved or not).

The material component of this spell is a tiny ball of bat guano and sulphur.

Flame Arrow (Conjuration/Summoning)

Range: 30 yds. + 10 yds./level

Components: V, S, M

Duration: 1 rd

Casting Time: 3

Area of Effect: Special

Saving Throw: None

This spell has two effects. First, the wizard can cause normal arrows or crossbow bolts to become magical flaming missiles for one round. The missiles must be nocked and drawn (or cocked) at the completion of the spell. If they are not loosed within one round, they are consumed by the magic. For every five levels the caster has achieved, up to 10 arrows or bolts can be affected. The arrows inflict normal damage, plus 1 point of fire damage to any target struck. They may also cause incendiary damage. This version of the spell is used most often in large battles.

The second version of this spell enables the caster to hurl fiery bolts at opponents within range. Each bolt inflicts 1d6 points of piercing damage, plus 4d6 points of fire damage. Only half the fire damage is inflicted if the creature struck successfully saves vs. spell. The caster receives one bolt for every five experience levels (two bolts at 10th level, three at 15th level, etc.). Bolts must be used on creatures within 20 yards of each other and in front of the wizard.

The material components for this spell are a drop of oil and a small piece of flint.

Fly (Alteration)

Range: Touch

Components: V, S, M

Duration: 1 turn/level + 1d6 turns

Casting Time: 3

Area of Effect: Creature touched

Saving Throw: None

This spell enables the wizard to bestow the power of magical flight. The creature affected is able to move vertically and horizontally at a rate of 18 (half that if ascending, twice that if descending in a dive). The manoeuvrability class of the creature is B. Using the *fly* spell requires as much concentration as walking, so most spells can be cast while hovering or moving slowly (movement of 3). Possible combat penalties while flying are known to the DM (found in the "Aerial Combat" section of Chapter 9 of the DMG). The exact duration of the spell is always unknown to the spellcaster, as the variable addition is determined secretly by the DM.

The material component of the *fly* spell is a wing feather of any bird.

Gust of Wind (Alteration)

Range: 0

Components: V, S, M

Duration: 1 rd

Casting Time: 3

Area of Effect: 10 ft. x 10 yds./level

Saving Throw: None

When this spell is cast, a strong puff of air originates from the wizard and moves in the direction he is facing. The force of this gust of wind (about 30 m.p.h.) is sufficient to

extinguish candles, torches, and similar unprotected flames. It causes protected flames--such as those of lanterns--to dance wildly and has a 5% chance per level of experience of the spellcaster to extinguish even such lights. It also fans large fires outward 1d6 feet in the direction of the wind's movement. It forces back small flying creatures 1d6 x 10 yards and causes man-sized beings to be held motionless if attempting to move against its force. It slows larger-than-man-sized flying creatures by 50% for one round. It blows over light objects, disperses most vapors, and forces away gaseous or unsecured levitating creatures. Its path is a constant 10 feet wide, by 10 yards long per level of experience of the caster (for example, an 8th-level wizard causes a gust of wind that travels 80 yards).

The material component of the spell is a legume seed.

Hallucinatory Terrain (Illusion/Phantasm)

Range: 20 yds./level

Components: V, S, M

Duration: 1 hr./level

Casting Time: 1 turn

Area of Effect: 10 yds./level cube

Saving Throw: None

By means of this spell, the wizard causes an illusion that hides the actual terrain within the area of effect. Thus, open fields or a road can be made to look like a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to look like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. The hallucinatory terrain persists until a *dispel magic* spell is cast upon the area or until the duration expires. Individual creatures may see through the illusion, but the illusion persists, affecting others who observe the scene.

If the illusion involves only a subtle change, such as causing an open wood to appear thick and dark, or increasing the slope of a hill, the effect may be unnoticed even by those in the midst of it. If the change is extreme (for example, a grassy plain covering a seething field of volcanic mudpots), the illusion will no doubt be noticed the instant one person falls prey to it. Each level of experience expands the dimensions of the cubic area affected by 10 yards; for example, a 12th-level caster affects an area 120 yds. x 120 yds. x 120 yds.

The material components of this spell are a stone, a twig, and a bit of green plant--a leaf or grass blade.

Haste (Alteration)

Range: 60 yds.

Components: V, S, M

Duration: 3 rds. + 1 rd./level

Casting Time: 3

Area of Effect: 40-ft. cube,

Saving Throw: None

1 creature/level

When this spell is cast, each affected creature functions at double its normal movement and attack rates. A hastened creature gains a -2 initiative bonus. Thus, a creature moving at 6 and attacking once per round would move at 12 and attack twice per round.

Spellcasting and spell effects are *not* sped up. The number of creatures that can be affected is equal to the caster's experience level; those creatures closest to the center of effect are affected first. All affected by haste must be in the designated area of effect.

Note that this spell negates the effects of a *slow* spell. Additionally, this spell ages the recipient by one year, because of sped-up metabolic processes. This spell is not cumulative with itself or with other similar magic.

Its material component is a shaving of licorice root.

Hold Person (Enchantment/Charm)

Range: 120 yds.
Duration: 2 rds./level
Area of Effect: 1-4 persons, 20-ft. cube

Components: V, S, M
Casting Time: 3
Saving Throw: Neg.

This spell holds 1d4 humans, demihumans, or humanoid creatures rigidly immobile for five or more rounds.

The *hold person* spell affects any bipedal human, demihuman or humanoid of man size or smaller, including brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, halflives, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others.

The spell is centered on a point selected by the caster; it affects persons selected by the caster within the area of effect. If the spell is cast at three or four people, each gets an unmodified saving throw. If only two people are being ensorcelled, each makes his saving throw with a -1 penalty. If the spell is cast at only one person, the saving throw suffers a -3 penalty. Saving throws are adjusted for Wisdom. Those succeeding on their saving throws are unaffected by the spell. Undead creatures cannot be held.

Held beings cannot move or speak, but they remain aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the worsening of the subjects' condition due to wounds, disease, or poison. The caster can end the spell with a single utterance at any time; otherwise, the duration is 10 rounds at 5th level, 12 rounds at 6th level, 14 rounds at 7th level, etc.

The spellcaster needs a small, straight piece of iron as the material component of this spell.(6 limbs bipeds medium)

Hold Undead (Necromancy)

Range: 60 ft.
Duration: 1d4 rds. + 1 rd./level
Area of Effect: 1d3 undead

Components: V, S, M
Casting Time: 5
Saving Throw: Neg.

When cast, this spell renders immobile 1d3 undead creatures whose total Hit Dice are equal to or less than the caster's level. No more than three undead can be affected by a single spell. To cast, the wizard aims the spell at a point within range and the three undead closest to this are considered to be in the area of effect, provided all are within the field of vision and spell range of the caster. Undead of a mindless nature (skeletons, zombies, or ghouls) are automatically affected. Other forms of undead are allowed a saving throw to negate the effect. If the spell is successful, it renders the undead immobile for the duration of the spell.

The material component for this spell is a pinch of sulphur and powdered garlic.

Illusionary Script (Illusion/Phantasm)

Range: Touch
Duration: 1 day/level
Area of Effect: Script reader

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

This spell enables the wizard to write instructions or other information on parchment, paper, etc. The illusionary script appears to be some form of foreign or magical writing. Only the person (or people) who the wizard desires to read the writing can do so. An illusionist recognizes it for illusionary script. Unauthorized creatures glancing at the script must roll saving throws vs. spell. A successful save means the creature can look away with only a mild sense of disorientation. Failure means the creature is subject to a suggestion implanted in the script by the caster at the time the *illusionary script* spell was cast. The suggestion cannot require more than three turns to carry out. The suggestion could be to close the book and leave, or to forget the existence of the book, for example. A successful *dispel magic* spell will remove the illusionary script, but an unsuccessful attempt erases all of the writing. The hidden writings can be read by a combination of the *true seeing* spell and either the *read magic* or

comprehend languages spell, as applicable. The material component is a lead-based ink that requires special manufacture by an alchemist, at a cost of not less than 300 gp per usage.

Infravision (Alteration)

Range: Touch	Components: V, S, M
Duration: 2 hrs. + 1 hr./level	Casting Time: 1 rd.
Area of Effect: Creature touched	Saving Throw: None

By means of this spell, the wizard enables the recipient to see in normal darkness up to 60 feet without light. Note that strong sources of light (fire, lanterns, torches, etc.) tend to blind this vision, so infravision does not function efficiently in the presence of such light sources. Invisible creatures are not detectable by infravision.

The material component of this spell is either a pinch of dried carrot or an agate.

Invisibility, 10' Radius (Illusion/Phasm)

Range: Touch	Components: V, S, M
Duration: Special	Casting Time: 3
Area of Effect: 10-ft. radius	Saving Throw: None

This spell confers invisibility upon all creatures within 10 feet of the recipient. Gear carried and light sources are included, but any light emitted is still visible. The center of the effect is mobile with the recipient. Those affected by this spell cannot see each other. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Affected creatures (other than the recipient) that attack negate the invisibility only for themselves. If the spell recipient attacks, the *invisibility, 10' radius* spell is broken for all.

The material components are the same as for the *invisibility* spell.

Item (Alteration)

Range: Touch	Components: V, S, M
Duration: 4 hrs./level	Casting Time: 3
Area of Effect: 2 cu. ft./level	Saving Throw: Special

By means of this spell, the wizard is able to shrink one nonmagical item (if it is within the size limit) to 1/12 of its normal size. Optionally, the caster can also change its now-shrunken composition to a cloth like one. An object in the possession of another creature is allowed a saving throw vs. spell. Objects changed by an *item* spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original spellcaster. Even a burning fire and its fuel can be shrunk by this spell.

Leomund's Tiny Hut (Alteration)

Range: 0	Components: V, S, M
Duration: 4 hrs. + 1 hr./level	Casting Time: 3
Area of Effect: 15-ft.-diameter sphere	Saving Throw: None

When this spell is cast, the wizard creates an unmoving, opaque sphere of force of any desired color around his person. Half of the sphere projects above the ground, and the

lower hemisphere passes through the ground. Up to seven other man-sized creatures can fit into the field with its creator; they can freely pass into and out of the hut without harming it. However, if the spellcaster removes himself from the hut, the spell dissipates. The temperature inside the hut is 70 F., if the exterior temperature is between 0 and 100 F. An exterior temperature below 0 or above 100 lowers or raises, respectively, the interior temperature on a 1-for-1 basis. The tiny hut also provides protection against the elements, such as rain, dust, sandstorms, and the like. The hut can withstand any wind of less than hurricane force without being harmed, but wind force greater than that destroys it.

The interior of the hut is a hemisphere; the spellcaster can illuminate it dimly upon command, or extinguish the light as desired. Note that although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut. The hut can be dispelled.

The material component for this spell is a small crystal bead that shatters when the spell duration expires or the hut is dispelled.

Lightning Bolt (Evocation)

Range: 40 yds. + 10 yds./level

Components: V, S, M

Duration: Instantaneous

Casting Time: 3

Area of Effect: Special

Saving Throw: 1/2

Upon casting this spell, the wizard releases a powerful stroke of electrical energy that inflicts 1d6 points of damage per level of the spellcaster (maximum damage per level of 10d6) to each creature within its area of effect. A successful saving throw vs. spell reduces this damage to half (round fractions down). The bolt begins at a range and height decided by the caster and streaks outward in a direct line from the casting wizard (for example, if a 40-foot bolt was started at 180 feet from the wizard, the far end of the bolt would reach 220 feet (180 + 40)). The lightning bolt may set fire to combustibles, sunder wooden doors, splinter up to a half-foot thickness of stone, and melt metals with a low melting point (lead, gold, copper, silver, bronze). Saving throws must be rolled for objects that withstand the full force of a stroke (see the *fireball* spell). If the damage caused to an interposing barrier shatters or breaks through it (i.e., the saving throw fails), the bolt continues. A bolt can breach 1 inch of wood or half an inch of stone per caster level, up to a maximum of 1 foot of wood or half a foot of stone.

The lightning bolt's area of effect is chosen by the spellcaster: either a forked bolt 10 feet wide and 40 feet long or a single bolt 5 feet wide and 80 feet long. If a bolt cannot reach its full length, because of an unyielding barrier (such as a stone wall), the lightning bolt rebounds from the barrier toward its caster, ending only when it reaches its full length.

For example: An 80-foot-long stroke is begun at a range of 40 feet, but it hits a stone wall at 50 feet. The bolt travels 10 feet, hits the wall, and rebounds for 70 feet back toward its creator (who is only 50 feet from the wall, and so is caught in his own lightning bolt!).

The DM might allow reflecting bolts. When this type of lightning bolt strikes a solid surface, the bolt reflects from the surface at an angle equal to the angle of incidence (like light off a mirror). A creature crossed more than once by the bolt must roll a saving throw for every time it is crossed, but it still suffers either full damage (if one saving throw is missed) or half damage (if all saving throws are made).

The material components of the spell are a bit of fur and an amber, crystal, or glass rod.

Material (Evocation/Conjuration)

Range: 1"

Components: V; S

Duration: Permanent
Area of Effect: 1 cu. ft. per level of caster

Casting Time: 1 round
Saving Throw: None

A material spell allows the magic-user to actually bring into being certain common things. There is no great difficulty in causing common basic materials such as stone, earth (soil), or wood to appear. These sorts of materials in raw, unworked form are easily gained by means of this spell. Similarly, other inorganic or nonliving materials such as water, air, dung, straw, etc., can be conjured. When simple plants are concerned, such as when the caster attempts to bring into being an area of grass, there is a base 100% chance of total failure, modified downward by 1% per level of the spell caster. Animal life can never be affected by this spell. In no event can worked, refined, or fabricated items be brought into being by a material spell, nor can tough gems or precious metals. The spell essentially enables the magic-user to create common things of a basic nature.

Melf's Minute Meteors (Evocation, Alteration)

Range: 70 yds. + 10 yds./level

Components: V, S, M

Duration: Special

Casting Time: 3

Area of Effect: 1 target/meteor

Saving Throw: None

This spell enables the wizard to cast small globes of fire (one for each experience level he has attained), each of which bursts into a 1-foot-diameter sphere upon impact, inflicting 1d4 points of damage to the creature struck. It can also ignite combustible materials (even solid planks). The meteors are treated as missiles hurled by the wizard with a +2 bonus to the attack rolls and with no penalty for range. Misses are treated as grenade like missiles that inflict 1 point of damage to creatures within 3 feet.

The spell can be cast in either of two ways:

A) The wizard discharges five meteors every round (see the "Multiple Attacks and Initiative" section in Chapter 9: Combat). Note that this carries over into at least the following round.

B) The wizard discharges only one meteor per round. In addition to releasing the missile, the caster can perform other actions in the round, including spellcasting, melee, or device use. Spells requiring concentration force the wizard to forgo the rest of the missiles to maintain concentration. Also, if the wizard fails to maintain an exact mental count of the number of missiles he has remaining, he has involuntarily lost the remaining portion of the spell.

The spell ends when the caster has fired off as many meteors as he has experience levels, when he forgoes casting any still remaining, or when a successful *dispel magic* spell is thrown upon the caster.

The components necessary for the casting of this spell are nitre and sulphur formed into a bead by the addition of pine tar. The caster must also have a small hollow tube of minute proportion, fashioned from gold. The tube costs no less than 1,000 gp to construct, so fine is its workmanship and magical engraving, and it can be reused.

Monster Summoning I (Conjuration/Summoning)

Range: Special
Duration: 2 rds. + 1 rd./level
Area of Effect: 30-yd. radius

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

Within one round of casting this spell, the wizard magically conjures 2d4 1st-level monsters (selected by the DM, from his 1st-level encounter tables). The monsters appear

anywhere within the spell's area of effect, as desired by the wizard. They attack the spell user's opponents to the best of their ability until either he commands that the attacks cease, the spell duration expires, or the monsters are slain. These creatures do not check morale, but they vanish when slain. Note that if no opponent exists to fight, summoned monsters can, if the wizard can communicate with them and if they are physically able, perform other services for the summoning wizard.

In rare cases, adventurers have been known to disappear, summoned by powerful spellcasters using this spell. Those summoned recall all the details of their trip. The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

Non-detection (Abjuration)

Range: Touch	Components: V, S, M
Duration: 1 hr./level	Casting Time: 3
Area of Effect: 1 creature or item	Saving Throw: None

By casting this spell, the wizard makes the creature or object touched undetectable by divination spells such as *clairaudience*, *clairvoyance*, *locate object*, *ESP*, and *detect spells*. It also prevents location by such magical items as *crystal balls* and *ESP medallions*. It does not affect the *know alignment* spell or the ability of intelligent or high-level beings to detect invisible creatures. If a divination is attempted, the *nondetection* caster must roll a saving throw vs. spell. If this is successful, the divination fails.

The material component of the spell is a pinch of diamond dust worth 300 gp.

Paralyzation (illusion/Phantasm)

Range: 1"/level	Components: V,S
Duration: Special	Casting Time: 3 segments
Area of Effect: 2" X 2"area	Saving Throw: Neg.

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.

Phantom Steed (Conjuration, Phantasm)

Range: Touch	Components: V, S
Duration: 1 hr./level	Casting Time: 1 turn
Area of Effect: Special	Saving Throw: None

When this spell is cast, the wizard creates a quasi-real, horselike creature. The steed can be ridden only by the wizard who created it, or by any person for whom the wizard specifically creates such a mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. Its eyes are milky-colored. It does not fight, but all normal animals shun it and only monstrous ones will attack. The mount has an Armor Class of 2 and 7 hit points, plus 1 per level of the caster. If it loses all of its hit points, the phantom steed disappears. A phantom steed moves at a movement rate of 4 per level of the spellcaster, to a maximum movement rate of 48. It has what seems to be a saddle and a bit and bridle. It can bear its rider's weight, plus up to 10 pounds per caster level.

These mounts gain certain powers according to the level of the wizard who created them:

8th Level: The ability to pass over sandy, muddy, or even swampy ground without difficulty.

10th Level: The ability to pass over water as if it were firm, dry ground.

12th Level: The ability to travel in the air as if it were firm land, so chasms and the like can be crossed without benefit of a bridge. Note, however, that the mount cannot casually take off and fly; the movement must be between points of similar altitude.

14th Level: The ability to perform as if it were a pegasus; it flies at a rate of 48 per round upon command.

Note that a mount's abilities include those of lower levels; thus, a 12th-level mount has the 8th-, 10th-, and 12th-level abilities.

Phantom Wind (Alteration/Phantasm)

Range: 1 "/level	Components: V; S
Duration: 1 round/level	Casting Time: 3 segments
Area of Effect: 1 " broad path	Saving Throw: None

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 1 " 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.

Protection From Evil, 10' Radius (Abjuration) Reversible

Range: Touch	Components: V, S, M
Duration: 2 rds./level	Casting Time: 3
Area of Effect: 10-ft. radius around creature touched	Saving Throw: None

The globe of protection of this spell is identical in all respects to a *protection from evil* spell, except that it encompasses a much larger area and its duration is greater. The effect is centered on and moves with the creature touched. Any protected creature within the circle can break the warding against enchanted or summoned monsters by meleeing them. If a creature too large to fit into the area of effect is the recipient of the spell, the spell acts as a normal *protection from evil* spell for that creature only.

To complete this spell, the caster must trace a circle 20 feet in diameter using powdered silver. The material component for the reverse is powdered iron.

Protection From Normal Missiles (Abjuration)

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

By means of this spell, the wizard 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 (but no die inflicts less than 1 point of damage) inflicted by large or magical missiles, such as ballista missiles, catapult stones, hurled boulders, 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.

Secret Page (Alteration)

Range: Touch	Components: V, S, M
Duration: Until dispelled	Casting Time: 1 turn
Area of Effect: 1 page, up to 2 ft. square	Saving Throw: None

When cast, a *secret page* spell alters the actual contents of a page so that they 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. *Confuse languages* and *explosive runes* spells may be cast upon the secret page, but a *comprehend languages* spell cannot reveal the secret page's contents. The caster is able to reveal the original contents by speaking a command word, perusing the actual page, and then returning it to its secret page form. The caster can also remove the spell by double repetition of the command word. Others noting the dim magic of a page within this spell cloaking its true contents can attempt to dispel magic, but if it fails, the page is destroyed. A *true seeing* spell does not reveal the contents unless cast in combination with a *comprehend languages* spell. An *erase* spell can destroy the writing. The material components are powdered herring scales and either will o' wisp or boggart essence.

Sepia Snake Sigil (Conjuration/Summoning)

Range: 5 yds.	Components: V, S, M
Duration: Special	Casting Time: 3
Area of Effect: 1 sigil	Saving Throw: None

When this spell is cast, a small written symbol appears in the text of any written work. When read, the so-called sepia snake springs into being and strikes at the nearest living creature (but does not attack the wizard who cast the spell). Its attack is made as if it were a monster with Hit Dice equal to the level of the wizard who cast the spell. If it strikes successfully, the victim is engulfed in a shimmering amber field of force, frozen and immobilized until released, either at the caster's command, by a successful *dispel magic* spell, or until a time equal to $1d4$ days + 1 day per caster level has elapsed. Until then, nothing can get at the victim, move the shimmering force surrounding him, or otherwise affect him. The victim does not age, grow hungry, sleep, or regain spells while in this state. He is not aware of his 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 that is 10 feet in diameter and lasts for one round.

The spell cannot be detected by normal observation, and *detect magic* reveals only that the entire text is magical. A *dispel magic* can remove it; an *erase* spell destroys the entire page of text. It can be cast in combination with other spells that hide or garble text.

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

Slow (Alteration)

Range: 90 yds. + 10 yds./level	Components: V, S, M
Duration: 3 rds. + 1 rd./level	Casting Time: 3

Area of Effect: 40-ft. cube,
1 creature/level

Saving Throw: Neg.

A *slow* spell causes affected creatures to move and attack at half their normal rates. It negates a *haste* spell or equivalent, but does not otherwise affect magically speeded or slowed creatures. Slowed creatures have an Armor Class penalty of +4 AC, an attack penalty of -4, and all Dexterity combat bonuses are negated. The magic affects a number of creatures equal to the spellcaster's level, if they are within the area of effect chosen by the wizard (i.e., a 40-foot cubic volume centered as called for by the caster). The creatures are affected from the center of the spell outward. Saving throws against the spell suffer a -4 penalty.

The material component of this spell is a drop of molasses.

Spectral Force (Illusion/Phantasm)

Range: 60 yds. + 1 yd./level

Components: V, S

Duration: Special

Casting Time: 3

Area of Effect: 40-ft. cube + 10-ft. cube/level

Saving Throw: Special

The *spectral force* spell creates an illusion in which sound, smell, and thermal illusions are included. It is otherwise similar to the *improved phantasmal force* spell. The spell lasts for three rounds after concentration ceases.

Suggestion (Enchantment/Charm)

Range: 30 yds.

Components: V, M

Duration: 1 hr. + 1 hr./level

Casting Time: 3

Area of Effect: 1 creature

Saving Throw: Neg.

When this spell is cast by the wizard, he influences the actions of the chosen recipient by the utterance of a few words--phrases or a sentence or two--suggesting a course of action desirable to the spellcaster. The creature to be influenced must, of course, be able to understand the wizard's suggestion--it must be spoken in a language that the spell recipient understands. The suggestion must be worded in such a manner as to make the action sound reasonable; asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the effect of the spell. However, a suggestion that a pool of acid was actually pure water and that a quick dip would be refreshing is another matter. Urging a red dragon to stop attacking the wizard's party so that the dragon and party could jointly loot a rich treasure elsewhere 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. Conditions that will trigger a special action can also be specified; if the condition is not met before the spell expires, the action will not be performed. If the target successfully rolls its saving throw, the spell has no effect. Note that a very reasonable suggestion causes the saving throw to be made with a penalty (such as -1, -2, etc.) at the discretion of the DM. Undead are not subject to suggestion. The material components of this spell are a snake's tongue and either a bit of honeycomb or a drop of sweet oil.

Tongues (Alteration) Reversible

Range: 0

Components: V, M

Duration: 1 rd./level

Casting Time: 3

Area of Effect: 30-ft. radius

Saving Throw: None

This spell enables the wizard to speak and understand additional languages, whether they are racial tongues or regional dialects. This does not enable the caster to speak with animals. The spell enables the caster to be understood by all creatures of that type within

hearing distance, usually 60 feet. This spell does not predispose the subject toward the caster in any way.

The wizard can speak one additional tongue for every three levels of experience. The reverse of the spell cancels the effect of the *tongues* spell or confuses verbal communication of any sort within the area of effect.

The material component is a small clay model of a ziggurat, which shatters when the spell is pronounced.

Vampiric Touch (Necromancy)

Range: 0	Components: V, S
Duration: One touch	Casting Time: 3
Area of Effect: The caster	Saving Throw: None

When the caster touches an opponent in melee with a successful attack roll, the opponent loses 1d6 hit points for every two caster levels, to a maximum drain of 6d6 points for a 12th-level caster. The spell is expended when a successful touch is made or one turn passes. The hit points are added to the caster's total, with any hit points over the caster's normal total treated as temporary additional hit points. Any damage to the caster is subtracted from the temporary hit points first. After one hour, any extra hit points above the caster's normal total are lost. The creature originally losing hit points through this spell can regain them by magical or normal healing. Undead creatures are unaffected by this spell.

Water Breathing (Alteration) Reversible

Range: Touch	Components: V, S, M
Duration: 1 hr./level + 1d4 hrs.	Casting Time: 3
Area of Effect: Creature touched	Saving Throw: None

The recipient of a *water breathing* spell is able to breathe water freely for the duration of the spell. The caster can touch more than one creature with a single casting; in this case the duration is divided by the number of creatures touched. The reverse, *air breathing* enables water-breathing creatures to comfortably survive in the atmosphere for an equal duration.

The material component of the spell is a short reed or piece of straw.

Wind Wall (Alteration)

Range: 10 yds./level	Components: V, S, M
Duration: 1 rd./level	Casting Time: 3
Area of Effect: wall, 10 x 5 ft./level, 2 ft. wide	Saving Throw: Special

This spell brings forth an invisible vertical curtain of wind 2 feet thick and of considerable strength--a strong breeze sufficient to blow away any bird smaller than an eagle or tear papers and like materials from unsuspecting hands. (If in doubt, a saving throw vs. spell determines whether the subject maintains its grasp.) Normal insects cannot pass such a barrier. Loose materials, even cloth garments, fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while sling stones and other missiles under two pounds in weight receive a -4 penalty to a first shot and -2 penalties thereafter. Gases, most breath weapons, and creatures in gaseous form cannot pass this wall, although it is no barrier to noncorporeal creatures.

The material components are a tiny fan and a feather of exotic origin.

Wraithform (Alteration, Illusion)

Range: 0 Components: S, M
Duration: 2 rds./level Casting Time: 1
Area of Effect: The caster Saving Throw: None

When this spell is cast, the wizard and all of his gear become insubstantial. The caster is subject only to magical or special attacks, including those by weapons of +1 or better, or by creatures otherwise able to affect those struck only by magical weapons. Undead of most sorts will ignore an individual in wraithform, believing him to be a wraith or spectre, though a lich or special undead may save vs. spell with a -4 penalty to recognize the spell.

The wizard can pass through small holes or narrow openings, even mere cracks, with all he wears or holds in his hands, as long as the spell persists. Note, however, that the caster cannot fly without additional magic. No form of attack is possible when in wraithform, except against creatures that exist on the Ethereal Plane, where all attacks (both ways) are normal. A successful *dispel magic* spell forces the wizard in wraithform back to normal form. The spellcaster can end the spell with a single word.

The material components for the spell are a bit of gauze and a wisp of smoke.

Forth-level Spells

Charm Monster (Enchantment/Charm)

Range: 60 yds. Components: V, S
Duration: Special Casting Time: 4
Area of Effect: 1 or more creatures Saving Throw: Neg.
in 20-ft. radius

This spell is similar to a *charm person* spell, but it can affect any living creature--or several low-level creatures. The spell affects 2d4 Hit Dice or levels of creatures, although it only affects one creature of 4 or more Hit Dice or levels, regardless of the number rolled.

All possible subjects receive saving throws vs. spell, adjusted for Wisdom. Any damage inflicted by the caster or his allies in the round of casting grants the wounded creature another saving throw at a bonus of +1 per point of damage received. Any affected creature regards the spellcaster as friendly, an ally or companion to be treated well or guarded from harm. If communication is possible, the charmed creature follows reasonable requests, instructions, or orders most faithfully (see the *suggestion* spell). If communication is not possible, the creature does not harm the caster, but others in the vicinity may be subject to its intentions, hostile or otherwise. Any overtly hostile act by the caster breaks the spell, or at the very least allows a new saving throw against the charm. Affected creatures eventually come out from under the influence of the spell. This is a function of the creature's level (i.e., its Hit Dice).

Monster Level or Hit Dice	% Chance Per Week of Breaking Spell
1st or up to 2	5%
2nd or up to 3+2	10%
3rd or up to 4+4	15%
4th or up to 6	25%
5th or up to 7+2	35%
6th or up to 8+4	45%
7th or up to 10	60%

8th or up to 12	75%
9th or over 12	90%

The exact day of the week and time of day is secretly determined by the DM.

Confusion (Enchantment/Charm)

Range: 120 yds.

Components: V, S, M

Duration: 2 rds. + 1 rd./level

Casting Time: 4

Area of Effect: Up to 60-ft. cube

Saving Throw: Special

This spell causes confusion in one or more creatures within the area, creating indecision and the inability to take effective action. The spell affects 1d4 creatures, plus one creature per caster level. These creatures are allowed saving throws vs. spell with -2 penalties, adjusted for Wisdom. Those successfully saving are unaffected by the spell. Confused creatures react as follows:

D10	Roll Action
1	Wander away (unless prevented) for duration of spell
2-6	Stand confused for one round (then roll again)
7-9	Attack nearest creature for one round (then roll again)
10	Act normally for one round (then roll again)

The spell lasts for two rounds plus one round for each level of the caster. Those who fail are checked by the DM for actions each round for the duration of the spell, or until the "wander away for the duration of the spell" result occurs.

Wandering creatures move as far from the caster as possible, according to their most typical mode of movement (characters walk, fish swim, bats fly, etc.). Saving throws and actions are checked at the beginning of each round. Any confused creature that is attacked perceives the attacker as an enemy and acts according to its basic nature.

If there are many creatures involved, the DM may decide to assume average results.

For example, if there are 16 orcs affected and 25% could be expected to make the saving throw, then four are assumed to have succeeded. Out of the other 12, one wanders away, four attack the nearest creature, six stand confused, and the last acts normally but must check next round. Since the orcs are not near the party, the DM decides that two attacking the nearest creature attack each other, one attacks an orc that saved, and one attacks a confused orc, which strikes back. The next round, the base is 11 orcs, since four originally saved and one wandered off. Another one wanders off, five stand confused, four attack, and one acts normally.

The material component is a set of three nut shells.

Contagion (Necromancy)

Range: 30 yds.

Components: V, S

Duration: Permanent

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: Neg.

This spell causes a major disease and weakness in a creature. The afflicted individual is immediately stricken with painful and distracting symptoms: boils, blotches, lesions, seeping abscesses, and so on. Strength, Dexterity, and Charisma are reduced by 2. Attack rolls are decreased by 2. The effect persists until the character receives a *cure disease* spell or spends 1d3 weeks taking a complete rest to recover. Characters ignoring the contagion for more than a day or so may be susceptible to worse diseases at the discretion of the DM.

Detect Scrying (Divination)

Range: 0	Components: V, S, M
Duration: 1d6 turns + 1 turn/level	Casting Time: 3
Area of Effect: 120-ft. radius	Saving Throw: Special

By means of this spell, the wizard immediately becomes aware of any attempt to observe him by means of clairvoyance, clairaudience, or magic mirror. This also reveals the use of crystal balls or other magical scrying devices, provided the attempt is within the area of effect of the spell. Since the spell is centered on the spellcaster, it moves with him, enabling him to "sweep" areas for the duration of the spell.

When a scrying attempt is detected, the scryer must immediately roll a saving throw. If this is failed, the identity and general location of the scryer immediately become known to the wizard who cast this spell. The general location is a direction and significant landmark close to the scryer. Thus, the caster might learn, "The wizard Sniggel spies on us from east, under the stairs," or, "You are watched by Asquil in the city of Samarquol." The material components for this spell are a small piece of mirror and a miniature brass hearing trumpet.

Dig (Evocation)

Range: 30 yds.	Components: V, S, M
Duration: 1 rd./level	Casting Time: 4
Area of Effect: 5-ft. cube/level	Saving Throw: Special

A *dig* spell enables the caster to excavate 125 cubic feet of earth, sand, or mud per round (i.e., a cubic hole 5 feet on a side). In later rounds the caster can expand an existing hole or start a new one. The material thrown from the excavation scatters evenly around the pit. If the wizard continues downward past 20 feet in earth, there is a 15% chance that the pit collapses. This check is made for every 5 feet dug beyond 20 feet. Sand tends to collapse after 10 feet, mud fills in and collapses after 5 feet, and quicksand fills in as rapidly as it is dug.

Any creature at the edge (within 1 foot) of a pit must roll a successful Dexterity check or fall into the hole. Creatures moving rapidly toward a pit dug immediately before them must roll a saving throw vs. spell to avoid falling in. Any creature in a pit being excavated can climb out at a rate decided by the DM. A creature caught in a collapsing pit must roll a saving throw vs. death to avoid being buried; it escapes the pit if successful. Tunneling is possible with this spell as long as there is space available for the material removed. Chances for collapse are doubled and the safe tunneling distance is half of the safe excavation depth, unless such construction is most carefully braced and supported.

The spell is also effective against creatures of earth and rock, particularly clay golems and those from the Elemental Plane of Earth. When cast upon such a creature, it suffers 4d6 points of damage. A successful saving throw vs. spell reduces this damage to half.

To activate the spell, the spellcaster needs a miniature shovel and tiny bucket and must continue to hold them while each pit is excavated. These items disappear at the conclusion of the spell.

Dimension Door (Alteration)

Range: 0	Components: V
Duration: Instantaneous	Casting Time: 1
Area of Effect: The caster	Saving Throw: None

By means of a *dimension door* spell, the wizard instantly transfers himself up to 30

yards distance per level of experience. This special form of teleportation allows for no error, and the wizard always arrives at exactly the spot desired--whether by simply visualizing the area (within spell transfer distance, of course) or by stating direction such as, "300 yards straight downward," or, "upward to the northwest, 45 degree angle, 420 yards." If the wizard arrives in a place that is already occupied by a solid body, he remains trapped in the Astral Plane. If distances are stated and the spellcaster arrives with no support below his feet (i.e., in mid-air), falling and damage result unless further magical means are employed. All that the wizard wears or carries, subject to a maximum weight equal to 500 pounds of nonliving matter, or half that amount of living matter, is transferred with the spellcaster. Recovery from use of a *dimension door* spell requires one round.

Dispel Exhaustion (illusion/Phantasm)

Range: Touch	Components: V,S
Duration: 3 turns/level	Casting Time: 4 segments
Area of Effect: I to 4 persons	Saving Throw: None

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. *hoste* spell).

Emotion (Enchantment/Charm)

Range: 10 yds./level	Components: V,S
Duration: Special	Casting Time: 4
Area of Effect: 20-ft. cube	Saving Throw: Neg.

When this spell is cast, the wizard can create a single emotional reaction in the subject creatures. The following are typical:

1. *Courage*: This emotion causes the creatures affected to become berserk, fighting with a +1 bonus to the attack dice, causing +3 points of damage, and temporarily gaining 5 hit points. The recipients fight without shield and regardless of life, never checking morale. This spell counters (and is countered by) *fear*.
2. *Fear*: The affected creatures flee in panic for 2d4 rounds. It counters (and is countered by) *courage*.
3. *Friendship*: The affected creatures react more positively (for example, tolerance becomes goodwill). It counters (and is countered by) *hate*.
4. *Happiness*: This effect creates joy and a feeling of complacent well-being, adding +4 to all reaction rolls and making attack unlikely unless the creatures are subject to extreme provocation. It counters (and is countered by) *sadness*.
5. *Hate*: The affected creatures react more negatively (for example, tolerance becomes negative neutrality). It counters (and is countered by) *friendship*.
6. *Hope*: The effect of hope is to raise morale, saving throw rolls, attack rolls, and damage caused by +2. It counters (and is countered by) *hopelessness*.
7. *Hopelessness*: The affected creatures submit to the demands of any opponent:

surrender, get out, etc. Otherwise, the creatures are 25% likely to do nothing in a round, and 25% likely to turn back or retreat. It counters (and is countered by) *hope*.

8. *Sadness*: This creates unhappiness and a tendency toward maudlin introspection. This emotion penalizes surprise rolls by -1 and adds +1 to initiative rolls. It counters (and is countered by) *happiness*.

All creatures in the area at the instant the spell is cast are affected unless successful saving throws vs. spell are made, adjusted for Wisdom. The spell lasts as long as the wizard continues to concentrate on projecting the chosen emotion. Those who fail the saving throw against *fear* must roll a new saving throw if they return to the affected area.

Enchanted Weapon (Enchantment)

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

This spell turns an ordinary weapon into a magical one. The weapon is the equivalent of a +1 weapon, with +1 to attack and damage rolls. Thus, arrows, axes, bolts, bows, daggers, hammers, maces, spears, swords, etc., can be made into temporarily enchanted weapons. Two small weapons (arrows, bolts, daggers, etc.) or one large weapon (axe, bow, hammer, mace, etc.) weapon can be affected by the spell. The spell functions on existing magical weapons as long as the total combined bonus is +3 or less. Missile weapons enchanted in this way lose their enchantment when they successfully hit a target, but otherwise the spell lasts its full duration. This spell is often used in combination with the *enchant an item* and *permanency* spells to create magical weapons, with this spell being cast once per desired plus of the bonus.

The material components of this spell are powdered lime and carbon.

Eervation (Necromancy)

Range: 10 yds./level	Components: V, S
Duration: 1d4 hrs. + 1 hr./level	Casting Time: 4
Area of Effect: 1 creature	Saving Throw: Neg.

This spell temporarily suppresses the subject's life force. The necromancer points his finger and utters the incantation, releasing a black bolt of crackling energy. The subject must roll a saving throw vs. spell, adjusted for Dexterity, to avoid the bolt. Success means the spell has no effect. Failure means the subject is treated exactly as if he had been drained of energy levels by a wight, one level for every four levels of the caster. Hit Dice, spells, and other character details dependent on level are lost or reduced. Those drained to 0th level must make a system shock check to survive and are helpless until the spell expires. The spell effect eventually wears off, either after 1d4 hours plus one hour per caster level, or after six hours of complete and undisturbed rest. Level abilities are regained, but lost spells must be rememorized. Undead are immune to this spell.

Evard's Black Tentacles (Conjuration/Summoning)

Range: 30 yds.	Components: V, S, M
Duration: 1 hr./level	Casting Time: 1 rd.
Area of Effect: 30 sq. ft./level	Saving Throw: None

This spell creates many rubbery, black tentacles in the area of effect. These waving

members seem to spring forth from the earth, floor, or whatever surface is underfoot--including water. Each tentacle is 10 feet long, AC 4, and requires as many points of damage to destroy as the level of the wizard who cast the spell. There are 1d4 such tentacles, plus one per experience level of the spellcaster.

Any creature within range of the writhing tentacles is subject to attack as determined by the DM. The target of a tentacle attack must roll a saving throw vs. spell. If this succeeds, the subject suffers 1d4 points of damage from contact with the tentacle; the tentacle is then destroyed. Failure to save indicates that the damage inflicted is 2d4 points, the ebon member is wrapped around its subject, and damage will be 3d4 points on the second and all succeeding rounds. Since these tentacles have no intelligence to guide them, there is the possibility that they entwine any object--a tree, post, pillar, even the wizard himself--or continue to squeeze a dead opponent. A grasping hold established by a tentacle remains until the tentacle is destroyed by some form of attack or until it disappears at the end of the spell's duration.

The component for this spell is a piece of tentacle from a giant octopus or giant squid.

Extension I (Alteration)

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

By use of an *extension I* spell, the wizard prolongs the duration of a previously cast 1st-, 2nd-, or 3rd-level spell by 50%. Thus, a *levitation* spell can be made to function 15 minutes/level, a *hold person* spell made to work for three rounds/level, etc. Naturally, the spell affects only spells that have durations. This spell must be cast immediately after the spell to be extended, either by the original caster or another wizard. If a complete round or more elapses, the extension fails and is wasted.

Fire Shield (Evocation, Alteration)

Range: 0	Components: V, S, M
Duration: 2 rds. + 1 rd./level	Casting Time: 4
Area of Effect: The caster	Saving Throw: None

This spell can be cast in one of two forms: a warm shield that protects against coldbased attacks, or a chill shield that protects against fire-based attacks. Both return damage to creatures making physical attacks against the wizard. The wizard must choose which variation he memorizes when the spell is selected.

When casting this spell, the wizard appears to immolate himself, but the flames are thin and wispy, shedding no heat, and giving light equal to only half the illumination of a normal torch. The color of the flames is determined randomly (50% chance of either color)--blue or green if the chill shield is cast, violet or blue if the warm shield is employed. The special powers of each shield are as follows:

A) *Warm shield*. The flames are warm to the touch. Any cold-based attacks are saved against with a +2 bonus; either half normal damage or no damage is sustained. There is no bonus against fire-based attacks, but if the wizard fails to make the required saving throw (if any) against them, he sustains double normal damage.

The material component for this variation is a bit of phosphorous.

B) *Chill shield*. The flames are cool to the touch. Any fire-based attacks are saved against with a +2 bonus; either half normal damage or no damage is sustained. There is no bonus against cold-based attacks, but if the wizard fails to make the required saving throw (if any) against them, he sustains double normal damage.

The material component for this variation is a live firefly or glow worm or the tail portions of four dead ones.

Any creature striking the spellcaster with its body or hand-held weapons inflicts normal damage upon the wizard, but the attacker suffers the same amount of damage. An

attacker's magical resistance, if any, is tested when the creature actually strikes the wizard. Successful resistance shatters the spell. Failure means the creature's magic resistance does not affect that casting of the spell.

Fire Trap (Abjuration, Evocation)

Range: Touch	Components: V, S, M
Duration: Until discharged	Casting Time: 1 turn
Area of Effect: Object touched	Saving Throw: _

Any closeable item (book, box, bottle, chest, coffer, coffin, door, drawer, and so forth) can be warded by a *fire trap* spell. The spell is centered on a point selected by the spellcaster. The item so trapped cannot have a second closure or warding spell placed upon it (if such is attempted, the chance is 25% that the first spell fails, 25% that the second spell fails, or 50% that both spells fail). A *knock* spell does not affect a fire trap in any way--as soon as the offending party enters or touches the item, the trap discharges. Thieves and others have only half their normal chance to detect a fire trap (by noticing the characteristic markings required to cast the spell). They have only half their normal chance to remove the trap (failure detonates the trap immediately). An unsuccessful dispel does not detonate the spell. The caster can use the trapped object without discharging it, as can any individual to whom the spell was specifically attuned when cast (the exact method usually involves a keyword). When the trap is discharged, there is an explosion of 5-foot radius from the spell's center; all creatures within this area must roll saving throws vs. spell. Damage is 1d4 points plus 1 point per level of the caster, or half this (round up) for creatures successfully saving. (Under water, this ward inflicts half damage and creates a large cloud of steam.) The item trapped is not harmed by this explosion.

To place this spell, the caster must trace the outline of the closure with a bit of sulphur or saltpeter and touch the center of the effect. Attunement to another individual requires a hair or similar object from that person.

Fumble (Enchantment/Charm)

Range: 10 yds./level	Components: V, S, M
Duration: 1 rd./level	Casting Time: 4
Area of Effect: 30-ft. cube	Saving Throw: Special

When a *fumble* spell is cast, the wizard creates an area in which all creatures suddenly become clumsy and awkward. Running creatures trip and fall, those reaching for an item drop it, those employing weapons likewise drop them, etc. Recovery from a fall or picking up a fumbled object typically requires a successful saving throw and takes one round. Note that breakable items might suffer damage when dropped. A subject succeeding with his saving throw can act freely that round, but if he is in the area at the beginning of the next round, another saving throw is required. Alternatively, the spell can be cast at an individual creature. Failure to save means the creature is affected for the spell's entire duration; success means the creature is slowed (see the 3rd-level spell). The material component of this spell is a dab of solidified milk fat.

Ice Storm (Evocation)

Range: 10 yds./level	Components: V, S, M
Duration: Special	Casting Time: 4
Area of Effect: 20 or 40 ft. radius	Saving Throw: None

This spell can have one of two effects, at the caster's option: Either great hail stones pound down for one round in a 40-foot-diameter area and inflict 3d10 points of damage

to any creatures within the area of effect, or driving sleet falls in an 80-foot-diameter area for one round per caster level. The sleet blinds creatures within its area for the duration of the spell and causes the ground in the area to be icy, slowing movement by 50% and making it 50% probable that a creature trying to move in the area slips and falls. The sleet also extinguishes torches and small fires.

Note that this spell will negate a *heat metal* spell.

The material components for this spell are a pinch of dust and a few drops of water.

Illusionary Wall (Illusion/Phantasm)

Range: 30 yds.

Components: V, S

Duration: Permanent

Casting Time: 4

Area of Effect: 1 x 10 x 10 ft.

Saving Throw: None

This spell creates the illusion of a wall, floor, ceiling, or similar surface, which is permanent until dispelled. It appears absolutely real when viewed (even magically, as with the priest spell *true seeing* or its equivalent), but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, normal demihuman and magical detection abilities work normally, and touch or probing searches reveal the true nature of the surface, though they do not cause the illusion to disappear. The material component is a rare dust that costs at least 400 gp and requires four days to prepare.

Improved Invisibility (Illusion/Phantasm)

Range: Touch

Components: V, S

Duration: 4 rds. + 1 rd./level

Casting Time: 4

Area of Effect: Creature touched

Saving Throw: None

This spell is similar to the *invisibility* spell, but the recipient is able to attack, either by missile discharge, melee combat, or spellcasting, and remain unseen. Note, however, that telltale traces (such as a shimmering effect) sometimes allow an observant opponent to attack the invisible spell recipient. These traces are only noticeable when specifically looked for (after the invisible character has made his presence known). Attacks against the invisible character suffer -4 penalties to the attack rolls, and the invisible character's saving throws are made with a +4 bonus. Beings with high Hit Dice that might normally notice invisible opponents will notice a creature under this spell as if they had 2 fewer Hit Dice (they roll saving throws vs. spell; success indicates they spot the character).

Leomund's Secure Shelter (Alteration, Enchantment)

Range: 20 yds.

Components: V, S, M

Duration: 1d4+1 hrs. + 1 hr./level

Casting Time: 4 turns

Area of Effect: 30 sq. ft./level

Saving Throw: None

This spell enables the wizard to magically call into being a sturdy cottage or lodge, made of material that is common in the area where the spell is cast--stone, timber, or (at worst) sod. The floor area of the lodging is 30 square feet per level of the spellcaster, and the surface is level, clean, and dry. In all respects the lodging resembles a normal cottage, with a sturdy door, two or more shuttered windows, and a small fireplace.

While the lodging is 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 adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise, as it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone, and is 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 former two 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 conjured to provide service to the spellcaster.

The inside of the shelter contains rude furnishings as desired by the spellcaster--up to eight bunks, a trestle table and benches, as many as four chairs or eight 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 benefits are to be included (string and silver wire and a small bell).

Magic Mirror (Enchantment, Divination)

Range: Touch

Components: V, S, M

Duration: 1 rd./level

Casting Time: 1 hr.

Area of Effect: Special

Saving Throw: None

By means of this spell, the wizard changes a normal mirror into a scrying device similar to a crystal ball. The details of the use of such a scrying device are found in the DMG (in Appendix 3: Magical Item Descriptions, under the description for the *crystal ball*).

The mirror used must be of finely wrought and highly polished silver and cost not less than 1,000 gp. This mirror is not harmed by casting the spell, but the other material components--the eye of a hawk, an eagle, or even a roc, and nitric acid, copper, and zinc--are used up.

The following spells can be cast through a magic mirror: *comprehend languages*, *read magic*, *tongues*, and *infravision*. The following spells have a 5% chance per level of the caster of operating correctly: *detect magic*, *detect good or evil*, and *message*. The base chances for the subject to detect any *crystal ball*-like spell are listed in the DMG (again, in Appendix 3: Magical Item Descriptions, under the description for the *crystal ball*).

Massmorph (Alteration)

Range: 10 yds./level

Components: V, S, M

Duration: Special

Casting Time: 4

Area of Effect: 10 ft. cube/level

Saving Throw: None

When this spell is cast upon willing creatures of man-size or smaller, up to 10 such creatures per level of the caster can be magically altered to appear as trees of any sort. Thus, a company of creatures can be made to appear as a copse, grove, or orchard.

Furthermore, these massmorphed creatures can be passed through and even touched by other creatures without revealing their true nature. Note, however, that blows to the creature-trees cause damage, and blood can be seen.

Creatures to be massmorphed must be within the spell's area of effect; unwilling creatures are not affected. Affected creatures remain unmoving but aware, subject to normal sleep requirements, and able to see, hear, and feel for as long as the spell is in effect. The spell persists until the caster commands it to cease or until a *dispel magic* spell is cast upon the creatures. Creatures left in this state for extended periods are subject to insects, weather, disease, fire, and other natural hazards.

The material component of this spell is a handful of bark chips from the type of tree the creatures are to become.

Minor Creation (Illusion/Phantasm)

Range: Touch	Components: V, S, M
Duration: 1 hr./level	Casting Time: 1 turn
Area of Effect: 1 cubic ft./level	Saving Throw: None

This spell enables the wizard to create an item of nonliving, vegetable nature--soft goods, rope, wood, etc. The caster actually pulls wisps of material of the plane of Shadow from the air and weaves them into the desired item. The volume of the item created cannot exceed 1 cubic foot per level of the spellcaster. The item remains in existence for only as long as the spell's duration.

The spellcaster must have at least a tiny piece of matter of the same type of item he plans to create by means of the *minor creation* spell--a bit of twisted hemp to create rope, a splinter of wood to create a door, and so forth.

Minor Globe of Invulnerability (Abjuration)

Range: 0	Components: V, S, M
Duration: 1 rd./level	Casting Time: 4
Area of Effect: 5-ft. radius	Saving Throw: None

This spell creates an immobile, faintly shimmering magical sphere around the caster that prevents any 1st-, 2nd-, or 3rd-level spell effects from penetrating (i.e., the area of effect of any such spells does not include the area of the minor globe of invulnerability). This includes innate abilities and effects from devices. However, any type of spell can be cast out of the magical globe, and these pass from the caster of the globe to their subject without affecting the globe. Fourth and higher level spells are not affected by the globe. The globe can be brought down by a successful *dispel magic* spell. The caster can leave and return to the globe without penalty. Note that spell effects are not actually disrupted by the globe unless cast directly through or into it: The caster would still see a mirror image created by a wizard outside the globe. If that wizard then entered the globe, the images would wink out, to reappear when the wizard exited the globe. Likewise, a wizard standing in the area of a *light* spell would still receive sufficient light for vision, even though that part of the *light* spell volume in the globe would not be luminous.

The material component of the spell is a glass or crystal bead that shatters at the expiration of the spell.

Monster Summoning II (Conjuration/Summoning)

Range: Special	Components: V, S, M
Duration: 3 rds. + 1 rd./level	Casting Time: 4
Area of Effect: 40 yd. radius	Saving Throw: None

This spell is much like the 3rd-level spell *monster summoning I*, except that this spell summons 1d6 2nd-level monsters. These appear anywhere within the spell's area of effect and attack the caster's opponents, until he commands them to cease, the spell duration expires, or the monsters are slain. These creatures do not check morale; they vanish when slain. If no opponent exists to fight and the wizard can communicate with them, the summoned monsters can perform other services for the summoning wizard.

The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

Otiluke's Resilient Sphere (Alteration, Evocation)

Range: 20 yds.	Components: V, S, M
Duration: 1 rd./level	Casting Time: 4
Area of Effect: 1-ft. diameter/level	Saving Throw: Neg.

When this spell is cast, the result is a globe of shimmering force that encloses the subject creature--if it is small enough to fit within the diameter of the sphere and it fails

to successfully save vs. spell. The resilient sphere contains its subject for the spell's duration, 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 cause it to be destroyed without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but all that occurs 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.

Phantasmal Killer (Illusion/Phantasm)

Range: 5 yds./level	Components: V, S
Duration: 1 rd./level	Casting Time: 4
Area of Effect: 1 creature	Saving Throw: Special

When this spell is cast, the wizard creates the illusion of the most fearsome thing imaginable to the victim, simply by forming the fears of the victim's subconscious mind into something that its conscious mind can visualize--the most horrible beast. Only the spell recipient can see the phantasmal killer (the caster sees only a shadowy shape), but if it succeeds in scoring a hit, the subject dies from fright. The beast attacks as a 4 Hit Dice monster. It is invulnerable to all attacks and can pass through any barriers. Once cast, it inexorably pursues the subject, for it exists only in the subject's mind.

The only defenses against a phantasmal killer are an attempt to disbelieve (which can be tried but once), slaying or rendering unconscious the wizard who cast the spell, or rendering unconscious the target of the spell for its duration. To disbelieve the killer, the subject must specifically state the attempt and then roll an Intelligence check. This roll has a -1 penalty for every four levels of the caster.

Special modifiers apply to this attack:

Condition	Modifier
Surprise	-2
Subject previously attacked by this spell	+1
Subject is an illusionist	+2
Subject is wearing a <i>helm of telepathy</i>	+3

Magic resistance, bonuses against fear, and Wisdom adjustments also apply. The subject's magic resistance is checked first; if the spell overcomes the resistance, the subject's fear/Wisdom bonuses (if any) then apply as negative modifiers to his Intelligence check.

If the subject of a phantasmal killer attack succeeds in disbelieving, and he is wearing a *helm of telepathy*, the beast can be turned upon the wizard, who must then disbelieve it or be subject to its attack and possible effects.

If the subject ignores the killer to perform other actions, such as attacking the caster, the killer may, at the DM's option, gain bonuses to hit (for flank or rear attacks, etc.). Spells such as *remove fear* and *cloak of bravery*, cast after the killer has attacked, grant another check to disbelieve the effect.

Plant Growth (Alteration)

Range: 10 yds./level	Components: V, S
Duration: Permanent	Casting Time: 4
Area of Effect: caster's level x 100 sq. ft.	Saving Throw: None

When a *plant growth* spell is cast, the wizard causes normal vegetation to grow, entwine, and entangle to form a thicket or jungle that creatures must hack or force a way through at a movement rate of 1 per round (or 2 if the creatures are larger than man size). The area must contain brush and trees for this spell to work. Briars, bushes, creepers, lianas, roots, saplings, thistles, thorn, trees, vines, and weeds become thick and overgrown so as to form a barrier. The area of effect is the caster's level, squared, times 100 square feet. This area can be arranged in any square or rectangular shape that the caster desires. Thus, an 8th-level wizard can affect $(8 \times 8 =) 64 \times 100$ square feet, or 6,400 square feet. This could be an 80-foot x 80-foot square, a 160-foot x 40-foot rectangle, a 640-foot x 10-foot rectangle, etc. Individual plant girth and height is generally affected less than thickness of brush, branch, and undergrowth. The spell's effects persist in the area until it is cleared by labor, fire, or such magical means as a *dispel magic* spell.

Polymorph Other (Alteration)

Range: 5 yds./level	Components: V, S, M
Duration: Permanent	Casting Time: 4
Area of Effect: 1 creature	Saving Throw: Neg.

The *polymorph other* spell is a powerful magic that completely alters the form and ability, and possibly the personality and mentality, of the recipient. Of course, while a creature with a lower Intelligence can be polymorphed in form into something with a higher Intelligence, it will not gain that creature's mental ability. The reverse--polymorphing a higher Intelligence creature into one of significantly lower Intelligence--results in a creature much more intelligent than appearances would lead one to believe. The polymorphed creature must succeed on a system shock (see Table 3) roll to see if it survives the change. After this, it must make a special Intelligence check to see if it retains its personality (see following).

The polymorphed creature acquires the form and physical abilities of the creature it has been polymorphed into, while retaining its own mind. Form includes natural Armor Class (that due to skin toughness, but not due to quickness, magical nature, etc.), physical movement abilities (walking, swimming, and flight with wings, but not plane shifting, blinking, teleporting, etc.), and attack routines (claw/claw/bite, swoop, rake, and constriction, but not petrification, breath weapons, energy drain, etc.). Hit points and saving throws do not change from the original form. Noncorporeal forms cannot be assumed. Natural shapeshifters (lycanthropes, doppelgangers, higher level druids, etc.) are affected for but one round, and can then resume their normal form.

If slain, the polymorphed creature reverts to its original form, though it remains dead. (Note that most creatures generally prefer their own form and will not willingly stand the risk of being subjected to this spell!) As class and level are not attributes of form, abilities derived from either cannot be gained by this spell, nor can exact ability scores be specified.

When the polymorph occurs, the creature's equipment, if any, melds into the new form (in particularly challenging campaigns, the DM may allow protective devices, such as a *ring of protection*, to continue operating effectively). The creature retains its mental abilities, including spell use, assuming the new form allows completion of the proper verbal and somatic components and the material components are available. Creatures not used to a new form might be penalized at the DM's option (for example, -2 to attack rolls) until they practice sufficiently to master it.

When the physical change occurs, there is a base 100% chance that the subject's personality and mentality change into that of the new form (i.e., a roll of 20 or less on 1d20). For each 1 point of Intelligence of the subject, subtract 1 from the base chance on 1d20. Additionally, for every Hit Die of difference between the original form and the form it is assuming, add or subtract 1 (depending on whether polymorphed form has more Hit Dice [or levels] or fewer Hit Dice [or levels] than original, respectively). The chance for assumption of the personality and mentality of the new form is checked daily

until the change takes place.

A subject acquiring the mentality of the new form has effectively become the creature whose form was assumed and comes under the control of the DM until recovered by a *wish* spell or similar magic. Once this final change takes place, the creature acquires the new form's full range of magical and special abilities.

For example: If a 1 Hit Die orc of 8 Intelligence is polymorphed into a white dragon with 6 Hit Dice, it is 85% ($20 - 8$ Intelligence + 5 level difference $[6-1] = 17$ out of $20 = 85\%$) likely to actually become one in all respects, but in any case it has the dragon's physical and mental capabilities. If it does not assume the personality and mentality of a white dragon, it knows what it formerly knew as well.

The wizard can use a *dispel magic* spell to change the polymorphed creature back to its original form, and this requires a system shock roll. Those who have lost their individuality and are then converted back maintain the belief that they are actually the polymorphed creature and attempt to return to that form. Thus, the orc who comes to believe he is a white dragon, when converted back to his orc form, steadfastly maintains he is really a white dragon polymorphed into the shape of an orc. His companions will most likely consider him mad.

The material component of this spell is a caterpillar cocoon.

Polymorph Self (Alteration)

Range: 0

Components: V

Duration: 2 turns/level

Casting Time: 4

Area of Effect: The caster

Saving Throw: None

When this spell is cast, the wizard is able to assume the form of any creature, save those that are noncorporeal, from as small as a wren to as large as a hippopotamus. Furthermore, the wizard gains its physical mode of locomotion and breathing as well. No system shock roll is required. The spell does not give the new form's other abilities (attack, magic, special movement, etc.), nor does it run the risk of the wizard changing personality and mentality.

When the polymorph occurs, the caster's equipment, if any, melds into the new form (in particularly challenging campaigns, the DM may allow protective devices, such as a *ring of protection*, to continue operating effectively). The caster retains all mental abilities, including spell use, assuming the new form allows completion of the proper verbal and somatic components and the material components are available. A caster not used to a new form might be penalized at the DM's option (for example, -2 penalty to attack rolls) until he practices sufficiently to master it.

Thus, a wizard changed into an owl could fly, but his 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 (acid) or defensive capabilities. Naturally, the strength of the new form is sufficient to enable normal movement. The spellcaster can change his form as often as desired for the duration of the spell, each change requiring a round. The wizard retains his own hit points, attack rolls, and saving throws. The wizard can end the spell at any time; when voluntarily returning to his own form and ending the spell, he regains 1d12 hit points. The wizard also will return to his own form when slain or when the effect is dispelled, but no hit points are restored in these cases.

Rainbow Pattern (Alteration, Illusion/Phantasm)

Range: 10 yds.

Components: S, M

Duration: Special

Casting Time: 4

Area of Effect: 30-ft. cube

Saving Throw: Neg.

By means of this spell, the wizard creates a glowing, rainbow-hued band of

interweaving patterns. Any creature caught in it may become fascinated and gaze at it as long as the effect lasts. The spell can captivate a maximum of 24 levels, or Hit Dice, of creatures--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 vs. spell. An attack on an affected creature that causes damage frees it from the spell immediately. Creatures that are restrained and removed from the area still try to follow the pattern. Once the rainbow pattern is cast, the wizard need only gesture in the direction he desires, and the pattern of colors moves slowly off in that direction, at the rate of 30 feet per round. It persists without further attention from the spellcaster for 1d3 rounds. All affected creatures follow the moving rainbow of light. If the pattern leads its subjects into a dangerous area (through flame, off a cliff, etc.), 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 wizard need not utter a sound, but he must gesture appropriately while holding a crystal prism and the material component, a piece of phosphor.

Rary's Mnemonic Enhancer (Alteration)

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

By means of this spell, the wizard is able to memorize, or retain the memory of, three additional spell levels (three 1st-level spells, or one 1st and one 2nd, or one 3rd-level spell). The wizard has two options:

- Memorize additional spells. This option is taken at the time the spell is cast. The additional spells must be memorized normally and any material components must be acquired.
- Retain memory of any spell (within the level limits) cast the round prior to starting to cast this spell. The round after a spell is cast, the enhancer must be successfully cast. This restores the previously cast spell to memory. However, the caster still must acquire any needed material components.

The material components of the spell are a piece of string, an ivory plaque of at least 100 gp value, and ink consisting of squid secretion with either black dragon's blood or giant slug digestive juice. These disappear when the spell is cast.

Remove Curse (Abjuration) Reversible

Range: Touch Components: V, S
Duration: Permanent Casting Time: 4
Area of Effect: Special Saving Throw: Special

Upon casting this spell, the wizard is usually able to remove a curse--whether it is on an object, on a person, or in the form of some undesired sending or evil presence. Note that the *remove curse* spell cannot affect a cursed shield, weapon, or suit of armor, for example, although it usually enables a person afflicted with a cursed item to be rid of it. Certain special curses may not be countered by this spell, or may be countered only by a caster of a certain level or higher. A caster of 12th level or higher can cure lycanthropy with this spell by casting it on the animal form. The were-creature receives a saving throw vs. spell and, if successful, the spell fails and the wizard must gain a level before attempting the remedy again.

The reverse of the spell is not permanent; the *bestow curse* lasts one turn for every experience level of the wizard casting the spell. It causes one of the following effects (roll

D100 Roll	Result
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1-50	Lowers one ability of the subject to 3 (the DM determines which by random selection)	percentile dice):
51-75	Worsens the subject's attack rolls and saving throws by -4	
76-00	Makes the subject 50% likely per turn to drop whatever it is holding (or simply do nothing, in the case of creatures not using tools)	

It is possible for a wizard to devise his own curse, and it should be similar in power to those given (the DM has final say). The subject of a *bestow curse* spell must be touched. If the subject is touched, a saving throw is still applicable; if it is successful, the effect is negated. The bestowed curse cannot be dispelled.

Shadow Monsters (Illusion/Phantasm)

Range: 30 yds. Components: V, S
Duration: 1 rd./level Casting Time: 4
Area of Effect: 20-ft. cube Saving Throw: Special

A wizard casting the *shadow monsters* spell uses material from the Demiplane of Shadow to shape semireal illusions 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 wizard; thus, a 10th-level wizard can create one creature that has 10 Hit Dice, two that have 5 Hit Dice, etc. All shadow monsters created by one spell must be of the same sort. The actual hit point total for each monster is 20% of the hit point total it would normally have. (To determine this, roll the appropriate Hit Dice and multiply the hit points by .2. Any remainder less than .4 is dropped--in the case of monsters with 1 or fewer Hit Dice, this indicates the monster was not successfully created--and scores between .4 and 1 are rounded up to 1 hit point.)

Those viewing the shadow monsters are allowed to disbelieve as per normal illusions, although there is a -2 penalty to the attempt. The shadow monsters perform as the real monsters with respect to Armor Class and attack forms. Those who believe in the shadow monster suffer real damage from their attacks. Special attack forms such as petrification or level drain do not actually occur, but a subject who believes they are real will react appropriately.

Those who roll successful saving throws see the shadow monsters as transparent images superimposed on vague shadowy forms. These are Armor Class 10 and inflict only 20% of normal melee damage (biting, clawing, weapon, etc.), dropping fractional damage less than .4 as done with hit points.

For example: A shadow monster griffon attacks a person who knows it is only quasireal. The monster strikes with two claw attacks and one bite, hitting as a 7-Hit Die monster. All three attacks hit; the normal damage dice are rolled, multiplied by .2 separately, rounded up or down, and added together to get the total damage. Thus, if the attacks score 4, 2 and 11 points, a total of 4 points of damage is inflicted ($4 \times .2 = .8$ [rounded to 1], $2 \times .2 = .4$ [rounded to 1], $11 \times .2 = 2.2$ [rounded to 2]. The sum is $1 + 1 + 2 = 4$).

Shout (Evocation)

Range: 0 Components: V, M
Duration: Instantaneous Casting Time: 1

Area of Effect: 10 x 30 ft. cone

Saving Throw: Special

When a *shout* spell is cast, the wizard gives himself tremendous vocal powers. The caster can emit an ear-splitting noise that has a principal effect in a cone shape radiating from his mouth to a point 30 feet away. Any creature within this area is deafened for 2d6 rounds and suffers 2d6 points of damage. A successful saving throw vs. spell negates the deafness and reduces the damage by half. Any exposed brittle or crystal substance subject to sonic vibrations is shattered by a shout, while those brittle objects in the possession of a creature receive the creature's saving throw. Deafened creatures suffer a -1 penalty to surprise rolls, and those that cast spells with verbal components are 20% likely to miscast them.

The *shout* spell cannot penetrate the 2nd-level priest spell, *silence, 10' radius*. This spell can be employed only once per day; otherwise, the caster might permanently deafen himself.

The material components for this spell are a drop of honey, a drop of citric acid, and a small cone made from a bull or ram horn.

Solid Fog (Alteration)

Range: 30 yds.

Components: V, S, M

Duration: 2d4 rds. + 1 rd./level

Casting Time: 4

Area of Effect: 20 x 10 x 10 ft.

Saving Throw: None

volume/level of caster

When this spell is cast, the wizard creates a billowing mass of misty vapors similar to a *wall of fog* spell. The caster can create less vapor if desired, as long as a rectangular or cubic mass at least 10 feet on a side is formed. The fog obscures all sight, normal and infravision, beyond 2 feet. However, unlike normal fog, only a very strong wind can move these vapors, and any creature attempting to move through the solid fog progresses at a movement rate of 1 foot per round. A *gust of wind* spell cannot affect it. A fireball, flame strike, or wall of fire can 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.

Stoneskin (Alteration)

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: None

When this spell is cast, the affected creature gains a virtual immunity to any attack by cut, blow, projectile, or the like. Even a *sword of sharpness* cannot affect a creature protected by *stoneskin*, nor can a rock hurled by a giant, a snake's strike, etc. However, magical attacks from such spells as *fireball*, *magic missile*, *lightning bolt*, and so forth have their normal effects. The spell's effects are not cumulative with multiple castings. The spell blocks 1d4 attacks, plus one attack per two levels of experience the caster has achieved. This limit applies regardless of attack rolls and regardless of whether the attack was physical or magical. For example, a *stoneskin* spell cast by a 9th-level wizard would protect against from five to eight attacks. An attacking griffon would reduce the protection by three each round; four magic missiles would count as four attacks in addition to inflicting their normal damage. The material components of the spell are granite and diamond dust sprinkled on the recipient's skin.

Ultravision (Alteration)

Range: Touch	Components: V; S, M
Duration: 6 turns + 6 turns/level	Casting Time: 4 segments
Area of Effect: One creature	Saving Throw: None

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 ultravisual sight is 50%. Where more than about 6 feet of earth or 3 feet 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-foot 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 500 gp value.

Vacancy (Alteration, Illusion/Phantasm)

Range: 10 yds./level	Components: V, S, M
Duration: 1 hr./level	Casting Time: 4
Area of Effect: 10-ft. radius/level	Saving Throw: None

When a *vacancy* spell is cast, the wizard causes an area to appear to be vacant, neglected, and unused. Those who behold the area see dust on the floor, cobwebs, dirt, and other conditions typical of a long-abandoned place. If they pass through the area of effect, they seem to leave tracks, tear away cobwebs, and so on. Unless they actually contact some object cloaked by the spell, the place appears empty. Merely brushing an invisible object does not cause the *vacancy* spell to be disturbed: Only forceful contact grants a chance to note that all is not as it seems.

If forceful contact with a cloaked object occurs, those creatures subject to the spell can penetrate the spell only if they discover several items that they cannot see; each being is then entitled to a saving throw vs. spell. Failure means they believe that the objects are invisible. A *dispel magic* spell cancels this spell so that the true area is seen. A *true seeing* spell, a *gem of seeing*, and similar effects can penetrate the deception, but a *detect invisibility* spell cannot.

This spell is a very powerful combination of invisibility and illusion, but it can cloak only nonliving things. Living things are not made invisible, but their presence does not otherwise disturb the spell.

The wizard must have a square of the finest black silk to cast this spell. This material component must be worth at least 100 gp and is used up during spellcasting.

Wall of Fire (Evocation)

Range: 60 yds.	Components: V, S, M
Duration: Special	Casting Time: 4
Area of Effect: Special	Saving Throw: None

The *wall of fire* spell brings forth an immobile, blazing curtain of magical fire of shimmering color--violet or reddish blue. The spell creates either an opaque sheet of flame up to one 20-foot square per level of the spellcaster, or a ring with a radius of up to 10 feet + 5 feet per two levels of experience of the wizard. In either form, the wall of fire is 20 feet high.

The wall of fire must be cast so that it is vertical with respect to the caster. One side of

the wall, selected by the caster, sends forth waves of heat, inflicting 2d4 points of damage upon creatures within 10 feet and 1d4 points of damage upon those within 20 feet. In addition, the wall inflicts 2d6 points of damage, plus 1 point of damage per level of the spellcaster, upon any creature passing through it. Creatures especially subject to fire may take additional damage, and undead always take twice normal damage. Note that attempting to catch a moving creature with a newly-created wall of fire is difficult; a successful saving throw enables the creature to avoid the wall, while its rate and direction of movement determine which side of the created wall it is on. The wall of fire lasts as long as the wizard concentrates on maintaining it, or one round per level of experience of the wizard, in the event he does not wish to concentrate upon it.

The material component of the spell is phosphorus.

Wall of Ice (Evocation)

Range: 10 yds./level	Components: V, S, M
Duration: 1 turn/level	Casting Time: 4
Area of Effect: Special	Saving Throw: None

This spell can be cast in one of three ways: as an anchored plane of ice, as a hemisphere, or as a horizontal sheet to fall upon creatures with the effect of an ice storm. A) *Ice plane*. When this spell is cast, a sheet of strong, hard ice is created. The wall is primarily defensive, stopping pursuers and the like. The wall is 1 inch thick per level of experience of the wizard. It covers a 10-foot-square area per level (a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, etc.). Any creature breaking through the ice suffers 2 points of damage per inch of thickness of the wall. Fire-using creatures suffer 3 points of damage per inch, while coldusing creatures suffer only 1 point of damage per inch when breaking through. The plane can be oriented in any fashion as long as it is anchored along one or more sides.

B) *Hemisphere*. This casting of the spell creates a hemisphere whose maximum radius is equal to 3 feet plus 1 foot per caster level. Thus, a 7th-level caster can create a hemisphere 10 feet in radius. The hemisphere lasts until it is broken, dispelled, or melted. Note that it is possible, but difficult, to trap mobile opponents under the hemisphere.

C) *Ice sheet*. This casting of the spell causes a horizontal sheet to fall upon opponents. The sheet covers a 10-foot-square area per caster level. The sheet has the same effect as an ice storm's hail stones--3d10 points of damage inflicted to creatures beneath it. A wall of ice cannot form in an area occupied by physical objects or creatures; its surface must be smooth and unbroken when created. Magical fires such as fireballs and fiery dragon breath melt a wall of ice in one round, though this creates a great cloud of steamy fog that lasts one turn. Normal fires or lesser magical ones do not hasten the melting of a wall of ice.

The material component of this spell is a small piece of quartz or similar rock crystal.

Wizard Eye (Alteration)

Range: 0	Components: V, S, M
Duration: 1 rd./level	Casting Time: 1 turn
Area of Effect: Special	Saving Throw: None

When this spell is employed, the wizard creates an invisible sensory organ that sends him visual information. The wizard eye travels at 30 feet per round if viewing an area ahead as a human would (i.e., primarily looking at the floor), or 10 feet per round if examining the ceiling and walls as well as the floor ahead. The wizard eye can see with infravision up to 10 feet, and with normal vision up to 60 feet away in brightly lit areas. The wizard eye can travel in any direction as long as the spell lasts. It has substance and a form that can be detected (by a *detect invisibility* spell, for instance). Solid barriers prevent the passage of a wizard eye, although it can pass through a space no smaller than a small mouse hole (1 inch in diameter).

Using the eye requires the wizard to concentrate. However, if his concentration is broken, the spell does not end--the eye merely becomes inert until the wizard again concentrates, subject to the duration of the spell. The powers of the eye cannot be enhanced by other spells or items. The caster is subject to any gaze attack met by the eye. A successful dispel cast on the wizard or eye ends the spell. With respect to blindness, magical darkness, and so on, the wizard eye is considered an independent sensory organ of the caster.

The material component of the spell is a bit of bat fur.

Fifth-level Spells

Advanced Illusion (Illusion/Phantasm)

Range: 60 yds. + 10 yds./level

Components: V, S, M

Duration: 1 rd./level

Casting Time: 1 rd.

Area of Effect: One 40-ft. cube +
one 10-ft. cube/level

Saving Throw: Special

This spell is essentially a *spectral forces* spell that operates through a program (similar to a *programmed illusion* spell) determined by the caster. It is thus unnecessary for the wizard to concentrate on the spell for longer than the round of casting it, as the program has then started and will continue without supervision. The illusion has visual, audio, olfactory, and thermal components. If any viewer actively attempts to disbelieve the spell, he gains a saving throw vs. spell. If any viewer successfully disbelieves and communicates this fact to other viewers, each such viewer gains a saving throw vs. spell with a +4 bonus.

The material components are a bit of fleece and several grains of sand.

Airy Water (Alteration)

Range: 0

Components: V, S, M

Duration: 1 turn/level

Casting Time: 5

Area of Effect: 10-ft. radius
sphere or 15-ft. radius hemisphere

Saving Throw: None

The *airy water* spell turns normal liquid, such as water or water-based solutions, into a less dense, breathable substance. Thus, if the wizard wanted to enter an underwater place, he would step into the water, cast the spell, and sink downward in a globe of bubbling water. He and any companions in the spell's area of effect can move freely and breathe just as if the bubbling water were air. The globe is centered on and moves with the caster. Water-breathing creatures 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. No water-breathers can breathe in an area affected by this spell. There is only one word that needs to be spoken to actuate the magic; thus, it can be cast under water. The spell does not filter or remove solid particles of matter.

The material component of the spell is a small handful of alkaline or bromine salts.

Animal Growth (Alteration) Reversible

Range: 60 yds.

Components: V, S, M

Duration: 1 rd./level

Casting Time: 5

Area of Effect: Up to 8 animals
in a 20-ft. cube

Saving Throw: None

When this spell is cast, the wizard causes all designated animals, up to a maximum of eight, within a 20-foot-square area to grow to twice their normal size. The effects of this growth are doubled Hit Dice (with improvement in attack rolls) and doubled damage in

combat. The spell lasts for one round for each level of experience of the wizard casting the spell. Only natural animals, including giant forms, can be affected by this spell. The reverse, *shrink animal*, reduces animal size by half and likewise reduces Hit Dice, attack damage, etc.

The component of both versions of the spell is a pinch of powdered bone.

Animate Dead (Necromancy)

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

This spell creates the lowest of the undead monsters--skeletons or zombies--usually from the bones or bodies of dead humans, demihumans, or humanoids. The spell causes existing remains to become animated and obey the simple verbal commands of the caster. The skeletons or zombies can follow the caster, remain in an area and attack any creature (or just a specific type of creature) entering the place, etc. The undead remain animated until they are destroyed in combat or are turned; the magic cannot be dispelled. The following types of dead creatures can be animated:

A) *Humans, demihumans, and humanoids with 1 Hit Die.* The wizard can animate one skeleton for each experience level he has attained, or one zombie for every two levels. The experience levels, if any, of the slain are ignored; the body of a newly dead 9th-level fighter is animated as a zombie with 2 Hit Dice, without special class or racial abilities.

B) *Creatures with more than 1 Hit Die.* The number of undead animated is determined by the monster Hit Dice (the total Hit Dice cannot exceed the wizard's level). Skeletal forms have the Hit Dice of the original creature, while zombie forms have one more Hit Die. Thus, a 12th-level wizard could animate four zombie gnolls ($4 \times [2+1 \text{ Hit Dice}] = 12$), or a single fire giant skeleton. Such undead have none of the special abilities they had in life.

C) *Creatures with less than 1 Hit Die.* The caster can animate two skeletons per level or one zombie per level. The creatures have their normal Hit Dice as skeletons and an additional Hit Die as zombies. Clerics receive a +1 bonus when trying to turn these. This spell assumes that the bodies or bones are available and are reasonably intact (those of skeletons or zombies destroyed in combat won't be!).

It requires a drop of blood and a pinch of bone powder or a bone shard to complete the spell. The casting of this spell is not a good act, and only evil wizards use it frequently.

Avoidance (Abjuration, Alteration) Reversible

Range: 10 yds.	Components: V, S, M
Duration: Permanent until dispelled	Casting Time: 5
Area of Effect: Up to 3-ft. cube	Saving Throw: Special

By means of this spell, the caster sets up a natural repulsion between the affected object and all other living things except himself. Thus, any living creature attempting to touch the affected object is repulsed (unable to come closer than 1 foot), or repulses the affected object, depending on the relative mass of the two (a halfling attempting to touch an iron chest with an *avoidance* spell upon it will be thrown back, while the chest will skitter away from a giant-sized creature as the creature approaches).

The material component for the spell is a magnetized needle. The spell cannot be cast upon living things; any attempt to cast avoidance upon the apparel or possessions of a living creature entitles the subject creature to a saving throw vs. spell.

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. A creature is drawn to the object if the creature is smaller, or the object slides toward the creature if the creature is larger. It takes a successful bend bars/lift gates roll to remove the enchanted object once it has adhered to an object or creature.

Bigby's Interposing Hand (Evocation)

Range: 10 yds./level	Components: V, S, M
Duration: 1 rd./level	Casting Time: 5
Area of Effect: Special	Saving Throw: None

The *Bigby's interposing hand* spell creates a man-sized to gargantuan-sized magical hand that appears between the spellcaster and his chosen opponent. This disembodied hand then moves to remain between the two, regardless of what the spellcaster does or how the opponent tries to get around it. Neither invisibility nor polymorph fools the hand once a creature has been chosen. The hand does not pursue an opponent.

The size of the hand is determined by the wizard, and it can be from human size (5 feet) all the way up to titan size (25 feet). It provides cover for the caster against the selected opponent, with all the attendant combat adjustments. It has as many hit points as the caster in full health and has an Armor Class of 0.

Any creature weighing less than 2,000 pounds trying to push past the hand is slowed to half its normal movement. If the original opponent is slain, the caster can designate a new opponent for the hand. The caster can command the hand out of existence at any time.

The material component of the spell is a soft glove.

Chaos (Enchantment/Charm)

Range: 5 yds./level	Components: V, S, M
Duration: 1 rd./level	Casting Time: 5
Area of Effect: Up to 40-ft. cube	Saving Throw: Special

This spell is similar to the 4th-level *confusion* spell, but only the following beings receive a saving throw: fighters, wizards specialized in enchantments, monsters that use no magic and have an Intelligence of 4 or less, creatures of 21 Intelligence or higher, and creatures with more levels or

Hit Dice than the caster's level.

The spell causes disorientation and severe perceptual distortion, creating indecision and the inability to take effective action. The spell affects 1d4 creatures, plus one creature per caster level. Those allowed saving throws roll them vs. spell with -2 penalties, adjusted for Wisdom. Those who successfully save are unaffected by the spell. Affected creatures react as follows:

D10 Roll	Action
1	Wander away (unless prevented) for duration of spell
2-6	Stand confused for one round (then roll again)
7-9	Attack nearest creature for one round (then roll again)
10	Act normally for one round (then roll again)

The spell lasts one round for each level of the caster. Those affected are checked by the DM for actions each round for the duration of the spell, or until the "wander away for the duration of the spell" result occurs.

Wandering creatures move as far from the caster as possible using their most typical

mode of movement (characters walk, fish swim, bats fly, etc.). Saving throws and actions are checked at the beginning of each round. Any confused creature that is attacked perceives the attacker as an enemy and acts according to its basic nature. The material component for this spell is a small disc of bronze and a small rod of iron.

Cloudkill (Evocation)

Range: 10 yds.	Components: V, S
Duration: 1 rd./level	Casting Time: 5
Area of Effect: 40 x 20 x 20 ft. cloud	Saving Throw: None

This spell generates a billowing cloud of ghastly yellowish green vapors that 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 roll saving throws vs. poison with -4 penalties or be slain, and creatures with up to 6 Hit Dice (inclusive) to roll unmodified saving throws vs. poison or be slain. Holding one's breath has no effect on the lethality of the spell. Those above 6th level (or 6 Hit Dice) must leave the cloud immediately or suffer 1d10 points of poison damage each round while in the area of effect.

The cloudkill moves away from the spellcaster at 10 feet per round, rolling along the surface of the ground. A moderate breeze causes it to alter course (roll for direction), but it does not move back toward its caster. A strong wind breaks it up in four rounds, and a greater wind force prevents the use of the spell. Very thick vegetation will disperse the cloud in two rounds. As the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings; thus, the spell is ideal for slaying nests of giant ants, for example. It cannot penetrate liquids, nor can it be cast under water.

Cone of Cold (Evocation)

Range: 0	Components: V, S, M
Duration: Instantaneous	Casting Time: 5
Area of Effect: Special	Saving Throw: _

When this spell is cast, it causes a cone-shaped area of extreme cold, originating at the wizard's hand and extending outward in a cone 5 feet long and 1 foot in diameter per level of the caster. It drains heat and causes 1d4+1 points of damage per level of experience of the wizard. For example, a 10th-level wizard would cast a cone of cold 10 feet in diameter and 50 feet long, causing 10d4+10 points of damage.

Its material component is a crystal or glass cone of very small size.

Conjure Elemental (Conjuration/Summoning)

Range: 60 yds.	Components: V, S, M
Duration: 1 turn/level	Casting Time: 1 turn
Area of Effect: Special	Saving Throw: None

There are actually four spells in the *conjure elemental* spell. The wizard is able to conjure an air, earth, fire, or water elemental with this spell--assuming he has the material component for the particular elemental. (A considerable fire source must be in range to conjure a fire elemental; a large amount of water must be available to conjure a water elemental.) Conjured elementals have 8 Hit Dice.

It is possible to conjure successive elementals of different types if the spellcaster has memorized two or more of these spells. The type of elemental to be conjured must be decided upon before memorizing the spell. Each type of elemental can be conjured only once per day.

The conjured elemental must be controlled by the wizard--the spellcaster must

concentrate on the elemental doing his commands--or it turns on the wizard and attacks. The elemental will not break off a combat to do so, but it will avoid creatures while seeking its conjurer. If the wizard is wounded or grappled, his concentration is broken. There is always a 5% chance that the elemental turns on its conjurer regardless of concentration. This check is made at the end of the second and each succeeding round. An elemental that breaks free of its control can be dispelled by the caster, but the chance of success is only 50%. The elemental can be controlled up to 30 yards away per level of the spellcaster. The elemental remains until its form on this plane is destroyed due to damage or until the spell's duration expires. Note that water elementals are destroyed if they are ever more than 60 yards from a large body of water.

The material component of the spell (besides the quantity of the element at hand) is a small amount of one of the following:

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

Special protection from uncontrolled elementals is available by means of a *protection from evil* spell.

Contact Other Plane (Divination)

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

When this spell is cast, the wizard sends his mind to another plane of existence in order to receive advice and information from powers there. As these powers resent such contact, only brief answers are given. (The DM answers all questions with "yes," "no," "maybe," "never," "irrelevant," etc.) Any questions asked are answered by the power during the spell's duration. The character can contact an elemental plane or some plane farther removed. For every two levels of experience of the wizard, one question may be asked. Contact with minds far removed from the plane of the wizard increases the probability of the spellcaster 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. Once the Outer Planes are reached, the Intelligence of the power contacted determines the effects.

The accompanying random table is subject to DM changes, development of extraplanar NPC beings, and so on.

If insanity occurs, it strikes as soon as the first question is asked. This condition lasts for one week for each removal of the plane contacted (see the DMG or the Planescape™ Campaign Setting boxed set), to a maximum of 10 weeks. There is a 1% chance per plane that the wizard dies before recovering, unless a *remove curse* spell is cast upon him. A surviving wizard can recall the answer to the question.

On rare occasions, this divination may be blocked by the action of certain lesser or greater powers.

Plane	Chance of Insanity *	Chance of Knowledge	Chance of Veracity **
Elemental Plane	20%	55% (90%)	62% (75%)
Inner Plane	25%	60%	65%
Astral Plane	30%	65%	67%

Outer Plane, Int 19	35%	70%	70%
Outer Plane, Int 20	40%	75%	73%
Outer Plane, Int 21	45%	80%	75%
Outer Plane, Int 22	50%	85%	78%
Outer Plane, Int 23	55%	90%	81%
Outer Plane, Int 24	60%	95%	85%
Outer Plane, Int 25	65%	98%	90%

* For every point of Intelligence over 15, the wizard reduces the chance of insanity by 5%.

** If the being does not know an answer, and the chance of veracity is not made, the being will emphatically give an incorrect answer. If the chance of veracity is made, the being will answer "unknown."

Percentages in parentheses are for questions that pertain to the appropriate elemental plane.

Demi-shadow Monsters (Illusion/Phantasm)

Range: 30 yds.	Components: V, S
Duration: 1 rd./level	Casting Time: 5
Area of Effect: 20-ft. cube	Saving Throw: Special

This spell is similar to the 4th-level spell *shadow monsters*, except that the monsters created are effectively 40% of normal hit points. If the saving throw is made, their damage potential is only 40% of normal and their Armor Class is 8. The monsters have none of the special abilities of the real creatures, although victims may be deluded into believing this to be so.

Dismissal (Abjuration)

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

By means of this spell, a wizard on the Prime Material Plane seeks to force or enable a creature from another plane of existence to return to its proper plane. Magic resistance, if any, is checked if this spell is used to force a being home. If the resistance fails, the caster's level is compared to the creature's level or Hit Dice. If the wizard's level is higher, the difference is subtracted from the creature's die roll for its saving throw vs. spell. If the creature's level or Hit Dice is higher, the difference is added to the saving throw roll.

If the creature desires to be returned to its home plane, no saving throw is necessary (it chooses to fail the roll).

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 material component is any item that is distasteful to the subject creature.

Distance Distortion (Alteration)

Range: 10 yds./level	Components: V, S, M
Duration: 2 turns/level	Casting Time: 5
Area of Effect: 10-ft. cube/level	Saving Throw: None

This spell can be cast only in an area completely surrounded or enclosed by earth, rock, sand, or similar materials. The wizard must also cast a *conjure elemental* spell to summon an earth elemental. The elemental serves without attempting to break free when the spellcaster announces that his intent is to cast a *distance distortion* spell. The spell places the earth elemental in the area of effect, and the elemental then causes the area's dimensions to be either doubled or halved for those traveling over it (spellcaster's choice). Thus, a 10-foot x 100-foot corridor could seem to be either 5 feet wide and 50 feet long or 20 feet wide and 200 feet 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 undetectable to any creature traveling along it, but the area dimly radiates magic, and a *true seeing* spell can reveal that an earth elemental is spread within the area.

The material needed for this spell is a small lump of soft clay.

Dolor (Enchantment/Charm)

Range: 1"

Components: V; S

Duration: 2 rounds

Casting Time: 5 segments

Area of Effect: One creature

Saving Throw: Special

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 throws versus 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 intelligence 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.

Domination (Enchantment/Charm)

Range: 10 yds./level

Components: V, S

Duration: Special

Casting Time: 5

Area of Effect: 1 person

Saving Throw: Neg.

The *domination* spell enables the caster to control the actions of any person until the spell is ended by the subject's Intelligence (see the *charm person* spell). Elves and halfelves resist this enchantment as they do all *charm*-type spells. When the spell is cast, the subject must roll a saving throw vs. spell at a penalty of -2, but Wisdom adjustments apply. Failure means the wizard has established a telepathic link with the subject's mind. If a common language is shared, the wizard can generally force the subject to perform as

the wizard desires, within the limits of the subject's body structure and Strength. Note that the caster does not receive direct sensory input from the subject.

Subjects resist this control, and those forced to take actions against their natures receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are not carried out. Once control is established, there is no limit to the range at which it can be exercised, as long as the caster and subject are on the same plane.

A *protection from evil* spell can prevent the caster from exercising control or using the telepathic link while the subject is so warded, but it cannot prevent the establishment of domination.

Dream (Invocation, Illusion/Phantasm) Reversible

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

The *dream* spell enables the caster, or a messenger touched by the caster, to send messages to others in the form of dreams. At the beginning of the spell, the caster must name the recipient or identify him by some title that leaves no doubt as to his identity. As the caster completes the spell, the person sending the spell falls into a deep trancelike sleep, and instantaneously projects his mind to the recipient. The sender then enters the recipient's dream and delivers the message unless the recipient is magically protected. If the recipient is awake, the message sender can choose to remain in the trancelike sleep. If the sender is disturbed during this time, the spell is immediately cancelled and the sender comes out of the trance. The whereabouts and current activities of the recipient cannot be learned through this spell.

The sender is unaware of his own surroundings or the activities around him while he is in his trance. He is totally defenseless, both physically and mentally (i.e., he always fails any saving throw) while in the trance.

Once the recipient's dreams are entered, the sender can deliver a message of any length, which the recipient remembers perfectly upon waking. The communication is one-way; the recipient cannot ask questions or offer information, nor can the sender gain any information by observing the dreams of the recipient. Once the message is delivered, the sender's mind returns instantly to his body. The duration of the spell is the time required for the sender to enter the recipient's dream and deliver the message.

The reverse of this spell, *nightmare*, enables the caster to send a hideous and unsettling vision to the recipient, who is allowed a saving throw vs. spell to avoid the effect. The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare leaves the recipient fatigued and unable to regain spells for the next day. A *dispel evil* spell cast upon the recipient stuns the caster of the nightmare for one turn per level of the cleric countering this evil sending.

Extension II (Alteration)

Range: 0	Components: V
Duration: Special	Casting Time: 4
Area of Effect: Special	Saving Throw: None

This spell is the same as the 4th-level *extension I* spell, except it extends the duration of 1st-through 4th-level spells by 50%.

Fabricate (Enchantment, Alteration)

Range: 5 yds./level	Components: V, S, M
Duration: Permanent	Casting Time: Special

Area of Effect: 1 cu. yd./level

Saving Throw: None

By means of this spell, the wizard is able to convert material of one sort into a product that is of the same material. Thus, the spellcaster 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 this spell is commensurate with the quality of material used as the basis for the new fabrication. If the caster works with a mineral, the area of effect is reduced by a factor of 27 (1 cubic foot per level instead of 1 cubic yard).

Articles requiring a high degree of craftsmanship (jewelry, swords, glass, crystal, etc.) cannot be fabricated unless the wizard otherwise has great skill in the appropriate craft. Casting requires one full round per cubic yard (or foot) or material to be affected by the spell.

False Vision (Divination)

Range: 0

Components: V, S, M

Duration: 1d4 rds. + 1 rd./level

Casting Time: 5

Area of Effect: 30-ft. radius

Saving Throw: None

When this spell is cast, the wizard is able to confound any attempt to scry (by means of either a spell or a magical device) any point within the area of effect of the spell. To use the spell, he must be aware of the scrying attempt, although knowledge of the scryer or the scryer's location is not necessary. Upon casting the spell, the caster and all he desires within the radius of the spell become undetectable to the scrying. Furthermore, the caster is able to send whatever message he desires, including vision and sound, according to the medium of the scrying method. To do this, the caster must concentrate on the message he is sending. Once concentration is broken, no further images can be sent, although the caster remains undetectable for the duration of the spell.

The material component for this spell is the ground dust of an emerald worth at least 500 gp, which is sprinkled into the air when the spell is cast.

Feeblemind (Enchantment/Charm)

Range: 10 yds./level

Components: V, S, M

Duration: Permanent

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: Neg.

This spell is used solely against people or creatures who use magic spells. The *feeblemind* causes the subject's intellect to degenerate to that of a moronic child. The subject remains in this state until a *heal* or *wish* spell is used to cancel the effects. Magic-using beings are very vulnerable to this spell; thus, their saving throws are made with the following adjustments:

Spell Use of Target	Saving Throw Adjustment
Priest	+1
Wizard (human)	-4
Combination or nonhuman	-2

Wisdom adjustments apply to the saving throw. The material component of this spell is a handful of clay, crystal, glass, or mineral spheres, which disappears when the spell is cast.

Hold Monster (Enchantment/Charm)

Range: 5 yds./level

Components: V, S, M

Duration: 1 rd./level

Casting Time: 5

Area of Effect: 1-4 creatures in
a 40-ft. cube

Saving Throw: Neg.

This spell immobilizes from one to four creatures of any type within spell range and in sight of the spellcaster. He can opt to hold one, two, three, or four creatures. If three or four are attacked, each saving throw is normal; if two are attacked, each saving throw suffers a -1 penalty; if only one is attacked, the saving throw suffers a -3 penalty. 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 as small as a three-penny nail.

Leomund's Lamentable Belaborment (Enchantment, Evocation)

Range: 10 yds.

Components: V

Duration: Special

Casting Time: 5

Area of Effect: 1 or more creatures
in a 10-ft. radius

Saving Throw: Special

This devious spell distracts the subject creatures by drawing them into an absorbing discussion on topics of interest to them. A chain of responses occurs during the next 11 rounds, with additional saving throws as described later. These responses are conversation (rounds 1-3), possible confusion (rounds 4-6), and then either rage or lamentation (rounds 7-11). All saving throws are affected by the creatures' Intelligences, as noted later. The subject creatures must be able to understand the language in which the spellcaster speaks.

Upon casting the spell, the wizard begins discussion of some topic germane to the creature or creatures to be affected. Those making a successful saving throw vs. spell are unaffected. Affected creatures immediately begin to converse with the spellcaster, agreeing or disagreeing, all most politely. As long as the spellcaster chooses, he can maintain the spell by conversing with the subject(s). If the caster is attacked or otherwise distracted, the subject creatures do not notice.

Intelligence	Saving Throw Modifier
2 or less	Spell has no effect
3-7	-1
8-10	0
11-14	+1
15+	+2

The wizard can leave at any time after the casting and the subject(s) continue on as if the caster were still present. As long as they are not attacked, the creatures ignore all else going on around them, spending their time talking and arguing to the exclusion of other activities. However, when the caster leaves, each subject completes only the stage of the spell that it is currently in, and then the spell is broken.

If the caster maintains the spell for more than three rounds, each affected creature can roll another saving throw vs. spell. Those failing to save wander off in confusion for 1d10+2 rounds, staying away from the spellcaster. Those who make this saving throw continue to talk and roll saving throws for each round that the caster continues the spell, up through the sixth round, to avoid the confusion effect.

If the spell is maintained for more than six rounds, each subject must roll a successful saving throw vs. spell to avoid going into a rage, attacking all other subjects of the spell with intent to kill. This rage lasts for 1d4+1 rounds. Those who successfully save against the rage effect realize that they have been deceived and collapse to the ground, lamenting their foolishness, for 1d4 rounds unless attacked or otherwise disturbed.

Leomund's Secret Chest (Alteration, Conjuration/Summoning)

Range: Special
Duration: 60 days
Area of Effect: One chest, about
2 x 2 x 3 ft.

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

This spell enables a specially constructed chest to be hidden deep within the Ethereal Plane, to be summoned using a small model of the chest. The large chest must be exceptionally well-crafted and expensive, constructed for the caster by master craftsmen. If made principally of wood, it must be ebony, rosewood, sandalwood, teak, or the like, and all of its corner fittings, nails, and hardware must be platinum. If constructed of ivory, the metal fittings of the chest must be gold. If the chest is fashioned from bronze, copper, or silver, its fittings must be electrum or silver. The cost of such a chest is never less than 5,000 gp. Once it is constructed, the wizard 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 wizard can have but one pair of these chests at any given time--even *wish* spells do not allow exceptions! The chests themselves are nonmagical, and can be fitted with locks, wards, and so on, just as any normal chest. While touching the chest and holding the tiny replica, the caster chants the spell. This causes the large chest to vanish into the Ethereal Plane. The chest can contain 1 cubic foot of material per level of the wizard no matter what its apparent size. Living matter makes it 75% likely that the spell fails, so the chest is typically used for securing valuable spell books, magical items, gems, etc. As long as the spellcaster has the small duplicate of the magical chest, he can recall the large one from the Ethereal Plane whenever the chest is desired. If the miniature of the chest is lost or destroyed, there is no way, not even with a *wish* spell, that the large chest can return, although an expedition might be mounted to find it.

While the chest is in the Ethereal Plane, there is a cumulative 1% chance per week that some being finds it. This chance is reset to 1% whenever the chest is recalled and the spell recast to return it to the Ethereal Plane. If the chest is found, the DM must work out the encounter and decide how the being reacts to the chest (for example, it might ignore the chest, fully or partially empty it, or even exchange or add to the items present!). Whenever the secret chest is brought back to the Prime Material Plane, an ethereal window is opened for a variable amount of time (usually about one turn); the window slowly diminishes in size. When this hole opens between the planes, check for an ethereal encounter to see if a monster is drawn through.

If the large chest is not retrieved before the spell duration lapses, there is a cumulative chance of 5% per day that the chest is lost.

Magic Jar (Necromancy)

Range: 10 yds./level
Duration: Special
Area of Effect: 1 creature

Components: V, S, M
Casting Time: 1 rd.
Saving Throw: Special

The *magic jar* spell enables the caster to shift his life force into a special receptacle (a gem or large crystal). From there the caster can force an exchange of life forces between the receptacle and another creature, thus enabling the wizard to take over and control the body of another creature, while the life force of the host is confined in the receptacle. The special life force receptacle must be within spell range of the wizard's body at the time of spellcasting. The wizard's life force shifts into the receptacle in the round in which the casting is completed, allowing no other actions.

While in the magic jar, the caster can sense and attack any life force within a 10-foot-per-level radius (on the same plane); however, the exact creature types and relative physical positions cannot be determined. In a group of life forces, the caster can sense a

difference of four or more levels/Hit Dice and can determine whether a life force is positive or negative energy.

For example, if two 10th-level fighters are attacking a hill giant and four ogres, the caster could determine that there are three stronger and four weaker life forces within range, all with positive life energy. The caster could try to take over either a stronger or a weaker creature, but he has no control over exactly which creature is attacked.

An attempt to take over a host body requires a full round. It is blocked by a *protection from evil* spell or similar ward. It is successful only if the subject fails a saving throw vs. spell with a special modifier (see following). The saving throw is modified by subtracting the combined Intelligence and Wisdom scores of the target from those of the wizard (Intelligence and Hit Dice in nonhuman or nonhumanoid creatures). This modifier is added to (or subtracted from) the die roll.

Difference	Die Adjustment
9 or less	+4
-8 to -6	+3
-5 to -3	+2
-2 to 0	+1
+1 to +4	0
+5 to +8	-1
+9 to +12	-2
+13 or more	-3

A negative score indicates that the wizard has a lower total than the target; thus, the host has a saving throw bonus. Failure to take over the host leaves the wizard's life force in the magic jar.

If successful, the caster's life force occupies the host body and the host's life force is confined in the magic jar receptacle. The caster can call upon rudimentary or instinctive knowledge of the subject creature, but not upon its real or acquired knowledge (i.e., the wizard does not automatically know the language or spells of the creature). The caster retains his own attack rolls, class knowledge and training, and any adjustments due to his Intelligence or Wisdom. If the host body is human or humanoid, and the necessary spell components are available, the wizard can even use his memorized spells. The host body retains its own hit points and physical abilities and properties. The DM decides if any additional modifications are necessary; for example, perhaps clumsiness or inefficiency occurs if the caster must become used to the new form. The alignment of the host or receptacle is that of the occupying life force.

The caster can shift freely from the host to the receptacle if within the 10-foot-per-level range. Each attempt to shift requires one round. The spell ends when the wizard shifts from the jar to his own body.

A successful *dispel magic* spell cast on the host can drive the caster of the *magic jar* spell back into the receptacle and prevent him from making any attacks for 1d4 rounds plus 1 round per level of the caster of the dispel. The base success chance is 50%, plus or minus 5% per level difference between the casters. A successful *dispel magic* cast against the receptacle forces the occupant back into his own body. If the wizard who cast the *magic jar* is forced back into his own body, the spell ends.

If the host body is slain, the caster returns to the receptacle, if within range, and the life force of the host departs (i.e., it is dead). If the host body is slain beyond the range of the spell, both the host and the caster die.

Any life force with nowhere to go is treated as slain unless recalled by a *raise dead*, *resurrection*, or similar spell.

If the body of the caster is slain, his life force survives if it is in either the receptacle or the host. If the receptacle is destroyed while the caster's life force occupies it, the caster is irrevocably slain.

Major Creation (Illusion/Phantasm)

Range: 10 yds.

Components: V, S, M

Duration: Special

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

Like the *minor creation* spell, the *major creation* spell enables the wizard to pull wisps of material from the Demiplane of Shadow to create an item of nonliving, vegetable nature--soft goods, rope, wood, etc. The wizard can also create mineral objects--stone, crystal, metal, etc. The item created cannot exceed 1 cubic foot per level of the spellcaster in volume. The duration of the created item varies with its relative hardness and rarity:

Vegetable matter	2 hours/level
Stone or crystal	1 hour/level
Precious metals	2 turns/level
Gems	1 turn/level
Mithral*	2 rounds/level
Adamantite	1 round/level

* Includes similar rare metals.

Attempting to use any of these as material components in a spell will cause the spell to fail. The spellcaster must have at least a tiny piece of matter of the same type as the item he plans to create--a bit of twisted hemp to create rope, a chip of stone to create a boulder, and so on.

Monster Summoning III (Conjuration/Summoning)

Range: Special

Components: V, S, M

Duration: 4 rds. + 1 rd./level

Casting Time: 5

Area of Effect: 50-yd. radius

Saving Throw: None

This spell is much like the 3rd-level spell *monster summoning I*, except that this spell summons 1d4 3rd-level monsters. These appear within the spell's area of effect and attack the caster's opponents, until either he commands them to cease, the spell duration expires, or the monsters are slain. These creatures do not check morale and vanish when slain. If no opponent exists to fight, and the wizard can communicate with them, the summoned monsters can perform other services for the wizard.

The material components of this spell are a tiny bag and a small candle.

Mordenkainen's Faithful Hound (Conjuration/Summoning)

Range: 10 yds.

Components: V, S, M

Duration: Special

Casting Time: 5

Area of Effect: Special

Saving Throw: None

By means of this spell, the wizard summons up a phantom watchdog that only he can see. He may then command it to perform as guardian of a passage, room, door, or similar space or portal. The phantom watchdog immediately commences a loud barking if any creature larger than a cat approaches the place it guards. As the faithful hound is able to detect invisible creatures and ward against the approach of ethereal creatures, it is an excellent guardian. It does not react to illusions that are not at least quasi-real.

If the intruding creature exposes its back to the watchdog, the dog delivers a vicious attack as if it were a 10-Hit Dice monster, striking for 3d6 points of damage. It is able to hit opponents of all types, even those normally subject only to magical weapons of +3 or greater. Creatures without backs (for example, ochre jellies) are not attacked. The faithful hound cannot be attacked, but it can be dispelled. The spell lasts for a maximum of one

hour plus half an hour per caster level, but once it is activated by an intruder, it lasts only one round per caster level. If the spellcaster is ever more than 30 yards distant from the area that the watchdog guards, the spell ends.

The material components of this spell are a tiny silver whistle, a piece of bone, and a thread.

Passwall (Alteration)

Range: 30 yds.	Components: V, S, M
Duration: 1 hr. + 1 turn/level	Casting Time: 5
Area of Effect: 5 x 8 x 10 ft.	Saving Throw: None

A *passwall* spell enables the spellcaster to open a passage through wooden, plaster, or stone walls, but not other materials. The spellcaster and any associates can simply walk through. The spell causes a 5-foot wide x 8-foot high x 10-foot deep opening. Several of these spells can form a continuing passage so that very thick walls can be pierced. If dispelled, the passwall closes away from the dispelling caster, ejecting those in the passage.

The material component of this spell is a pinch of sesame seeds.

Seeming (Illusion/Phantasm)

Range: 10-ft. radius	Components: V, S
Duration: 12 hrs.	Casting Time: 5
Area of Effect: 1 person/2 levels	Saving Throw: None

This spell enables the caster to alter the appearance of one person for every two levels of experience he has attained. The change includes clothing and equipment. The caster can make the recipients appear as any generally man-shaped bipedal creature, each up to 1 foot shorter or taller than his normal height, and thin or fat or in between. All those affected must resemble the same general type of creature: human, orc, ogre, etc. Each remains a recognizable individual. The effect fails for an individual if the illusion chosen by the caster cannot be accomplished within the spell parameters (for example, a halfling could not be made to look like a centaur, but he might be made to look like a short, young ogre). Unwilling persons receive saving throws vs. spell to avoid the effect. Affected persons resume their normal appearances if slain. The spell is not precise enough to duplicate the appearance of a specific individual.

Sending (Evocation)

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

By means of this spell, the caster can contact a single creature with whom he is familiar and whose name and appearance are known. If the creature in question is not on the same plane of existence as the spellcaster, there is a base 5% chance that the sending does not arrive. Local conditions on other planes may worsen this chance considerably, at the option of the DM. The sending, if successful, can be understood even by a creature with an Intelligence as low as 1 (animal intelligence).

The wizard can send a short message of 25 words or less to the recipient; the recipient can answer in like manner immediately. Even if the sending is received, the subject creature is not obligated to act upon it in any manner.

The material component for this spell consists of two tiny cylinders, each with one open end, connected by a short piece of fine copper wire.

Shadow Door (Illusion/Phantasm)

Range: 10 yds. Components: S
Duration: 1 rd./level Casting Time: 2
Area of Effect: Special Saving Throw: None

By means of this spell, the wizard creates the illusion of a door. The illusion also permits the wizard to appear to step through this "door" and disappear. In reality, he has darted aside and can flee, totally invisible, for the spell duration. Creatures viewing this are deluded into seeing or entering an empty 10-foot x 10-foot room if they open the "door." A *true seeing* spell, a *gem of seeing*, or similar magical means can discover the wizard. Certain high Hit Dice monsters might also notice the wizard (see the *invisibility* spell), but only if making an active attempt to do so.

Shadow Magic (Illusion/Phantasm)

Range: 50 yds. + 10 yds./level Components: V, S
Duration: Special Casting Time: 5
Area of Effect: Special Saving Throw: Special

The *shadow magic* spell enables the wizard to tap energy from the Demiplane of Shadow to cast a quasi-real wizard evocation spell of 3rd level or less. For example, this spell can be *magic missile*, *fireball*, *lightning bolt*, or so on, and has normal effects upon creatures in the area of effect if they fail their saving throws vs. spell. Thus, a creature failing to save against a *shadow magic* fireball must roll another saving throw. If the latter roll is successful, the creature suffers half the normal fireball damage; if the roll is not successful, the creature suffers full normal fireball damage. If the first saving throw was successful, the shadow magic nature is detected and only 20% of the rolled damage is received (rounding down below fractions below .4 and rounding up fractions of .4 and above).

Stone Shape (Alteration)

Range: Touch Components: V, S, M
Duration: Permanent Casting Time: 1 rd.
Area of Effect: 1 cu. ft./level Saving Throw: None

By means of this spell, the wizard can form an existing piece of stone into a shape that suits his purposes. For example, the wizard can make a stone weapon, a special trapdoor, an idol, etc. This spell can also enable the spellcaster to reshape a stone door so as to escape imprisonment, providing the volume of stone involved is within the limits of the area of effect. While the caster can thus create stone doors and coffers, the fineness of detail is not great. If the construction involves small moving parts, there is a 30% chance they do not function.

The material component of this spell is soft clay that must be worked into roughly the desired shape of the stone object and then touched to the stone when the spell is uttered.

Summon Shadow (Conjuration/Summoning, Necromancy)

Range: 10 yds. Components: V, S, M
Duration: 1 rd. + 1 rd./level Casting Time: 5
Area of Effect: 10-ft. cube Saving Throw: None

When this spell is cast, the wizard conjures up one shadow (see the Monstrous Manual) for every three levels of experience he has attained. These monsters are under the control of the spellcaster and attack his enemies on command. The shadows remain until slain, turned, or the spell duration expires.

The material component for this spell is a bit of smoky quartz.

Tempus Fugit (Illusion/Phantasm) Reversible

Range: 0	Components: V; S
Duration: 5 turns/level	Casting Time: 5 segments
Area of Effect: 1 " radius	Saving Throw: None

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 tempus fugit 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 tempus fugit 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.

Telekinesis (Alteration)

Range: 10 yds./level	Components: V, S
Duration: Special	Casting Time: 5
Area of Effect: 10 yds./level	Saving Throw: Neg.

By means of this spell, the wizard is able to move objects by concentrating on moving them mentally. The spell can provide either a gentle, sustained force or a single short, violent thrust.

A sustained force enables the wizard to move a weight of up to 25 pounds a distance up to 20 feet per round. The spell lasts two rounds, plus one round per caster level. The weight can be moved vertically, horizontally, or both. An object moved beyond the caster's range falls or stops. If the caster ceases concentration for any reason, the object falls or stops. The object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated and so on, if the force required is within the weight limitation. The caster might even be able to untie simple knots, at the discretion of the DM.

Alternatively, the spell energy can be expended in a single round. The caster can hurl one or more objects within range, and within a 10-foot cube, directly away from himself at high speed, to a distance of up to 10 feet per caster level. This is subject to a maximum weight of 25 pounds per caster level. Damage caused by hurled objects is decided by the DM, but cannot exceed 1 point of damage per caster level. Opponents who fall within the weight capacity of the spell can be hurled, but they are allowed a saving throw vs. spell to avoid the effect. Furthermore, those 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), can easily counter the spell. The various *Bigby's hand* spells also counter this spell.

Teleport (Alteration)

Range: Touch	Components: V
Duration: Instantaneous	Casting Time: 2

Area of Effect: Special

Saving Throw: None

When this spell is used, the wizard instantly transports himself, along with a certain amount of additional weight that is on or being touched by the spellcaster, to a well-known destination. Distance is not a factor, but interplanar travel is not possible by means of a *teleport* spell. The spellcaster is able to teleport a maximum weight of 250 pounds, plus an additional 150 pounds for each level of experience above the 10th (a 13th-level wizard can teleport up to 700 pounds). If the destination area is very familiar to the wizard (he has a clear mental picture due to previous proximity to and study of the area), it is unlikely that there is any error in arriving, although the caster has no control over his facing upon arrival. Lesser known areas (those seen only magically or from a distance) increase the probability of error. Unfamiliar areas present considerable peril (see table).

Destination Is:	Probability of Teleporting:		
	High	On Target	Low
Very familiar	01-02	03-99	00
Studied carefully	01-04	05-98	99-00
Seen casually	01-08	09-96	97-00
Viewed once	01-16	17-92	93-00
Never seen	01-32	33-84	85-00

Teleporting high means the wizard arrives 10 feet above the ground for every 1% he is below the lowest "On Target" probability; this could be as high as 320 feet if the destination area was never seen. Any low result means the instant death of the wizard if the area into which he teleports is solid. A wizard cannot teleport to an area of empty space--a substantial surface must be there, whether a wooden floor, a stone floor, natural ground, etc. Areas of strong physical or magical energies may make teleportation more hazardous or even impossible.

Transmute Rock to Mud (Alteration) Reversible

Range: 10 yds./level

Components: V, S, M

Duration: Special

Casting Time: 5

Area of Effect: 20-ft. cube/level

Saving Throw: None

This spell turns natural rock of any sort into an equal volume of mud. The depth of the mud can never exceed half its length or breadth. If it is cast upon a rock, for example, the rock affected collapses into mud. Creatures unable to levitate, fly, or otherwise free themselves from the mud sink at the rate of 10 feet per round and suffocate, except for lightweight creatures that could normally pass across such ground. Brush thrown atop the mud can support creatures able to climb on top of it, with the amount of brush required subject to the DM's discretion. The mud remains until a *dispel magic* spell or a reverse of this spell, *mud to rock*, restores its substance--but not necessarily its form. Evaporation turns the mud to normal dirt, at the rate of 1d6 days per 10 cubic feet. The *mud to rock* reverse can harden normal mud into soft stone (sandstone or similar mineral) permanently unless magically changed.

The material components for the spell are clay and water (or sand, lime, and water for the reverse).

Wall of Force (Evocation)

Range: 30 yds.

Components: V, S, M

Duration: 1 turn + 1 rd./level

Casting Time: 5

Area of Effect: 10-ft. square/level

Saving Throw: None

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 cannot move and is totally unaffected by most spells, including *dispel magic*. However, a *disintegrate* spell will immediately destroy it, as will a *rod of cancellation* or a *sphere of annihilation*. Likewise, the wall of force is not affected by blows, missiles, cold, heat, electricity, etc. Spells and breath weapons cannot pass through it in either direction, although *dimension door*, *teleport*, and similar effects can bypass the barrier.

The wizard can, if desired, form the wall into a spherical shape with a radius of up to 1 foot per level or an open hemispherical shape with a radius of 1.5 feet per caster level. The wall of force must be continuous and unbroken when formed; if its surface is broken by any object or creature, the spell fails. The caster can end the spell on command.

The material component for this spell is a pinch of powdered diamond worth 5,000 gp.

Wall of Iron (Evocation)

Range: 5 yds./level

Components: V, S, M

Duration: Permanent

Casting Time: 5

Area of Effect: 15 sq. ft./level

Saving Throw: None

or special

When this spell is cast, the wizard causes a vertical iron wall to spring into being. This wall can be used to seal off a passage or close a breach, for the wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall of iron is $\frac{1}{2}$ -inch thick per level of experience of the spellcaster. The wizard is able to create an iron wall of up to 15 square feet per experience level; thus, a 12th-level wizard can create a wall of iron with an area of 180 square feet. The wizard can double the wall's area by halving its thickness.

If the caster desires, the wall can be created vertically resting on a flat surface, so that it can be tipped over to fall on and crush any creature beneath it. The wall is 50% likely to tip in either direction. This chance can be modified by a force of not less than 30 Strength and 400 pounds mass--each pound over 400 or Strength point over 30 alters the chance by 1% in favor of the stronger side. Creatures with room to flee the falling wall may do so by making successful saving throws vs. death. Those who fail are killed. Huge and gargantuan creatures cannot be crushed by the wall.

The wall is permanent, unless successfully dispelled, but it is subject to all forces a normal iron wall is subject to--rust, perforation, etc.

The material component of this spell is a small piece of sheet iron.

Wall of Stone (Evocation)

Range: 5 yds./level

Components: V, S, M

Duration: Permanent

Casting Time: 5

Area of Effect: Special

Saving Throw: None

This spell creates a wall of granite rock that merges into adjoining rock surfaces. It is typically employed to close passages, portals, and breaches against opponents. The wall of stone is 0.25 inch thick and up to 20 square feet per level of experience of the wizard casting the spell. Thus, a 12th-level wizard can create a wall of stone 3 inches thick and up to 240 square feet in surface area (a 12-foot-wide and 20-foot-high wall, for example, to completely close a 10-foot x 16-foot passage). The wall created need not be vertical, nor rest upon any firm foundation (see the *wall of iron* spell); however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be

arched and buttressed. This requirement reduces the area of effect by half. Thus, a 20th level caster can create a span with a surface area of 200 square feet. The wall can be crudely shaped to allow crenelations, battlements, and so forth by likewise reducing the area. The stone is permanent unless destroyed by a *dispel magic* or *disintegrate* spell, or by normal means such as breaking or chipping.

The material component is a small block of granite.

Sixth-level Spells

Antimagic Shell (Abjuration)

Range: 0	Components: V, S
Duration: 1 turn/level	Casting Time: 1
Area of Effect: 1 ft./level diameter	Saving Throw: None

By means of this spell, the wizard surrounds himself with an invisible barrier that moves with him. The space within this barrier is totally impervious to all magic and magical spell effects, thus preventing the passage of spells or their effects. Likewise, it prevents the functioning of any magical items or spells within its confines. The area is also impervious to breath weapons, gaze or voice attacks, and similar special attack forms.

The antimagic shell also hedges out charmed, summoned, or conjured creatures. It cannot, however, be forced against any creature that it would keep at bay; any attempt to do so creates a discernible pressure against the barrier, and continued pressure will break the spell. Normal creatures (a normally encountered troll rather than a conjured one, for instance) can enter the area, as can normal missiles. Furthermore, while a magical sword does not function magically within the area, it is still a sword. Note that creatures on their home plane are normal creatures there. Thus, on the Elemental Plane of Fire, a randomly encountered fire elemental cannot be kept at bay by this spell. Artifacts, relics, and creatures of demigod or higher status are unaffected by mortal magic such as this. Should the caster be larger than the area enclosed by the barrier, parts of his person may be considered exposed, at the DM's option. A *dispel magic* spell does not remove the spell; the caster can end it upon command. If two Anti-magic shells come together this Nullify Artefacts

Bigby's Forceful Hand (Evocation)

Range: 10 yds./level	Components: V, S, M
Duration: 1 rd./level	Casting Time: 6
Area of Effect: Special	Saving Throw: None

Bigby's forceful hand is a more powerful version of *Bigby's interposing hand*. It creates a man-sized (5 feet) to gargantuan-sized (21 feet) hand that places itself between the spellcaster and a chosen opponent. This disembodied hand then moves to remain between the two, regardless of what the spellcaster does or how the opponent tries to get around it. However, the forceful hand also pushes on the opponent. This force can push away a creature weighing 500 pounds or less, slow movement to 10 feet per round if the creature weighs between 500 and 2,000 pounds, or slow movement by 50% if the creature weighs more than 2,000 pounds.

A creature pushed away is pushed to the range limit, or until pressed against an unyielding surface. The hand itself inflicts no damage. The forceful hand has an Armor Class of 0, has as many hit points as its caster in full health, and vanishes when destroyed. The caster can cause it to retreat (to release a trapped opponent, for example) or dismiss it on command.

The material component is a glove.

Chain Lightning (Evocation)

Range: 40 yds. + 5 yds./level

Components: V, S, M

Duration: Instantaneous

Casting Time: 5

Area of Effect: Special

Saving Throw: -

This spell creates an electrical discharge that begins as a single stroke of lightning, 2 feet wide, commencing from the fingertips of the caster. Unlike a *lightning bolt* spell, chain lightning strikes one object or creature initially, then arcs to a series of other objects or creatures within range, losing energy with each jump.

The bolt initially inflicts 1d6 points of damage per level of the caster, to a maximum of 12d6 (half damage if the object or creature rolls a successful saving throw vs. spell).

After the first strike, the lightning arcs to the next nearest object or creature. Each jump reduces the strength of the lightning by 1d6. Each creature or magical object hit receives a saving throw vs. spell. Success on this save indicates the creature suffers only half damage from the bolt.

The chain can strike as many times (including the first object or creature) as the spellcaster has levels, although each creature or object can be struck only once. Thus, a bolt cast by a 12th-level wizard can strike up to 12 times, causing less damage with each strike. The bolt continues to arc until it has struck the appropriate number of objects or creatures, until it strikes an object that grounds it (interconnecting iron bars of a large cell or cage, a large pool of liquid, etc.), or until there are no more objects or creatures to strike.

Direction is not a consideration when plotting chain lightning arcs. Distance is a factor—an arc cannot exceed the spell's range. If the only possible arc is greater than the spell's range, the stroke fades into nothingness. Creatures immune to electrical attack can be struck, even though no damage is taken. Note that it is possible for the chain to arc back to the caster!

The material components are a bit of fur, a piece of amber, glass, or crystal rod, and one silver pin for each experience level of the caster.

Conjure Animals (Conjuration/Summoning)

Range: Special

Components: V, S

Duration: 1 rd./level

Casting Time: 6

Area of Effect: 30 yds. radius

Saving Throw: None

The *conjure animals* spell enables the wizard to magically create one or more mammals to attack his opponents. The total Hit Dice of the mammals cannot exceed twice his level, if determined randomly, or his level if a specific animal type is requested (see the *Dungeon Master Guide*). Thus, a wizard of 12th level could randomly conjure two mammals with 12 Hit Dice, four with 6 Hit Dice each, six with 4 Hit Dice each, eight with 3 Hit Dice each, twelve with 2 Hit Dice each, or 24 with 1 Hit Die each. Count every +1 hit point bonus of a creature as _ of a Hit Die; thus, a creature with 4+3 Hit Dice equals a 4 _ Hit Dice creature. The conjured animal(s) remain for one round for each level of the conjuring wizard, or until slain. They follow the caster's verbal commands. Conjured animals unfailingly attack the wizard's opponents, but they resist being used for any other purpose.

Contingency (Evocation)

Range: 0

Components: V, S, M

Duration: 1 day/level
Area of Effect: The caster

Casting Time: 1 turn
Saving Throw: None

By means of this spell, the wizard is able to place another spell upon his person so that the latter spell will come into effect under the conditions dictated during the casting of the *contingency* spell. The *contingency* spell and the spell it is to bring into effect are cast at the same time (the one-turn casting time indicated is the total for both castings). The spell to be brought into effect by the prescribed contingency must be one that affects the wizard's person (*feather fall*, *levitation*, *fly*, *feign death*, etc.) and be of a spell level no higher than 1/3 of the caster's experience level (rounded down), but not higher than the 6th spell level.

Caster Level	Contingency Spell Level
12-14	4th
15-17	5th
18+	6th

Only one *contingency* spell can be placed on the spellcaster at any one time; if a second is cast, the first one (if still active) is cancelled. The conditions needed to bring the spell into effect must be clear, although they can be rather general. For example, a *contingency* spell cast with an *airy water* spell might prescribe that any time the wizard is plunged into or otherwise engulfed in water or similar liquid, the *airy water* spell will instantly come into effect. Or a contingency could bring a *feather fall* spell into effect any time the wizard falls more than 2 feet. In all cases, the contingency immediately brings into effect the second spell, the latter being "cast" instantaneously when the prescribed circumstances occur. Note that if complicated or convoluted conditions are prescribed, the whole spell complex (the *contingency* spell and the companion magic) may fail when called upon.

The material components of this spell are (in addition to those of the companion spell) 100 gp worth of quicksilver and an eyelash of an ogre mage, ki-rin, or similar spell-using creature. In addition, the spell requires a statuette of the wizard carved from elephant ivory (which is not destroyed, though it is subject to wear and tear), which must be carried on the person of the spellcaster for the *contingency* spell to perform its function when called upon.

Control Weather (Alteration)

Range: 0
Duration: 4d6 hrs.
Area of Effect: 4d4 sq. mi.

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

The *control weather* spell enables a wizard to change the weather in the local area. The spell affects the weather for 4d6 hours in an area of 4d4 square miles. It requires one turn to cast the spell, and an additional 1d4 turns for the weather conditions to occur. The current weather conditions are decided by the DM, depending on the climate and season. Weather conditions have three components: precipitation, temperature, and wind. The spell can change these conditions according to the following chart.

The upper-cased headings represent the existing weather conditions. The small headings beneath each large heading are the new conditions to which the caster can change the existing conditions. Furthermore, the caster can control the direction of the wind. For example, a day that is clear and warm with moderate 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 burning incense and bits of earth and wood mixed in water. Obviously, this spell functions only in areas where there are appropriate climatic conditions.

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

Death Fog (Alteration, Evocation)

Range: 30 yds.

Components: V, S, M

Duration: 1d4 rds. + 1/level

Casting Time: 6

Area of Effect: Two 10-ft. cubes/level

Saving Throw: None

The casting of a *death fog* spell creates an area of solid fog that 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 two rounds, bushes and shrubs in four, small trees in eight, and large trees in 16 rounds. Animal life not immune to acid suffers damage according to the length of time it is exposed to the vapors of a death fog, as follows:

1st round:	1 point
2nd round:	2 points
3rd round:	4 points
4th and each succeeding round:	8 points

The death fog otherwise resembles the 2nd-level *fog cloud* spell: rolling, billowing vapors that can be moved only by a very strong wind. Any creature attempting to move through the death fog progresses at a rate of 1 foot per unit of normal movement rate per round. A *gust of wind* spell cannot affect it, but a fireball, flame strike, or wall of fire can burn it away in a single round.

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), which must be obtained from an alchemist.

Death Spell (Necromancy)

Range: 10 yds./level

Components: V, S, M

Duration: Instantaneous

Casting Time: 6

Area of Effect: 30-ft. cube/level

Saving Throw: None

When a *death spell* is cast, it snuffs out the life forces of creatures in the area of effect instantly and irrevocably. Such creatures cannot be raised or resurrected, but an individual slain in this manner might be brought back via a *wish*. The number of creatures that can be slain is a function of their Hit Dice.

Creatures' Hit Dice	Maximum # of Creatures Affected
Under 2	4d20
2 to 4	2d20
4+1 to 6+3	2d4
6+4 to 8+3	1d4

If creatures of differing Hit Dice are attacked with a *death spell*, roll the dice (4d20) to determine how many creatures of under 2 Hit Dice are affected. If the number rolled is greater than the actual number of sub-2 Hit Dice creatures, apply the remainder of the roll to the higher Hit Dice creatures by consulting the following table.

Creatures' Hit Dice	Conversion Factor (CF)
Under 2	1
2 to 4	2
4+1 to 6+3	10
6+4 to 8+3	20

In other words, from the 4d20 roll subtract the number of creatures of less than 2 Hit Dice (these creatures die). If there are any remaining points from the 4d20 roll, subtract 2 for each creature of 2 to 4 Hit Dice (these creatures also die). If this still doesn't use up all the 4d20 roll, subtract 10 for each creature of 4+1 to 6+3 Hit Dice, and so on. Stop when all the creatures are dead, all the 4d20 roll is used up, or the remainder is less than half the CF of any remaining creatures. (If the remainder is one-half or more of the CF of a creature, that creature dies.)

For example, a mixed group of 20 goblins, eight gnolls, and four ogres, led by a hill giant, are caught in the area of a *death spell*. The 4d20 roll gives a total of 53 points; 20 of this eliminates the goblins (20×1 CF), 16 kills the gnolls (8×2 CF), and the remaining 17 kills two ogres (10 points to kill one ogre, and the remaining 7 points are enough to kill one more ogre). The other two ogres and the hill giant are unharmed. A *death spell* does not affect lycanthropes, undead creatures, or creatures from planes other than the Prime Material.

The material component of this spell is a crushed black pearl with a minimum value of 1,000 gp.

Demishadow Magic (Illusion/Phantasm)

Range: 60 yds. + 10 yds./level

Components: V, S

Duration: Special

Casting Time: 6

Area of Effect: Special

Saving Throw: Special

This spell is similar to the 5th-level *shadow magic* spell, but this spell enables the casting of partially real 4th- and 5th level evocations (*cone of cold*, *wall of fire*, *wall of ice*, *cloudkill*, etc.). If recognized as demishadow magic (if a saving throw vs. spell is successful), damaging spells inflict only 40% of normal damage, with a minimum of 2 points per die of damage. A demishadow magic cloudkill slays creatures with fewer than 2 Hit Dice and inflicts 1d2 points of damage per round.

Disintegrate (Alteration)

Range: 5 yds./level

Components: V, S, M

Duration: Instantaneous
Area of Effect: 1 creature or
10 x 10 x 10 ft. cube

Casting Time: 6
Saving Throw: Neg.

This spell causes matter to vanish. It affects even matter (or energy) of a magical nature, such as Bigby's forceful hand, but not a globe of invulnerability or an antimagic shell. Disintegration is instantaneous, and its effects are permanent. Any single creature can be affected, even undead. Nonliving matter, up to a 10-foot x 10-foot x 10-foot cube, can be obliterated by the spell. The spell creates a thin, green ray that causes physical material touched to glow and vanish, leaving nothing. Creatures that successfully save vs. spell have avoided the ray (material items have resisted the magic) and are not affected. The ray carries on in a straight line until a creature or object are struck or it reaches the end of its range.

The material components are a lodestone and a pinch of dust.

Enchant an Item (Enchantment, Invocation)

Range: Touch
Duration: Special
Area of Effect: 1 item

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

This is a spell that must be used by a wizard planning to create a magical item. The *enchant an item* spell prepares the object to accept the magic. The item must meet the following tests: 1) it must be in sound and undamaged condition; 2) the item must be the finest possible, considering its nature, i.e., crafted of the highest quality material and with the finest workmanship; and 3) its cost or value must reflect the second test, and in most cases the item must have a raw-materials cost in excess of 100 gp. 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, or engraved. If such work or materials can be added to an item without weakening or harming its normal functions, however, these are required for the item to be enchanted.

The wizard must have access to a workshop or laboratory, properly equipped and from which contaminating magic can be screened. Any magical item not related to the fabrication process (such as most protective devices) and within 30 feet of the materials is a source of contaminating magic and will spoil the process.

The item to be prepared must be touched by the spellcaster. This touching must be constant and continual during the casting time, which is a base 16 hours plus an additional 8d8 hours (as the wizard may never work more than eight hours per day, and *haste* or any other spells will not alter the time required in any way, this effectively means that casting time for this spell is two days + 1d8 days). All work must be uninterrupted, and during rest periods the item being enchanted must never be more than 1 foot distant from the spellcaster; if it is, the whole spell is spoiled and must be begun again. (Note that during rest periods absolutely no other form of magic can be performed, and the wizard must remain quiet and in isolation or the enchantment is ruined.)

At the end of the spell, the caster will know that the item is ready for the final test. He will then pronounce the final magical syllable, and if the item makes a saving throw (which is exactly the same as that of the wizard) vs. spell, the spell is completed. The spellcaster's saving throw bonuses also apply to the item, up to +3. A result of 1 on the 1d20 roll always results in failure, regardless of modifications. Once the spell is finished, the wizard can begin to place the desired spell upon the item. The spell he plans to place must be cast within 24 hours or the preparatory spell fades, and the item must be enchanted again.

Each spell subsequently cast upon an object bearing an *enchant an item* spell requires 2d4 hours per spell level of the magic being cast. Again, during casting the item must be touched by the wizard, and during the rest periods it must always be within 1 foot of his person. This procedure holds true for any additional spells placed upon the item, and each successive spell must be begun within 24 hours of the last, even if the prior spell failed.

No magic placed on an item is permanent unless a *permanency* spell is used as a finishing touch. This always runs a 5% risk of draining 1 point of Constitution from the wizard casting the spell. Also, while it is possible to tell when the basic spell (*enchant an item*) succeeds, it is not possible to tell if successive castings actually work, for each must make the same sort of saving throw as the item itself made. Naturally, an item that is charged--a rod, staff, wand, *javelin of lightning*, *ring of wishes*, etc.--can never be made permanent. Magical devices cannot be used to enchant an item or cast magic upon an object so prepared, but scrolls can be used for this purpose.

The materials needed for this spell vary according to both the nature of the item being enchanted and the magic to be cast upon it. For example, a *cloak of displacement* might require the hides of one 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 kirin. These specifics, as well as other information pertaining to this spell, are decided by the DM and must be discovered or researched in play.

Ensnarement (Conjuration/Summoning)

Range: 10 yds.	Components: V, S, M
Duration: Special	Casting Time: 1 turn
Area of Effect: Special	Saving Throw: Neg.

Casting this spell attempts a dangerous act: to lure a powerful creature from another plane to a specifically prepared trap, where it will be held until it agrees to perform one service in return for freedom from the *ensnarement* spell. The type of creature to be ensnared must be known and stated, and if it has a specific, proper, or given name, this must be used in casting the *ensnarement* spell. The spell causes an awareness of a gatelike 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 Intelligence score on 1d20. The score is modified by the difference between the creature's Intelligence and that of the spellcaster. If the creature has a higher score, the difference is subtracted from its dice roll to save. If the spellcaster has a higher score, the difference is added to the dice roll.

If the saving throw succeeds, the creature ignores the spell-created opening, and the spell fails. If the saving throw fails, the creature steps into the opening and is ensnared. When so trapped, the otherplanar creature can freely attack the ensnaring wizard, unless the caster has created a warding circle. Such circles may be temporary (drawn by hand) or permanent (inlaid or carved). Even with such protection, the entrapped creature may break free and wreak its vengeance upon the spellcaster.

A hand-drawn circle has a base failure chance of 20%, while one inlaid or carved has a base of 10% (and that is for the first time it is used, to determine whether or not the job was done properly). The base chance is modified by the difference between the wizard's combined Intelligence and experience level and the Intelligence and the experience level or Hit Dice of the creature ensnared. If the spellcaster has a higher total, that difference in percentage points is subtracted from the 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 can be further reduced by careful preparation of the circle. If the handmade circle is drawn over a longer period of time, using specially prepared pigments (1,000 gp value per turn spent drawing), the chance of breaking free is reduced by 1% for every turn spent in preparation. This can bring the base chance to 0%.

Similarly, an inlaid or carved design can be brought to a 0% chance of the creature breaking free by inlaying with various metals, minerals, etc. This cost will require a minimum of one full month of time and add not less than 50,000 gp to the basic cost of having the circle inlaid or carved into stone. Any break in the circle spoils the efficacy of the spell and enables the creature to break free automatically. Even a straw dropped across the line of a magic circle destroys its power. Fortunately, the creature within

cannot so much as place a straw upon any portion of the inscribed ward, for the magic of the barrier absolutely prevents it.

Once safely ensnared, the creature can be kept for as long as the spellcaster dares.

(Remember the danger of something breaking the ward!) The creature cannot leave the circle, nor can any of its attacks or powers penetrate the barrier. 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 wizard has said to the ensnared creature, rating it from 0 to 6 (with 6 being the most persuasive). This rating is then subtracted from the Intelligence score of the creature. If the creature rolls a successful Intelligence check against its adjusted Intelligence, it refuses service. New offers, bribes, etc., can be made, or the old ones re-offered 24 hours later, when the creature's Intelligence 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 get rid of it by means of some riddance spell. Impossible demands or unreasonable commands are never agreed to. Once the single service is completed, the creature need only so inform the spellcaster to be instantly sent from whence it came. The creature might later seek revenge.

Extension III (Alteration)

Range: 0	Components: V
Duration: Special	Casting Time: 6
Area of Effect: Special	Saving Throw: None

This spell is the same as the 4th-level *extension I* spell, except that it will extend 1st through 3rd-level spells to double duration and will extend the duration of 4th- or 5th-level spells by 50%.

Eyebite (Enchantment/Charm, Illusion/Phantasm)

Range: 20 yds.	Components: V, S
Duration: 1 round/3 levels	Casting Time: 6
Area of Effect: 1 creature	Saving Throw: Special

An *eyebite* spell enables the caster to merely meet the gaze of a creature and speak a single word to cause an effect. This gaze attack is in addition to any other attacks allowed to the wizard. The wizard selects one of four possible gaze attacks at the time the spell is cast, and this attack cannot be changed. For example, a 12th-level caster who chose *fear* would have four opportunities to make gaze attacks causing fear, one for each round of the spell's duration. Any gaze attack is negated by a successful saving throw vs. spell, with Wisdom adjustments. The four effects of the spell are as follows:

Charm: The wizard can charm a single person or monster by gaze and by uttering a single word. The effect is to make the charmed subject absolutely loyal and docile to the caster, even to the point of personal danger. It is otherwise the same as a *charm monster* spell. All creatures other than humans, demihumans, and humanoids save with +2 bonuses.

Fear: The wizard can cause fear by gaze and by speaking a single word. The subject flees in blind terror for 1d4 rounds. After this, the creature refuses to face the caster and cowers or bolts for the nearest cover if subsequently confronted by the caster (50% chance of either). The latter effect lasts one turn per caster level. This attack can be negated by spells that counter fear.

Sicken: This power enables the caster to merely gaze, speak, a word, and cause sudden pain and fever to sweep over the subject's body. Creatures with ability scores function at half effectiveness; others inflict only one-half damage with physical attacks. Movement is at one-half normal rate. The subject remains stricken for one turn per level of the caster,

after which all abilities return at the rate of one point per turn of complete rest or one point per hour of moderate activity. The effects cannot be negated by a *cure disease* or *heal* spell, but a *remove curse* or successful *dispel magic* spell is effective. Creatures other than humans, demihumans, and humanoids save with +2 bonuses versus this attack.

Sleep: The wizard can cause any individual to fall into a comatose slumber by means of a gaze and a single word, unless the subject successfully rolls its saving throw vs. spell. Creatures normally subject to a 1st-level *sleep* spell save with -2 penalties. An affected creature must be shaken or otherwise shocked back to consciousness.

In all cases, the gaze attack has a speed factor of 1. This spell does not affect undead of any type, or extend beyond the plane occupied by the caster. Note that the caster is subject to the effects of his reflected gaze and is allowed any applicable saving throw. In the case of a reflected *charm gaze*, the caster is paralyzed until it wears off or is countered.

Geas (Enchantment/Charm)

Range: 10 yds.	Components: V
Duration: Special	Casting Time: 4
Area of Effect: 1 creature	Saving Throw: None

A *geas* spell places a magical command upon a creature (usually human or humanoid) to carry out some service, or to refrain from some action or course of activity, as desired by the spellcaster. The creature must be intelligent, conscious, under its own volition, and able to understand the caster. While a *geas* cannot compel a creature to kill itself or perform acts that are likely to result in certain death, it can cause almost any other course of action. The geased creature must follow the given instructions until the *geas* is completed. Failure to do so will cause the creature to grow sick and die within 1d4 weeks. Deviation from or twisting of the instructions causes a corresponding loss of Strength points until the deviation ceases. A *geas* can be done away with by a *wish* spell, but a *dispel magic* or *remove curse* spell will not negate it. Your DM will decide any additional details of a *geas*, for its casting and fulfillment are tricky, and an improperly cast *geas* is ignored.

Glassee (Alteration)

Range: Touch	Components: V, S, M
Duration: 1 rd./level	Casting Time: 1 rd.
Area of Effect: Special	Saving Throw: None

By means of this spell, the wizard 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, the *glassee* spell can make up to 4 inches of metal, 6 inches of stone, and 20 inches of wood transparent. The spell will not work on lead, gold, or platinum. The wizard can opt to make the *glassee* work only for himself for the duration of the spell, or he can actually make a transparent area, a one-way window, in the material affected. Either case gives a viewing area 3 feet wide by 2 feet high. If a window is created, it has the strength of the original material.

The material component of the spell is a small piece of crystal or glass.

Globe of Invulnerability (Abjuration)

Range: 0	Components: V, S, M
Duration: 1 rd./level	Casting Time: 1 rd.

Area of Effect: 5-ft. radius

Saving Throw: None

This spell creates an immobile, faintly shimmering, magical sphere around the caster that prevents any 1st-, 2nd-, 3rd-, or 4th-level spell effects from penetrating. Thus, the area of effect of any such spell does not include the area of the globe of invulnerability. This includes innate spell-like abilities and effects from devices. However, any type of spell can be cast out of the magical sphere; spells pass from the caster of the globe to the subject without effect on the globe. Fifth and higher level spells are not affected by the globe. The globe can be brought down by a successful *dispel magic* spell. The material component of the spell is a glass or crystal bead that shatters at the expiration of the spell.

Guards and Wards (Evocation, Alteration, Enchantment/Charm)

Range: 0
Duration: 1 hr./level
Area of Effect: Special

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

This special and powerful spell is primarily used to defend the wizard's stronghold. The ward protects a one-story stronghold, with a base dimension of 400 feet x 400 feet. The wizard can ward a multistory area by reducing the base area proportionately. The following take place in the warded area upon casting the spell:

1. All corridors become misty; visibility is reduced to 10 feet.
2. All doors are wizard locked.
3. Stairs are filled with webs from top to bottom. These act as the 2nd-level *web* spell, except that they regrow within one turn if destroyed.
4. 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 believe they are going in the exact opposite direction.
5. The whole area radiates magic. The normal use of the *detect magic* spell becomes impossible for those of less than the caster's level and difficult for others.
6. One door per level of experience of the wizard is covered by an illusion to appear as if it were a plain wall.
7. The wizard can place one of the following additional magical effects:
 - A. *Dancing lights* in four corridors.
 - B. A *magic mouth* in two places.
 - C. A *stinking cloud* in two places.
 - D. A *gust of wind* in one corridor or room.
 - E. A *suggestion* in one place.

Note that items 6 and 7 function only when the wizard is totally familiar with the area of the spell's effect. *Dispel magic* can remove one effect, at random, per casting. A *remove curse* spell 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.

Invisible Stalker (Conjuration/Summoning)

Range: 10 yds.
Duration: Special

Components: V, S, M
Casting Time: 1 rd.

Area of Effect: Special

Saving Throw: None

This spell summons an invisible stalker from the Elemental Plane of Air. This 8-Hit Dice monster obeys and serves the spellcaster in performing whatever tasks are set before it. It is a faultless tracker within one day of the quarry's passing. The invisible stalker follows instructions even if they send him hundreds or thousands of miles away and, once given an order, follows through unceasingly until the task is accomplished. However, the creature is bound to serve; it does not do so from loyalty or desire. Therefore, it resents prolonged missions or complex tasks, and it attempts to pervert instructions accordingly. Invisible stalkers understand common speech but speak no language save their own. The material components of this spell are burning incense and a piece of horn carved into a crescent shape.

Legend Lore (Divination)

Range: 0

Components: V, S, M

Duration: Special

Casting Time: Special

Area of Effect: Special

Saving Throw: None

The *legend lore* spell is used to determine legendary information regarding a known person, place, or thing. If the person or thing is at hand, or if the wizard is in the place in question, the likelihood of the spell producing results is far greater and the casting time is only 1d4 turns. If only detailed information on the person, place, or thing is known, casting time is 1d10 days. If only rumours are known, casting time is 2d6 weeks.

During the casting, the wizard cannot engage in activities other than the routine: eating, sleeping, etc. When completed, the divination reveals if legendary material is available. It often reveals where this material is--by place name, rhyme, or riddle. It sometimes gives certain information regarding the person, place, or thing (when the object of the *legend lore* is at hand), but this data is always in some cryptic form (rhyme, riddle, anagram, cipher, sign, etc.). Naturally, a *legend lore* spell reveals information only if the person, place, or thing is noteworthy or legendary.

For example, suppose Delsenora came across an extremely well-made sword. It radiates magic, but when she used an *identify* spell, she could not learn any information. Even giving it to a trusted fighter didn't work, as the sword did not reveal any special powers. Finally, she casts a *legend lore* spell, hoping to gain more information. Since the sword is at hand, she completes the spell in three turns. In her mind comes the message, "Once this was the sword of he who waits till Albion's time of greatest peril, when unto his hand it shall fly again. Fair was the hand that gave me and fair was the hand that reclaimed me." Clearly, Delsenora realizes, this must be a very powerful item, since her spell gave only a cryptic answer. But who is he who waits? And where is Albion? For more information, Delsenora is going to have to cast more spells. But now the process will take much longer, since she has only the vaguest of clues to follow.

The *legend lore* spell is cast with incense and strips of ivory formed into a rectangle, but some item of value to the caster must be sacrificed in addition--a potion, magical scroll, magical item, etc.

Lower Water (Alteration) Reversible

Range: 80 yds.

Components: V, S, M

Duration: 5 rds./level

Casting Time: 1 turn

Area of Effect: 10-ft./level square

Saving Throw: None

The wizard casting a *lower water* spell causes water or similar fluid in the area of effect to sink away. The water can be lowered up to 2 feet for every experience level of the wizard, to a minimum depth of 1 inch. The water is lowered within a square area whose sides are 10 feet long per caster level. Thus, a 12th-level wizard affects a volume of 24 feet x 120 feet x 120 feet, a 13th-level caster a volume of 26 feet x 130 feet x 130 feet, and so on. In extremely large and deep bodies of water, such as deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a *slow* spell: The creature moves at half speed and makes half the number of attacks each round. It has no effect on other creatures.

The material component of this spell is a small vial of dust.

Its reverse, *raise water*, causes water or similar fluids to return to their highest natural level: spring flood, high tide, etc. This can make fords impassable, float grounded ships, and may even sweep away bridges, at the DM's option. It negates *lower water* and vice versa.

The material component of the *raise water* spell is a small vial of water.

Mass Suggestion (Enchantment/Charm)

Range: 30 yds.

Components: V, M

Duration: 4 turns + 4 turns/level

Casting Time: 6

Area of Effect: 1 creature/level

Saving Throw: Neg.

The *mass suggestion* spell enables the wizard to influence the actions of one or more chosen creatures in the same way as the *suggestion* spell. Up to one creature per experience level of the caster can be influenced, provided that all subject creatures are within the 30-yard range. Undead are not subject to this spell. The suggestion must be reasonably worded and understood by the creatures, and must be the same for all hearing it. Creatures successfully saving vs. spell are unaffected. Saving throws against the spell suffer a penalty of -1, and if a single creature is to be affected, its saving throw suffers a -4 penalty. Note that a very reasonable mass suggestion can cause the saving throw to be made with an additional penalty (such as -1, -2, etc.), at the discretion of your DM. A mass suggestion can continue in effect for a considerable duration, at the DM's discretion. Conditions that will trigger a special action can also be specified; if the condition is not met before the spell expires, the action will not be performed.

The material components of this spell are a snake's tongue and either a bit of honeycomb or a drop of sweet oil.

Mirage Arcana (Illusion/Phantasm, Alteration)

Range: 10 yds./level

Components: V, S (M optional)

Duration: Special

Casting Time: Special

Area of Effect: 10 ft./level radius

Saving Throw: None

The magic of this spell is similar to that of the *vacancy* spell, only more powerful and elaborate. The spell enables the caster to make an area appear to be something other than it is--a setting he has personally seen. The spell remains as long as the caster maintains a minimal concentration upon it. Even after this, the spell persists for a total of one hour plus one additional turn for each experience level of the caster. (Note: Minimal concentration can be maintained during normal conversation but not while spellcasting, in melee, or if harmed by an attack.) If the caster actually uses a small bit of anything connected with the place to create this spell, it takes on a quasi reality.

In its basic form, forceful contact is 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, detection is possible only by some magical means, whether device, item, or spell. Either form of mirage arcana is subject to the *dispel magic* spell.

As with all powerful illusions, the mind of the believer urges appropriate effects upon the viewer's body. Under the influence of the spell, the viewer could possibly walk across a bed of hot coals thinking it was a shallow stream of water that was cooling his feet (and thus suffer no damage), dine upon imaginary food and actually be satisfied, or rest comfortably upon a bed of sharp stones, thinking it a featherbed. Gravity is not affected by the spell, however, so an envisioned bridge spanning a deep chasm does not support the believer. Those who witness the event see it as a sudden disappearance of the individual. They do not connect it with an illusion unless they are otherwise aware of some magic at work.

Mislead (Illusion/Phantasm)

Range: 10 yds.	Component: S
Duration: 1 rd./level	Casting Time: 1
Area of Effect: Special	Saving Throw: None

When a *mislead* spell is cast by the wizard, he actually creates an illusory double at the same time that he is cloaked by *improved invisibility* magic (see the 4th-level spell). The wizard is then free to go elsewhere while his double seemingly moves away. The spell enables the illusion of the wizard to speak and gesture as if it were real, and there are full olfactory and touch components as well. A *true seeing* spell or a *gem of seeing* will reveal the illusion for what it is. A *detect invisibility* or *true seeing* spell or items such as a *gem of seeing* or *robe of eyes* can detect the invisible wizard (see the 5th-level wizard spell *shadow door*).

Monster Summoning IV (Conjuration/Summoning)

Range: Special	Components: V, S, M
Duration: 5 rds. + 1 rd./level	Casting Time: 6
Area of Effect: 60-yd. radius	Saving Throw: None

This spell is much like the 3rd-level spell *monster summoning I*, except that this spell summons 1d3 4th-level monsters. These appear within the spell's area of effect and attack the caster's opponents, until he commands them to cease, the spell duration expires, or the monsters are slain. These creatures do not check morale; they vanish when slain. If no opponent exists to fight, summoned monsters can, if the wizard can communicate with them, and if they are physically capable, perform other services for the summoning wizard.

The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

Mordenkainen's Lucubration (Alteration)

Range: 0	Components: V, S
Duration: Instantaneous	Casting Time: 1
Area of Effect: The caster	Saving Throw: None

By use of this spell, the wizard is able to instantly recall any 1st- through 5th-level spell he has used during the past 24 hours. The spell must have been memorized and actually used during that time period. *Mordenkainen's lucubration* allows the recovery of only one spell. If the recalled spell requires material components, these must be provided by the caster; the recovered spell is not usable until the material components are available.

Move Earth (Alteration)

Range: 10 yds./level	Components: V, S, M
Duration: Permanent	Casting Time: Special
Area of Effect: Special	Saving Throw: None

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. However, in no event can rock prominences be collapsed or moved. The area to be affected dictates the casting time; for every 40 yard x 40 yard surface area and 10 feet of depth, one turn of casting time is required. The maximum area that can be affected is 240 yards x 240 yards, which takes four hours.

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 or summoning must be completed before any effects occur. As any summoned earth elemental will perform most of its work underground, it is unlikely that it will be intercepted or interrupted. Should this occur, however, the movement of the earth requiring its services must be stopped until the elemental is once again available. Should the elemental be slain or dismissed, the *move earth* spell is limited to collapsing banks or walls of earth.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures; its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

The material components for this spell are a mixture of soils (clay, loam, sand) in a small bag and an iron blade.

Note: This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacierlike fluidity until the desired result is achieved. Trees, structures, rock formations, etc. are relatively unaffected, save for changes in elevation and relative topography.

Otiluke's Freezing Sphere (Alteration, Evocation)

Range: Special	Components: V, S, M
Duration: Special	Casting Time: 6
Area of Effect: Special	Saving Throw: Special

Otiluke's Freezing Sphere is a multipurpose spell of considerable power. If the caster opts, he may create any of the following:

A) *Frigid globe*. A small globe of matter at absolute zero temperature that spreads upon contact with water, or a liquid that is principally water, freezing it to a depth of 6 inches over an area equal to 100 square feet per level of the spellcaster. This ice lasts for one round per level of the caster.

The material component is a thin sheet of crystal about an inch square.

B) *Cold ray*. The spell can be used as a thin ray of cold that springs from the caster's hand to a distance of 10 yards per level of the wizard; this ray inflicts 1d4+2 points of damage per level of the caster upon the first creature struck. A saving throw vs. spell is applicable; all damage is negated if it is successful (as the ray is so narrow a save indicates it missed). If the first creature is missed, the path of the ray is plotted to its full distance, and anything else in its path must save (if applicable) or suffer appropriate damage.

The material component is a white sapphire of not less than 1,000 gp value.

C) *Globe of cold*. This creates a small globe about the size of a sling stone, cool to the touch, but not harmful. This globe can be hurled, either by hand to a distance of 40 yards (considered short range), or as a sling bullet. The globe shatters upon impact, inflicting 6d6 points of cold damage upon all creatures within a 10-foot radius (one-half damage if a saving throw vs. spell is successful). Use the Grenadelike Missile Table in the *Dungeon*

Master Guide to find where misses strike. Note that if the globe is not thrown or slung within one round per level of the spellcaster, it shatters and causes cold damage as stated above. This timed effect can be employed against pursuers, although it can prove hazardous to the spellcaster and his associates as well.

The material component is a 1,000-gp diamond.

Part Water (Alteration)

Range: 10 yds./level	Components: V, S, M
Duration: 5 rds./level	Casting Time: 1 turn
Area of Effect: 20 ft. x 3 ft./level x 30 ft./level	Saving Throw: None

By employing a *part water* spell, the wizard is able to cause water or similar liquid to move apart, thus forming a 20-foot-wide trough. The depth and length of the trough are dependent upon the level of the wizard, and a trough 3 feet deep by 10 yards long is created per level. For example, at 12th level the wizard would part water 36 feet deep by 20 feet wide by 120 yards long. The trough remains as long as the spell lasts or until the wizard who cast it opts to end its effects. If cast under water, this spell creates an air cylinder of appropriate length and diameter. If cast directly on a water elemental or other water-based creature, the creature receives 4d8 damage and must roll a successful saving throw vs. spell or flee in panic for 3d4 rounds.

The material components for the spell are two small sheets of crystal or glass.

Permanent Illusion (Illusion/Phantasm)

Range: 10 yds./level	Components: V, S, M
Duration: Permanent	Casting Time: 6
Area of Effect: 20-ft. cube + 10-ft. cube/level	Saving Throw: Special

When this spell is cast, the wizard creates an illusion with visual, auditory, olfactory, and thermal elements. The spell can create the illusion of any object, creature, or force, as long as it is within the boundaries of the spell's area of effect. It affects all creatures that view the illusion, even to the extent of them suffering damage from falling into an illusory pit full of sharp spikes.

Creatures that attempt to disbelieve the illusion gain a saving throw vs. spell and, if successful, they see it for what it is and add +4 bonuses to associates' saving throws, if this knowledge can be communicated effectively. Creatures not sensing the spell effect are immune until they become aware of it. The permanent illusion is subject to a *dispel magic* spell, of course.

The material component of the spell is a bit of fleece.

Phantasmagoria (Illusion/Phantasm)

Range: 6"	Components: V; S
Duration: 1 round/level	Casting Time: 6 segments
Area of Effect: 4 square " + 1 square " per level of caster	Saving Throw: Neg.

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, audial, 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.

Programmed Illusion (Illusion/Phantasm)

Range: 10 yds./level	Components: V, S, M
Duration: Special	Casting Time: 6
Area of Effect: 20-ft. cube + 10-ft. cube/level	Saving Throw: Special

This spell creates a *spectral force* spell that activates upon command or when a specific condition occurs. The illusion has visual, auditory, olfactory, and thermal elements. It can be of any object, creature, or force, as long as it remains within the boundaries of the spell's area of effect.

The occurrence that begins the illusion can be as general or as specific and detailed as desired, such as the following: "Begin only when a venerable female human carrying a sack of groat clusters sits cross-legged within one foot of this spot." Such visual triggers can react to a character using the *disguise* ability. Command range is 5 yards per level of the wizard, so a 12th-level wizard can command the programmed illusion to occur at a maximum encounter range of 60 yards. A programmed illusion cannot distinguish invisible creatures, nor alignment, level, Hit Dice, or class, except by external garb. If desired, the effect can be keyed to a specific noise or spoken word. The spell lasts until the illusion occurs; thus, the spell duration is variable. The illusion will last for a maximum of one round per level of the spellcaster.

Creatures that attempt to disbelieve the illusion gain a saving throw vs. spell and, if successful, see it for what it is and add +4 bonuses to associates' saving throws, if this knowledge can be communicated effectively. Creatures not sensing the spell effect are immune until they become aware of it. The illusion is subject to a *dispel magic* spell.

The material component of the spell is a bit of fleece.

Project Image (Alteration, Illusion/Phantasm)

Range: 10 yds./level	Components: V, S, M
Duration: 1 rd./level	Casting Time: 6
Area of Effect: Special	Saving Throw: None

By means of this spell, the wizard creates a nonmaterial duplicate of himself, projecting it to any spot within spell range. This image performs actions decided by the wizard--walking, speaking, spellcasting--conforming to the actual actions of the wizard unless he concentrates on making it act differently (in which case the wizard is limited to half movement and no attacks).

The image can be dispelled only by means of a successful *dispel magic* spell (or upon command from the spellcaster); attacks pass harmlessly through it. The image must be within view of the wizard projecting it at all times, and if his sight is obstructed, the spell is broken. Note that if the wizard is invisible at the time the spell is cast, the image is also invisible until the caster's invisibility ends, though the wizard must still be able to see the image (by means of a *detect invisibility* spell or other method) to maintain the spell. If the wizard uses *dimension door*, *teleport*, *plane shift*, or a similar spell that breaks his line of vision, the *project image* spell ends.

The material component of this spell is a small replica (doll) of the wizard.

Reincarnation (Necromancy)

Range: Touch	Components: V, S, M
Duration: Permanent	Casting Time: 1 turn

Area of Effect: Person touched

Saving Throw: None

With this spell, the wizard can bring back to life a person who died no more than one day per level of experience of the wizard before the casting of the spell. The essence of the dead person is transferred to another body, possibly one very different from his former body. Reincarnation does not require any saving throw, system shock, or resurrection survival roll. The corpse is touched, and a new incarnation of the person will appear in the area in 1d6 turns. The person reincarnated recalls the majority of his former life and form, but the character class, if any, of the new incarnation might be different indeed. The new incarnation is determined on the following table. If a player character race is indicated, the character must be created.

D100 Roll	Incarnation
01-05	Bugbear
06-11	Dwarf
12-18	Elf
19-23	Gnoll
24-28	Gnome
29-33	Goblin
34-40	Half-elf
41-47	Halfling
48-54	Half-orc
55-59	Hobgoblin
60-73	Human
74-79	Kobold
80-85	Orc
86-90	Ogre
91-95	Ogre mage
96-00	Troll

Note: Very good or very evil persons will not be reincarnated as creatures whose general alignment is the opposite.

The material components of the spell are a small drum and a drop of blood.

Repulsion (Abjuration)

Range: 0

Components: V, S, M

Duration: 1 round/2 levels

Casting Time: 6

Area of Effect: 10 ft./level x 10 ft.

Saving Throw: None

When this spell is cast, the wizard is able to cause all creatures in the path of the area of effect to move directly away from his person. Repulsion occurs at the speed of the creature attempting to move toward the spellcaster. The repelled creature continues to move away for a complete round even if this takes it beyond spell range. The caster can designate a new direction each round, but use of this power counts as the caster's principal action in the round. The caster can, of course, choose to do something else instead of using the repulsion attack.

The material component for this spell is a pair of small magnetized iron bars attached to two small canine statuettes, one ivory and one ebony.

Shades (Illusion/Phantasm)

Range: 30 yds.

Components: V, S

Duration: 1 rd./level
Area of Effect: 20-ft. cube

Casting Time: 6
Saving Throw: Special

This spell is related to the *shadow monsters* and *demishadow monsters* spells. The *shades* spell uses material from the Demiplane of Shadow to form semireal illusions of one or more monsters, up to 1 Hit Die per caster level. All shades created by one spell must be of the same sort, and they have 60% of the hit point total the real creatures would have. Those who view the shades and fail their saving throws vs. spell believe the illusion.

The shades perform as the real monsters with respect to Armor Class and attack forms. Special attack forms such as petrification or level drain do not actually occur, but a subject who believes the shades are real will react appropriately, until the illusion is countered by a *dispel magic* spell or the condition is countered by a *heal* spell. Those who roll successful saving throws see the shades as transparent images superimposed on vague shadowy forms. These are Armor Class 6 and cause only 60% of the true monsters' normal melee damage.

Spiritwrack (Evocation/Abjuration)

Range: 1" + 1'/level
Duration: Special
Area of Effect: Special

Components: V, M
Casting Time: 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 spell caster must know the name of the being at whom he or she will direct the energy. Prior to actual utterance of a spiritwrack spell the magic-user must prepare an illuminated sheet of vellum, carefully inscribed in special inks made from powdered rubies and the ichor of a slain demon of type I, II, or III and covered with gold leaf in a continuous border. The spell caster must personally prepare this document, including the being's name thereon. (This will require from 8-32 hours of time and cost 1,000 g.p. for vellum, special pens, gold leaf, and other miscellaneous materials alone; the cost of the powdered rubies is a minimum of 5,000 g.p. for each document.) If the demon, devil, or other powerful being from a nether outer plane is present in some form (and not possessing another creature's body instead), the magic-user can then begin actual spell incantation. Immediately upon beginning the reading of the document, the being named will be rooted to the spot unless it makes its magic resistance percentage (adjusted for the level of the magic-user) as a saving throw; and even if such a saving throw is made, the monster feels greatly uncomfortable, and if it has not been magically forced to the locale and so held there, it is 90% likely to retreat to its own (or another) plane, as the named being is powerless to attack the magic-user while he or she is reading the spell document. This first part of the document continues for 1 full 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 25yp likely to concede even without any other offerings or payment.

Stone to Flesh (Alteration) Reversible

Range: 10 yds./level

Components: V, S, M

Duration: Permanent

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: Special

The *stone to flesh* spell turns any sort of stone into flesh. If the recipient stone object was formerly living, this spell restores life (and goods), although the survival of the creature is subject to the usual system shock survival roll. Any formerly living creature, regardless of size, can be thus returned to flesh. Ordinary stone can be turned to flesh in a volume of 9 cubic feet per level of experience of the spellcaster. Such flesh is inert, lacking a vital life force, unless a life force or magical energy is available (for example, this spell would turn a stone golem into a flesh golem, but an ordinary statue would become a body). If cast upon stone, the wizard can create a cylinder of fleshy material from 1 to 3 feet in diameter and up to 10 feet long, allowing a passage to be made. The material components are a pinch of earth and a drop of blood.

The reverse, *flesh to stone*, turns flesh of any sort to stone. All possessions on the person of the creature likewise turn to stone. The intended subject of the spell receives a saving throw vs. spell to avoid the effect. If a statue created by this spell is subjected to breakage or weathering, the being (if ever returned to his original, fleshy state) will have similar damage, deformities, etc. The DM may allow such damage to be repaired by various high-level clerical spells, such as *regenerate*.

The material components of the spell are lime, water, and earth.

Tenser's Transformation (Alteration, Evocation)

Range: 0

Components: V, S, M

Duration: 1 rd./level

Casting Time: 6

Area of Effect: The caster

Saving Throw: None

Tenser's transformation is a sight guaranteed to astound any creature not aware of its power, for when the wizard casts the spell, he undergoes a startling transformation. The size and strength of the wizard increase to heroic proportions, so he becomes a formidable fighting machine; the spell causes the caster to become a berserk fighter! The wizard's hit points double, and all damage he sustains comes first from the magical points gained; once these points are eliminated, all subsequent damage (to his true hit points) is doubled. The Armor Class of the wizard is 4 better than that possessed prior to casting the spell (AC 10 goes to 6, AC 9 to 5, AC 8 to 4, etc.), to a maximum Armor Class of -10.

All attacks are as a fighter of the same level as the wizard (i.e., the wizard uses the combat values normally reserved for fighters). The wizard can use either a dagger or a staff when attacking. A dagger can be used twice per round, and each successful attack inflicts an additional 2 points of damage. A staff can be used only once per round, but with a +2 bonus to attack and damage rolls. The wizard fights in melee in preference to all other forms of attack, and continues attacking until all opponents are slain, he is killed, the magic is dispelled, or the spell duration expires.

The material component for casting this spell is a *potion of heroism* (or *superheroism*) that the wizard must consume during the course of uttering the spell.

Transmute Water to Dust (Alteration) Reversible

Range: 60 yds.

Components: V, S, M

Duration: Permanent

Casting Time: 5

Area of Effect: 10-ft. cube/level

Saving Throw: None (special)

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 is doubled, while if wet mud is being transmuted, the area of effect is quadrupled. If water remains in

contact with the transmuted dust, the former quickly soaks 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 in the area of effect at the moment of spellcasting is affected.

Liquids that are only partially water are affected only insofar as the actual water content is concerned; however, potions containing water are rendered useless. Living creatures are unaffected, except for those native to the Elemental Plane of Water. Such creatures receive saving throws vs. spell. Failure inflicts 1d6 points of damage per caster level upon the subject, while success means the creature receives half damage. 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 that 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 500 gp value and a bit of seashell.

True Seeing (Divination)

Range: Touch Components: V, S, M

Duration: 1 rd./level Casting Time: 1 rd.

Area of Effect: Line of sight, Saving Throw: None
max. 60 ft.

When the wizard employs this spell, he confers upon the recipient the ability to see all things as they actually are. The spell penetrates normal and magical darkness. Secret doors become plain. The exact location of displaced things is obvious. Invisible things become visible. Illusions and apparitions are seen through. Polymorphed, changed, or enchanted objects are apparent. (The real form appears translucently superimposed on the apparent form: A gold dragon polymorphed to human form would appear human with a ghostly dragon looming over the human form.) Unlike the clerical version of this spell, the recipient cannot determine alignment. The recipient can focus his vision to see into the Ethereal Plane or the bordering areas of adjacent planes. The range of vision conferred is 60 feet. True seeing does not penetrate solid objects; it in no way confers X-ray vision or its equivalent. Furthermore, the spell effects cannot be enhanced with magic.

The spell requires an ointment for the eyes that is made from a very rare mushroom powder, saffron, and fat. It costs no less than 300 gp per use and must be aged for 1d6 months.

Veil

(Illusion/Phantasm)

Range: 10 yds./level Components: V, S

Duration: 1 turn/level Casting Time: 6

Area of Effect: 20-ft. cube/level Saving Throw: None

The *veil* spell enables the wizard to instantly change the appearance of his surroundings and party or create hallucinatory terrain so as to fool even the most clever creatures (unless they have the *true seeing* spell, a *gem of seeing*, or a similar magical aid). The veil can make a sumptuous room seem like a filthy den; even tactile impressions conform to the visual illusion. Likewise, a party might be made to resemble a mixed band of brownies, pixies, and faeries led by a treant. If hallucinatory terrain is created, touch does not cause it to vanish.

Seventh-level Spells

Banishment (Abjuration)

Range: 20 yds.	Components: V, S, M
Duration: Instantaneous	Casting Time: 7
Area of Effect: 60-ft. radius	Saving Throw: Special

A *banishment* spell enables the caster to force some extraplanar creature out of the caster's home plane. 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. Up to 2 Hit Dice or levels of creature per caster level can be banished.

The caster must both name the type of creature(s) to be sent away and give its name and title as well, if any. In any event, the creature's magic resistance must be overcome for the spell to be effective.

The material components of the spell are substances harmful, hateful, or opposed to the nature of the subject(s) of the spell. For every such substance included in the casting, the subject creature(s) loses 5% from its magic resistance and suffers a -2 penalty to its saving throw vs. spell. For example, if iron, holy water, sunstone, and a sprig of rosemary were used in casting a banishment upon a being that hates those things, its saving throw versus the spell would be made with a -8 penalty (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 change the factor to -3 or -4 per item. In contrast, a titan's hair or mistletoe blessed by a druid might lower the factor to -1 with respect to the same creature. If the subject creature successfully rolls its saving throw vs. spell, the caster is stung by a backlash of energy, suffers 2d6 points of damage, and is stunned for one round.

Bigby's Grasping Hand (Evocation)

Range: 10 yds./level	Components: V, S, M
Duration: 1 rd./level	Casting Time: 7
Area of Effect: Special	Saving Throw: None

Bigby's grasping hand is a superior version of the 6th-level spell *Bigby's forceful hand*. It creates a man-sized (5 feet) to gargantuan-sized (21 feet) hand that appears and grasps a creature designated by the caster, regardless of what the spellcaster does or how the opponent tries to escape it. The grasping hand can hold motionless a creature or object of up to 1,000 pounds weight, slow movement to 10 feet per round if the creature weighs between 1,000 and 4,000 pounds, or slow movement by 50% if the creature weighs up to 16,000 pounds. The hand itself inflicts no damage. The grasping hand has an Armor Class of 0, has as many hit points as its caster in full health, and vanishes when destroyed. The caster can order it to release a trapped opponent or can dismiss it on command.

The material component is a leather glove.

Cacodemon (Conjuration/Summoning)

Range: 1"	Components: V, S, M
Duration: Special	Casting Time: Special
Area of Effect: Creature summoned	Saving Throw: Special

This perilous exercise in dweomercaefst 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:

1) The magic-user can require the monster to perform a desired course of action by force of threat and pain of a spiritwrack spell (q.v.), allowing freedom whenever the demon performs the full extent of the service, and forcing the demon to pledge word upon it. This is exceedingly dangerous, as a minor error in such a bargain will be seized upon by the monster to reverse the desired outcome or simply to kill and devour the summoner. Furthermore, the demon will bear great enmity for the magic-user forever after such forced obedience, so the spell caster had better be most powerful and capable.

2) By tribute of fresh human blood and the promise of 1 or more human sacrifices, the summoner can bargain with the demon for willing service. Again, the spell caster is well advised to have ample protection and power to defend himself or herself, as the demon might decide the offer is insufficient - or it is easier to enjoy the summoner's slow death - and decide not to accept the bargain as offered. Although the demon will have to abide by a pledge, as his name is known, he will have to hold only to the exact word of the arrangement, not to the spirit of the agreement. On the other hand, only highly evil magic-users are likely to attempt to strike such a bargain, and the summoned cacodemon might be favourably disposed towards such a character, especially if he or she is also chaotic.

3) The summoned demon can be the object of a trop the soul spell (q.v.). In this case, the magic-user will not speak with or bargain for the demon's services, although the cacodemon might be eager to reach an accord with the dweomerclaefer 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 master asks what is required of him, the demon is under no constraint not to slay the liberator(s) on the spot, but if a service is required, the creature must first do his best to perform it and then return to the Abyss.

The duration of service of any demon must be limited unless the demon is willing to serve for an extended period. Any required course of action or service which effectively requires an inordinate period of time to perform, or is impossible to perform, is 50% likely to free the demon from his obligations and enable him to be unconstrained in his vengeance upon

the spell caster if he or she is not thereafter continually protected, for a demon so freed can remain on the plane it was summoned to for as long as 666 days. The demon summoned will be exceptionally strong, i.e. 8 hit points per hit die. Casting time is 1 hour per type (numeric) of the demon to be summoned. If there is any interruption during this period, the spell fails. If there is an interruption while the cacodemon is summoned, it is 10% probable that it will be able to escape its boundaries and attack the magic-user, this percentage rising cumulatively each round of continued interruption. Each demon is entitled to a saving throw versus this summoning spell. 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, mercuricnitric acid crystals, mandrake root, alcohol, and a piece of parchment with

the demon's name inscribed in runes inside a pentacle; and a dish of blood from some mammal (preferably a human, of course) placed inside the area where the cacodemon is to be held.

Charm Plants (Enchantment/Charm)

Range: 30 yds.

Components: V, S, M

Duration: Permanent
Area of Effect: 10 x 30 ft.

Casting Time: 1 turn
Saving Throw: Neg.

The *charm plants* spell enables the spellcaster to bring under command vegetable life forms and communicate with them. These plants obey instructions to the best of their ability. The spell will charm plants in a 30-foot x 10-foot area. While the spell does not endow the vegetation with new abilities, it does enable the wizard to command the plants to use whatever they have in order to fulfill his instructions. If the plants in the area of effect do have special or unusual abilities, these are used as commanded by the wizard. For example, this spell can generally duplicate the effects of the 1st-level priest spell *entangle*, if the caster desires. The saving throw applies only to intelligent plants, and it is made with a -4 penalty to the die roll.

The material components of the spell are a pinch of humus, a drop of water, and a twig or leaf.

Control Undead (Necromancy)

Range: 60 ft.

Components: V, S, M

Duration: 3d4 rds. + 1 rd./level

Casting Time: 1 rd.

Area of Effect: 1d6 undead

Saving Throw: Special

This spell enables the wizard to command 1d6 undead creatures for a short period of time. Upon casting the spell, the wizard selects one point within range of the spell. Those undead nearest to this point are affected, until either undead equal in Hit Dice to the caster's level or six undead are affected. Undead with 3 Hit Dice or less are automatically controlled. Those of greater Hit Dice are allowed a saving throw vs. spell, which, if successful, negates the attempt to control that creature. Regardless of the success or failure of the saving throw, each creature required to make a check counts toward the Hit Dice limit of the spell.

Those creatures under the control of the wizard can be commanded by the caster if they are within hearing range. There is no telepathic communication or language requirement between the caster and the controlled undead. Even if communication is impossible, the controlled undead do not attack the spellcaster. At the end of the spell, the controlled undead revert to their normal behaviors. Those not mindless will remember the control exerted by the wizard.

The material component for this spell is a small piece each of bone and raw meat.

Delayed Blast Fireball (Evocation)

Range: 100 yds. + 10 yds./level
Duration: Special
Area of Effect: 20-ft. radius

Components: V, S, M
Casting Time: 7
Saving Throw: 1/2

This spell creates a fireball, with a +1 bonus to each of its dice of damage, which releases its blast anytime from instantly to five rounds later, according to the command given by the wizard. In other respects, the spell is the same as the 3rd-level spell *fireball*.

Drawmij's Instant Summons (Conjuration/Summoning)

Range: Infinite + special

Components: V, S, M

Duration: Instantaneous
Area of Effect: 1 small object

Casting Time: 1
Saving Throw: None

When this spell is cast, the wizard teleports some desired item from virtually any location directly to his hand. The single object can be no longer in any dimension than a sword, can have no more weight than a shield (about eight pounds), and must be nonliving.

To prepare this spell, the wizard must hold a gem of not less than 5,000 gp value in his hand and utter all but the final word of the conjuration. At some point in the future, he must crush the gem and utter the final word. The desired item is then transported instantly into the spellcaster's right or left hand, as he desires.

The item must have been previously touched during the initial incantation and specifically named; only that particular item is summoned by the spell. During the initial incantation, the gem becomes magically inscribed with the name of the item to be summoned. The inscription is invisible and unreadable, except by means of a *read magic* spell, to all but the wizard who cast the summons.

If the item is in the possession of another creature, the spell does not work, and the caster knows 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 the physical grasp) of another creature. For each level of experience above the 14th, the wizard is able to summon a desired item from one plane farther removed from the plane he is in at the time the spell is cast (one plane away at 14th level, two planes away at 15th, etc.). Thus, a wizard of 16th level could cast the spell even if the desired item was on the second layer of one of the Outer Planes, but at 14th level the wizard would be able to summon the item only if it were no farther than one of the Inner Planes, the Ethereal Plane, or the Astral Plane (see the *Planescape Campaign Setting* boxed set). Note that special wards or barriers, or factors that block the *teleport* or *plane shift* spells, may also block the operation of this spell.

Objects in Leomund's secret chest cannot be recovered by using this spell.

Note: If the item is wizard marked, it can be summoned from anywhere on the same plane unless special local conditions apply. Furthermore, the details of the location of the item are more specific, and the item is more easily traceable with other types of scrying magic.

Duo-Dimension (Alteration)

Range: 0
Duration: 3 rds. + 1 rd./level
Area of Effect: The caster

Components: V, S, M
Casting Time: 7
Saving Throw: None

A *duo-dimension* spell causes the caster to have only two dimensions, height and width, with no depth. He is thus invisible when turned sideways. This invisibility can be detected only by means of a *true seeing* spell or similar methods. In addition, the duodimensional

wizard can pass through the thinnest of spaces as long as these have the proper height--going through the space between a door and its frame is a simple matter. The wizard can perform all actions normally. He 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 wizard cannot be affected by any form of attack, but when visible, he is subject to double the amount of damage normal for an attack form; for example, a dagger thrust would inflict 2d4 points of damage if it struck a duodimensional wizard. Furthermore, the wizard has a portion of his existence in the Astral Plane when the spell is in effect, and he is subject to possible notice by creatures there. If noticed, it is 25% probable that the wizard is pulled entirely into the Astral Plane by any

attack from an astral creature. Such an attack (and any subsequent attack received on the Astral Plane) inflicts normal damage.

The material components of this spell are a flat ivory likeness of the spellcaster (which must be of finest workmanship, gold filigreed, and enameled and gem-studded at an average cost of 500 to 1,000 gp) and a strip of parchment. As the spell is uttered, the parchment is given half a twist and joined at the ends. The figurine is then passed through the parchment loop, and both disappear forever.

Finger of Death (Necromancy)

Range: 60 yds.	Components: V, S
Duration: Permanent	Casting Time: 5
Area of Effect: 1 creature	Saving Throw: Neg.

The *finger of death* spell snuffs out the victim's life force. If successful, the victim can be neither raised nor resurrected. In addition, in human subjects the spell initiates changes to the body such that after three days the caster can, by means of a special ceremony costing not less than 1,000 gp plus 500 gp per body, animate the corpse as a juju zombie under the control of the caster. The changes can be reversed before animation by a *limited wish* or similar spell cast directly upon the body, and a full *wish* restores the subject to life.

The caster utters the *finger of death* spell incantation, points his index finger at the creature to be slain, and unless the victim succeeds in a saving throw vs. spell, death occurs. A creature successfully saving still receives 2d8+1 points of damage. If the subject dies of damage, no internal changes occur and the victim can then be revived normally.

Forcecage (Evocation)

Range: 10 yds./2 levels	Components: V, S, special
Duration: 6 turns + 1/level	Casting Time: 3-4
Area of Effect: 20-ft. cube	Saving Throw: None

This powerful spell enables the caster to bring into being a cube of force, but it is unlike the magical item of that name in one important respect: The forcecage does not have solid walls of force; it has alternating bands of force with 1-inch gaps between. Thus, it is truly a cage, rather than an enclosed space with solid walls. Creatures within the area of effect of the spell 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.

A creature with magic resistance has a single attempt to pass through the walls of the cage. If the resistance check is successful, the creature escapes. If it fails, the creature is caged. Note that a successful check does not destroy the cage, nor does it enable other creatures (save familiars) to flee with the escaping creature. 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 the expiration of the spell.

By means of special preparation at the time of memorization, a *forcecage* spell can be altered to a *forcecube* spell. The cube created is 10 feet on a side, and the spell then resembles that of a cube of force in all respects save that of 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 required to commit it to memory does demand that the wizard powder a diamond of at least 1,000 gp value, using the diamond dust to trace the outlines of the cage or cube he desires to create via spellcasting at some later time. Thus, in memorization, the diamond dust is employed and expended, for upon completion of

study, the wizard must then toss the dust into the air and it will disappear.

Limited Wish (Conjuration/Summoning, Invocation/Evocation)

Range: Unlimited	Components: V
Duration: Special	Casting Time: Special
Area of Effect: Special	Saving Throw: Special

The *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 spellcaster. Thus, the actuality of the past, present, or future might be altered (but possibly only for the wizard unless the wording of the spell 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 wizard. It can reduce opponent hit probabilities or damage, increase duration of some magical effect, cause a creature to be favorably disposed to the spellcaster, mimic a spell of 7th level or less, and so on (see the 9th-level *wish* spell). Greedy desires usually end in disaster for the wisher. Casting time is based on the time spent preparing the wording for the spell (clever players decide what they want to say before using the spell). Normally, the casting time is one round (most of it being taken up by deciding what to say). Casting this spell ages the caster one year per 100 years of regular life span.

Mass Invisibility (Illusion/Phantasm)

Range: 10 yds./level	Components: V, S, M
Duration: Special	Casting Time: 7
Area of Effect: 60 x 60 yds.	Saving Throw: None

This is a more extensive adaptation of the *invisibility* spell for battlefield use. It can hide creatures in a 60-yard x 60-yard area: up to 400 man-sized creatures, 30 to 40 giants, or six to eight large dragons. The effect is mobile with the unit and is broken when the unit attacks. Individuals leaving the unit become visible. The wizard can end this spell upon command.

The material components of the *mass invisibility* spell are an eyelash and a bit of gum arabic, the former encased in the latter.

Monster Summoning V (Conjuration/Summoning)

Range: Special	Components: V, S, M
Duration: 6 rds. + 1 rd./level	Casting Time: 6
Area of Effect: 70-yd. radius	Saving Throw: None

This spell is much like the 3rd-level *monster summoning I* spell, except that this spell summons 1d3 5th-level monsters. These appear within the spell's area of effect and attack the caster's opponents until either he commands them to cease, the spell duration expires, or the monsters are slain. These creatures do not check morale, and they vanish when slain. If no opponent exists to fight, summoned monsters can, if the wizard can communicate with them, and if they are physically capable, perform other services for the summoning wizard.

The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

Mordenkainen's Magnificent Mansion (Alteration, Conjuration)

Range: 10 yds.	Components: V, S, M
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Duration: 1 hr./level
Area of Effect: 300 sq. ft./level

Casting Time: 7 rds.
Saving Throw: None

By means of this spell, the wizard conjures up an extradimensional 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 see only a faint shimmering in the air, in an area 4 feet wide and 8 feet high. 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 behold a magnificent foyer and numerous chambers beyond. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to as many dozens of people as the spellcaster has levels of experience. There is a staff of near-transparent servants, liveried and obedient, to wait upon all who enter. The atmosphere is 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 seems excellent and quite filling as long as one is within the place. Once outside, however, its effects disappear immediately, and if those resting have not eaten real food within a reasonable time span, ravenous hunger strikes. Failure to eat normal food immediately results in the onset of fatigue or starvation penalties as decided by the DM.

The material components of 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.)

Mordenkainen's Sword (Evocation)

Range: 30 yds.
Duration: 1 rd./level
Area of Effect: Special

Components: V, S, M
Casting Time: 7
Saving Throw: None

Upon casting this spell, the wizard brings into being a shimmering, swordlike plane of force. The spellcaster is able to mentally wield this weapon (to the exclusion of all activities other than movement), causing it to move and strike as if it were being used by a fighter. The basic chance for Mordenkainen's sword to hit is the same as the chance for a sword wielded by a fighter of half the level of the spellcaster. For example, if cast by a 14th-level wizard, the weapon has the same hit probability as a sword wielded by a 7th-level fighter.

The sword has no magical attack bonuses, but it can hit nearly any sort of opponent, even those normally struck only by +3 weapons or those who are astral, ethereal, or out of phase. It hits any Armor Class on a roll of 19 or 20. It inflicts 5d4 points of damage to opponents of man size or smaller, and 5d6 points of damage to opponents larger than man size. It lasts until the spell duration expires, a *dispel magic* is used successfully upon it, or its caster no longer desires it.

The material component is a miniature platinum sword with a grip and pommel of copper and zinc, which costs 500 gp to construct, and which disappears after the spell's completion.

Phase Door (Alteration)

Range: Touch	Components: V
Duration: 1 usage/2 levels	Casting Time: 7
Area of Effect: Special	Saving Throw: None

When this spell is cast, the wizard attunes his body, and a section of wall is affected as if by a *passwall* spell. The phase door is invisible to all creatures save the spellcaster, and only he can use the space or passage the spell creates, disappearing when the phase door is entered, and appearing when it is exited. If the caster desires, one other creature of man size or less can be taken through the door; this counts as two uses of the door. The door does not pass light, sound, or spell effects, nor can the caster see through it without using it. Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. A *gem of true seeing* and similar magic will reveal the presence of a phase door but will not allow its use.

The phase door lasts for one usage for every two levels of experience of the spellcaster. It can be dispelled only by a casting of *dispel magic* from a higher-level wizard, or from several lower-level wizards, casting in concert, whose combined levels of experience are more than double that of the wizard who cast the spell (this is the only instance in which dispel effects can be combined).

Rumour has it that this spell has been adapted by a certain powerful wizard (or wizards) to create renewable (or permanent) portals, which may (or may not) be keyed to specific individuals (henchmen) or items (such as rings).

Power Word, Stun (Conjuration/Summoning)

Range: 5 yds./level	Components: V
Duration: Special	Casting Time: 1
Area of Effect: 1 creature	Saving Throw: None

When a *power word, stun* spell is uttered, any creature of the wizard's choice is stunned--reeling and unable to think coherently or act--for a duration dependent on its current hit points. Of course, the wizard must be facing the creature, and the creature must be within the range of 5 yards per experience level of the caster. Creatures with 1 to 30 hit points are stunned for 4d4 rounds, those with 31 to 60 hit points are stunned for 2d4 rounds, those with 61 to 90 hit points are stunned for 1d4 rounds, and creatures with over 90 hit points are not affected. Note that if a creature is weakened so that its hit points are below its usual maximum, the current number of hit points is used.

Prismatic Spray (Conjuration/Summoning)

Range: 0	Components: V, S
Duration: Instantaneous	Casting Time: 7
Area of Effect: 70 x 15 ft. spray	Saving Throw: Special

When this spell is cast, the wizard causes seven shimmering, multicolored rays of light to flash from his hand in a triangular spray. This spray is 70 feet long and spreads to 15 feet wide at the end. It includes all colors of the visible spectrum; each ray has a different power and purpose. Any creature with fewer than 8 Hit Dice struck by a ray is blinded for 2d4 rounds, regardless of any other effect.

Any creature in the area of effect will be touched by one or more of the rays. To determine which ray strikes a creature, roll 1d8 and consult the following table:

Prismatic Spray Results	Color of Ray	Order of Ray	Effect of Ray

1	Red	1st	Inflicts 20 points of damage, save vs. spell for half
2	Orange	2nd	Inflicts 40 points of damage, save vs. spell for half
3	Yellow	3rd	Inflicts 80 points of damage, save vs. spell for half
4	Green	4th	Save vs. poison or die; survivors suffer 20 points of poison damage
5	Blue	5th	Save vs. petrification or be turned to stone
6	Indigo	6th	Save vs. wand or go insane
7	Violet	7th	Save vs. spell or be sent to another plane
8	-	-	Struck by two rays, roll again twice (ignoring any 8s)

Reverse Gravity (Alteration)

Range: 5 yds./level
Duration: 1 rd./level
Area of Effect: 30 ft. x 30 ft.

Components: V, S, M
Casting Time: 7
Saving Throw: None

This spell reverses gravity in the area of effect, causing all unattached objects and creatures within it to "fall" upward. The reverse gravity lasts as long as the caster desires or until the spell expires. If some solid object is encountered in this "fall," the object strikes it in the same manner as it would during a normal downward fall. At the end of the spell duration, the affected objects and creatures fall downward. As the spell affects an area, objects tens, hundreds, or even thousands of feet in the air above the area can be affected.

The material components of this spell are a lodestone and iron filings.

Sequester (Illusion/Phantasm, Abjuration)

Range: Touch
Duration: 1 week + 1 day/level
Area of Effect: 2-ft. cube/level

Components: V, S, M
Casting Time: 7
Saving Throw: Special

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, etc. Of course, the spell does not prevent the subject from being discovered through tactile means or through the use of devices (such as a *robe of eyes* or a *gem of seeing*). If cast upon a creature who is unwilling to be affected, the creature receives a normal saving throw. Living creatures (and even undead types) affected by a *sequester* spell become comatose and are 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.

Shadow Walk (Illusion, Enchantment)

Range: Touch
Duration: 6 turns/level
Area of Effect: Special

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

In order to use the *shadow walk* spell, the wizard must be in an area of heavy shadows. The caster and any creature he touches are then transported to the edge of the Prime Material Plane where it borders the Demiplane of Shadow. In this region, the wizard can move at a rate of up to 7 miles per turn, moving normally on the borders of the Demiplane of Shadow but much more rapidly relative to the Prime Material Plane. Thus, a wizard can use this spell to travel rapidly by stepping onto the Demiplane of Shadow,

moving the desired distance, and then stepping back onto the Prime Material Plane. The wizard knows where he will come out on the Prime Material Plane.

The *shadow walk* spell can also be used to travel to other planes that border on the Demiplane of Shadow, but this requires the potentially perilous transit of the Demiplane of Shadow to arrive at a border with another plane of reality.

Any creatures touched by the wizard when *shadow walk* is cast also make the transition to the borders of the Demiplane of Shadow. They may opt to follow the wizard, wander off through the plane, or stumble back into the Prime Material Plane (50% chance for either result if they are lost or abandoned by the wizard). Creatures unwilling to accompany the wizard into the Demiplane of Shadow receive a saving throw, negating the effect if successful.

Simulacrum (Illusion/Phantasm)

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

By means of this spell, the wizard is able to create a duplicate of any creature. The duplicate appears to be exactly the same as the original, but there are differences: The simulacrum has only 51% to 60% (50% + 1d10%) of the hit points of the real creature, there are personality differences, there are areas of knowledge that 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 wizard who created it. No special telepathic link exists, so command must be exercised in some other manner. The spell creates the form of the creature, but it is only a zombielike creation. 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 of the simulacrum, if any, is from 20% to 50% of that 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; it cannot increase its level or abilities. If destroyed, it reverts to snow and melts into nothingness. Damage to the simulacrum can be repaired by a complex process requiring at least one day, 100 gp per hit point, and a fully equipped laboratory.

Spell Turning (Abjuration)

Range: 0	Components: V, S, M
Duration: Up to 3 rds./level	Casting Time: 7
Area of Effect: The caster	Saving Throw: None

This powerful abjuration causes spells cast against the wizard to rebound on the original caster. This includes spells cast from scrolls and innate spell-like abilities, but specifically excludes the following: area effects that are not centered directly upon the protected wizard, spell effects delivered by touch, and spell effects from devices such as wands, staves, etc. Thus, a *light* spell cast to blind the protected wizard could be turned back upon and possibly blind the caster, while the same spell would be unaffected if cast to light an area within which the protected wizard is standing.

From seven to ten spell levels are affected by the turning. The exact number is secretly rolled by the DM; the player never knows for certain how effective the spell is.

A spell may be only partially turned--divide the number of remaining levels that can be turned by the spell level of the incoming spell to see what fraction of the effect is turned, with the remainder affecting the caster. For example, an incoming fireball is centered on

a wizard with one level of spell turning left. This means that 2/3 of the fireball affects the protected wizard, 1/3 affects the caster, and each is the center of a fireball effect. If the rolled damage is 40 points, the protected wizard receives 27 points of damage and the caster suffers 13. Both (and any creatures in the respective areas) can roll saving throws vs. spell for half damage. A partially turned *hold* or *paralysis* spell will act as a *slow* spell on those who are 50% or more affected.

If the protected wizard and a spellcasting attacker both have spell turning effects operating, a resonating field is created that has the following effects:

D100	Roll Effect
01-70	Spell drains away without effect
71-80	Spell affects both equally at full damage
81-97	Both turning effects are rendered nonfunctional for 1d4 turns
98-00	Both casters go through a rift into the Positive Energy plane

The material component for the spell is a small silver mirror.

Statue (Alteration)

Range: Touch Components: V, S, M
Duration: 1 hr./level Casting Time: 7
Area of Effect: Creature touched Saving Throw: Special

When a *statue* spell is cast, the wizard 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 one full round after the spell is cast.

During the transformation, there's an 18% chance that the targeted creature suffers a system shock failure and dies. The creature must roll percentile dice and add its Constitution score to the roll. If the total is 18 or less, the creature dies. If the total is 19 or more, the creature survives the transformation; the creature can withstand any inspection and appear to be a stone statue, although faint magic is detected from the stone if someone checks for it. Note that a creature with a Constitution of 18 or more will always survive the transformation.

Despite being in this condition, the petrified individual can see, hear, and smell normally. Feeling is limited to those sensations that can 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 serious damage.

The individual under the magic of a *statue* spell can return to his normal state instantly, act, and then return to the statue state, if he so desires, as long as the spell duration is in effect.

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.

Teleport Without Error (Alteration)

Range: Touch Components: V
Duration: Instantaneous Casting Time: 1
Area of Effect: Special Saving Throw: None

This spell is similar to the *teleport* spell. The caster is able to transport himself, along with the material weight noted for a *teleport* spell, to any known location in his 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 for an eventual *teleportation without error* spell. The table for the *teleport* spell is used, with the caster's

knowledge of the area to which transportation is desired used to determine the chance of error. (For an exception, see the 9th-level wizard spell *succor*.) The caster can do nothing else in the round that he appears from a teleport.

Torment (Evocation / Alteration)

Range: 1"	Components: V; S, M
Duration: Special	Casting Time: 1 round
Area of Effect: One creature	Saving Throw: Special

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 versus spell, 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 intelligence 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 intelligence 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 1,000 gp per hit die of the creature to be affected by the dweomer of the spell.

Truename (Enchantment/Alteration)

Range: 3"	Components: V,s
Duration: Special	Casting Time: Special
Area of Effect: Thing named	Saving Throw: Neg.

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 strength (-1 to hit and damage, -1 on movement rate) for each segment of recitation. With the loss of each point of strength, the subject must save versus paralyzation or meekly surrender. Each verse must continue for 1 segment. Strength loss is recovered in from 2-8 rounds after the recitation ceases, and with recovery of strength 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 case as a guide. The subject returns to its natural form in time. Duration is 6 turns per level of the spell caster minus 1 turn for every verse required to effect the polymorph. The subject will think and behave exactly as a nonpolymorphed thing of the same type, but have its original hit points.

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:

same plane/100 mile range	= 4 verses
same plane/500 mile range	= 5 verses
same plane/2,000 mile range	= 6 verses
one planeworld removed	= 7 verses
two planesworlds removed	= 8 verses

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.

Vanish (Alteration)

Range: Touch	Components: V
Duration: Special	Casting Time: 2
Area of Effect: 1 object	Saving Throw: None

When the wizard employs this spell, he causes an object to vanish (i.e., to be teleported as if by a *teleport* spell) if it weighs no more than 50 pounds per caster level. Thus, a 14th-level caster can vanish, and cause to reappear at a desired location, an object up to 700 pounds in weight. The maximum volume of material that can be affected is 3 cubic feet per level of experience. Thus, both weight and volume limit the spell. An object that

exceeds either limitation is unaffected and the spell fails.

If desired, a vanished object can be placed deep within the Ethereal Plane. In this case, the point from which the object vanished remains faintly magical until the item is retrieved. A successful *dispel magic* spell cast on the point will bring the vanished item back from the Ethereal Plane. Note that creatures and magical forces cannot be made to vanish.

There is a 1% chance that a vanished item will be disintegrated instead. There is also a 1% chance that a creature from the Ethereal Plane is able to gain access to the Prime Material Plane through the vanished item's connection.

Vision (Divination)

Range: 0	Components: V, S, M
Duration: Special	Casting Time: 7
Area of Effect: The caster	Saving Throw: None

When a wizard wishes to gain supernatural guidance, he casts a *vision* spell, calling upon whatever power he desires aid from and asking a question that will be answered with a vision. Two six-sided dice are rolled. If they total 2 to 6, the power is annoyed and refuses to answer the question; instead, the power causes the wizard to perform some service (by an ultrapowerful geas or quest). If the dice total 7 to 9, the power is indifferent and gives some minor vision, though it may be unrelated to the question. If the dice total 10 or better, the power grants the vision.

The material component of the spell is the sacrifice of something valued by the spellcaster or by the power supplicated. The more precious the sacrifice, the better the chance of spell success. A very precious item grants a bonus of +1 to the dice roll, an extremely precious item adds +2, and a priceless item adds +3.

Volley (Abjuration)

Range: Special	Components: V, S, M
Duration: Special	Casting Time: 7 segment
Area of Effect: Special	Saving Throw: Special

This highly dangerous dweomer enables the prospective recipient of a spell to turn the casting back upon its sender. Thus, the range, duration, area of effect, and saving throw of this spell depend upon circumstances and the spell being volleyed. Assume that a power word kill is cast at a magic-user prepared with a volley spell. The volley has been cast also, so that when the power word kill is 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 versus spell, the power word kill works upon its caster rather than its intended target. However, if the original caster does save versus spell, the spell once again flies toward the original target. The caster of the volley spell must then save versus spell, 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 1st-level spell will be cast, volleyed the first time, (perhaps) return volleyed, and then will dissipate; a 2nd-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.

Eighth-level Spells

Antipathy-Sympathy (Enchantment/Charm)

Range: 30 yds.

Components: V, S, M

Duration: 2 hrs./level

Casting Time: 1 hr.

Area of Effect: 10-ft. cube or
one item

Saving Throw: Special

This spell allows the wizard to set certain vibrations to emanate from an object or location that tend to either repel or attract a specific type of intelligent creature or characters of a particular alignment. The wizard must decide which effect is desired with regard to what creature type or alignment before beginning the spellcasting, for the components of each application differ. The spell cannot be cast upon living creatures.

Antipathy: This spell causes the affected creature or alignment type to feel an overpowering urge to leave the area or to not touch the affected item. If a saving throw vs. spell is successful, the creature can stay in the area or touch the item, but the creature will feel very uncomfortable, and a persistent itching will cause it to suffer the loss of 1 point of Dexterity per round (for the spell's duration), subject to a maximum loss of 4 points and a minimum Dexterity of 3. Failure to save vs. spell forces the being to abandon the area or item, shunning it permanently and never willingly returning to 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 wizard can cause a particular type of creature or alignment of character to feel elated and pleased to be in an area or touching or possessing an object or item. The desire to stay in the area or touch the object is overpowering. Unless a saving throw vs. spell is successfully rolled, 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 1d6 turns later. If this saving throw fails, the affected creature will return to the area or object.

The material components of this spell are 1,000 gp worth of crushed pearls and a drop of honey.

Note that the particular type of creature to be affected must be named specifically--for example, red dragons, hill giants, wererats, lammasu, catoblepas, vampires, etc.

Likewise, the specific alignment must be named--for example, chaotic evil, chaotic good, lawful neutral, true neutral, etc.

If this spell is cast upon an area, a 10-foot cube can be enchanted for each experience level of the caster. If an object or item is enchanted, only that single thing can be enchanted; affected creatures or characters save vs. spell with a -2 penalty.

Bigby's Clenched Fist (Evocation)

Range: 5 yds./level

Components: V, S, M

Duration: 1 rd./level

Casting Time: 8

Area of Effect: Special

Saving Throw: None

The *Bigby's clenched fist* spell brings forth a huge, disembodied hand that is balled into a fist. This magical member is under the mental control of the spellcaster, who can cause it to strike one opponent each round. No concentration is required once the spell is cast. The clenched fist never misses, but it can only strike as directed by the caster. Thus, it can be fooled by invisibility or other methods of concealment and misdirection. The effectiveness of its blows varies from round to round.

D20 Roll	Result
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1-12	Glancing blow--1d6 hp
13-16	Solid punch--2d6 hp
17-19	Hard punch -- 3d6 hp; opponent is stunned for next round
20	Crushing blow*--4d6 hp; opponent is stunned for next three rounds

* The wizard adds +4 to the die rolls of subsequent attacks if the opponent is stunned, as the opponent is not capable of dodging or defending against the attack effectively.

The fist has an Armor Class of 0, and is destroyed by damage equal to the hit points of its caster at full health.

The material component of this spell is a leather glove and a small device (similar to brass knuckles) 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 device must be fashioned of an alloy of copper and zinc.

Binding (Enchantment, Evocation)

Range: 10 yds.

Components: V, S, M

Duration: Special

Casting Time: Special

Area of Effect: 1 creature

Saving Throw: Special

A *binding* spell creates a magical restraint to hold a creature, usually from another plane of existence. Extraplanar creatures must be confined by a circular diagram; other creatures can be physically confined. 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 spell, but they 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 (silver for lycanthropes, etc.), soporific herbs of the rarest sort, a corundum or diamond gem of great size (1,000 gp value per Hit Die of the subject creature), and a vellum depiction or carved statuette of the subject to be captured.

Magic resistance applies unless the subject's true name is used. A saving throw is not applicable as long as the experience level of the caster is at least twice as great as the Hit Dice of the subject. The caster's level can be augmented by one-third of the levels of each assisting wizard of 9th level or higher, and by one level for each assistant of 4th through 8th level. No more than six other wizards can assist with this spell. If the caster's level is less than twice the Hit Dice of the subject, the subject gains a saving throw vs. spell, modified by the form of binding being attempted. The various forms of binding are:

Chaining: The subject is confined by restraints that generate an *antipathy* spell 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 in the slumber and bound slumber versions) remains within the restraining barrier.

Slumber: Brings a comatose sleep upon the subject for a duration of up to one year per level of the caster(s).

Bound Slumber: A combination of chaining and slumber that lasts for up to one month per level of the caster(s).

Hedged Prison: The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means until freed. The spell remains until the magical hedge is somehow broken.

Metamorphosis: Causes the subject to change to some noncorporeal form, save for its head or face. The binding is permanent until some prescribed act frees the subject.

Minimus Containment: The subject is shrunken to a height of 1 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 subject of the chaining form of the spell receives a saving throw with no modifications. However, slumber allows the subject a +1 bonus, bound slumber a +2

bonus, hedged prison a +3 bonus, metamorphosis a +4 bonus, and minimus containment a +5 bonus to the saving throw. If the subject is magically weakened, the DM can assign a -1, -2, or even -4 penalty to the saving throw. 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 spell, for the subject does not have the opportunity to break the bonds. (If anything has caused a weakening of a chaining or slumber version, such as attempts to contact the subject or magically touch it, a normal saving throw applies to the renewal of the spell.) Otherwise, after one year, and each year thereafter, the subject gains a normal saving throw vs. the spell. Whenever it is successful, the *binding* spell is broken and the creature is free.

Clone (Necromancy)

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

This spell creates a duplicate of a human, demihuman, or humanoid creature. This clone is in most respects the duplicate of the individual, complete to the level of experience, memories, etc. However, the duplicate really *is* the person, so if the original and a duplicate exist at the same time, each knows of the other's existence; 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 will go insane and destroy itself (90% likely to be the clone), or possibly both will become mad and destroy themselves (2% chance). These events nearly always occur within one week of the dual existence. Note that the clone is the person as he existed at the time at which the flesh was taken for the spell component, and all subsequent knowledge, experience, etc., is totally unknown to the clone. The clone is a physical duplicate, and possessions of the original are another matter entirely. A clone takes 2d4 months to grow, and only after that time is dual existence established. Furthermore, the clone has one less Constitution point than the body it was cloned from; the cloning fails if the clone would have a Constitution of 0. The material component of the spell is a small piece of the flesh from the person to be duplicated.

The DM may, in addition, add other stipulations to the success of a cloning effort, requiring that some trace of life must remain in the flesh sample, that some means of storing and preserving the sample must be devised and maintained, etc.

Demand (Evocation, Enchantment/Charm)

Range: Unlimited	Components: V, S, M
Duration: Special	Casting Time: 1 turn
Area of Effect: 1 creature	Saving Throw: Special

This spell is very much like the 5th-level wizard spell *sending*, allowing a brief contact with a far distant creature. However, with this spell the message can also contain a suggestion (see the 3rd-level wizard spell *suggestion*), which the subject will do its best to carry out if it fails its saving throw vs. spell, made with a -2 penalty. Of course, if the message is impossible or meaningless according to the circumstances that 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 caster must be familiar with the creature contacted and must know its name and appearance well. If the creature in question is not in the same plane of existence as the spellcaster, there is a base 5% chance that the demand does not arrive. Local conditions on other planes may worsen this chance considerably at the option of the DM. The demand, if received, will be understood even if the creature has an Intelligence ability score as low as 1 (animal Intelligence). Creatures of demigod status or higher can choose

to come or not, as they please.

The demand message to the creature must be 25 words or less, including the suggestion. The creature can also give a short reply immediately.

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, a bit of nail, etc.

Glassteel (Alteration)

Range: Touch	Components: V, S, M
Duration: Permanent	Casting Time: 8
Area of Effect: Object touched	Saving Throw: None

The *glassteel* spell turns normal, nonmagical crystal or glass into a transparent substance that has the tensile strength and unbreakability of actual steel. Only a relatively small volume of material can be affected (a maximum weight of 10 pounds per level of experience of the spellcaster), and it must form one whole object. The Armor Class of the substance is 1.

The material components of this spell are a small piece of glass and a small piece of steel.

Incendiary Cloud (Alteration, Evocation)

Range: 30 yds.	Components: V, S, M
Duration: 4 rds. + 1d6 rounds	Casting Time: 2
Area of Effect: Special	Saving Throw: _

An *incendiary cloud* spell exactly resembles the smoke effects of a *pyrotechnics* spell, except that its minimum dimensions are a cloud 10 feet tall, 20 feet wide, and 20 feet long. This dense vapor cloud billows forth, and on the third round of its existence begins to flame, causing 1-2 points of damage per level of the spellcaster. On the fourth round it inflicts 1d4 points of damage per level of the caster, and on the fifth round this drops back to 1-2 points of damage per level as its flames burn out. In any successive rounds of existence, the cloud is simply harmless smoke that obscures vision within its confines. Creatures within the cloud need to make only one saving throw if it is successful, but if they fail the first saving throw, they roll again on the fourth and fifth rounds (if necessary) to attempt to reduce the damage sustained by one-half.

In order to cast this spell, the wizard must have an available fire source (just as with a *pyrotechnics* spell), scrapings from beneath a dung pile, and a pinch of dust.

Mass Charm (Enchantment/Charm)

Range: 5 yds./level	Components: V
Duration: Special	Casting Time: 8
Area of Effect: 30-ft. cube	Saving Throw: Neg.

A *mass charm* spell affects either persons or monsters just as a *charm person* or *charm monster* spell. The *mass charm* spell, however, affects a number of creatures whose combined levels of experience or Hit Dice does not exceed twice the level of experience of the spellcaster. All affected creatures must be within the spell range and within a 30-foot cube. Note that the creatures' saving throws are unaffected by the number of recipients (see the *charm person* and *charm monster* spells), but all target creatures are subject to a penalty of -2 on their saving throws because of the efficiency and power of this spell. The Wisdom bonus against charm spells does apply.

Maze (Conjuration/Summoning)

Range: 5 yds./level	Components: V, S
Duration: Special	Casting Time: 3
Area of Effect: 1 creature	Saving Throw: None

An extradimensional space is brought into being upon the utterance of a *maze* spell. The subject vanishes into the shifting labyrinth of force planes for a period of time that is dependent upon its Intelligence. (Note: Minotaurs are not affected by this spell.)

Intelligence of Mazed Creature	Time Trapped in Maze
under 3	2d4 turns
3-5	1d4 turns
6-8	5d4 rounds
9-11	4d4 rounds
12-14	3d4 rounds
15-17	2d4 rounds
18+	1d4 rounds

Note that *teleport* and *dimension door* spells will not help a character escape a *maze* spell, although a *plane shifting* spell will.

Mind Blank (Abjuration)

Range: 30 yds.	Components: V, S
Duration: 1 day	Casting Time: 1
Area of Effect: 1 creature	Saving Throw: None

When the very powerful *mind blank* spell is cast, the creature is totally protected from all devices and spells that detect, influence, or read emotions or thoughts. This protects against *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 the prevention of discovery or information gathering by *crystal balls* or other scrying devices, *clairaudience*, *clairvoyance*, *communing*, *contacting other planes*, or wish-related methods (*wish* or *limited wish*). Of course, exceedingly powerful deities can penetrate the spell's barrier.

Monster Summoning VI (Conjuration/Summoning)

Range: Special	Components: V, S, M
Duration: 7 rds. + 1 rd./level	Casting Time: 8
Area of Effect: 80-yd. radius	Saving Throw: None

This spell is much like the 3rd-level spell *monster summoning I*, except that it summons 1d3 6th-level monsters. These monsters appear in 1d3 rounds within the spell's area of effect and attack the caster's opponents, until either he commands them to cease, the spell duration expires, or the monsters are slain. These creatures do not check morale, and they vanish when slain. If no opponent exists to fight, summoned monsters can, if the wizard can communicate with them, and if they are physically capable, perform other services for the summoning wizard.

The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

Otiluke's Telekinetic Sphere (Evocation, Alteration)

Range: 20 yds.	Components: V, S, M
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Duration: 2 rds./level
Area of Effect: sphere with diameter
of 1 ft./level

Casting Time: 4
Saving Throw: Neg.

This spell is exactly the same as the 4th-level wizard spell *Otiluke's resilient sphere*, with the addition that the creatures or objects inside the globe are nearly weightless--anything contained within it weighs only 1/16 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 yards per level 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 perceived weight is only 1/16 of the actual weight, 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. The caster can dismiss the effect with a word.

In addition to a hemispherical piece of diamond and a matching piece of gum arabic, the caster must also have a pair of small bar magnets as material components for this spell.

Otto's Irresistible Dance (Enchantment/Charm)

Range: Touch	Components: V
Duration: 1d4+1 rounds	Casting Time: 5
Area of Effect: Creature touched	Saving Throw: None

When an *Otto's irresistible dance* spell is placed upon a creature, the spell causes the recipient to begin dancing, complete with feet shuffling and tapping. This dance makes it impossible for the victim to do anything other than caper and prance; this cavorting worsens the Armor Class of the creature by -4, makes saving throws impossible except on a roll of 20, and negates any consideration of a shield. Note that the creature must be touched, as if melee combat were taking place and the spellcaster were striking to do damage.

Permanency (Alteration)

Range: Special	Components: V, S
Duration: Permanent	Casting Time: 2 rds.
Area of Effect: Special	Saving Throw: None

This spell affects the duration of certain other spells, making the duration permanent. The personal spells upon which a *permanency* is known to be effective are as follows:

<i>comprehend languages</i>	<i>protection from evil</i>
<i>detect evil</i>	<i>protection from normal missiles</i>
<i>detect invisibility</i>	<i>read magic</i>
<i>detect magic</i>	<i>tongues</i>
<i>infravision</i>	<i>unseen servant</i>

The wizard casts the desired spell and then follows it with the *permanency* spell. Each *permanency* spell lowers the wizard's Constitution by 1 point. The wizard cannot cast these spells upon other creatures. This application of permanency can be dispelled only by a wizard of greater level than the spellcaster was when he cast the spell.

In addition to personal use, the *permanency* spell can be used to make the following object/creature or area-effect spells permanent:

<i>fear</i>	<i>stinking cloud</i>
<i>gust of wind</i>	<i>wall of fire</i>
<i>invisibility</i>	<i>wall of force</i>
<i>magic mouth</i>	<i>web</i>

Additionally, the following spells can be cast upon objects or areas only and rendered permanent:

<i>alarm</i>	<i>wall of fire</i>
<i>audible glamer</i>	<i>distance distortion</i>
<i>dancing lights</i>	<i>teleport</i>
<i>solid fog</i>	

These applications to other spells allow it to be cast simultaneously with any of the latter when no living creature is the target, but the entire spell complex then can be dispelled normally, and thus negated.

The *permanency* spell is also used in the fabrication of magical items (see the 6th-level spell *enchant an item*). At the DM's option, permanency might become unstable or fail after a long period of at least 1,000 years. Unstable effects might operate intermittently or fail altogether.

The DM may allow other selected spells to be made permanent. Researching this possible application of a spell costs as much time and money as independently researching the selected spell. If the DM has already determined that the application is not possible, the research automatically fails. Note that the wizard never learns what is possible except by the success or failure of his research.

Polymorph Any Object (Alteration)

Range: 5 yds./level	Components: V, S, M
Duration: Variable	Casting Time: 1 rd.
Area of Effect: Special	Saving Throw: Special

This spell changes one object or creature into another. When used as a *polymorph other* or *stone to flesh* spell, simply treat the spell as a more powerful version, with saving throws made with -4 penalties to the die roll. When it is cast in order to change other objects, the duration of the spell depends on how radical a change is made from the original state to its enchanted state, as well as how different it is in size. The DM determines the changes by using the following guidelines:

<i>Kingdom</i>	Animal, vegetable, mineral
<i>Class</i>	Mammals, bipeds, fungi, metals, etc.
<i>Relationship</i>	Twig is to tree, sand is to beach, etc.
<i>Size</i>	Smaller, equal, larger
<i>Shape</i>	Comparative resemblance of the original to the polymorphed state
<i>Intelligence</i>	Particularly with regard to a change in which the end product is more intelligent

A change in *kingdom* makes the spell work for hours (if removed by one kingdom) or turns (if removed by two). 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 with a duration measured in hours. Turning a tusk into an elephant would be permanent, but turning a twig into a sword would be a change with a duration of several turns.

All polymorphed objects radiate a strong magic, and if a *dispel magic* spell is successfully cast upon them, they return to their natural form. Note that a *stone to flesh* spell or its reverse will affect objects under this spell. As with other polymorph spells,

damage sustained in the new form can result in the injury or death of the polymorphed creature.

For example, it is possible to polymorph a creature into rock and grind it to dust, causing damage, perhaps even death. If the creature was changed to dust to start with, more creative methods to damage it would be needed; perhaps the wizard could use a *gust of wind* spell to scatter the dust far and wide. In general, damage occurs when the new form is altered through physical force, although the DM will have to adjudicate many of these situations.

The system shock roll must be applied to living creatures, as must the restrictions noted regarding the *polymorph other* and *stone to flesh* spells. Also note that a polymorph effect often detracts from an item's or creature's powers, but does not add new powers, except possibly movement capabilities not present in the old form. Thus, a *vorpal sword* polymorphed into a dagger would not retain voralp capability. Likewise, valueless items cannot be made into permanent valuable items.

The material components of this spell are mercury, gum arabic, and smoke.

Power Word, Blind (Conjuration/Summoning)

Range: 5 yds./level	Components: V
Duration: Special	Casting Time: 1
Area of Effect: 15-ft. radius	Saving Throw: None

When a *power word, blind* spell is cast, one or more creatures within the area of effect become sightless. The spellcaster selects one creature as the target center, and the effect spreads outward from the center, affecting creatures with the lowest hit point totals first; the spell can also be focused to affect only an individual creature. The spell affects up to 100 hit points of creatures; creatures who currently have 100 or more hit points are not affected and do not count against the number of creatures affected. The duration of the spell depends upon how many hit points are affected. If 25 or fewer hit points are affected, the blindness is permanent until cured. If 26 to 50 hit points are affected, the blindness lasts for $1d4+1$ turns. If 51 to 100 hit points are affected, the spell lasts for $1d4+1$ rounds. An individual creature cannot be partially affected. If all of its current hit points are affected, it is blinded; otherwise, it is not. Blindness can be removed by a *cure blindness* or *dispel magic* spell.

Prismatic Wall (Conjuration/Summoning)

Range: 10 yds.	Components: V, S
Duration: 1 turn/level	Casting Time: 7
Area of Effect: 4 ft./level wide x 2 ft./level high	Saving Throw: Special

This spell enables the wizard to conjure a vertical, opaque wall--a shimmering, multicolored plane of light that protects him from all forms of attack. The wall flashes with all colors of the visible spectrum, seven of which have a distinct power and purpose. The wall is immobile, and the spellcaster can pass through the wall without harm. However, any creature with fewer than 8 Hit Dice that is within 20 feet of the wall and does not shield its vision is blinded for $2d4$ rounds by the colors.

Each color in the wall has a special effect. Each color can also be negated by a specific magical effect, but the colors must be negated in the precise order of the spectrum. The accompanying table shows the seven colors of the wall, the order in which they appear, their effects on creatures trying to attack the spellcaster, and the magic needed to negate

each color.

The wall's maximum proportions are 4 feet wide per level of experience of the caster and 2 feet high per level of experience. A *prismatic wall* spell cast to materialize in a space occupied by a creature is disrupted and the spell is wasted.

Prismatic Wall Effects			
Color	Order	Effect of Color	Spell Negated By
Red	1st	Stops nonmagical missiles Inflicts 20 points of damage, save for half	<i>cone of cold</i>
Orange	2nd	Stops magical missiles Inflicts 40 points of damage, save for half	<i>gust of wind</i>
Yellow	3rd	Stops poisons, gases, and petrification Inflicts 80 points of damage, save for half	<i>disintegrate</i>
Green	4th	Stops breath weapons Save vs. poison or die; survivors suffer 20 points of damage	<i>passwall</i>
Blue	5th	Stops location/detection and mental attacks- Save vs. petrification or turn to stone	<i>magic missile</i>
Indigo	6th	Stops magical spells Save vs. wand or go insane	<i>continual light</i>
Violet	7th	Force field protection Save vs. spell or be sent to another plane	<i>dispel magic</i>

Screen (Divination/Illusion)

Range: 0 Components: V, S
Duration: 1 hr./level Casting Time: 1 turn
Area of Effect: 30-ft. cube/level Saving Throw: Special

This spell combines several elements to create a powerful protection from scrying and direct observation. When the spell is cast, the wizard dictates what will and will not be observed in the area of effect. The illusion created must be stated in general terms. Thus, the caster could specify the illusion of him and another playing chess for the duration of the spell, but he could not have the illusionary chess players take a break, make dinner, and then resume their game. He could have a crossroads appear quiet and empty even while an army is actually passing through the area. He could specify that no one be seen (including passing strangers), that his troops be undetected, or even that every fifth man or unit should be visible. Once the conditions are set, they cannot be changed.

Attempts to scry the area automatically detect the image stated by the caster with no saving throw allowed. Sight and sound are appropriate to the illusion created. A band of men standing in a meadow could be concealed as an empty meadow with birds chirping, etc. Direct observation may allow a saving throw (as per a normal illusion), if there is cause to disbelieve what is seen. Certainly onlookers in the area would become suspicious if the column of a marching army disappeared at one point to reappear at another! Even entering the area does not cancel the illusion or necessarily allow a saving throw, assuming the hidden beings take care to stay out of the way of those affected by the illusion.

Serten's Spell Immunity (Abjuration)

Range: Touch Components: V, S, M
Duration: 1 turn/level Casting Time: 1 round/recipient

Area of Effect: Creature(s) touched

Saving Throw: None

By use of this spell, the wizard is able to confer virtual immunity to certain spells and magical attack forms upon those he touches. For every four levels of experience of the wizard, one creature can be protected by the *Serten's spell immunity* spell; however, if more than one is protected, the duration of the protection is divided among the protected creatures.

For example, a 16th-level wizard can cast the spell upon one creature and it will last 16 turns, or place it upon two creatures for eight turns, or four creatures for four turns.) The protection gives a bonus to saving throws, according to spell type and level, as shown in the following table.

Spell Level	Wizard Spell	Priest Spell
1st-3rd	+9*	+7
4th-6th	+7	+5
7th-8th	+5	+3

* Includes *beguiling* effects.

The material component of this spell is a diamond of at least 500 gp value, which must be crushed and sprinkled over the spell recipients. Each such creature must also have in its possession a diamond of at least one carat size, intact and carried on its person.

Sink (Enchantment, Alteration)

Range: 10 yds./level

Components: V, S

Duration: Special

Casting Time: 8

Area of Effect: 1 creature or object,
max. 1 cu. ft./level

Saving Throw: Special

By means of this spell, a wizard can force a creature or object into the very earth or floor upon which it stands. When casting the spell, the wizard must chant the spell for the remainder of the round without interruption. At that juncture, the subject creature or object becomes rooted to the spot unless a saving throw vs. spell (for a creature) or disintegration (for an object with magical properties) is successful. (Note: "magical properties" include those of magical items as listed in the *Dungeon Master 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.) Items of a nonmagical nature are not entitled to a saving throw. If a subject fails its saving throw, it becomes of slightly greater density than the surface upon which it stands.

The spellcaster now has the option of ceasing his spell and leaving the subject as it is, in which case the spell expires in four turns, and the subject returns to normal. If the caster proceeds with the spell (into the next round), the subject begins to sink slowly into the ground. Before any actions are taken in the new round, the subject sinks one-quarter of its height; after the first group acts, another quarter; after the second group acts, another; and at the end of the round, the victim is totally sunken into the ground.

This entombment places a creature or object in a state of suspended animation. The cessation of time means that the subject does not grow older. Bodily and other functions virtually cease, but the subject is otherwise unharmed. The subject exists in undamaged form in the surface into which it was sunk, its upper point as far beneath the surface as the subject has height--a 6-foot-tall victim will be 6 feet beneath the surface, while a 60-foot-tall subject will have its uppermost point 60 feet below ground level. If the ground around the subject is somehow removed, the spell is broken and the subject returns to normal, but it does not rise up. Spells such as *dig*, *transmute rock to mud*, and *freedom* (the reverse of the 9th-level spell *imprisonment*) will not harm the sunken creature or object and will often be helpful in recovering it. If a *detect magic* spell is cast over an

area upon which a *sink* spell was used, it reveals a faint magical aura of undefinable nature, even if the subject is beyond detection range. If the subject is within range of the detection, the spell's schools can be discovered (alteration and enchantment).

Symbol (Conjuration/Summoning)

Range: Touch	Components: V, S, M
Duration: Special	Casting Time: 8
Area of Effect: Special	Saving Throw: Special

A *symbol* spell creates magical runes affecting creatures that pass over, touch, or read the runes, or pass through a portal upon which the symbol is inscribed. Upon casting the spell, the wizard inscribes the symbol upon whatever surface he desires. Likewise, the spellcaster is able to place the symbol of his 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 loud bickering and arguing; there is a 50% probability that creatures of different alignments attack each other. The bickering lasts for 5d4 rounds, the fighting for 2d4 rounds.

Fear This symbol creates an extra-strong *fear* spell, causing all creatures to save vs. spell with -4 penalties to the die roll, or panic and flee as if attacked by a *fear* spell.

Hopelessness All creatures are affected and must turn back in dejection unless they save vs. spell. Affected creatures submit to the demands of any opponent--for example, surrender, get out, etc. The hopelessness lasts for 3d4 turns; during this period it is 25% probable that affected creatures take no action during any round, and 25% likely that those taking action turn back or retire from battle, as applicable.

Insanity One or more creatures whose total hit points do not exceed 120 become insane and remain so, acting as if a *confusion* spell had been placed upon them, until a *heal*, *restoration*, or *wish* spell is used to remove the madness.

Pain All creatures are afflicted with wracking pains shooting through their bodies, causing a -2 penalty to Dexterity and a -4 penalty to attack rolls for 2d10 turns.

Sleep All creatures under 8+1 Hit Dice immediately fall into a catatonic slumber and cannot be awakened for 1d12+4 turns.

Stunning One or more creatures whose total hit points do not exceed 160 are stunned and reeling for 3d4 rounds, dropping anything they are holding.

The type of symbol cannot be recognized without being read and thus activating its effects.

The material components of this spell are powdered black opal and diamond dust, worth not less than 5,000 gp each.

Trap the Soul (Conjuration/Summoning)

Range: 10 yds.	Components: V, S, M
Duration: Permanent until broken	Casting Time: Special + 1

Area of Effect: 1 creature

Saving Throw: Special

This spell forces the creature's life force (and its material body) into a special prison gem enchanted by the spellcaster. The creature must be seen by the caster when the final word is uttered.

The spell can be triggered in one of two ways. First, the final word of the spell can be spoken when the creature is within spell range. This allows magic resistance (if any) and a saving throw vs. spell to avoid the effect. If the creature's real name is spoken as well, any magic resistance is ignored and the saving throw vs. spell suffers a penalty of -2. If the saving throw is successful, the prison gem shatters.

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

The gem prison will hold the trapped entity indefinitely, or until the gem is broken and the life force is released, allowing the material body to reform. If the trapped creature is a powerful creature from another plane (which could mean a character trapped by an inhabitant of another plane 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 free once the gem imprisoning it is broken.

Before the actual casting of the *trap the soul* spell, the wizard must prepare the prison, a gem of at least 1,000 gp value for every Hit Die or level of experience possessed by the creature to be trapped (for example, it requires a gem of 10,000 gp value to trap a 10 Hit Die or 10th-level creature). If the gem is not valuable enough, it shatters when the entrapment is attempted. (Note that while characters have no concept of level as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as characters advance.) Creating the prison gem requires an *enchant an item* spell and the placement of a *maze* spell into the gem, thereby forming the prison to contain the life force.

Ninth-level Spells

Astral Spell (Evocation)

Range: Touch

Components: V, S

Duration: Special

Casting Time: 9

Area of Effect: Special

Saving Throw: None

By means of the *astral spell*, a wizard can project his astral body into the Astral Plane, leaving his physical body and material possessions behind in the Prime Material Plane. Only magical items can be brought into the Astral Plane (although nonmagical items could be rendered temporarily magical through the use of some spells, if the DM allows). As the Astral Plane touches upon the first levels of all of the Outer Planes, the wizard can travel astrally to any of the Outer Planes at will. The caster then leaves the Astral Plane, forming a body in the plane of existence he 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 in the Prime Material Plane. As a general rule, a person astrally projected can be seen only by creatures in the Astral Plane.

At all times, the astral body is connected to the material body by a silvery cord. If the cord is broken, the affected person is killed, astrally and materially; however, normally only a psychic wind can cause the cord to break. When a second body is formed in a different plane, the silvery cord remains invisibly attached to the new body. If the astral form is slain, the cord simply returns to the original body where it rests in the Prime

Material Plane, reviving it from its state of suspended animation. Although astrally projected persons are able to function in the Astral Plane, their actions do not affect creatures not existing in the Astral Plane. The spell lasts until the wizard desires to end it, or until it is terminated by some outside means (such as a *dispel magic* spell or the destruction of the wizard's body in the Prime Material Plane). The wizard can project the astral forms of up to seven other creatures with him by means of the *astral spell*, providing the creatures are linked in a circle with the wizard. These fellow travelers are dependent upon the wizard and can be stranded. Travel in the Astral Plane can be slow or fast, according to the wizard's desire. The ultimate destination arrived at is subject to the conceptualization of the wizard. (See the *Planescape Campaign Setting* boxed set for further information on the Astral Plane.) Any magical items can go into the Astral Plane, but most become temporarily nonmagical therein, or in any planes removed from the Prime Material Plane. Armor and weapons of +3 or better might function in other planes, at the DM's option. Artifacts and relics function anywhere. Items drawing their power from a given plane are more powerful in that plane (for example, a *ring of fire resistance* in the Elemental Plane of Fire or a *sword of life stealing* in the Negative Energy plane).

Bigby's Crushing Hand (Evocation)

Range: 5 yds./level	Components: V, S, M
Duration: 1 rd./level	Casting Time: 9
Area of Effect: Special	Saving Throw: None

The *Bigby's crushing hand* spell creates a huge, disembodied hand similar to those of the other *Bigby's hand* spells. The crushing hand is under the mental control of the caster, and he can cause it to grasp and squeeze an opponent. No attack roll is necessary; the hand automatically grasps and inflicts constrictive damage in any round in which the wizard concentrates. The damage inflicted depends on the number of rounds it acts upon the victim:

1st round	1d10 points
2nd & 3rd rounds	2d10 points
4th & beyond	4d10 points

The crushing hand has an Armor class of 0, has as many hit points as its caster at full strength, and vanishes when destroyed. The hand is susceptible to normal combat attacks and damaging spells, but if it is struck by an area-effect spell, the person held suffers the same fate as the hand (i.e., if the hand fails its saving throw, the victim automatically fails his). The hand is not effective against noncorporeal or gaseous forms, but it does prevent creatures that are able to slip through small cracks from escaping. If the hand grasps an item or construction, the appropriate saving throw must be made as if squeezed by a Strength of 25.

The material components of the spell are a glove of snake skin and the shell of an egg.

Crystalbrittle (Alteration)

Range: Touch	Components: V,S
Duration: Permanent	Casting Time: 9
Area of Effect: 2 cu. ft./level	Saving Throw: Special

The magic of this spell causes metal, whether as soft as gold or as hard as adamantine, 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, glasslike material easily shattered by any forceful blow. Furthermore, this change is unalterable by

any means short of a *wish* spell; a *dispel magic* will not reverse the spell. The caster must physically touch the item; if it is an opponent or something an opponent is using or wearing, the wizard must get into melee and make a successful attack roll. Any single metal item can be affected by the spell. Thus, a suit of armor worn by a creature can be changed to crystal, but the creature's shield would not be affected, and vice versa. All items gain a saving throw equal to their magical bonus value or protection (the DM has this information). A +1/+3 sword would get a 10% (average of the two pluses) chance to save; +5 magical armor has a 25% chance to be unaffected; an iron golem has a 15% chance to save (for it is hit only by magical weapons of +3 or better quality). Artifacts and relics constructed of metal may be affected at the discretion of the DM, though it is highly unlikely. Affected items not immediately protected are shattered and permanently destroyed if struck by a normal blow from a metal tool or any weighty weapon, including a staff.

Energy Drain (Evocation, Necromancy)

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

By casting this spell, the wizard opens a channel between the plane he is in and the Negative Energy plane, becoming the conductor between the two planes. As soon as he touches (equal to a hit if melee is involved) any living creature, the victim loses two levels (as if struck by a spectre). A monster loses 2 Hit Dice permanently, both for hit points and attack ability. A character loses levels, Hit Dice, 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 mere moments; the material component is then cast forth, and, upon touching the victim, the wizard speaks the triggering word, causing the spell to take effect instantly. The spell remains effective for only a single round. Humans or humanoids brought below zero energy levels by this spell can be animated as juju zombies under the control of the caster.

The caster always has a 5% (1 in 20) chance to be affected by the dust, losing one point of Constitution at the same time as the victim is drained. When the number of Constitution points lost equals the caster's original Constitution ability score, the caster dies and becomes a shade.

Foresight (Divination)

Range: 0	Components: V, S, M
Duration: 2d4 rds. + 1 rd./level	Casting Time: 1 rd.
Area of Effect: Special	Saving Throw: None

This spell grants the caster a powerful sixth sense in relation to himself or another. Although cast upon himself, the wizard can specify that he or another is the beneficiary of the spell. Once the spell is cast, the wizard receives instantaneous warnings of impending danger or harm to the object of the spell. Thus, if he were the object of the spell, the wizard would be warned in advance if a thief were about to attempt to backstab him, or if a creature were about to leap out from an unexpected direction, or if an attacker were specifically targeting him with a spell or missile weapon. When the warnings are about him personally, the wizard cannot be surprised and always knows the direction from which any attack on him is made. In addition, the spell gives the wizard a general idea of what action he might take to best protect himself--duck, jump right, close his eyes, etc.--and gives him a defensive bonus of 2 to his Armor Class.

When another person is the object of the spell, the wizard receives warnings about that person. He must still communicate this to the other person to negate any surprise.

Shouting a warning, yanking the person back, and even telepathically communicating through a *crystal ball* can all be accomplished before the trap is sprung, if the wizard does not hesitate. However, the object of the spell does not gain the defensive bonus to his Armor Class.

The material component for this spell is a hummingbird's feather.

Gate(Conjuration/Summoning)

Range: 30 yds.	Components: V, S
Duration: Special	Casting Time: 9
Area of Effect: Special	Saving Throw: None

The casting of a *gate* spell has two effects. First, it causes an interdimensional connection between the plane of existence the wizard is on and the plane on which dwells a specific being of great power; thus, the being is able to merely step through the gate or portal from its plane to that of the caster. Second, the utterance of the spell attracts the attention of the sought-after dweller on the other plane. When casting the spell, the wizard must name the entity he desires to use the gate and come to the wizard's aid. There is a 100% certainty that something steps through the gate. Unless the DM has some facts prepared regarding the minions serving the being called forth by the *gate* spell, the being itself comes.

If the matter is trifling, the being might leave, inflict an appropriate penalty on the wizard, or attack the wizard. If the matter is of middling importance, the being can take some positive action to set matters right, then demand appropriate repayment. If the matter is urgent, the being can act accordingly and ask whatever is its wont thereafter, if appropriate. The actions of the being that comes through depend on many factors, including the alignments of the wizard and the deity, the nature of his companions, and who or what opposes or threatens the wizard. Such beings generally avoid direct conflict with their equals or betters. The being gated in will either return immediately (very unlikely) or remain to take action. Casting this spell ages the wizard five years.

Imprisonment (Abjuration) Reversible

Range: Touch	Components: V, S
Duration: Permanent	Casting Time: 9
Area of Effect: 1 creature	Saving Throw: None

When an *imprisonment* spell is cast and the victim is touched, the recipient is entombed in a state of suspended animation (see the 9th-level wizard spell *temporal stasis*) in a small sphere far beneath 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 a *crystal ball*, a *locate object* spell, or similar means will not reveal the fact that a creature is imprisoned. The *imprisonment* spell functions only if the subject creature's name and background are known.

The reverse spell, *freedom*, cast upon the spot at which a creature was entombed and sunk into the earth, causes it to reappear at that spot. If the caster does not perfectly intone the name and background of the creature to be freed, there is a 10% chance that 1 to 100 creatures will be freed from imprisonment at the same time.

Note: The exact details of any creatures freed are up to the DM. A random method of determining this is to roll percentile dice twice (once for imprisoned creature density and once for a base number of creatures at maximum density). The rolls are multiplied and rounded to the nearest whole number. Each released creature has a 10% chance to be in the area of the spellcaster. If monsters are being generated randomly, roll 1d20 for level, with rolls of 9+ considered 9, and the exact monsters determined by the random encounter tables.

For example, if the initial rolls were 22 and 60, the number of monsters released is .22 x .60 = .1320 = 13 monsters. Since only 10% of these will be in the immediate vicinity of the caster, the wizard may encounter only one or two of them.

Meteor Swarm (Evocation)

Range: 40 yds. + 10 yds./level	Components: V, S
Duration: Instantaneous	Casting Time: 9
Area of Effect: Special	Saving Throw: _

A *meteor swarm* is a very powerful and spectacular spell which is similar to the *fireball* spell in many aspects. When it is cast, either four spheres of 2-foot diameter or eight spheres of 1-foot diameter spring from the outstretched hand of the wizard and streak in a straight line to the distance demanded by the spellcaster, up to the maximum range. Any creature in the straight-line path of these missiles receives the full effect, without benefit of a saving throw. The meteor missiles leave a fiery trail of sparks, and each bursts as a fireball.

The large spheres (2-foot diameter) inflict 10d4 points of damage, bursting in a diamond or box pattern. Each has a 30-foot diameter area of effect, and each sphere is 20 feet apart along the sides of the pattern, creating overlapping areas of effect and exposing the center to all four blasts.

The smaller spheres (1-foot diameter) each have a 15-foot diameter area of effect, and each inflicts 5d4 points of damage. They burst in a pattern of a box within a diamond or vice versa, with each of the outer sides 20 feet long. Note that the center has four areas of overlapping effect, and there are numerous peripheral areas that have two overlapping areas of effect. A saving throw for each area of effect will indicate whether full damage or half damage is sustained by creatures within each area, except as already stated with regard to the missiles impacting.

Monster Summoning VII (Conjuration/Summoning)

Range: Special	Components: V, S, M
Duration: 8 rds. + 1 rd./level	Casting Time: 9
Area of Effect: 90-yd. radius	Saving Throw: None

This spell is much like the 3rd-level spell *monster summoning I*, except that this spell summons one or two 7th-level monsters that appear one round after the spell is cast, or one 8th-level monster that appears two rounds after the spell is cast.

Mordenkainen's Disjunction (Alteration, Enchantment)

Range: 0	Components: V
Duration: Instantaneous	Casting Time: 9
Area of Effect: 30-ft. radius	Saving Throw: Special

When this spell is cast, all magic and magical items within the radius of the spell, except those on the person of or being touched by the spellcaster, are disjoined. That is, spells being cast are separated into their individual components (usually spoiling the effect as a *dispel magic* spell does), and permanent and enchanted magical items must successfully save (vs. spell if actually cast on a creature, or vs. a *dispel magic* spell otherwise) or be turned into normal items. Even artifacts and relics are subject to Mordenkainen's disjunction, though there is only a 1% chance per caster experience level of actually affecting such powerful items. Thus, all potions, scrolls, rings, rods, miscellaneous magical items, artifacts and relics, arms and armor, swords, and

miscellaneous weapons within 30 feet of the spellcaster can possibly lose all their magical properties when the *Mordenkainen's disjunction* spell is cast. The caster also has a 1% chance per level of destroying an antimagic shell. If the shell survives the disjunction, no items within it are disjoined.

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 wizard must roll a successful saving throw vs. spell with a -4 penalty or permanently lose all spellcasting abilities.

Power Word, Kill (Conjuration/Summoning)

Range: 5 yds./2 levels

Components: V

Duration: Permanent

Casting Time: 1

Area of Effect: 10-ft. radius

Saving Throw: None

When a *power word, kill* spell is uttered, one or more creatures of any type within the spell range and area of effect are slain. The power word kills either one creature with up to 60 hit points, or multiple creatures with 10 or fewer hit points each, to a maximum of 120 hit points total. The option to attack a single creature or multiple creatures must be stated along with the spell range and center of the area of effect. The current hit points of the creatures are used.

Prismatic Sphere (Abjuration, Conjuration/Summoning)

Range: 0

Components: V

Duration: 1 turn/level

Casting Time: 7

Area of Effect: 10-ft. radius

Saving Throw: Special

This spell enables the wizard to conjure up an immobile, opaque globe of shimmering, multicolored light to surround him, giving protection from all forms of attack. The sphere flashes in all colors of the visible spectrum, seven of which have distinct powers and purposes. Any creature with fewer than 8 Hit Dice is blinded for 2d4 turns by the colors of the sphere. Only the spellcaster can pass in and out of the prismatic sphere without harm, though he can cast it over others to protect them. The sphere can be destroyed, color by color, in consecutive order, by various magical effects; however, the first must be brought down before the second can be affected, and so on. Any creature passing through the barrier receives the effect of every color still remaining. The following table shows the colors and effects of the prismatic sphere, as well as what will negate each globe.

Note that typically the upper hemisphere of the globe is visible, as the spellcaster is at the center of the sphere, so the lower half is usually hidden by the floor surface he is standing on.

Furthermore, a *rod of cancellation* or a *Mordenkainen's disjunction* spell will destroy a prismatic sphere (but an antimagic shell will fail to penetrate it). Otherwise, anything short of an artifact or relic entering the sphere is destroyed, and any creature is subject to the effects of every color still active--i.e., 70-140 points of damage plus death, petrification, insanity, and instantaneous transportation to another plane.

Prismatic Sphere Effects			
Color	Order	Effect of Color	Spell Negated By
Red	1st	Stops nonmagical missiles Inflicts 20 points of damage, save for half	<i>cone of cold</i>
Orange	2nd	Stops magical missiles Inflicts 40 points of damage, save for half	<i>gust of wind</i>
Yellow	3rd	Stops poisons, gases, and petrification Inflicts 80 points of damage, save for half	<i>disintegrate</i>
Green	4th	Stops breath weapons Save vs. poison or die; survivors suffer 20 points of damage	<i>passwall</i>

Blue	5th	Stops location/detection and mental attacks- Save vs. petrification or turn to stone	<i>magic missile</i>
Indigo	6th	Stops magical spells Save vs. wand or go insane	<i>continual light</i>
Violet	7th	Force field protection Save vs. spell or be sent to another plane	<i>dispel magic</i>

Shape Change (Alteration)

Range: 0 Components: V, S, M
Duration: 1 turn/level Casting Time: 9
Area of Effect: The caster Saving Throw: None

With this spell, a wizard is able to assume the form of any living thing or creature below demigod status (greater or lesser deity, singular dragon type, or the like). The spellcaster becomes the creature he wishes, and has all of its abilities save those dependent upon Intelligence, innate magical abilities, and magic resistance, for the mind of the creature is that of the spellcaster. Thus, he can change into a griffon and fly away, then to an efreet and fly through a roaring flame, then to a titan to lift up a wagon, etc. These creatures have whatever hit points the wizard had at the time of the shape change. Each alteration in form requires only a second, and no system shock is incurred. For example, a wizard is in combat and assumes the form of a will o' wisp. 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 on a horse until it can hop off and become a bush. If detected as the latter, the wizard can become a dragon, an ant, or just about anything he is familiar with.

A wizard adopting another form also adopts its vulnerabilities. For example, a wizard who becomes a spectre is powerless in daylight, and is subject to being turned, controlled, or destroyed by opposing clerics. Unlike similar spells, a wizard who is killed in another form does not revert to his original shape, which may disallow certain types of revivification.

The material component is a jade circlet worth no less than 5,000 gp, which shatters at the end of the spell's duration. In the meantime, the circlet is left in the wake of the shape change, and premature shattering ends the spell immediately.

Succor (Alteration, Enchantment) Reversible

Range: Touch Components: V, S, M
Duration: Special Casting Time: 1 to 4 days
Area of Effect: 1 individual Saving Throw: None

By casting this spell, the wizard creates a powerful magic in some specially prepared object--a statuette, a jeweled rod, a gem, etc. This object radiates magic, for it contains the power to instantaneously transport its possessor to the abode of the wizard who created it. Once the item is enchanted, the wizard must give it willingly to an individual, at the same time informing him 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 rends or breaks the item. When this is done, the individual and all that he is wearing and carrying are instantly transported to the abode of the wizard. No other creatures can be affected.

The reversed application of the spell transports the wizard to the immediate vicinity of the possessor of the enchanted item, when it is broken and the command word spoken. The wizard will have a general idea of the location and situation of the item possessor, but has no choice whether or not to go (making this a rare casting indeed!).

The material components used include gemstones totaling not less than 5,000 gp value

(whether they are faceted gems or not is immaterial). The components can be enchanted only once per month (usually on a 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 spellcasting or an area well known to the wizard).

Temporal Stasis (Alteration) Reversible

Range: 10 yds.	Components: V, S, M
Duration: Permanent	Casting Time: 9
Area of Effect: 1 creature	Saving Throw: None

Upon casting this spell, the wizard 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, with each crushed stone worth at least 100 gp.

Time Stop (Alteration)

Range: 0	Components: V
Duration: 1/2 segment/level +1-8 segments	Casting Time: 9 segments
Area of Effect: 15-ft. radius	Saving Throw: None

Upon casting a *time stop* spell, the wizard causes the flow of time to stop for one round in the area of effect. Outside this area the sphere simply seems to shimmer for an instant. Inside the sphere, the caster is free to act for the time. The wizard can move and act freely within the area where time is stopped, but all other creatures, except for those of demigod and greater status or unique creatures, are frozen in their actions, for they are literally between ticks of the time clock. (The spell duration is subjective to the caster.) Nothing can enter the area of effect without being stopped in time also. If the wizard leaves the area, the spell is immediately negated. When the spell duration ceases, the wizard is again operating in normal time. Note: It is recommended that the DM use a stopwatch or silently count to time this spell. If the caster is unable to complete the intended action before the spell duration expires, he will probably be caught in an embarrassing situation. The use of a *teleport* spell before the expiration of the *time stop* spell is permissible.

Weird (Illusion/Phantasm)

Range: 30 yds.	Components: V, S
Duration: Concentration	Casting Time: 9
Area of Effect: 20-ft. radius	Saving Throw: Special

This spell confronts those affected by it with phantasmal images of their most feared enemies, forcing an imaginary combat that seems real, but actually occurs in the blink of an eye. When this spell is cast, the wizard must be able to converse with the victims to bring the spell into being. During the casting, the wizard must call out to the creatures to be affected, informing one or all that their final fate, indeed their doom, is now upon them.

The force of the magic is such that even if the creatures make their saving throws vs. spell, fear will paralyze them for a full round, and they will lose 1d4 Strength points from this fear (the lost Strength will return in one turn). Failure to save vs. spell causes the creature or creatures to face their nemeses, the opponents most feared and inimical to them. Actual combat must then take place, for no magical means of escape is possible. The foe fought is real for all intents and purposes; affected creatures that lose will die. If a creature's phantasmal nemesis from the *weird* spell is slain, the creature emerges with

no damage, no loss of items seemingly used in the combat, and no loss of spells likewise seemingly expended. The creature also gains any experience for defeating the weird, if applicable.

Although each round of combat seems normal, it takes only one-tenth of a round.

During the course of the spell, the caster must concentrate fully upon maintaining it. If the combat goes beyond 10 rounds, those who saved against the spell can take action. If the caster is disturbed, the *weird* spell ends immediately. Creatures attacked while paralyzed with fear are free of the paralysis immediately.

Wish (Conjuration/Summoning)

Range: Unlimited

Components: V

Duration: Special

Casting Time: Special

Area of Effect: Special

Saving Throw: Special

The *wish* spell is a more potent version of a *limited wish*. If it is used to alter reality with respect to damage sustained by a party, to bring a dead creature to life, or to escape from a difficult situation by lifting the spellcaster (and his party) from one place to another, it will not cause the wizard any disability. Other forms of wishes, however, cause the spellcaster to weaken (-3 on Strength) and require 2d4 days of bed rest due to the stresses the *wish* places upon time, space, and his body. Regardless of what is wished for, the exact terminology of the *wish* spell is likely to be carried out. Casting a *wish* spell ages the caster five years. Discretionary power of the DM is necessary in order to maintain game balance. For example, wishing another creature dead is grossly unfair; the DM might well advance the spellcaster to a future period in which the creature is no longer alive, effectively putting the wishing character out of the campaign.

Druid Spells

First-Level Spells

Animal Friendship (Enchantment/Charm)

Range: 10 yds. Components: V, S, M
Duration: Permanent Casting Time: 1 hr.
Area of Effect: 1 animal Saving Throw: Neg.

By means of this spell, the caster is able to show any animal of animal intelligence to semi-intelligence (i.e., Intelligence 1-4) that he desires friendship. If the animal does not roll a successful saving throw vs. spell immediately when the spell is begun, it stands quietly while the caster finishes the spell. Thereafter, it follows the caster about. The spell functions only if the caster actually wishes to be the animal's friend. If the caster has ulterior motives, the animal always senses them (for example, the caster intends to eat the animal, send it ahead to set off traps, etc.).

The caster can teach the befriended animal three specific tricks or tasks for each point of Intelligence it possesses. Typical tasks are those taught to a dog or similar pet (i.e., they cannot be complex). Training for each such trick must be done over a period of one week, and all must be done within three months of acquiring the creature. During the three-month period, the animal will not harm the caster, but if the creature is left alone for more than a week, it will revert to its natural state and act accordingly.

The caster can use this spell to attract up to 2 Hit Dice of animal(s) per experience level he possesses. This is also the maximum total Hit Dice of the animals that can be attracted and trained at one time: no more than twice the caster's experience level. Only unaligned animals can be attracted, befriended, and trained.

The material components of this spell are the caster's holy symbol and a piece of food liked by the animal.

Ceremony (Invocation)

Range: Touch Components: V, S, M
Duration: Permanent Casting Time: 1 hour
Area of Effect: One creature, one Saving Throw: Special
item, or area (see below)

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 st-level druid: coming *of age*, rest eternal, marriage
3rd-level druid: dedication, investiture
7th-level druid: initiation, special vows
9th-level druid: hallowed ground
12th-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/worshipers, 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 (1st-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 7th level. This ceremony must be performed upon a druid immediately after he or she begins to advance upward through the 7th 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 7th 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 ensorcelts 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 versus spell, 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.

Detect Balance (Divination)

Range: 6"	Components: S, M
Duration: 1 round/level	Casting Time: 1 segment
Area of Effect: One object or creature per round	Saving Throw: None

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.

Detect Magic (Divination)

Range: 0	Components: V, S, M
Duration: 1 turn	Casting Time: 1 rd.
Area of Effect: 10 ft. x 30 yds.	Saving Throw: None

When the *detect magic* spell is cast, the priest detects magical radiations in a path 10 feet wide and up to 30 yards long, in the direction he is facing. The intensity of the magic can be detected (dim, faint, moderate, strong, or overwhelming). The caster has a 10% chance per level to determine the sphere of the magic, but unlike the wizard version of the spell, the type of magic (alteration, conjuration, etc.) cannot be divined. The caster can turn, scanning a 60 arc per round. The spell is blocked by solid stone at least 1 foot thick, solid metal at least 1 inch thick, or solid wood at least 1 yard thick. The spell requires the use of the priest's holy symbol.

Detect Poison (Divination)

Range: 0	Components: V, S, M
Duration: 1 turn + 1 rd./level	Casting Time: 4
Area of Effect: Special	Saving Throw: None

This spell enables the priest to determine if an object has been poisoned or is poisonous. One object, or one 5-foot cubic mass, can be checked per round. The priest has a 5% chance per level of determining the exact type of poison. The material component is a strip of specially blessed vellum, which turns black if poison is present.

Detect Snares & Pits(Divination)

Range: 0	Components: V, S, M
Duration: 4 rds./level	Casting Time: 4
Area of Effect: 10 x 40 ft.	Saving Throw: None

Upon casting this spell, the caster is able to detect snares, pits, deadfalls and similar hazards along a path 10 feet wide and 40 feet long. Such hazards include simple pits, deadfalls, snares of wilderness creatures (for example, trapdoor spiders, giant sundews, ant lions, etc.), and primitive traps constructed of natural materials (mantraps, missile trips, hunting snares, etc.). The spell is directional—the caster must face the desired direction to determine if a pit exists or a trap is laid in that direction. The caster experiences a feeling of danger from the direction of a detected hazard, which increases as the danger is approached. The caster learns the general nature of the danger (pit, snare, or deadfall) but not its exact operation, nor how to disarm it. Close examination, however, enables the caster to sense what intended actions might trigger it. The spell detects certain natural hazards—quicksand (snare), sinkholes (pit), or unsafe walls of natural rock (deadfall). Other hazards, such as a cavern that floods during rain, an unsafe construction, or a naturally poisonous plant, are not revealed. The spell does not detect magical traps (save those that operate by pit, deadfall, or snaring; see the 2nd-level spell *trip* and the 3rd-level spell *snare*), nor those that are mechanically complex, nor those that have been rendered safe or inactive.

The caster must have his holy symbol to complete the spell.

Entangle (Alteration)

Sphere: Plant	
Range: 80 yds.	Components: V, S, M
Duration: 1 turn	Casting Time: 4
Area of Effect: 40-ft. cube	Saving Throw: _

By means of this spell, the caster 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 the creatures, holding them fast for the duration of the spell. Any creature entering the area is subject to this effect. A creature that rolls a successful saving throw vs. spell can escape the area, moving at only 10 feet per round until out of the area. Exceptionally large (gargantuan) or strong creatures may suffer little or no distress from this spell, at the DM's option, based on the strength of the entangling plants. The material component is the caster's holy symbol.

Faerie Fire (Alteration)

Range: 80 yds.	Component: V, M
Duration: 4 rds./level	Casting Time: 4
Area of Effect: 10 sq. ft./level	Saving Throw: None

within a 40-ft. radius

This spell enables the caster to outline one or more objects or creatures with a pale glowing light. The number of subjects outlined depends upon the number of square feet the caster can affect. Sufficient footage enables several objects or creatures to be outlined by the *faerie fire* spell, but one must be fully outlined before the next is begun, and all must be within the area of effect. Outlined objects or creatures are visible at 80 yards in the dark and 40 yards if the viewer is near a bright light source. Outlined creatures are easier to strike; thus, opponents gain a +2 bonus to attack rolls in darkness (including moonlit nights) and a +1 bonus in twilight or better. Note that outlining can render otherwise invisible creatures visible. However, it cannot outline noncorporeal, ethereal, or gaseous creatures. Nor does the light come anywhere close to sunlight. Therefore, it has no special effect on undead or dark-dwelling creatures. The faerie fire can be blue, green, or violet according to the word of the caster at the time of casting. The faerie fire does not cause any harm to the object or creature thus outlined.

The material component is a small piece of foxfire.

Invisibility to Animals (Alteration)

Range: Touch	Components: S, M
Duration: 1 turn + 1 rd./level	Casting Time: 4
Area of Effect: 1 creature/level	Saving Throw: None

When an *invisibility to animals* spell is cast, the creature touched becomes totally undetectable by normal animals with Intelligences under 6. Normal animals includes giant-sized varieties, but it excludes any with magical abilities or powers. The enchanted individual is able to walk among such animals or pass through them as if he 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. For every level the caster has achieved, one creature can be rendered invisible. Any recipient attacking while this spell is in effect ends the spell immediately (for himself only).

The material component of this spell is holly rubbed over the recipient.

Locate Animals or Plants (Divination)

Range: 100 yds. + 20 yds./level	Components: V, S, M
Duration: 1 rd./level	Casting Time: 1 rd.
Area of Effect: 20 yds./level x 20 ft.	Saving Throw: None

The caster can find the direction and distance of any one type of animal or plant he desires. The caster, facing in a direction, thinks of the animal or plant, and then knows if any such animal or plant is within range. If so, the exact distance and approximate number present is learned. During each round of the spell's duration, the caster can face in only one direction (i.e., only a 20-foot-wide path can be known). The spell lasts one round per level of experience of the caster, while the length of the path is 100 yards plus 20 yards per level of experience. (At the DM's option, some casters may be able to locate only those animals [or plants] associated closely with their own mythos.)

While the exact chance of locating a specific type of animal or plant depends on the details and circumstances of the locale, the general frequency of the subject can be used as a guideline: common = 50%, uncommon = 30%, rare = 15%, and very rare = 5%. Most herbs grow in temperate regions, while most spices grow in tropical regions. Most plants sought as spell components or for magical research are rare or very rare. The results of this spell are always determined by the DM.

The material component is the caster's holy symbol.

Pass Without Trace (Enchantment/Charm)

Range: Touch	Components: V, S, M
Duration: 1 turn/level	Casting Time: 1 rd.
Area of Effect: 1 creature	Saving Throw: None

When this spell is cast, the recipient can move through any type of terrain--mud, snow, dust, etc.--and leave neither footprints nor scent. The area that is passed over radiates magic for 1d6 turns after the affected creature passes. Thus, tracking a person or other creature covered by this spell is impossible by normal means. Of course, intelligent tracking techniques, such as using a spiral search pattern, can result in the trackers picking up the trail at a point where the spell has worn off.

The material component of this spell is a sprig of pine or evergreen, which must be burned and the ashes powdered and scattered when the spell is cast.

Precipitation (Alteration)

Range: 1 "/level	Components: V; S, M
Duration: 1 segment/level	Casting Time: 3 segments
Area of Effect: 3" diameter cylinder up to 12" high	Saving Throw: None

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 O 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 (Le., 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.

Predict Weather (Divination)

Range: 0 Components: V, S, M
Duration: 2 hours/level Casting Time: 1 round
Area of Effect: Nine square miles Saving Throw: None

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 1st 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.

Purify Water (Alteration) Reversible

Range: 4" Components: V, S
Duration: Permanent Casting Time: 1 round
Area of Effect: 1 cubic foot/level, Saving Throw: None
1 " square area

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

Shillelagh (Alteration)

Sphere: Combat, Plant
Range: Touch Components: V, S, M
Duration: 4 rds. + 1 rd./level Casting Time: 2
Area of Effect: 1 oak club Saving Throw: None

This spell enables the caster to change his own oak cudgel or unshod staff into a magical weapon that gains a +1 bonus to its attack roll and inflicts 2d4 points of damage on opponents up to man size, and 1d4+1 points of damage on larger opponents. The spell inflicts no damage to the staff or cudgel. The caster must wield the shillelagh, of course. The material components of this spell are a shamrock leaf and the caster's holy symbol.

Speak With Animals (Alteration)

Range: 0 Components: V, S
Duration: 2 rds./level Casting Time: 5
Area of Effect: 1 animal within 30 ft. Saving Throw: None

This spell empowers the priest to comprehend and communicate with any warm- or cold-blooded normal or giant animal that is not mindless. The priest is able to ask questions of and receive answers from the creature, although friendliness and cooperation are by no means assured. Furthermore, terseness and evasiveness are likely in basically wary and cunning creatures (the more stupid ones will instead make inane comments). If the animal is friendly or of the same general alignment as the priest, it may do some favor or service for the priest (as determined by the DM). Note that this spell differs from the *speak with monsters* spell, for this spell allows conversation only with normal or giant nonfantastic creatures such as apes, bears, cats, dogs, elephants, and so on.

Second-Level Spells

Barkskin (Alteration)

Range: Touch Components: V, S, M
Duration: 4 rds. + 1 rd./level Casting Time: 5
Area of Effect: 1 creature Saving Throw: None

When a priest casts the *barkskin* spell upon a creature, its skin becomes as tough as bark, increasing its base Armor Class to AC 6, plus 1 AC for every four levels of the priest: Armor Class 5 at 4th level, Armor Class 4 at 8th, and so on. This spell does not function in combination with normal armor or any magical protection. In addition, saving throw rolls vs. all attack forms except magic gain a +1 bonus. This spell can be placed on the caster or on any other creature he touches.

In addition to his holy symbol, the caster must have a handful of bark from an oak as the material component for the spell.

Charm Person or Mammal (Enchantment/Charm)

Range: 80 yds. Components: V, S
Duration: Special Casting Time: 5
Area of Effect: 1 person or mammal Saving Throw: Neg.

This spell affects any single person or mammal it is cast upon. The creature then regards the caster as a trusted friend and ally to be heeded and protected. The term *person* includes any bipedal human, demihuman or humanoid of man size or smaller, including brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th-level fighter is included, while an ogre is not.

The spell does not enable the caster to control the charmed creature as if it were an automaton, but any word or action of the caster is viewed in the most favorable way. Thus, a charmed creature would not obey a suicide command, but might believe the caster if assured that the only chance to save the caster's life is for the creature to hold back an onrushing red dragon for "just a minute or two" and if the charmed creature's view of the situation suggests that this course of action still allows a reasonable chance of survival.

The subject's attitudes and priorities are changed with respect to the caster, but basic personality and alignment are not. A request that a victim make itself defenseless, give up a valued item, or even use a charge from a valued item (especially against former associates or allies) might allow an immediate saving throw to see if the charm is thrown off. Likewise, a charmed creature does not necessarily reveal everything it knows or draw maps of entire areas. Any request may be refused, if such refusal is in character and does not directly harm the caster. The victim's regard for the caster does not necessarily extend to the caster's friends or allies. The victim does not react well to the charmer's allies making suggestions such as, "Ask him this question. . .," nor does the charmed creature put up with verbal or physical abuse from the charmer's associates, if this is out of character.

Note also that the spell does not empower the caster with linguistic capabilities beyond those he normally has. The duration of the spell is a function of the charmed creature's Intelligence, and it is tied to the saving throw. A successful saving throw breaks the spell. This saving throw is checked on a periodic basis according to the creature's Intelligence, even if the caster has not overly strained the relationship.

Intelligence Score	Period Between Checks
3 or less	3 months

4-6	2 months
7-9	1 month
10-12	3 weeks
13-14	2 weeks
15-16	1 week
17	3 days
18	2 days
19 or more	1 day

If the caster harms, or attempts to harm, the charmed creature by some overt action, or if a *dispel magic* spell is successfully cast upon the charmed creature, the charm is broken automatically.

If the subject of the *charm person/charm mammal* spell successfully rolls its saving throw vs. the spell, the effect is negated.

This spell, if used in conjunction with the *animal friendship* spell, can keep the animal near the caster's home base, if the caster must leave for an extended period.

Create Water (Alteration)

Range: 1" Components: V, S
Duration: Permanent Casting Time: 1 turn
Area of Effect: 1 cubic foot/level Saving Throw: None

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 1" from the druid.

Cure Light Wounds (Necromancy) Reversible

Range: Touch Components: V, S
Duration: Permanent Casting Time: 5
Area of Effect: Creature touched Saving Throw: None

When casting this spell and laying his hand upon a creature, the priest causes 1d8 (+1 per level up to 5) points of wound or other injury damage to the creature's body to be healed. This healing cannot affect creatures without corporeal bodies, nor can it cure wounds of creatures not living or of extraplanar origin.

The reverse of the spell, *cause light wounds*, operates in the same manner, inflicting 1d8 (+1 per level up to 5) points of damage. If a creature is avoiding this touch, an attack roll is needed to determine if the priest's hand strikes the opponent and causes such a wound. Curing is permanent only insofar as the creature does not sustain further damage; caused wounds will heal--or can be cured--just as any normal injury.

Feign Death (Necromancy)

Range: Touch Components: V
Duration: 1 turn + 1 rd./level Casting Time: 1/2
Area of Effect: Person touched Saving Throw: None

By means of this spell, the caster or any other willing person can be put into a cataleptic state that is impossible to distinguish from actual death. Although the person affected 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 is not felt, no reaction occurs, and damage is only one-half normal. In addition, paralysis, poison, or energy level drain does not affect a person under the influence of this spell, but poison injected or otherwise introduced into the body becomes effective when the spell recipient is no longer under

the influence of this spell, although a saving throw is permitted. However, the spell offers no protection from causes of certain death--being crushed under a landslide, etc. Only a willing individual can be affected by a *feign death* spell. The priest is able to end the spell effect at any time, but it requires a full round for bodily functions to begin again.

Note that, unlike the wizard version of this spell, only people can be affected, and that those of any level can be affected by the priest casting this spell.

Fire Trap (Abjuration, Evocation)

Range: Touch	Components: V, S, M
Duration: Permanent until discharged	Casting Time: 1 turn
Area of Effect: Object touched	Saving Throw: _

Any closeable item (book, box, bottle, chest, coffer, coffin, door, drawer, and so forth) can be warded by a *fire trap* spell. The spell is centered on a point selected by the spellcaster. The item so trapped cannot have a second closure or warding spell placed upon it. A *knock* spell cannot affect a fire trap in any way--as soon as the offending party opens the item, the trap discharges. As with most magical traps, a thief has only half his normal find traps score to detect a fire trap. Failure to remove it successfully detonates it immediately. An unsuccessful *dispel magic* spell will not detonate the spell. When the trap is discharged, there will be an explosion of 5-foot radius from the spell's center. All creatures within this area must roll saving throws vs. spell. Damage is 1d4 points plus 1 point per level of the caster, and half that total amount for creatures successfully saving. (Under water, this ward inflicts half damage and creates a large cloud of steam.) The item trapped is not harmed by this explosion.

The caster can use the trapped object without discharging it, as can any individual to whom the spell was specifically attuned when cast (the method usually involves a key word).

To place this spell, the caster must trace the outline of the closure with a stick of charcoal and touch the center of the effect. Attunement to another individual requires a hair or similar object from the individual. The material components are holly berries.

Flame Blade (Evocation)

Range: 0	Components: V, S, M
Duration: 4 rds. + 1 rd./2 levels	Casting Time: 4
Area of Effect: 3-ft. long blade	Saving Throw: None

With this spell, the caster causes a blazing ray of red-hot fire to spring forth from his hand. This bladelike ray is wielded as if it were a scimitar. If the caster successfully hits with the flame blade in melee combat, the creature struck suffers 1d4+4 points of damage, with a damage bonus of +2 (i.e., 7-10 points) if the creature is undead or is especially vulnerable to fire. If the creature is protected from fire, the damage inflicted is reduced by 2 (i.e., 1d4+2 points). Fire dwellers and those using fire as an innate attack form suffer no damage from the spell. The flame blade can 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, so creatures (other than undead) struck only by magical weapons are not harmed by it. This spell does not function under water.

In addition to the caster's holy symbol, the spell requires a leaf of sumac as a material component.

Goodberry (Alteration, Evocation) Reversible

Range: Touch	Components: V, S, M
Duration: 1 day + 1 day/level	Casting Time: 1 rd.
Area of Effect: 2d4 fresh berries	Saving Throw: None

Casting a *goodberry* spell upon a handful of freshly picked berries makes 2d4 of them magical. The caster (as well as any other caster of the same faith and 3rd or higher level) can immediately discern which berries are affected. A *detect magic* spell discovers this also. Berries with the magic 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 cure 1 point of physical damage from 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 2d4 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 the caster's holy symbol passed over the freshly picked, edible berries to be enspelled (blueberries, blackberries, raspberries, currants, gooseberries, etc.).

Heat Metal (Alteration) Reversible

Range: 40 yds.	Components: V, S, M
Duration: 7 rds.	Casting Time: 5
Area of Effect: Special	Saving Throw: Special

By means of the *heat metal* spell, the caster is able to make ferrous metal (iron, iron alloys, steel) extremely hot. Elven chain mail is not affected, and magical metal armor receives an item saving throw vs. magical fire to avoid being heated. The material component is a holy symbol.

On the first round of the spell, the metal merely becomes very warm and uncomfortable to touch (this is also the effect on the last melee round of the spell's duration). During the second and sixth (next to the last) rounds, heat causes blisters and damage; in the third, fourth, and fifth rounds, the metal becomes searing hot, causing damage to exposed flesh, as shown below:

Metal Temperature	Damage per Round
very warm	none
hot	1d4 points
searing*	2d4 points

* On the final round of searing, the afflicted creature must roll a successful saving throw vs. spell or suffer one of the following disabilities: hand or foot--becomes unusable for 2d4 days; body--becomes disabled for 1d4 days; head--fall unconscious for 1d4 turns. This effect can be completely removed by the 6th-level priest spell *heal* spell or by normal rest.

Note also that materials such as wood, leather, or flammable cloth smolder and burn if exposed to searing hot metal. Such materials cause searing damage to exposed flesh on the next round. Fire resistance (spell, potion, or ring) or a *protection from fire* spell totally negates the effects of a *heat metal* spell, as does immersion in water or snow, or exposure to a *cold* or *ice storm* spell. This version of the spell does not function under water. For every two experience levels of the caster, the metal of one man-sized creature can be affected (i.e., arms and armor, or a single mass of metal equal to 50 pounds of weight). Thus, a 3rd-level caster would affect one such creature, a 4th- or 5th-level caster two, etc. The reverse of the spell, *chill metal*, counters a *heat metal* spell or else causes metal to act as follows:

Metal Temperature	Damage per Round
cold	none
icy	1-2 points
freezing*	1d4 points

* On the final round of freezing, the afflicted creature must roll a successful saving throw vs. spell or suffer from the numbing effects of the cold. This causes the loss of all

feeling in a hand (or hands, if the DM rules the saving throw was failed badly) for 1d4 days. During this time, the character's grip is extremely weak and he cannot use that hand for fighting or any other activity requiring a firm grasp.

The *chill metal* spell is countered by a *resist cold* spell, or by any great heat--proximity to a blazing fire (not a mere torch), a magical *flaming sword*, a *wall of fire* spell, etc. Under water, this version of the spell inflicts no damage, but ice immediately forms around the affected metal, exerting an upward buoyancy.

Obscurement (Alteration)

Range: 0	Components: V, S
Duration: 4 rds./level	Casting Time: 5
Area of Effect: (level x 10)-ft.-sq.	Saving Throw: None

This spell causes a misty vapor to arise around the caster. It persists in this locale for four rounds per caster level and reduces the visibility ranges of all types of vision (including infravision) to 2d4 feet. The ground area affected by the spell is a square progression based on the caster's level: a 10-foot x 10-foot area at 1st level, a 20-foot x 20-foot area at 2nd level, a 30-foot x 30-foot area at 3rd level, and so on. The height of the vapor is restricted to 10 feet, although the cloud will otherwise expand to fill confined spaces. A strong wind (such as from the 3rd-level wizard spell *gust of wind*) can cut the duration of an *obscurement* spell by 75%. This spell does not function under water.

Produce Flame (Alteration)

Range: 0	Components: V, S
Duration: 1 rd./level	Casting Time: 5
Area of Effect: Special	Saving Throw: None

A bright flame, equal in brightness to a torch, springs forth from the caster's palm when he casts a *produce flame* spell. The flame does not harm the caster, but it is hot and it causes the combustion of flammable materials (paper, cloth, dry wood, oil, etc.). The caster is capable of hurling the magical flame as a missile, with a range of 40 yards (considered short range). The flame flashes on impact, igniting combustibles within a 3-foot diameter of its center of impact, and then it goes out. A creature struck by the flame suffers 1d4+1 points of damage and, if combustion occurs, must spend a round extinguishing the fire or suffer additional damage assigned by the DM until the fire is extinguished. A miss is resolved as a grenade like missile. If any duration remains to the spell, another flame immediately appears in the caster's hand. The caster can hurl a maximum of one flame per level, but no more than one flame per round.

The caster can snuff out magical flame any time he desires, but fire caused by the flame cannot be so extinguished. This spell does not function under water.

Reflecting Pool (Divination)

Range: 10 yds.	Components: V, S, M
Duration: 1 rd./level	Casting Time: 2 hrs.
Area of Effect: Special	Saving Throw: None

This spell enables the caster 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 caster. The effect is to create a scrying device similar to a *crystal ball*. The scrying can extend only to the Ethereal Plane and the Inner Planes (which includes the paraelemental planes, the Demiplane of Shadow, etc.). General notes on scrying, detection by the subject, and penalties for attempting to scry beyond the caster's own plane are given in the DMG, as well as a description of the *crystal ball* item.

The following spells can be cast through a reflecting pool, with a 5% per level chance for operating correctly: *detect magic*, *detect snares and pits*, and *detect poison*. Each additional detection attempt requires a round of concentration, regardless of success. Infravision, if available, operates normally through the reflecting pool. The image is nearly always hazy enough to prevent the reading of script of any type. The material component is 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.) At the DM's option, the casting of this spell may be limited to once per day.

Slow Poison(Necromancy)

Range: Touch	Components: V, S
Duration: 1 hr./level	Casting Time: 1
Area of Effect: 1 creature	Saving Throw: None

When this spell is placed upon a poisoned individual, it greatly slows the effects of venom, if cast upon the victim before the poison takes full effect. (This period, known as the onset time, is known to the DM.) While this spell does not neutralize the venom, it does prevent it from substantially harming the individual for the duration of its magic in the hope that, during that spell period, the poison can be fully cured.

The material components of the *slow poison* spell are the priest's holy symbol and a bud of garlic that must be crushed and smeared on the wound (or eaten if poison was ingested).

Trip (Enchantment/Charm)

Range: Touch	Components: V, S
Duration: 1 turn/level	Casting Time: 5
Area of Effect: 1 object up to 10 ft. long	Saving Throw: Neg.

This magic must be cast upon a normal object--a length of vine, a stick, a pole, a rope, or a similar object. The spell causes the object to rise slightly off the ground or floor it is resting on to trip most creatures crossing it, if they fail their saving throws vs. spell. Note that only as many creatures can be tripped as are actually stepping across the enchanted object. Thus, a 3-foot-long piece of rope could trip only one man-sized creature.

Creatures moving at a very rapid pace (running) when tripped suffer 1 point of damage and are stunned for 1d4+1 rounds if the surface they fall upon is very hard (if it is turf or other soft material, they are merely stunned for the rest of that round). Very large creatures, such as elephants, are not affected at all by a *trip* spell. The object continues to trip all creatures passing over it, including the spellcaster, for as long as the spell duration lasts. A creature aware of the object and its potential adds a +4 bonus to its saving throw roll when crossing the object. The enchanted object is 80% undetectable unless a means that detects magical traps is employed or the operation of the spell is observed. This spell does not function under water.

Warp Wood (Alteration) Reversible

Range: 10 yds./level	Components: V, S
Duration: Permanent	Casting Time: 5
Area of Effect: Special	Saving Throw: Special

When this spell is cast, the priest 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 yards for each level of experience of the caster. It affects approximately a 15-

inch shaft of wood of up to 1-inch diameter per level of the caster. Thus, at 1st level, a caster might be able to warp a hand axe handle or four crossbow bolts; at 5th level, he could warp the shaft of a typical spear. Note that boards or planks can also be affected, causing a door to be sprung or a boat or ship to leak. Warped missile weapons are useless; warped melee weapons suffer a -4 penalty to their attack rolls.

Enchanted wood is affected only if the spellcaster is of higher level than the caster of the prior enchantment. The spellcaster has a 20% cumulative chance of success per level of difference (20% if one level higher, 40% if two levels higher, etc.). Thus, a door magically held or wizard locked by a 5th-level wizard is 40% likely to be affected by a *warp wood* spell cast by a 7th-level priest. Wooden magical items are considered enchanted at 12th level (or better). Extremely powerful items, such as artifacts, are unaffected by this spell.

The reversed spell, *straighten wood*, straightens bent or crooked wood, or reverses the effects of a *warp wood* spell, subject to the same restrictions.

Third-Level Spells

Call Lightning (Alteration)

Range: 360 yds.

Components: V, S

Duration: 1 turn/level

Casting Time: 1 turn

Area of Effect: 10-ft. radius

Saving Throw: _

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 (including a whirlwind formed by a djinn or air elemental of 7 Hit Dice or more). The caster is then able to call down bolts of lightning. The caster can call down one bolt per turn. The caster need not call a bolt of lightning immediately--other actions, even spellcasting, can be performed; however, the caster must remain stationary and concentrate for a full round each time a bolt is called. The spell has a duration of one turn per caster level. Each bolt causes 2d8 points of electrical damage, plus an additional 1d8 points for each of the caster's experience levels. Thus, a 4th-level caster calls down a 6d8 bolt (2d8+4d8). The bolt of lightning flashes down in a vertical stroke at whatever distance the spellcaster decides, up to 360 yards away. Any creature within a 10-foot radius of the path or the point where the lightning strikes suffers full damage unless a successful saving throw vs. spell is rolled, in which case only one-half damage is taken. Because it requires a storm overhead, this spell can only be used outdoors. It does not function under ground or under water.

Cloudburst (Alteration)

Range: 1 "/level

Components: V; S, M

Duration: 1 round

Casting Time: 5 segments

Area of Effect: 3" diam. cylinder up to 6" high

Saving Throw: None (& special)

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 largesized 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, rekindlable 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 (Le., a cylinder of up to 12" in diameter and as much as 24" 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 asnowburst, with one inch of snow per segment falling. The material components for the spell are powdered silver and powdered iodine crystals, plus the cleric's holy symbol.

Cure Disease (Abjuration) Reversible

Range: Touch	Components: V, S
Duration: Permanent	Casting Time: 1 rd.
Area of Effect: 1 creature	Saving Throw: None

This spell enables the caster to cure most diseases by placing his hand upon the diseased creature. The affliction rapidly disappears thereafter, making the cured creature whole and well in from one turn to 10 days, depending on the type of disease and the state of its advancement when the cure took place. (The DM must adjudicate these conditions.) The spell is also effective against parasitic monsters such as green slime, rot grubs, and others. When cast by a priest of at least 12th level, this spell cures lycanthropy if cast within three days of the infection. Note that the spell does not prevent reoccurrence of a disease if the recipient is again exposed.

The reverse of the *cure disease* spell is *cause disease*. To be effective, the priest must touch the intended victim, and the victim must fail a saving throw vs. spell. The severity of the disease is decided by the priest (debilitating or fatal). The exact details of the disease are decided by the DM, but the following are typical:

Debilitating: The disease takes effect in 1d6 turns, after which the creature loses 1 point of Strength per hour until his Strength is reduced to 2 or less, at which time the recipient is weak and virtually helpless. If a creature has no Strength rating, it loses 10% of its hit points per Strength loss, down to 10% of its original hit points. If the disease also affects hit points, use the more severe penalty. Recovery requires a period of 1d3 weeks.

Fatal: This wasting disease is effective immediately. Infected creatures receive no benefit from *cure wound* spells while the disease is in effect; wounds heal at only 10% of the natural rate. The disease proves fatal within 1d6 months and can be cured only by magical means. Each month the disease progresses, the creature loses 2 points of Charisma, permanently.

The inflicted disease can be cured by the *cure disease* spell. Lycanthropy cannot be caused.

Hold Animal (Enchantment/Charm)

Range: 80 yds.	Components: V, S
Duration: 2 rds./level	Casting Time: 6
Area of Effect: 1-4 animals in 40-ft. cube	Saving Throw: Neg.

By means of this spell, the caster 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. Apes, bears, crocodiles, dogs, eagles, foxes, giant beavers, and similar animals are subject to this spell. The hold lasts for two rounds per caster level. The caster decides how many animals can be affected, but the greater the number,

the better chance each has to successfully save against the spell. Each animal gets a saving throw: If only one is the subject of the spell, it has a penalty of -4 on its roll; if two are subject, each receives a penalty of -2 on its roll; if three are subject, each receives a penalty of -1 on its roll; and if four are subject, each gets an unmodified saving throw. A maximum body weight of 400 pounds (100 pounds for nonmammals) per animal per caster level can be affected--for example, an 8th-level caster can affect up to four 3,200-pound mammals or a like number of 800-pound nonmammals, such as birds or reptiles.

Know Alignment (Divination) Reversible

Range: 10 yds. Components: V, S
Duration: 1 turn Casting time: 1 rd.
Area of Effect: 1 creature or object Saving Throw: Neg.

A *know alignment* spell enables the priest to exactly read the aura of a creature or an aligned object (unaligned objects reveal nothing). The caster must remain stationary and concentrate on the subject for a full round. If the creature rolls a successful saving throw vs. spell, the caster learns nothing about that particular creature from the casting. Certain magical devices negate the power of the *know alignment* spell.

The reverse, *undetectable alignment*, conceals the alignment of an object or creature for 24 hours.

Neutralize Poison (Necromancy) Reversible

Sphere: Healing Components: V, S
Range: Touch Casting Time: 7
Duration: Permanent Saving Throw: None
Area of Effect: 1 creature or 1 cu. ft. of substance/2 levels

By means of a *neutralize poison* spell, the priest 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 priest to roll a successful attack in combat. This spell can prevent death in a poisoned creature if cast before death occurs. The effects of the spell are permanent only with respect to poison existing in the touched creature at the time of the touch; thus, creatures (and objects) that generate new poison are not permanently detoxified. The reversed spell, *poison*, likewise requires a successful attack roll, and the victim is allowed a saving throw vs. poison. If the latter is unsuccessful, the victim is incapacitated and dies in one turn unless the poison is magically neutralized or slowed.

Plant Growth (Alteration)

Range: 160 yds. Components: V, S, M
Duration: Permanent Casting Time: 1 rd.
Area of Effect: Special Saving Throw: Special

The *plant growth* spell enables the caster to choose either of two different uses. The first causes normal vegetation to grow, entwine, and entangle to form a thicket or jungle that creatures must hack or force a way through at a movement rate of 10 feet per round (or 20 feet per round for larger-than-man-sized creatures). Note that the area must have brush and trees in it in order for this spell to take effect. Briars, bushes, creepers, lianas, roots, saplings, thistles, thorn, trees, vines, and weeds become so thick and overgrown in the area of effect as to form a barrier. The area of effect is a square 20 feet on a side per level of experience of the caster, in any square or rectangular shape that the caster decides upon at the time of the spellcasting. Thus, an 8th-level caster can affect a maximum area of a 160-foot x 160-foot square, a 320-foot x 80-foot rectangle, a 640-foot x 40-foot

rectangle, a 1,280-foot x 20-foot rectangle, etc. The spell's effects persist in the area until it is cleared by labor, fire, or such magical means as a *dispel magic* spell.

The second use of the spell affects a one-mile square area. The DM secretly makes a saving throw (based on the caster's level) to see if the spell takes effect. If successful, the spell renders plants more vigorous, fruitful, and hardy, increasing yields by 20% to 50% ($[1d4+1] \times 10\%$), given a normal growing season. The spell does not prevent disaster in the form of floods, drought, fire, or insects, although even in these cases the plants survive better than expected. This effect lasts only for the life cycle of one season, the winter "death" marking the end of a life cycle even for the sturdiest of trees. In many farming communities, this spell is normally cast at planting time as part of the spring festivals.

Protection From Fire (Abjuration)

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

The effect of a *protection from fire* spell differs according to whether the recipient of the magic is the caster or some other creature. In either case, the spell lasts no longer than one turn per caster level.

If the spell is cast upon the caster, it confers complete invulnerability to: normal fires (torches, bonfires, oil fires, and the like); exposure to magical fires such as fiery dragon breath; spells such as *burning hands*, *fireball*, *fire seeds*, *fire storm*, *flame strike*, and *meteor swarm*; hell hound or pyrohydra breath, etc. The invulnerability lasts until the spell has absorbed 12 points of heat or fire damage per level of the caster, at which time the spell is negated.

If the spell is cast upon another creature, it gives invulnerability to normal fire, gives a bonus of +4 to saving throw die rolls vs. fire attacks, and reduces damage sustained from magical fires by 50%.

The caster's holy symbol is the material component.

Pyrotechnics (Alteration)

Range: 160 yds.	Components: V, S, M
Duration: Special	Casting Time: 6
Area of Effect: 10 or 100 (TS) fire	Saving Throw: Special

A *pyrotechnics* spell draws on an existing fire source to produce either of two effects, at the option of the caster.

First, it can produce a flashing and fiery burst of glowing, colored aerial fireworks that lasts one round. Creatures in, under, or within 120 feet of the area that have an unobstructed line of sight to the effect are blinded for 1d4+1 rounds unless they roll successful saving throws vs. spell. The fireworks fill a volume 10 times greater than the original fire source.

Second, it can cause a thick, writhing stream of smoke to arise from the source and form a choking cloud that lasts for one round per experience level of the caster. This covers a roughly hemispherical volume from the ground or floor up (or conforming to the shape of a confined area) that totally obscures vision beyond 2 feet. The smoke fills a volume 100 times that of the fire source.

The spell uses one fire source within the area of effect, which is immediately extinguished. If an extremely large fire is used as the source, it is only partially extinguished by the casting. Magical fires are not extinguished, although a fire-based creature (such as a fire elemental) used as a source suffers 1d4 points of damage, plus 1 point of damage per caster level. This spell does not function under water.

Snare (Enchantment/Charm)

Range: Touch Components: V, S, M
Duration: Until triggered Casting Time: 3 rds.
Area of Effect: 2-ft. diameter + 2 in./level Saving Throw: None

This spell enables the caster to make a snare that is 90% undetectable without magical aid. The snare can be made from any supple vine, a thong, or a rope. When the *snare* spell is cast upon it, the cordlike object blends with its surroundings. One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle (note that the head of a worm or snake could be thus ensnared).

If a strong and supple tree is nearby, the snare can be fastened to it. The magic of the spell causes the tree to bend and then straighten when the loop is triggered, inflicting 1d6 points of damage to the creature trapped, and lifting it off the ground by the trapped member(s) (or strangling it if the head/neck triggered the snare). If no such sapling or tree is available, the cordlike object tightens upon the member(s), then wraps around the entire creature, causing no damage, but tightly binding it. Under water, the cord coils back upon its anchor point. The snare is magical, so for one hour it is breakable only by cloud giant or greater Strength (23); each hour thereafter, the snare material loses magic so as to become 1 point more breakable per hour--22 after two hours, 21 after three, 20 after four--until six full hours have elapsed. At that time, 18 Strength will break the bonds. After 12 hours have elapsed, the materials of the snare lose all magical properties and the loop opens, freeing anything it held. The snare can be cut with any magical weapon, or with any edged weapon wielded with at least a +2 attack bonus (from Strength, for example).

The caster must have a snake skin and a piece of sinew from a strong animal to weave into the cordlike object from which he will make the snare. Only the caster's holy symbol is otherwise needed.

Spike Growth (Alteration, Enchantment)

Range: 60 yds. Components: V, S, M
Duration: 3d4 turns + 1/level Casting Time: 6
Area of Effect: 10-ft. sq./level Saving Throw: None

Wherever any type of plant growth of moderate size or density is found, this spell can be used. The ground-covering vegetation or roots and rootlets in the area becomes very hard and sharply pointed. In effect, the ground cover, while appearing to be unchanged, acts as if the area were strewn with caltrops. In areas of bare ground or earthen pits, roots and rootlets act in the same way. For each 10 feet of movement through the area, the victim suffers 2d4 points of damage. He must also roll a saving throw vs. spell. If this saving throw is failed, the victim's movement rate is reduced by 1/3 of its current total (but a creature's movement rate can never be less than 1). This penalty lasts for 24 hours, after which the character's normal movement rate is regained.

Without the use of a spell such as *true seeing*, similar magical aids, or some other special means of detection (such as *detect traps* or *detect snares and pits*), an area affected by *spike growth* is absolutely undetectable as such until a victim enters the area and suffers damage. Even then, the creature cannot determine the extent of the perilous area unless some means of magical detection is used.

The components for this spell are the priest's holy symbol and either seven sharp thorns or seven small twigs, each sharpened to a point.

Starshine (Evocation, Illusion/Phantasm)

Range: 10 yds./level Components: V, S, M
Duration: 1 turn/level Casting Time: 6

Area of Effect: 10-ft. sq./level Saving Throw: None

A *starshine* spell enables the caster 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 is lit by starshine. Vision ranges are the same as those for a bright moonlit night--movement noted out to 100 yards; stationary creatures seen up to 50 yards; general identifications made at 30 yards; and recognition at 10 yards. The spell creates shadows and has no effect on infravision. The area of effect actually appears to be a night sky, but disbelief of the illusion merely enables the disbeliever to note that the "stars" are actually evoked lights. This spell does not function under water.

The material components are several stalks from an amaryllis plant (especially Hypoxis) and several holly berries.

Stone Shape (Alteration)

Range: Touch Components: V, S, M
Duration: Permanent Casting Time: 1 rd.
Area of Effect: 9 cu. ft. + 1 cu. ft./level Saving Throw: None

By means of this spell, the caster can form an existing piece of stone into any shape that suits his purposes. For example, he can make a stone weapon, a special trapdoor, or a crude idol. By the same token, it enables the spellcaster to shape a stone door, perhaps so as to escape imprisonment, providing the volume of stone involved is within the limits of the area of effect. While stone coffers can be thus formed, stone doors made, etc., the fineness of detail is not great. If the shaping has moving parts, there is a 30% chance they do not work.

The material component of this spell is soft clay that must be worked into roughly the desired shape of the stone object, and then touched to the stone when the spell is uttered.

Summon Insects (Conjuration/Summoning)

Range: 30 yds. Components: V, S, M
Duration: 1 rd./level Casting Time: 1 rd.
Area of Effect: 1 creature Saving Throw: _

The *summon insects* spell attracts a cloud or swarm of normal insects to attack the foes of the caster. Flying insects appear 70% of the time, while crawling insects appear 30% of the time. The exact insects called are bees, biting flies, hornets, or wasps, if flying insects are indicated; biting ants or pinching beetles, if crawling insects are indicated. A cloud of the flying type, or a swarm of the crawling sort, appears after the spell is cast. This gathers at a point chosen by the caster, within the spell's range, and attacks any single creature the caster points to.

The attacked creature sustains 2 points of damage if it does nothing but attempt to flee or fend off the insects during the time it is attacked; it suffers 4 points of damage per round otherwise. If the insects are ignored, the victim fights with a -2 penalty to his attack roll and a +2 penalty to his Armor Class. If he attempts to cast a spell, an initiative roll should be made for the insects to see if their damage occurs before the spell is cast. The victim gets a saving throw vs spells if saved the victim takes damage after he can cast. If it does not save, the victim's concentration is ruined and the spell is lost. The insects disperse and the spell ends if the victim enters thick smoke or hot flames. Besides being driven off by smoke or hot flames, the swarm might possibly be outrun, or evaded by plunging into a sufficient body of water. If evaded, the summoned insects can be sent against another opponent, but there will be at least a 1 round delay while they leave the former opponent and attack the new victim. Crawling insects can travel only about 10 feet per round (maximum speed over smooth ground) and flying insects travel

60 feet per round. The caster must concentrate to maintain the swarm; it dissipates if he moves or is disturbed.

It is possible, in underground situations, that the caster might summon 1d4 giant ants by means of the spell, but the possibility is only 30% unless giant ants are nearby. This spell does not function under water.

The materials needed for this spell are the caster's holy symbol, a flower petal, and a bit of mud or wet clay.

Tree (Alteration)

Range: 0	Components: V, S, M
Duration: 6 turns + 1 turn/level	Casting Time: 6
Area of Effect: The caster	Saving Throw: None

By means of this spell, the caster is able to assume the form of a small living tree or shrub or that of a large dead tree trunk with only a few limbs. Although the closest inspection cannot reveal that this plant is actually a person, and for all normal tests he is, in fact, a tree or shrub, the caster is able to observe all that goes on around him just as if he were in normal form. The Armor Class and hit points of the plant are those of the caster. The caster can remove the spell at any time, instantly changing from plant to his normal form and having full capability for any action normally possible (including spellcasting). Note that all clothing and gear worn or carried change with the caster. The material components of this spell are the priest's holy symbol and a twig from a tree.

Water Breathing (Alteration) Reversible

Range: Touch	Components: V, S
Duration: 1 hr./level	Casting Time: 6
Area of Effect: 1 creature	Saving Throw: None

The recipient of a *water breathing* spell is able to breathe under water freely for the duration of the spell--i.e., one hour for each experience level of the caster. The priest can divide the base duration between multiple characters. Thus, an 8th-level priest can confer this ability to two characters for four hours, four for two hours, eight for one hour, etc., to a minimum of one half-hour per character.

The reverse, *air breathing*, enables water-breathing creatures to survive comfortably in the atmosphere for an equal duration. Note that neither version prevents the recipient creature from breathing in its natural element.

Fourth-Level Spells

Animal Summoning I (Conjuration, Summoning)

Range: 1 mi. radius	Components: V, S
Duration: Special	Casting Time: 7
Area of Effect: Special	Saving Throw: None

By means of this spell, the caster calls up to eight animals that have 4 Hit Dice or less, of whatever sort the caster names when the summoning is made. Only animals within range of the caster at the time the spell is cast will come. The caster can try three times to summon three different types of animals. For example, a caster first tries to summon wild dogs to no avail, then unsuccessfully tries to call hawks, and finally calls wild horses that may or may not be within summoning range. The DM must determine the chance of a summoned animal type being within the range of the spell. The animals summoned aid

the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, etc. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell (no chimerae, dragons, gorgons, manticores, etc.).

Call Woodland Beings (Conjuration/Summoning)

Range: 100 yds./level

Components: V, S, M

Duration: Special

Casting Time: Special

Area of Effect: Special

Saving Throw: Neg.

By means of this spell, the caster is able to summon certain woodland creatures to his location. Naturally, this spell works only outdoors, but not necessarily only in wooded areas. The caster begins the incantation and continues uninterrupted until some called creature appears or two turns have elapsed. (The verbalization and somatic gesturing are easy, so this is not particularly exhausting to the spellcaster.) Only one type of the following sorts of beings can be summoned by the spell. They come only if they are within the range of the call.

The caster can call three times, for a different type each time. Once a call is successful, no other type can be called without another casting of the spell. (The DM will consult his outdoor map or base the probability of any such creature being within spell range upon the nature of the area the caster is in at the time of spellcasting.)

The creature(s) called by the spell are entitled to a saving throw vs. spell (with a -4 penalty) to avoid the summons. Any woodland beings answering the call are favorably disposed to the spellcaster and give whatever aid they are 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. spell (this time with a +4 bonus) when they come within 10 yards of the caster or another evil character with him. These beings immediately seek to escape if their saving throws are successful. In any event, if the caster requests that the summoned creatures engage in combat on his behalf, they are required to roll a loyalty reaction check based on the caster's Charisma and whatever dealings he has had with them.

This spell works with respect to neutral or good woodland creatures, as determined by the DM. Thus, the DM can freely add to or alter the list as he sees fit.

If the caster personally knows a certain individual woodland being, that being can be summoned at double the normal range. If this is done, no other woodland creatures are affected.

If a percentage chance is given in the accompanying table, druids and other naturebased priests add 1% per caster level. These chances can be used if no other campaign information on the area is available.

The material components of this spell are a pine cone and eight holly berries.

Creature Type Called	Type of Woodlands		
	Light	Moderate/Sylvan	Dense/Virgin
2d8 brownies	30%	20%	10%
1d4 centaurs	5%	30%	5%
1d4 dryads	1%	25%	15%
1d8 pixies	10%	20%	10%
1d4 satyrs	1%	30%	10%
1d6 sprites	0%	5%	25%
1 treant	--	5%	25%
1 unicorn	--	15%	20%

Control Temperature, 10' Radius (Alteration)

Range: 0

Components: V, S, M

Duration: 4 turns + 1 turn/level Casting Time: 7
Area of Effect: 10-ft. radius Saving Throw: None

When this spell is cast, the temperature surrounding the caster can be altered by 10 F., either upward or downward, per level of experience of the spellcaster. Thus, a 10th-level caster could raise or lower the surrounding temperature from 1 to 100 degrees. The spell can be used to ensure the comfort of the caster and those with him in extreme weather conditions. The party could stand about in shirt sleeves during the worst blizzard (although it would be raining on them) or make ice for their drinks during a scorching heat wave.

The spell also provides protection from intense normal and magical attacks. If the extreme of temperature is beyond what could be affected by the spell (a searing blast of a fireball or the icy chill of a white dragon), the spell reduces the damage caused by 5 points for every level of the caster. Normal saving throws are still allowed, and the reduction is taken after the saving throw is made or failed. Once struck by such an attack, the spell immediately collapses.

The material component for this spell is a strip of willow bark (to lower temperatures) or raspberry leaves (to raise temperatures).

Cure Serious Wounds (Necromancy) Reversible

Range: Touch Components: V, S
Duration: Permanent Casting Time: 7
Area of Effect: 1 creature Saving Throw: None

This spell is a more potent version of the *cure light wounds* spell. When laying his hand upon a creature, the priest heals 2d8 (+1 per level up to 10) points of wound or other injury damage to the creature's body. This healing cannot affect noncorporeal, nonliving, or extraplanar creatures.

Cause serious wounds, the reverse of the spell, operates similarly to the *cause light wounds* spell, the victim having to be touched first. If the touch is successful, 2d8 (+1 per level up to 10) points of damage are inflicted.

Dispel Magic (Abjuration)

Range: 60 yds Components: V, S
Duration: Special Casting Time: 6
Area of Effect: 30-ft. cube or 1 item Saving Throw: None

When a priest casts this spell, it has a chance to neutralize or negate the magic it comes in contact with as follows:

First, it has a chance to remove spells and spell-like effects (including device effects and innate abilities) from creatures or objects. Second, it may disrupt the casting or use of these in the area of effect at the instant the dispel is cast. Third, it may destroy magical potions (which are treated as 12th level for purposes of this spell).

Each effect or potion in the spell's area is checked to determine if it is dispelled. The caster can always dispel his own magic; otherwise, the chance depends on the difference in level between the magical effect and the caster. The base chance of successfully dispelling is 11 or higher on 1d20. If the caster is of higher level than the creator of the effect to be dispelled, the difference is *subtracted* from this base number needed. If the caster is of lower level, the difference is *added* to the base. A die roll of 20 always succeeds and a die roll of 1 always fails. Thus, if a caster is 10 levels higher than the magic he is trying to dispel, only a roll of 1 prevents the effect from being dispelled.

A *dispel magic* can affect only a specially enchanted item (such as a magical scroll, ring, wand, rod, staff, miscellaneous item, weapon, shield, or armor) if it is cast directly upon the item. This renders the item nonoperational for 1d4 rounds. An item possessed or

carried by a creature has the creature's saving throw against this effect; otherwise, it is automatically rendered nonoperational. An interdimensional interface (such as a *bag of holding*) rendered nonoperational is temporarily closed. Note that an item's physical properties are unchanged: A nonoperational magical sword is still a sword.

Artifacts and relics are not subject to this spell, but some of their spell-like effects may be, at the DM's option.

Note that this spell, if successful, will release charmed and similarly beguiled creatures. Certain spells or effects cannot be dispelled; these are listed in the spell descriptions.

Summary of Dispel Effects		
Source of Effect	Resists As	Result of Dispel
Caster	None	Dispel automatic
Other caster/ innate ability	Level/HD of other caster	Effect negated
Wand	6th level	Effect negated
Staff	8th level	Effect negated
Potion	12th level	Potion destroyed
Other magical item	12th, unless special	Effect negated; if cast directly on item, item becomes nonoperational for 1d4 rounds.
Artifact	DM discretion	DM discretion

Hallucinatory Forest (Illusion/Phantasm) Reversible

Range: 80 yds.

Components: V, S

Duration: Permanent

Casting Time: 7

Area of Effect: 40-ft. sq./level

Saving Throw: None

When this spell is cast, a hallucinatory forest comes into existence. The illusionary forest appears to be perfectly natural and is indistinguishable from a real forest. Priests attuned to the woodlands--as well as such creatures as centaurs, dryads, green dragons, nymphs, satyrs, and treants--recognize the forest for what it is. All other creatures believe it is there, and movement and order of march are affected accordingly. Touching the illusory growth neither affects the magic nor reveals its nature. The hallucinatory forest remains until it is magically dispelled by a reverse of the spell or a *dispel magic* spell. The area shape is either roughly rectangular or square, in general, and at least 40 feet deep, in whatever location the caster desires. The forest can be of less than maximum area if the caster wishes. One of its edges can appear up to 80 yards away from the caster.

Hold Plant (Enchantment/Charm)

Range: 80 yds.

Components: V, S

Duration: 1 rd./level

Casting Time: 7

Area of Effect: 1d4 plants in 40-ft. sq.

Saving Throw: Neg.

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 that 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 one round per level of experience of the caster. It affects 1d4 plants in a 40-foot x 40-foot area, or a square 4 to 16 yards on a side of small ground growth such as grass or mold. If only one plant (or 4 yards square) is chosen as the target for the spell by the caster, the saving throw of the plant (or area of plant growth) is made with a -4 penalty to the die roll; if two plants (or 8

yards square) are the target, saving throws suffer a -2 penalty; if three plants (or 12 yards square) are the target, saving throws suffer a -1 penalty; and if the maximum of four plants (or 16 yards square) are the target, saving throws are unmodified.

Plant Door (Alteration)

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

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 to the caster who cast the spell, casters of a higher level, or dryads; others must be shown the location of the door. The door even enables the caster to enter a solid tree trunk and remain hidden there until the spell ends. The spell also enables the passage or hiding of any man-sized or smaller creature; hiding is subject to space considerations. If the tree is cut down or burned, those within must leave before the tree falls or is consumed, or else they are killed also. The duration of the spell is one turn per level of experience of the caster. If the caster opts to stay within an oak, the spell lasts nine times longer than normal; if within an ash tree, it lasts three times longer. The path created by the spell is up to 4 feet wide, 8 feet high, and 12 feet long per level of experience of the caster. This spell does not function on plant-based monsters (shambling mounds, molds, slimes, treants, etc.).

The material components for this spell are a piece of charcoal and the caster's holy symbol.

Produce Fire (Alteration) Reversible

Range: 40 yds.	Components: V, S, M
Duration: 1 rd.	Casting Time: 7
Area of Effect: 12-ft. sq.	Saving Throw: None

By means of this spell, the caster creates a common fire of up to 12 feet per side in area. Though it lasts only a single round (unless it ignites additional flammable material), the fire produced by the spell inflicts $1d4 + 1/\text{level}$ points of damage plus 1 point per caster level ($1d4 + 1/\text{level}$) upon creatures within its area. It ignites combustible materials, such as cloth, oil, paper, parchment, wood, and the like, so as to cause continued burning.

The reverse, *quench fire*, extinguishes any normal fire (coals, oil, tallow, wax, wood, etc.) within the area of effect.

The material component for either version is a paste of sulfur and wax, formed into a ball and thrown at the target.

Protection From Lightning (Abjuration)

Range: Touch	Components: V, S, M
Duration: Special	Casting Time: 7
Area of Effect: 1 creature	Saving Throw: None

The effect of a *protection from lightning* spell changes depending on who is the recipient of the magic--the caster or some other creature. In either case, the spell lasts no longer than one turn per caster level.

If the spell is cast upon the caster, it confers complete invulnerability to electrical attack such as dragon breath, or magical lightning such as *lightning bolt*, *shocking grasp*, storm giant, will 'o wisp, etc., until the spell has absorbed 10 points of electrical damage

per level of the caster, at which time the spell is negated. If the spell is cast upon another creature, it gives a bonus of +4 to the die roll for saving throws made vs. electrical attacks, and it reduces the damage sustained from such attacks

Repel Insects (Abjuration, Alteration)

Range: 0 Components: V, S, M
Duration: 1 turn/level Casting Time: 1 rd.
Area of Effect: 10-ft. radius Saving Throw: None

When this spell is cast, the priest creates an invisible barrier to all sorts of insects, and normal insects do not approach within 10 feet of the caster while the spell is in effect. Giant insects with Hit Dice less than 1/3 of the caster's experience level are also repelled (for example, 2 Hit Dice for 7th- to 9th-level casters, 3 Hit Dice at 10th through 12th level, etc.). Insects with more Hit Dice can enter the protected area if the insect is especially aggressive and, in addition, rolls a successful saving throw vs. spell. Those that do sustain 1d6 points of damage from passing through 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 include any one of the following: several crushed marigold flowers, a whole crushed leek, seven crushed stinging nettle leaves, or a small lump of resin from a camphor tree.

Speak With Plants (Alteration)

Range: 0 Components: V, S, M
Duration: 1 rd./level Casting Time: 1 turn
Area of Effect: 30-ft. radius Saving Throw: None

When cast, a *speak with plants* spell enables the priest to converse, in very rudimentary terms, with all sorts of living vegetables (including fungi, molds, and plantlike monsters, such as shambling mounds) and to exercise limited control over normal plants (i.e., not monsters or plantlike creatures). Thus, the caster can question plants as to whether or not creatures have passed through them, cause thickets to part to enable easy passage, require vines to entangle pursuers, and command similar services. The spell does not enable plants to uproot themselves and move about, but any movements within the plants' normal capabilities are possible. Creatures entangled by the 1st-level spell of that name can be released. The power of the spell lasts for one round for each experience level of the casting priest. All vegetation within the area of effect is affected by the spell.

The material components for this spell are a drop of water, a pinch of dung, and a flame.

Fifth Level Spells

Animal Growth (Alteration) Reversible

Range: 80 yds. Components: V, S, M
Duration: 2 rds./level Casting Time: 8
Area of Effect: Up to 8 animals Saving Throw: None
in a 20-ft. sq.

When this spell is released, the caster causes up to eight animals within a 20-foot square area to grow to twice their normal size. The effects of this growth are doubled Hit Dice (with resultant improvement in attack potential), doubled hit points (except hit

points added to Hit Dice), and doubled damage in combat. Movement and AC are not affected. The spell lasts for two rounds for each level of the caster. The spell is particularly useful in conjunction with a *charm person* or *mammal* spell. The reverse reduces animal size by one-half, and likewise reduces Hit Dice, hit points, attack damage, etc. The material component for this spell and its reverse is the caster's holy symbol and a scrap of food.

Animal Summoning II (Conjuration/Summoning)

Range: 60 yds./level	Components: V, S
Duration: Special	Casting Time: 8
Area of Effect: Special	Saving Throw: None

By means of this spell, the caster calls up to six animals of 8 Hit Dice or less, or 12 animals of 4 Hit Dice or less--of whatever sort the caster names. Only animals within range of the caster at the time the spell is cast will come. The caster can try three times to summon three different types of animals. For example, suppose that wild dogs are first summoned to no avail, then hawks are unsuccessfully called, and finally the caster calls for wild horses. The DM determines the chance of a summoned animal type being within range of the spell. The animals summoned aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, etc. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be effected by this spell (no chimerae, dragons, gorgons, manticores, etc.).

Anti-Plant Shell (Abjuration)

Range: 0	Components: V, S
Duration: 1 turn/level	Casting Time: 8
Area of Effect: 15-ft. diameter	Saving Throw: None

The *anti-plant shell* spell creates an invisible, mobile barrier that keeps all creatures within the shell protected from attacking plants or vegetable creatures such as shambling mounds or treants. Any attempt to force the barrier against such creatures shatters the barrier immediately. The spell lasts for one turn for each experience level of the caster.

Commune With Nature (Divination)

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

This spell enables the caster to become one with nature, thus being empowered with knowledge of the surrounding territory. For each level of experience of the caster, he can "know" one fact--ahead, left, or right, about the following subjects: the ground, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, etc. The presence of powerful unnatural creatures also can be detected, as can the general state of the natural setting. The spell is most effective in outdoor settings, operating in a radius of one-half mile for each level of the caster. In natural underground settings--caves, cavern, etc.--the range is limited to 10 yards per caster level. In constructed settings (dungeons and towns), the spell will not function. The DM may limit the casting of this spell to once per month.

Control Winds (Alteration)

Sphere: Weather

Range: 0

Duration: 1 turn/level

Area of Effect: 40-ft./level radius

Components: V, S

Casting Time: 8

Saving Throw: None

By means of a *control winds* spell, the caster is able to alter wind force in the area of effect. For every three levels of experience, the caster can increase or decrease wind force by one level of strength. Wind strengths are as follows:

Wind Force	Miles Per Hour
Light Breeze	2-7
Moderate Breeze	8-18
Strong Breeze	19-31
Gale	32-54
Storm	55-72
Hurricane	73-176

Winds in excess of 19 miles per hour drive small flying creatures--those eagle-sized and under--from the skies, severely affect missile accuracy, and make sailing difficult. Winds in excess of 32 miles per hour drive even man-sized flying creatures from the skies and cause minor ship damage. Winds in excess of 55 miles per hour drive all flying creatures from the skies, uproot small trees, knock down wooden structures, tear off roofs, and endanger ships. Winds in excess of 73 miles per hour are of hurricane force. An "eye" of 40-foot radius, in which the wind is calm, exists around the caster. Note that while the spell can be used underground, if the spell is cast in an area smaller than the area of effect, the eye shrinks 1 foot for every foot of confinement. For example, if the area of effect is a 360-foot area, the eye shrinks by 10 feet to a 30-foot radius; a space under 320 feet in a radius would eliminate the eye and subject the spellcaster to the effects of the wind. Once the spell is cast, the wind force increases or decreases by 3 miles per hour per round until the maximum or minimum speed is attained. The caster, with one round of complete concentration, can stabilize the wind at its current strength, or set it to increase or decrease. However, the rate of the change cannot be altered. The spell remains in force for one turn for each level of experience of the caster. When the spell is exhausted, the force of the wind wanes or waxes at the same rate, until it reaches the level it was at before the spell took effect. Another caster can use a *control winds* spell to counter the effects of a like spell up to the limits of his own ability.

Insect Plague (Conjuration/Summoning)

Range: 120 yds.

Components: V, S, M

Duration: 2 rds./level

Casting Time: 1 turn

Area of Effect: 180 ft. x 60 ft. cloud Saving Throw: None

When this spell is cast by the priest, a horde of creeping, hopping, and flying insects gather and swarm in a thick cloud. In an environment free of normal insects, the spell fails. The insects obscure vision, limiting it to 10 feet. Spellcasting within the cloud is impossible. Creatures in the insect plague, regardless of Armor Class, sustain 1 point of damage for each round they remain within, due to the bites and stings of the insects. Invisibility is no protection. All creatures with 2 or fewer Hit Dice will automatically move at their fastest possible speed in a random direction until they are more than 240 yards away from the insects. Creatures with fewer than 5 Hit Dice must check morale; failure means they run as described above.

Heavy smoke drives off insects within its bounds. Fire also drives insects away. For example, a wall of fire in a ring shape keeps a subsequently cast *insect plague* outside its confines, but a *fireball* spell simply clears insects from its blast area for one round. A single torch is ineffective against this vast horde of insects. Lightning, cold, or ice are

likewise ineffective, while a strong wind that covers the entire plague area disperses the insects and ends the spell. The plague lasts two rounds for each level of the caster, and thereafter the insects disperse. The insects swarm in an area that centers around a summoning point determined by the spellcaster. The point can be up to 120 yards away from the priest. The insect plague does not move thereafter for as long as it lasts. Note that the spell can be countered by a *dispel magic* spell.

The material components of this spell are a few granules of sugar, some kernels of grain, and a smear of fat.

Moonbeam (Evocation, Alteration)

Range: 60 yds. + 10 yds./level Components: V, S, M
Duration: 1 rd./level Casting Time: 7
Area of Effect: 5 ft. radius + special Saving Throw: None

By means of this spell, the caster is able to cause a beam of soft, pale light to strike down from overhead and illuminate whatever area he is pointing at. The light is exactly the same as moonlight, so that colors other than shades of black, gray, or white are vague. The spellcaster can easily make the moonbeam move to any area that he can see and point to. This makes the spell an effective way to spotlight something, an opponent, for example. While the *moonbeam* spell does not eliminate all shadows, a creature centered in a moonbeam is most certainly visible. The reflected light from this spell enables dim visual perception 10 yards beyond the area of effect, but it does not shed a telltale glow that would negate surprise. The light does not adversely affect infravision. The caster can dim the beam to near darkness if desired. The beam has, in addition, all the properties of true moonlight and can induce a lycanthropic change (of a creature in the beam), unless the DM rules otherwise.

The material components are several seeds of any moonseed plant and a piece of opalescent feldspar (moonstone).

Pass Plant (Alteration)

Range: Touch Components: V, S, M
Duration: Special Casting Time: 8
Area of Effect: Special Saving Throw: None

By using this spell, the caster is able to enter a tree and move from inside it to inside another tree. The second tree must lie in approximately the direction desired by the spell user and must be within the range shown in the following table.

Type of Tree	Range of Area of Effect
Oak	600 yards
Ash	540 yards
Yew	480 yards
Elm	420 yards
Linden	360 yards
Deciduous	300 yards
Coniferous	240 yards
Other	180 yards

The tree entered and that receiving the caster must be of the same type, must both be living, and of girth at least equal to that of the caster. Note that if the caster enters a tree, an ash, for example, and wishes to pass north as far as possible (540 yards), but the only appropriate ash in range is to the south, the caster will pass to the ash in the south. The *pass plant* spell functions so that the movement takes only one round. The caster can, at his option, remain within the receiving tree for a maximum of one round per level of

experience. Otherwise, he can step forth immediately. Should no like tree be in range, the caster simply remains within the first tree, does not pass elsewhere, and must step forth in the appropriate number of rounds. If the occupied tree is chopped down or burned, the caster is slain if he does not exit before the process is complete.

Spike Stones (Alteration, Enchantment)

Range: 30 yds. Components: V, S, M
Duration: 3d4 turns +1/level Casting Time: 6
Area of Effect: 10 ft. sq./level, Saving Throw: None
1 spike/sq. ft.

The *spike stones* spell causes rock to shape itself into long, sharp points that 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 and to inflict damage. If an area is carefully observed, each observer is 25% likely to notice the sharp points of rock.

Otherwise, those entering the spell's area of effect suffer 1d4 points of damage per round. The success of each attack is 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 for each round spent in the area thereafter. The initial step enables the individual to become aware of some problem only if the initial attack succeeds; otherwise movement continues and the spike stones remain unnoticed until damage occurs. Charging or running victims suffer two attacks per round.

Those falling into pits affected by spike stones suffer six such attacks for every 10 feet fallen, each attack having a +2 bonus to the attack roll. In addition, the damage inflicted by each attack increases by +2 for every 10 feet fallen. Finally, the creatures also suffer normal falling damage.

The material component of this spell is four tiny stalactites.

Sticks to Snakes (Alteration) Reversible

Range: 30 yds. Components: V, S, M
Duration: 2 rds./level Casting Time: 7
Area of Effect: 1d4 sticks + Saving Throw: None
1 stick/level in a 10-ft. cube

By means of this spell, the caster can change 1d4 sticks, plus one stick per experience level, into snakes; thus, a 9th-level priest can change 10-13 sticks into an equal number of snakes. These snakes attack as commanded by the priest. There must, of course, be sticks or similar pieces of wood (such as torches, spears, etc.) to turn into snakes. Such a stick cannot be larger than a staff. Sticks held by creatures are allowed a saving throw equal to that of the possessor (i.e., a spear held by an orc must roll the orc's saving throw vs. polymorph). Magical items, such as staves and enchanted spears, are not affected by the spell. Only sticks within the area of effect are changed.

The type of snake created varies, but a typical specimen has 2 Hit Dice, Armor Class 6, a movement rate of 9, and either constricts for 1d4+1 points of damage per round or bites for 1 point plus poison (if any). The chance of a snake thus changed being venomous is 5% per caster level, if the spellcaster desires. Thus, an 11th-level priest has a maximum 55% chance that any snake created by the spell is poisonous. The spell lasts for two rounds for each experience level of the spellcaster.

The material components of the spell are a small piece of bark and several snake scales.

The reverse spell changes normal-sized snakes to sticks for the same duration, or it negates the *sticks to snakes* spell according to the level of the priest countering the spell

(for example, a 10th-level priest casting the reverse spell can turn 11-14 snakes back into sticks).

Transmute Rock to Mud (Alteration)Reversible

Range: 160 yds. Components: V, S, M
Duration: Special Casting Time: 8
Area of Effect: 20-ft. cube/level Saving Throw: None

This spell turns natural rock of any sort into an equal volume of mud. If it is cast upon a rock, for example, the rock affected collapses into mud. Magical or enchanted stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. Creatures unable to levitate, fly, or otherwise free themselves from the mud sink at the rate of 1/3 of their height per round and eventually suffocate, save for lightweight creatures that could normally pass across such ground. Brush thrown atop the mud can support creatures able to climb on top of it, with the amount required decided by the DM. Creatures large enough to walk on the bottom can move through the area at a rate of 10 feet per round. The mud remains until a successful *dispel magic* or *transmute mud to rock* spell restores its substance--but not necessarily its form. Evaporation turns the mud to normal dirt at a rate of 1d6 days per 10 cubic feet. The exact time depends on exposure to the sun, wind, and normal drainage.

The reverse, *transmute mud to rock*, hardens normal mud or quicksand into soft stone (sandstone or similar mineral) permanently unless magically changed. Creatures in the mud are allowed a saving throw to escape before the area is hardened to stone. Dry sand is unaffected.

The material components for the spell are clay and water (or sand, lime, and water for the reverse).

Wall of Fire(Conjuration/Summoning)

Range: 80 yds. Components: V, S, M
Duration: Special Casting Time: 8
Area of Effect: Special Saving Throw: None

The *wall of fire* spell brings forth an immobile, blazing curtain of magical fire of shimmering color--yellow-green or amber (different from the 4th-level wizard version). The spell creates an opaque sheet of flame up to one 20-foot square per level of the spellcaster, or a ring with a radius of up to 10 feet + 5 feet for every two levels of experience of the wizard, and 20 feet high.

The wall of fire must be cast so that it is vertical with respect to the caster. One side of the wall, selected by the caster, sends forth waves of heat, inflicting 2d4 points of damage upon creatures within 10 feet and 1d4 points of damage upon those within 20 feet. In addition, the wall inflicts 4d4 points of damage, plus 1 point of damage per level of the spellcaster, to any creature passing through it. Creatures especially subject to fire may take additional damage, and undead always take twice normal damage. Note that attempting to directly catch moving creatures with a newly created wall of fire is difficult. A successful saving throw enables the creature to avoid the wall, while its rate and direction of movement determine which side of the created wall it is on. The wall of fire lasts as long as the priest concentrates on maintaining it, or one round per level of experience of the priest in the event he does not wish to concentrate upon it.

The material component of the spell is phosphorus.

Sixth-Level Spells

Animal Summoning III (Conjuration, Summoning)

Range: 100 yds./level Components: V, S
Duration: Special Casting Time: 9
Area of Effect: Special Saving Throw: None

This spell is the same in duration and effect as the 4th-level *animal summoning I* spell, except that up to four 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. Only animals within range of the caster at the time the spell is cast will come. The caster can try three times to summon three different types of animals[md]e.g., suppose that wild dogs are first summoned to no avail, then hawks are unsuccessfully called, and finally the caster calls for wild horses that may or may not be within summoning range. Your DM will determine the chance of a summoned animal type being within range of the spell. The animals summoned will aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, etc. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell (no chimerae, dragons, gorgons, manticores, etc.).

Anti-Animal Shell (Abjuration)

Range: 0 Components: V, S, M
Duration: 1 turn/level Casting Time: 1 rd.
Area of Effect: 10-ft. radius Saving Throw: None

By casting this spell, the caster brings into being a hemispherical force field that prevents the entrance of any sort of living creature that is wholly or partially animal (not magical or extraplanar). Thus a sprite, a giant, or a chimera would be kept out, but undead or conjured creatures could pass through the shell of force, as could such monsters as aerial servants, imps, quasits, golems, elementals, etc. The anti-animal shell functions normally against crossbreeds, such as cambions, and lasts for one turn for each level of experience the caster has attained. Forcing the barrier against creatures strains and ultimately collapses the field.

The spell requires the caster's holy symbol and a handful of pepper.

Conjure Fire Elemental (Conjuration/Summoning) Reversible

Range: 80 yds. Components: V, S
Duration: 1 turn/level Casting Time: 6 rds.
Area of Effect: Special Saving Throw: None

Upon casting a *conjure fire elemental* spell, the caster opens a special gate to the elemental plane of Fire, and a fire elemental is summoned to the vicinity of the spellcaster. It is 65% likely that a 12 Hit Dice elemental appears, 20% likely that a 16 Hit Dice elemental appears, 9% likely that two to four salamanders appear, 4% likely that an efreeti appears, and 2% likely that a huge fire elemental of 21 to 24 Hit Dice appears. The caster need not fear that the elemental force summoned will turn on him, so concentration upon the activities of the fire elemental (or other creatures summoned) or protection from the creature is not necessary. The elemental summoned helps the caster however possible, including attacking the caster's opponents. The fire elemental or other creature summoned remains for a maximum of one turn per level of the caster, or until it is slain,

sent back by a *dispel magic* spell, the reverse of this spell, *dismiss fire elemental*, or similar magic.

Cure Critical Wounds (Necromancy) Reversible

Range: Touch	Components: V, S
Duration: Permanent	Casting Time: 8
Area of Effect: 1 creature	Saving Throw: None

The *cure critical wounds* spell is a very potent version of the *cure light wounds* spell. The priest lays his hand upon a creature and heals 3d8 (+1 per level up to 15) points of damage from wounds or other damage. The spell does not affect creatures without corporeal bodies, those of extraplanar origin, or those not living. The reversed spell, *cause critical wounds*, operates in the same fashion as other *causes wounds* spells, requiring a successful touch to inflict the 3d8(+1 per level up to 15) points of damage. Caused wounds heal via the same methods as do wounds of other sorts

Feeblemind (Enchantment/Charm)

Range: 16"	Components: V, S
Duration: Permanent	Casting Time: 8 segments
Area of Effect: One creature	Saving Throw: Neg.

A spell which is solely for employment against those persons or creatures who use magic spells , feeblemind causes the victim's brain to become that of a moronic child. The victim remains in this state until a heal, restoration or wish spell is used to do away with the effects. The spell is of such a nature that the probability of it affecting the target creature is generally enhanced, i.e. saving throws are lowered.

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

Note that the spell has no material component.

Fire Seeds (Conjuration)

Range: Touch	Components: V, S, M
Duration: Special	Casting Time: 1 rd./seed
Area of Effect: Special	Saving Throw: 1/2

The *fire seeds* spell creates special missiles or timed incendiaries that burn with great heat. The spell can be cast to create either fire seed missiles or fire seed incendiaries, as chosen when the spell is cast.

Fire seed missiles: This casting turns up to four acorns into special grenade like missiles that can be hurled up to 40 yards. An attack roll is required to strike the intended target, and proficiency penalties are considered. Each acorn bursts upon striking any hard surface, causing 2d8 points of damage and igniting any combustible materials within a 10-foot diameter of the point of impact. If a successful saving throw vs. spell is made, a creature within the burst area receives only one-half damage, but a creature struck directly suffers full damage (i.e., no saving throw).

Fire seed incendiaries: This casting turns up to eight holly berries into special incendiaries. The holly berries are most often placed, being too light to make effective missiles. They can be tossed only up to 6 feet away. They burst into flame if the caster is within 40 yards and speaks a word of command. The berries instantly ignite, causing 1d8 points of damage to any creature and igniting any combustible within a 5-foot-diameter burst area. Creatures within the area that successfully save vs. spell suffer half damage. All fire seeds lose their power after a duration equal to one turn per experience level of the caster--e.g., the seeds of a 13th-level caster remain potent for a maximum of 13 turns after their creation.

No other material components beyond acorns or holly berries are needed for this spell.

Liveoak (Enchantment)

Range: Touch	Components: V, S, M
Duration: 1 day/level	Casting Time: 1 turn
Area of Effect: 1 oak tree	Saving Throw: None

This spell enables the caster to charm a healthy oak tree (or other type if the DM allows) to cause it to serve as a protector. The spell can be cast on a single tree at a time. While a *liveoak* spell cast by a particular caster is in effect, he cannot cast another such spell. The tree upon which the spell is cast must be within 10 feet of the caster's dwelling place, within a place sacred to the caster, or within 100 yards of something that the caster wishes to guard or protect.

The *liveoak* spell can be cast upon a healthy tree of small, medium, or large size, according to desire and availability. A triggering phrase of up to maximum of one word per level of the spellcaster is then placed upon the targeted oak. For instance, "Attack any persons who come near without first saying *sacred mistletoe*" is an 11-word trigger phrase that could be used by a caster of 11th level or higher casting the spell. The *liveoak* spell triggers the tree into animating as a treant of equivalent size, an Armor Class of 0 and with two attacks per round, but with only a 30-feet-per-round movement rate.

Tree Size	Height	Hit Dice	Damage per Attack
Small	12' - 14'	7-8	2d8
Medium	16' - 19'	9-10	3d6
Large	20' - 23'+	11-12	4d6

A tree enchanted by this spell radiates a magical aura (if checked for), and can be returned to normal by a successful casting of a *dispel magic* spell, or upon the desire of the caster who enchanted it. If dispelled, the tree takes root immediately. If released by the caster, it tries to return to its original location before taking root. Damage to the tree can be healed with a *plant growth* spell, which restores 3d4 points of damage. A *plant growth* spell used in this fashion does not increase the size or hit points of the liveoak beyond the original value.

The caster needs his holy symbol to cast this spell.

Transmute Water to Dust (Alteration) Reversible

Range: 60 yds.	Components: V, S, M
Duration: Permanent	Casting Time: 8
Area of Effect: 1 cu. yd./level	Saving Throw: Special

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 is doubled, while if wet mud is present, the area of effect is quadrupled. If water remains in contact with

the transmuted dust, the former quickly permeates the latter, turning the dust into silty mud. If there is not a sufficient quantity of water to cause that effect, it simply soaks or dampens the dust accordingly.

Only the liquid actually in the area of effect at the moment of spellcasting is affected. Potions that contain water as a component part are rendered useless. Living creatures are unaffected, except for those native to the elemental plane of Water. Such creatures must roll a successful saving throws vs. death or be slain. However, 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 this spell is simply a very high-powered *create water* spell that 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 500 gp value, a bit of sea shell, and the caster's holy symbol.

Transport Via Plants (Alteration)

Range: Touch	Components: V, S
Duration: Special	Casting Time: 4
Area of Effect: Special	Saving Throw: None

By means of this spell, the caster is able to enter any plant (human-sized or larger) 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 caster, but it also must be alive. If the caster is uncertain of the destination plant, he need merely determine direction and distance, and the *transport via plants* spell moves him as close as possible to the desired location. There is a 20% chance, reduced by 1% per level of experience of the caster, that the transport delivers the caster to a similar species of plant from 1 to 100 miles away from the desired destination plant. If a particular destination plant is desired, but the plant is not living, the spell fails and the caster must come forth from the entrance plant within 24 hours. Note that this spell does not function with plantlike creatures such as shambling mounds, treants, etc. The destruction of an occupied plant slays the caster (see the *plant door* spell).

Turn Wood (Alteration)

Range: 0	Components: V, S
Duration: 1 rd./level	Casting Time: 9
Area of Effect: 20 ft./level x 120 ft.	Saving Throw: None

When this spell is cast, waves of force roll forth from the caster, moving in the direction he faces and causing all wooden objects in the path of the spell to be pushed away from the caster to the limit of the area of effect. Wooden objects above 3 inches in diameter that are fixed firmly are not affected, but loose objects (movable mantles, siege towers, etc.) move back. Objects less than 3 inches in diameter that are fixed splinter and break, and the pieces move with the wave of force. Thus, objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them with them. If a spear is planted to prevent this forced movement, it splinters. Even magical items with wooden sections are turned, although an anti-magic shell blocks the effects. A successful *dispel magic* spell ends the effect. Otherwise, the *turn wood* spell lasts for one round for each experience level of the caster.

The waves of force continue to sweep down the set path for the spell's duration, pushing back wooden objects in the area of effect at a rate of 40 feet per melee round. The length of the path is 20 feet per level of the caster. Thus if a 14th-level priest casts a *turn wood* spell, the area of effect is 120 feet wide by 280 feet long, and the spell lasts 14 rounds. After casting the spell, the path is set and the caster can then do other things or go elsewhere without affecting the spell's power.

Wall of Thorns (Conjuration/Summoning)

Range: 80 yds.	Components: V, S
Duration: 1 turn/level	Casting Time: 9
Area of Effect: One 10-ft. cube/level	Saving Throw: None

The *wall of thorns* spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a person's finger. Any creature breaking through (or crashing into) the wall of thorns suffers 8 points of damage, plus an additional amount of damage equal to the creature's AC. Negative ACs subtract from the base 8 points of damage, but no adjustment is made for Dexterity. Any creature within the area of effect of the spell when it is cast, crashes into the *wall of thorns* and must break through to move. The damage is based on each 10-foot thickness of the barrier.

If the wall of thorns is chopped at, it takes at least four turns to cut a path through a 10-foot thickness. Normal fire cannot harm the barrier, but magical fires burn away the barrier in two turns, creating a wall of fire effect while doing so (see *wall of fire* spell). In this case, the cool side of the wall is that closest to the caster of the thorn wall.

The nearest edge of the wall of thorns appears up to 80 yards distant from the caster, as he desires. The spell's duration is one turn for each level of experience of the caster, and it covers one 10-foot cube per level of the caster in whatever shape the caster desires. Thus a 14th-level caster could create a wall of thorns up to 70 feet long by 20 feet high (or deep) by 10 feet deep (or high), a 10-foot-high by 10-foot-wide by 140-foot-long wall to block a dungeon passage, or any other sort of shape that suited his needs. The caster can also create a wall of 5-foot thickness, which inflicts half damage but can be doubled in one of the other dimensions. Note that those with the ability to pass through overgrown areas are not hindered by this barrier. The caster can dismiss the barrier on command.

Weather Summoning (Conjuration/Summoning)

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

By this spell, the caster calls forth weather appropriate to the climate and season of the area he is in. Thus, in spring a tornado, thunderstorm, 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 enables great cold, blizzard, or thaw conditions to be summoned. Hurricane-force winds can be summoned near coastal regions in the later winter or early spring. The summoned weather is not under the control of the caster. 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 square miles. Note that several casters can act in concert to greatly affect weather, controlling winds, and working jointly to summon very extreme weather conditions.

Within four turns after the spell is cast, the trend of the weather to come is apparent--e.g., clearing skies, gusts of warm or hot air, a chill breeze, overcast skies, etc. Summoned weather arrives 1d12+5 turns after the spell is cast. Note that the new weather condition cannot be changed by the caster once it has been summoned. Once the weather is fully summoned, it cannot be dispelled. If the summoning is successfully dispelled before it has been completed, the weather slowly reverts to its original condition.

Seventh-Level Spells

Animate Rock (Alteration)

Range: 40 yds.	Components: V, S, M
Duration: 1 rd./level	Casting Time: 1 rd.
Area of Effect: 2 cu. ft./level	Saving Throw: None

By employing an *animate rock* spell, the caster causes a stone object of up to the indicated size to move (see the 6th-level *animate object* spell.). The animated stone object must be separate (not a part of a huge boulder or the like). It follows the desire of the caster--attacking, breaking objects, blocking--while the magic lasts. It has no intelligence or volition of its own, but it follows instructions exactly as spoken. Only one set of instructions for one single action can be given to the animated rock, and the directions must be brief, about a dozen words or so. The rock remains animated for one round per experience level of the caster. The volume of rock that can be animated is also based on the experience level of the caster--2 cubic feet of stone per level, such as 24 cubic feet, a mass of about man-sized, at 12th level.

While the exact details of the animated rock are decided by the DM, its Armor Class is no worse than 5, and it has 1d3 hit points per cubic foot of volume. It uses the attack roll of the caster. The maximum damage it can inflict is 1d2 points per caster level. Thus, a 12th-level caster's rock might inflict 12 to 24 points of damage. Movement for a mansized rock is 60 feet per round. A rock generally weighs from 100 to 300 pounds per cubic foot.

The material components for the spell are a stone and drop of the caster's blood.

Changestaff (Evocation, Enchantment)

Sphere: Plant, Creation	
Range: Touch	Components: V, S, M
Duration: Special	Casting Time: 4
Area of Effect: The caster's staff	Saving Throw: None

By means of this spell, the caster is able to change a specially prepared staff into a treantlike creature of the largest size, about 24 feet tall. When the priest plants the end of the staff in the ground and speaks a special command and invocation, the staff turns into a treantlike creature with 12 Hit Dice, 40 hit points, and Armor Class 0. It attacks twice per round, inflicting 4d6 points of damage with every successful attack. The staff-treant defends the caster and obeys any spoken commands. However, it is by no means a true treant; it cannot converse with actual treants or control trees. The transformation lasts either for as many turns as the caster has experience levels, until the caster commands the staff to return to its true form, or until the staff is destroyed, whichever occurs first. If the staff-treant is reduced to 0 hit points or less, it crumbles to a sawdustlike powder and the staff is destroyed. Otherwise, the staff can be used again after 24 hours and the stafftreant is at full strength.

To cast a *changestaff* spell, the caster must have either his holy symbol or leaves (ash, oak, or yew) of the same sort as the staff.

The staff for the *changestaff* spell must be specially prepared. The staff must be a sound limb cut from an ash, oak, or yew tree struck by lightning no more than 24 hours before the limb is cut. The limb must then be cured by sun drying and special smoke for 28 days. Then it must be shaped, carved, and polished for another 28 days. The caster cannot adventure or engage in other strenuous activity during either of these periods. The finished staff, engraved with woodland scenes, is then rubbed with the juice of holly berries, and the end of it is thrust into the earth of the caster's grove while he casts a

speak with plant spell, calling upon the staff to assist in time of need. The item is then charged with a magic that will last for many changes from staff to treant and back again.

Chariot of Sustarre (Evocation)

Sphere: Elemental (Fire), Creation

Range: 10 yds.

Components: V, S, M

Duration: 12 hours

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

When this spell is cast, it brings forth a large, flaming chariot pulled by two fiery horses from the elemental plane of Fire. These appear in a clap of thunder amid a cloud of smoke. The vehicle moves at 24 on the ground, 48 flying, and can carry the caster and up to seven other creatures of man-size or less. The passengers must be touched by the caster to protect them from the flames of the chariot. Creatures other than the caster and his designated passengers sustain 2d4 points of fire damage each round if they come within 5 feet of the horses or chariot. Such creatures suffer no damage if they evade the area by rolling successful saving throws vs. petrification, with Dexterity adjustments. The caster controls the chariot by verbal command, causing the flaming steeds to stop or go, walk, trot, run or fly, and turn left or right as he desires. Note that the chariot of Sustarre is a physical manifestation and can sustain damage. The vehicle and steeds are struck only by magical weapons or by water (one quart of which inflicts 1 point of damage). They are Armor Class 2, and each requires 30 points of damage to dispel. Naturally, fire has no effect upon either the vehicle or its steeds, but magical fires other than those of the chariot can affect the riders. Other spells, such as a successful *dispel magic* or *holy word*, will force the chariot back to its home plane, without its passengers. The chariot can be summoned only once per week.

The material components are a small piece of wood, two holly berries, and a fire source at least equal to a torch.

Confusion (Enchantment/Charm)

Range: 80 yds.

Components: V, S, M

Duration: 1 rd./level

Casting Time: 1 rd.

Area of Effect: 1d4 creatures in 40-ft. sq.

Saving Throw: Special

This spell causes confusion in one or more creatures within the area, creating indecision and the inability to take effective action. The spell affects 1d4 creatures, plus one creature per two caster levels. Thus, seven to ten creatures can be affected by a 12th or 13th-level caster, eight to 11 by a 14th- or 15th-level caster, etc. These creatures are allowed saving throws vs. spell with -2 penalties, adjusted for Wisdom. Those successfully saving are unaffected by the spell. Confused creatures react as follows (roll 1d10):

d10	Reaction
1	Wander away (unless prevented) for duration of spell
2-6	Stand confused one round (then roll again)
7-9	Attack nearest creature for one round (then roll again)
10	Act normally for one round (then roll again)

The spell lasts one round for each level of the caster. Those who fail their saving throws are checked by the DM for actions each round, for the duration of the spell, or until the "wander away for the duration of the spell" result occurs.

Wandering creatures move as far from the caster as possible in their most typical mode of movement (characters walk, fish swim, bats fly, etc.). This is not panicked flight.

Wandering creatures also have a 50% chance of using any special innate movement abilities (plane shift, burrowing, flight, etc.). Saving throws and actions are checked at the

beginning of each round. Any confused creature that is attacked perceives the attacker as an enemy and acts according to its basic nature.

The material component of this spell is a set of three nut shells.

Note: If there are many creatures involved, the DM may decide to assume average results. For example, if there are 16 orcs affected and 25% could be expected to successfully roll the saving throw, then four are assumed to have succeeded, one wanders away, four attack the nearest creature, six stand confused and the last acts normally but must check next round. Since the orcs are not near the party, the DM decides that two who are supposed to attack the nearest creature attack each other, one attacks an orc that saved, and one attacks a confused orc, which strikes back. The next round, the base is 11 orcs, since four originally saved and one wandered off. Another one wanders off, five stands confused, four attack, and one acts normally.

Conjure Earth Elemental (Conjuration/Summoning) Reversible

Range: 40 yds.

Components: V, S

Duration: 1 turn/level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

A caster who performs a *conjure earth elemental* spell summons an earth elemental to do his bidding. The elemental is 60% likely to have 12 Hit Dice, 35% likely to have 16 Hit Dice, and 5% likely have 21 to 24 Hit Dice ($20 + 1d4$). Further, the caster needs but to command it, and it does as desired. The elemental regards the caster as a friend to be obeyed. The elemental remains until destroyed, dispelled, sent away by dismissal or a *holy word* spell (see the *conjure fire elemental* spell), or the spell duration expires.

Control Weather (Alteration)

Range: 0

Components: V, S, M

Duration: 4d12 hours

Casting Time: 1 turn

Area of Effect: 4d4 sq. miles

Saving Throw: None

The *control weather* spell enables a priest to change the weather in the local area. The spell affects the weather for 4d12 hours in an area of 4d4 square miles. It requires one turn to cast the spell, and an additional 1d4 turns for the effects of the spell to be felt. The current weather conditions are decided by the DM, depending on the climate and season. Weather conditions have three components: precipitation, temperature, and wind. The spell can change these conditions according to the following chart:

Precipitation	Temperature	Wind
CLEAR Very clear Light clouds or hazy	HOT Sweltering Heat warm	CALM Dead calm Light wind Moderate wind
PARTLY CLOUDY Clear weather Cloudy Mist/light rain/hail Sleet/light snow	WARM Hot Cool	MODERATE WIND Calm Strong wind
CLOUDY Partly cloudy Deep clouds Fog Heavy rain/large hail Driving sleet/snow	COOL Warm Cold COLD Cool Arctic cold Strom STORM	STRONG WIND Moderate wind Gale GALE Strong wind Storm gale Hurricane

The upper-case headings represent existing weather conditions. The lower-case headings below are the new conditions to which the caster can change the existing conditions. In addition, the caster can control the direction of the wind. For example, a day that is clear, warm, and with moderate 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 priest's religious symbol, incense, and prayer beads or similar prayer object. Obviously, the spell functions only in areas where there are appropriate climatic conditions.

If Weather is a major sphere for the priest (as it is for druids), duration and area are doubled, and the caster can change the prevailing weather by two places. For example, he can cause precipitation to go from partly cloudy to heavy sleet, temperature to go from cool to arctic, and wind to go from calm to strong.

Creeping Doom (Conjuration/Summoning)

Range: 0	Components: V, S
Duration: 4 rds./level	Casting Time: 1 rd.
Area of Effect: Special	Saving Throw: None

When the caster utters the spell of *creeping doom*, he calls forth a mass of from 500 to 1,000 ($[1d6 + 4] \times 100$) venomous, biting and stinging arachnids, insects, and myriapods. This carpetlike mass swarms in an area 20 feet square. Upon command from the caster, the swarm creeps forth at 10 feet per round toward any prey within 80 yards, moving in the direction in which the caster commands. The creeping doom slays any creature subject to normal attacks, as each of the small horrors inflicts 1 point of damage (each then dies after its attack), so that up to 1,000 points of damage can be inflicted on creatures within the path of the creeping doom. If the creeping doom travels more than 80 yards away from the summoner, it loses 50 of its number for each 10 yards beyond 80 yards. For example, at 100 yards, its number has shrunk by 100. There are a number of ways to thwart or destroy the creatures forming the swarm. The solutions are left to the imaginations of players and DMs.

Finger of Death (Enchantment/Charm)

Range: 6"	Components: V, S, M
Duration: Permanent	Casting Time: 5 segments
Area of Effect: One creature	Saving Throw: Neg.

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

Fire Storm (Evocation) Reversible

Range: 160 yds.	Components: V, S
Duration: 1 rd./per level	Casting Time: 1 rd.
Area of Effect: two 10-ft. cubes/level	Saving Throw: _

When a *fire storm* spell is cast, the whole area is shot through with sheets of roaring flame that equal a *wall of fire* spell in effect. Creatures within the area of fire and 10 feet or less from the edge of the affected area receive 2d8 points of damage plus additional damage equal to the caster's level (2d8 +1/level). Creatures that roll successful saving throws vs. spell suffer only one-half damage. The damage is inflicted each round the creature stays in the area of effect. The area of effect is equal to two 10-foot x 10-foot cubes per level of the caster--e.g., a 13th-level caster can cast a *fire storm* measuring 130

feet x 20 feet x 10 feet. The height of the storm is 10 or 20 feet; the imbalance of its area must be in length and width.

The reverse spell, *fire quench*, smothers twice the area of effect of a *fire storm* spell with respect to normal fires, and the normal area of effect with respect to magical fires. Fire-based creatures, such as elementals, salamanders, etc., of less than demigod status have a 5% chance per experience level of the caster of being extinguished. If cast only against a *flametongue* sword, the sword must roll a successful saving throw vs. crushing blow or be rendered nonmagical. Such a sword in the possession of a creature first receives the creature's saving throw, and if this is successful, the second saving throw is automatically successful.

Reincarnate (Necromancy)

Range: Touch	Components: V, S
Duration: Permanent	Casting Time: 1 turn
Area of Effect: 1 person	Saving Throw: None

With this spell, the priest can bring back a dead person in another body, if death occurred no more than one week before the casting of the spell. Reincarnation does not require any saving throw, system shock, or resurrection survival roll. The corpse is touched, and a new incarnation of the person appears in the area in 1d6 turns. The person reincarnated recalls the majority of his former life and form, but the character class, if any, of the new incarnation might be very different indeed. The new incarnation is determined on the following table or by DM choice. If a player character race is indicated, the character must be created. At the DM's option, certain special (expensive) incenses can be used that may increase the chance for a character to return as a specific race or species. A *wish* spell can restore a reincarnated character to its original form and status.

D100	Roll Incarnation
01-03	Badger
04-08	Bear, black
09-12	Bear, brown
13-16	Boar, wild
17-19	Centaur
20-23	Dryad
24-28	Eagle
29-31	Elf
32-34	Faun/satyr
35-36	Fox
37-40	Gnome
41-44	Hawk
45-58	Human
59-61	Lynx
62-64	Owl
65-68	Pixie
69-70	Raccoon
71-75	Stag
76-80	Wolf
81-85	Wolverine
86-00	DM's choice

If an unusual creature form is indicated, the DM can (at his option only) use the guidelines for new player character races to allow the character to earn experience and

advance in levels, although this may not be in the same class as before. If the reincarnated character returns as a creature eligible to be the same class as he was previously (i.e., a human fighter returns as an elf), the reincarnated character has half his previous levels and hit points. If the character returns as a new character class, his hit points are half his previous total, but he must begin again at 1st level. If the character returns as a creature unable to have a class, he has half the hit points and saving throws of his previous incarnation.

Sunray (Evocation, Alteration)

Range: 10 yds./level Components: V, S, M
Duration: 1+1d4 rds. Casting Time: 4
Area of Effect: 5-ft. radius (special) Saving Throw: Special

With this spell, the caster can evoke a dazzling beam of light each round in which no action other than movement is performed. The sunray is like a ray of natural sunlight. All creatures in the 10-foot-diameter area of effect must roll successful saving throws vs. spell or be blinded for 1d3 rounds, those using infravision at the time for 2d4 rounds. Creatures to whom sunlight is harmful or unnatural suffer permanent blindness if the saving throw is failed, and are blinded for 2d6 rounds if the saving throw is successful. Those within its area of effect, as well as creatures within 20 feet of its perimeter, lose any infravision capabilities for 1d4+1 rounds.

Undead caught within the sunray's area of effect receive 8d6 points of damage, onehalf if a saving throw vs. spell is successful. Those undead 20 feet to either side of the sunray's area of effect receive 3d6 points of damage, no damage if a save is successful. In addition, the ray may result in the total destruction of those undead specifically affected by sunlight, if their saving throws are failed. The ultraviolet light generated by the spell inflicts damage on fungoid creatures and subterranean fungi just as if they were undead, but no saving throw is allowed.

The material components are an aster seed and a piece of adventuring feldspar (sunstone).

Transmute Metal to Wood (Alteration)

Range: 80 yds. Components: V, S, M
Duration: Permanent Casting Time: 1 rd.
Area of Effect: 1 metal object Saving Throw: Special

The *transmute metal to wood* spell enables the caster to change an object from metal to wood. The volume of metal cannot exceed a maximum weight of 10 pounds per experience level of the priest. Magical objects made of metal are 90% resistant to the spell, and those on the person of a creature receive the creature's saving throw as well. Artifacts and relics cannot be transmuted. Note that only a *wish* spell or similar magic can restore a transmuted object to its metallic state. Otherwise, for example, a metal door changed to wood would be forevermore a wooden door.

Cleric Spells

First-Level Spells

Bless (Conjuration/Summoning) Reversible

Range: 60 yds. Components: V, S, M
Duration: 6 rds. Casting Time: 1 rd.
Area of Effect: 50-ft. cube Saving Throw: None

Upon uttering the *bless* spell, the caster raises the morale of friendly creatures and any saving throw rolls they make against *fear* effects by +1. Furthermore, it raises their attack dice rolls by +1. A blessing, however, affects only those not already engaged in melee combat. The caster determines at what range (up to 60 yards) he will cast the spell. At the instant the spell is completed, it affects all creatures in a 50-foot cube centered on the point selected by the caster (thus, affected creatures leaving the area are still subject to the spell's effect; those entering the area after the casting is completed are not).

A second use of this spell is to bless a single item (for example, a crossbow bolt for use against a rakshasa). The weight of the item is limited to one pound per caster level and the effect lasts until the item is used or the spell duration ends.

Multiple *bless* spells are not cumulative. In addition to the verbal and somatic gesture components, the *bless* spell requires holy water.

This spell can be reversed by the priest to a *curse* spell that, when cast upon enemy creatures, lowers their morale and attack rolls by -1. The curse requires the sprinkling of unholy water.

Ceremony (Invocation)

Range: Touch Components: V, S, M
Duration: Permanent Casting Time: 1 hour
Area of Effect: One creature, one Saving Throw: Special
item, or area (see below)

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 st-level cleric: coming of age, burial, marriage
- 3rd-level cleric: dedication, investiture, consecrate item
- 5th-level cleric: ordination, special vows

7th-level cleric: consecrate groun

9th-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 (see below), 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 corning 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 versus spell 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 first-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 training a cleric receives in order to advance from second to third level.

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 enders 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 (unholly) 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 3rd-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 3rd 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 versus spell, 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, 5-15 sp; burial, 5-50 gp; marriage, 1-20 gp; dedication, 1-10 sp (or sometimes free); investiture, 1-100 gp (or sometimes free); item consecration, usually free; ordination, usually free put possibly as much as 200 gp; special vows, 1-100 gp (or sometimes free); consecrate ground, 100-600 gp 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.

Combine (Evocation)

Range: Touch	Components: V, S
Duration: Special	Casting Time: 1 rd.
Area of Effect: Circle of priests	Saving Throw: None

Using this spell, three to five priests combine their abilities so that one of them casts spells and turns undead at an enhanced level. The highest-level priest (or one of them, if two or more are tied for highest) stands alone, while the others join hands in a surrounding circle. The central priest casts the *combine* spell. He temporarily gains one level for each priest in the circle, up to a maximum gain of four levels. The level increase affects turning undead and spell details that vary with the caster's level. Note that the central priest gains no additional spells and that the group is limited to his currently memorized spells.

The encircling priests must concentrate on maintaining the combine effect. They lose all Armor Class bonuses for shield and Dexterity. If any of them has his concentration broken, the *combine* spell ends immediately. If the *combine* spell is broken while the central priest is in the act of casting a spell, that spell is ruined just as if the caster were disturbed. Spells cast in combination have the full enhanced effect, even if the combine is broken before the duration of the enhanced spell ends. Note that the combination is not broken if only the central caster is disturbed.

Command (Enchantment/Charm)

Range: 30 yds.	Component: V
Duration: 1 rd.	Casting Time: 1
Area of Effect: 1 creature	Saving Throw: None

This spell enables the priest to command another creature with a single word. The command must be uttered in a language understood by the creature. The subject will obey to the best of his/its ability only as long as the command is absolutely clear and unequivocal; thus, a command of "Suicide!" is ignored. A command to "Die!" causes the creature to fall in a faint or cataleptic state for one round, but thereafter the creature revives and is alive and well. Typical commands are back, halt, flee, run, stop, fall, go, leave, surrender, sleep, rest, etc. No command affects a creature for more than one round; undead are not affected at all. Creatures with Intelligence of 13 (high) or more, or those with 6 or more Hit Dice (or experience levels) are entitled to a saving throw vs. spell, adjusted for Wisdom. (Creatures with 13 or higher Intelligence *and* 6 Hit Dice/levels get only one saving throw!)

Create Water (Alteration) Reversible

Range: 30 yds.	Components: V, S, M
Duration: Permanent	Casting Time: 1 rd.
Area of Effect: Up to 27 cu. ft.	Saving Throw: None

When the priest casts a *create water* spell, up to four gallons of water are generated for every experience level of the caster (for example, a 2nd-level priest creates up to 8 gallons of water, a 3rd-level priest up to 12 gallons, etc.). The water is clean and drinkable (it is just like rain water). The created water can be dispelled within a round of its creation; otherwise, its magic fades, leaving normal water that can be used, spilled, evaporated, etc. The reverse of the spell, *destroy water*, obliterates without trace (no vapor, mist, fog, or steam) a like quantity of water. Water can be created or destroyed in an area as small as will actually contain the liquid, or in an area as large as 27 cubic feet (1 cubic yard).

Note that water can neither be created nor destroyed within a creature. For reference purposes, water weighs about 8 _ pounds per gallon, and a cubic foot of water weighs approximately 64 pounds.

The *create water* spell requires at least a drop of water; the *destroy water* spell, at least a pinch of dust.

Cure Light Wounds (Necromancy) Reversible

Range: Touch	Components: V, S
Duration: Permanent	Casting Time: 5
Area of Effect: Creature touched	Saving Throw: None

When casting this spell and laying his hand upon a creature, the priest causes 1d8 (+1 per level up to 5) points of wound or other injury damage to the creature's body to be healed. This healing cannot affect creatures without corporeal bodies, nor can it cure wounds of creatures not living or of extraplanar origin.

The reverse of the spell, *cause light wounds*, operates in the same manner, inflicting 1d8 (+1 per level up to 5) points of damage. If a creature is avoiding this touch, an attack roll is needed to determine if the priest's hand strikes the opponent and causes such a wound. Curing is permanent only insofar as the creature does not sustain further damage; caused wounds will heal--or can be cured--just as any normal injury.

Detect Evil (Divination) Reversible

Range: 0 Components: V, S, M
Duration: 1 turn + 5 rds./level Casting Time: 1 rd.
Area of Effect: 10 ft. x 120 yds. Saving Throw: None

This spell discovers emanations of evil, or of good in the case of the reverse spell, from any creature, object, or area. Character alignment, however, is revealed only under unusual circumstances: characters who are strongly aligned, who do not stray from their faith, and who are of at least 9th level might radiate good or evil *if intent upon appropriate actions*. Powerful monsters, such as rakshasas or ki-rin, send forth emanations of evil or good, even if polymorphed. Aligned undead radiate evil, for it is this power and negative force that enable them to continue existing. An evilly cursed object or unholy water radiates evil, but a hidden trap or an unintelligent viper does not. The degree of evil (dim, faint, moderate, strong, or overwhelming) and possibly its general nature (expectant, malignant, gloating, etc.) can be noted. If the evil is overwhelming, the priest has a 10% chance per level of detecting its general bent (lawful, neutral, or chaotic). The duration of a *detect evil* (or *detect good*) spell is one turn plus five rounds per level of the priest. Thus, a 1st-level priest can cast a spell with a 15-round duration, a 2nd-level priest can cast a spell with a 20-round duration, etc. The spell has a path of detection 10 feet wide in the direction the priest is facing. The priest must concentrate--stop, have quiet, and intently seek to detect the aura--for at least one round to receive a reading.

The spell requires the use of the priest's holy symbol as its material component, with the priest holding it before him.

Detect Magic (Divination)

Range: 0 Components: V, S, M
Duration: 1 turn Casting Time: 1 rd.
Area of Effect: 10 ft. x 30 yds. Saving Throw: None

When the *detect magic* spell is cast, the priest detects magical radiations in a path 10 feet wide and up to 30 yards long, in the direction he is facing. The intensity of the magic can be detected (dim, faint, moderate, strong, or overwhelming). The caster has a 10% chance per level to determine the sphere of the magic, but unlike the wizard version of the spell, the type of magic (alteration, conjuration, etc.) cannot be divined. The caster can turn, scanning a 60 arc per round. The spell is blocked by solid stone at least 1 foot thick, solid metal at least 1 inch thick, or solid wood at least 1 yard thick.

The spell requires the use of the priest's holy symbol.

Endure Cold/Endure Heat(Alteration)

Range: Touch Components: V, S
Duration: 1 _ hrs./level Casting Time: 1 rd.
Area of Effect: Creature touched Saving Throw: None

The creature receiving this spell is protected from normal extremes of cold or heat (depending on which application the priest selects at the time of casting). The creature can stand unprotected in temperatures as low as -30 F. or as high as 130 F. (depending on application) with no ill effect. Temperatures beyond these limits inflict 1 point of damage per hour of exposure for every degree beyond the limit. The spell is immediately cancelled if the recipient is affected by any non-normal heat or cold, such as magic, breath weapons, and so on. The cancellation occurs regardless of the application and regardless of whether a heat or cold effect hits the character (for example, an *endure cold* spell is cancelled by magical heat or fire as well as by magical cold). The recipient of the

spell does not suffer the first 10 points of damage (after any applicable saving throws) from the heat or cold during the round in which the spell is broken. The spell ends instantly if either *resist fire* or *resist cold* is cast upon the recipient.

Invisibility to Undead (Abjuration)

Range: Touch	Components: V, S, M
Duration: 6 rds.	Casting Time: 4
Area of Effect: 1 creature	Saving Throw: Special

This spell causes affected undead to lose track of and ignore the warded creature for the duration of the spell. Undead of 4 or fewer Hit Dice are automatically affected, but those with more Hit Dice receive a saving throw vs. spell to avoid the effect. Note that a priest protected by this spell cannot turn affected undead. The spell ends immediately if the recipient makes any attack, although casting spells such as *cure light wounds*, *augury*, or *chant* does not end the ward.

The material component is the priest's holy symbol.

Light (Alteration) Reversible

Range: 120 yds.	Components: V, S
Duration: 1 hr. + 1 turn/level	Casting Time: 4
Area of Effect: 20-ft.-radius globe	Saving Throw: Special

This spell causes a luminous glow within 20 feet of the spell's center. The area of light thus caused is equal in brightness to torchlight. Objects in darkness beyond this sphere can be seen, at best, as vague and shadowy shapes. The spell is centered on a point selected by the caster, and he must have a line of sight or unobstructed path to that point when the spell is cast. Light can spring from air, rock, metal, wood, or almost any similar substance. The effect is immobile unless it is specifically centered on a movable object or mobile creature. If this spell is cast upon a creature, any applicable magic resistance and saving throws must be rolled. Successful resistance negates the spell, while a successful saving throw indicates that the spell is centered immediately behind the creature, rather than upon the creature itself. A *light* spell centered on the visual organs of a creature blinds it, reducing its attack and saving throw rolls by 4 and worsening its Armor Class by 4. The caster can extinguish the light at any time by uttering a single word. *Light* spells are not cumulative--multiple castings do not provide a brighter light.

The spell is reversible, causing darkness in the same area and under the same conditions as the *light* spell, but with half the duration. Magical darkness is equal to that of an unlit interior room--pitch darkness. Any normal light source or magical light source of lesser intensity than full daylight does not function in magical darkness. A *darkness* spell cast directly against a *light* spell cancels both, and vice versa.

Magical Stone(Enchantment)

Range: Touch	Components: V, S, M
Duration: Special	Casting Time: 4
Area of Effect: 3 pebbles	Saving Throw: None

By using this spell, the priest can temporarily enchant up to three small pebbles, no larger than sling bullets. The magical stones can then be hurled or slung at an opponent. If hurled, they can be thrown up to 30 yards, and all three can be thrown in one round. The character using them must roll normally to hit, although the magic of the stones enables any character to be proficient with them. The stones are considered +1 weapons for determining if a creature can be struck (those struck only by magical weapons, for instance), although they do not have an attack or damage bonus. Each stone that hits

inflicts 1d4 points of damage (2d4 points against undead). The magic in each stone lasts only for half an hour, or until used.

The material components are the priest's holy symbol and three small pebbles, unworked by tools or magic of any type.

Penetrate Disguise (Divination)

Range: 12"	Components: V; S
Duration: 1 round	Casting Time: 2 rounds
Area of Effect: One individual	Saving Throw: Neg.

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 friend's spell. The spell cannot detect any deception involving alignment. The target of the spell is allowed a saving throw versus spell, 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.

Portent (Divination)

Range: Touch	Components: V; S, M
Duration: Special	Casting Time: 1 turn
Area of Effect: Spell caster or figure touched	Saving Throw: None

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 12th 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.

Precipitation (Alteration)

Range: 1 "/level

Components: V; S, M

Duration: 1 segment/level

Casting Time: 3 segments

Area of Effect: 3" diameter cylinder
up to 12" high

Saving Throw: None

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 O.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 (Le., a wallop 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.

Protection From Evil (Abjuration) Reversible

Range: Touch

Components: V, S, M

Duration: 3 rds./level

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: None

When this spell is cast, it creates a magical barrier around the recipient at a distance of 1 foot. The barrier moves with the recipient and has three major effects:

First, all attacks made by evil or evilly enchanted creatures against the protected creature receive a penalty of -2 to each attack roll, and any saving throws caused by such

attacks are made by the protected creature with a +2 bonus.

Second, any attempt to exercise mental control over the protected creature (if, for example, it has been charmed by a vampire) or to invade and take over its mind (as by a ghost's magic jar attack) is blocked by this spell. Note that the protection does not prevent a vampire's charm itself, nor end it, but it does prevent the vampire from exercising mental control through the barrier. Likewise, an outside life force is merely kept out, and would not be expelled if in place before the protection was cast.

Third, the spell prevents bodily contact by creatures of an extraplanar or conjured nature (such as aerial servants, elementals, imps, invisible stalkers, salamanders, water weirds, xorn, and others). This causes the natural (body) weapon attacks of such creatures to fail and the creature to recoil if such attacks require touching the protected creature.

Animals or monsters summoned or conjured by spells or similar magic are likewise hedged from the character. This protection ends if the protected character makes a melee attack against or tries to force the barrier against the blocked creature.

To complete this spell, the priest uses holy water or burning incense.

This spell can be reversed to become *protection from good*, with the second and third benefits remaining unchanged.

The material components for the reverse are a circle of unholy water or smoldering dung.

Purify Food & Drink (Alteration) Reversible

Range: 30 yds.

Components: V, S

Duration: Permanent

Casting Time: 1 rd.

Area of Effect: 1 cu. ft./level,
in 10 sq. ft.

Saving Throw: None

When cast, this spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. Up to 1 cubic foot of food and drink per level can be thus made suitable for consumption. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by *purify food and drink*, but the spell has no effect on creatures of any type nor upon magical potions.

The reverse of the spell is *putrefy food and drink*. This spoils even holy water; however, it likewise has no effect upon creatures or potions.

Remove Fear (Abjuration) Reversible

Range: 10 yds.

Components: V, S

Duration: Special

Casting Time: 1

Area of Effect: 1 creature/4 levels Saving Throw: Special

The priest casting this spell instills courage in the spell recipient, raising the creature's saving throw rolls against magical *fear* attacks by +4 for one turn. If the recipient has recently (that day) failed a saving throw against such an attack, the spell immediately grants another saving throw, with a +4 bonus to the die roll. For every four levels of the caster, one creature can be affected by the spell (one creature at levels 1 through 4, two creatures at levels 5 through 8, etc.).

The reverse of the spell, *cause fear*, causes one creature to flee in panic at maximum movement speed away from the caster for 1d4 rounds. A successful saving throw against the reversed effect negates it, and any Wisdom adjustment also applies. Of course, *cause fear* can be automatically countered by *remove fear* and vice versa.

Neither spell has any effect on undead of any sort.

Resist Cold (Alteration)

Range: Touch	Components: V, S, M
Duration: 1 turn/level	Casting Time: 1 round
Area of Effect: Creature touched	Saving Throw: None

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.

Sanctuary(Abjuration)

Range: Touch	Components: V, S, M
Duration: 2 rds. + 1 rd./level	Casting Time: 4
Area of Effect: 1 creature	Saving Throw: None

When the priest casts a *sanctuary* spell, any opponent attempting to strike or otherwise directly attack the protected creature must roll a saving throw vs. spell. If the saving throw is successful, the opponent can attack normally and is unaffected by that casting of the spell. If the saving throw is failed, the opponent loses track of and totally ignores the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. Note that this spell does not prevent the operation of area attacks (fireball, ice storm, etc.). While protected by this spell, the subject cannot take direct offensive action without breaking the spell, but may use nonattack spells or otherwise act in any way that does not violate the prohibition against offensive action. This allows a warded priest to heal wounds, for example, or to bless, perform an augury, chant, cast a light in the area (but not upon an opponent), and so on.

The components of the spell include the priest's holy symbol and a small silver mirror.

Second-Level Spells

Aid (Necromancy, Conjunction)

Range: Touch	Components: V, S, M
Duration: 1 rd. + 1 rd./level	Casting Time: 5
Area of Effect: 1 creature	Saving Throw: None

The recipient of this spell gains the benefit of a *bless* spell (+1 to attack rolls and saving throws) and a special bonus of 1d8 additional hit points for the duration of the spell. The *aid* spell enables the recipient to actually have more hit points than his full normal total. The bonus hit points are lost first when the recipient takes damage; they cannot be regained by curative magic.

For example, a 1st-level fighter has 8 hit points, suffers 2 points of damage ($8 - 2 = 6$), and then receives an *aid* spell that gives 5 additional hit points. The fighter now has 11 hit points, 5 of which are temporary. If he is then hit for 7 points of damage, 2 normal hit points and all 5 temporary hit points are lost. He then receives a *cure light wounds* spell that heals 4 points of damage, restoring him to his original 8 hit points.

Note that the operation of the spell is unaffected by permanent hit point losses due to

energy drain, Hit Die losses, the loss of a familiar, or the operation of certain artifacts; the temporary hit point gain is figured from the new, lower total.

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 priest's holy symbol.

Augury (Divination)

Range: 0	Components: V, S, M
Duration: Special	Casting Time: 2 rds.
Area of Effect: Special	Saving Throw: None

The priest casting an *augury* spell seeks to divine whether an action in the immediate future (within one-half hour) will benefit or harm the party. For example, if a party is considering the destruction of a weird seal that closes a portal, an *augury* spell can be used to find if weal or woe will be the immediate result. If the spell is successful, the DM yields some indication of the probable outcome: "weal," "woe," or possibly a cryptic puzzle or rhyme. The base chance for receiving a meaningful reply is 70%, plus 1% for each level of the priest casting the spell; for example, 71% at 1st level, 72% at 2nd, etc. Your DM determines any adjustments for the particular conditions of each augury.

For example, if the question is "Will we do well if we venture to the third level?" and a terrible troll guarding 10,000 sp and a *shield +1* lurks near the entrance to the level (which the DM estimates the party could beat after a hard fight), the augury might be: "Great risk brings great reward." If the troll is too strong for the party, the augury might be: "Woe and destruction await!" Likewise, a party casting several auguries about the same action in quick succession might receive identical answers, regardless of the dice rolls.

The material component for an *augury* spell is a set of gem-inlaid sticks, dragon bones, or similar tokens of at least 1,000 gp value (which are not expended in casting).

Chant (Conjuration/Summoning)

Range: 0	Components: V, S
Duration: Time of chanting	Casting Time: 1 turn
Area of Effect: 30" radius	Saving Throw: None

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.

Detect Charm (Divination) Reversible

Range: 30 yds.	Components: V, S
Duration: 1 turn	Casting Time: 1 rd.
Area of Effect: 1 creature/rd.	Saving Throw: Neg.

When used by a priest, this spell can detect if a person or monster is under the influence of a *charm* spell, or similar control such as *hypnosis*, *suggestion*, *beguiling*, *possession*, etc. The creature rolls a saving throw vs. spell and, if successful, the caster learns nothing about that particular creature from the casting. A caster who learns that a creature is being influenced has a 5% chance per level to determine the exact type of influence. Up to 10 different creatures can be checked before the spell wanes. If the

creature is under more than one such effect, only the information that the charms exist is gained. The type (since there are conflicting emanations) is impossible to determine. The reverse of the spell, *undetectable charm*, completely masks all charms on a single creature for 24 hours.

Detect Life (Divination)

Range: 10'/level	Components: V; S, M
Duration: 5 rounds	Casting Time: 1 round
Area of Effect: One creature	Saving Throw: None

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.

Dust Devil (Conjuration/Summoning)

Range: 30 yds.	Components: V, S
Duration: 2 rds./level	Casting Time: 2 rds.
Area of Effect: 5 x 4 ft. cone	Saving Throw: None

This spell enables a priest to conjure up a weak air elemental--a dust devil of AC 4, 2 HD, MV 180 feet per round, one attack for 1d4 points of damage--which can be hit by normal weapons. The dust devil appears as a small whirlwind 1 foot in diameter at its base, 5 feet tall, and 3 to 4 feet across at the top. It moves as directed by the priest, but dissipates if it is ever separated from the caster by more than 30 yards. Its winds are sufficient to put out torches, small campfires, exposed lanterns, and other small, open flames of nonmagical origin. 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 disperse such a cloud). If skimming along the ground in an area of loose dust, sand, or ash, the dust devil picks up those particles and disperses them in a 10-foot-diameter cloud centered on itself. The cloud obscures normal vision, and creatures caught within are blinded while inside and for one round after they emerge. A spellcaster caught in the dust devil or its cloud while casting must make a saving throw vs. spell to keep his concentration, or the spell is ruined. Any creature native to the Elemental Plane of Air--even another dust devil--can disperse a dust devil with a single hit.

Enthrall (Enchantment/Charm)

Range: 3"	Components: V; S
Duration: Special.	Casting Time: 1 round
Area of Effect: 90' radius	Saving Throw: Neg

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 versus spell; 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 (Le., 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 charisma 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.

Find Traps (Divination)

Range: 0	Components: V, S
Duration: 3 turns	Casting Time: 5
Area of Effect: 10 ft. x 30 yds.	Saving Throw: None

When a priest casts a *find traps* spell, all traps--concealed normally or magically--of magical or mechanical nature become apparent to him. 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.

A trap is any device or magical ward that meets three criteria: it can inflict a sudden or unexpected result, the spellcaster would view the result as undesirable or harmful, and the harmful or undesirable result was specifically intended as such by the creator. Thus, traps include alarms, glyphs, and similar spells or devices.

The caster learns the general nature of the trap (magical or mechanical) but not its exact effect, nor how to disarm it. Close examination will, however, enable the caster to sense what intended actions might trigger it. Note that the caster's divination is limited to his knowledge of what might be unexpected and harmful. The spell cannot predict actions of creatures (hence, a concealed murder hole or ambush is not a trap), nor are natural hazards considered traps (a cavern that floods during a rain, a wall weakened by age, a naturally poisonous plant, etc.). If the DM is using specific glyphs or sigils to identify magical wards (see the 3rd-level spell *glyph of warding*), this spell shows the form of the glyph or mark. The spell does not detect traps that have been disarmed or are otherwise inactive.

Hold Person (Enchantment/Charm)

Range: 6"	Components: V, S, M
Duration: 4 rounds + 1 round/level	Casting Time: 5 segments
Area of Effect: One to three creatures	Saving Throw: Neg.

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 1st level, 6 rounds at 2nd level, 7 rounds at 3rd level, etc. If the spell is cast at three persons, each gets a saving throw at the normal score; if only two persons are being enspelled, each makes their saving throw at -1 on their die; if the spell is cast at but one person, the saving throw die is at -2. Persons making their saving throws are totally unaffected by the spell. Creatures affected by a hold person spell are: brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, and

troglodytes. The spell caster needs a small, straight piece of iron as the material component of this spell.

Holy Symbol (Conjuration/Summoning)

Range: Touch	Components: V; S, M
Duration: Permanent	Casting Time: 7 turn
Area of Effect: One object	Saving Throw: None

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.

Know Alignment (Divination) Reversible

Range: 10 yds.	Components: V, S
Duration: 1 turn	Casting time: 1 rd.
Area of Effect: 1 creature or object	Saving Throw: Neg.

A *know alignment* spell enables the priest to exactly read the aura of a creature or an aligned object (unaligned objects reveal nothing). The caster must remain stationary and concentrate on the subject for a full round. If the creature rolls a successful saving throw vs. spell, the caster learns nothing about that particular creature from the casting. Certain magical devices negate the power of the *know alignment* spell.

The reverse, *undetectable alignment*, conceals the alignment of an object or creature for 24 hours.

Messenger (Enchantment/Charm)

Range: 20 yds./level	Components: V, S
Duration: 1 day/level	Casting Time: 1 rd.
Area of Effect: 1 creature	Saving Throw: Neg.

This spell enables the priest to call upon a tiny (size T) creature of at least animal intelligence to act as his messenger. The spell does not affect giant animals and it does not work on creatures of low (i.e., 5) Intelligence or higher. If the creature is within range, the priest, 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. spell. If the saving throw is failed, the animal advances toward the priest and awaits his bidding. The priest can communicate with the animal in a crude fashion, telling it to go to a certain place, but directions must be simple. The spellcaster 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 returns to its normal activities. The intended recipient of a message gains no communication ability.

Resist Fire (Alteration)

Range: Touch	Components: V, S, M
Duration: 1 turn/level	Casting Time: 5 segments
Area of Effect: Creature touched	Saving Throw: None

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.

Silence, 15' Radius (Alteration)

Range: 120 yds.	Components: V, S
Duration: 2 rds./level	Casting Time: 5
Area of Effect: 15-ft.-radius	Saving Throw: None

Upon casting this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells cannot be cast (or at least not those with verbal components, if the optional component rule is used), and no noise whatsoever issues from or enters the area. The spell can be cast into the air or upon an object, but the effect is stationary unless cast on a mobile object or creature. The spell lasts two rounds for each level of experience of the priest. The spell can be centered upon a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature receives a saving throw against the spell. If the saving throw is successful, the spell effect is centered about 1 foot behind the position of the subject creature at the instant of casting. This spell provides a defense against sound-based attacks, such as harpy singing, *horn of blasting*, etc.

Slow Poison(Necromancy)

Range: Touch	Components: V, S, M
Duration: 1 hr./level	Casting Time: 1
Area of Effect: 1 creature	Saving Throw: None

When this spell is placed upon a poisoned individual, it greatly slows the effects of venom, if cast upon the victim before the poison takes full effect. (This period, known as the onset time, is known to the DM.) While this spell does not neutralize the venom, it does prevent it from substantially harming the individual for the duration of its magic in the hope that, during that spell period, the poison can be fully cured.

The material components of the *slow poison* spell are the priest's holy symbol and a bud of garlic that must be crushed and smeared on the wound (or eaten if poison was ingested).

Snake Charm (Enchantment/Charm)

Range: 30 yds.	Components: V, S
Duration: Special	Casting Time: 5
Area of Effect: 30-ft. cube	Saving Throw: None

When this spell is cast, a hypnotic pattern is set up that causes one or more snakes to

cease all activity except a semierect, swaying movement. If the snakes are charmed while in a torpor, the duration of the spell is 1d4+2 turns; if the snakes are not torpid, but are not aroused and angry, the charm lasts 1d3 turns; if the snakes are angry or attacking, the spell lasts 1d4+4 rounds. The priest casting the spell can charm snakes whose total hit points are less than or equal to those of the priest. On the average, a 1st-level priest could charm snakes with a total of 4 or 5 hit points; a 2nd-level priest could charm 9 hit points, etc. The hit points can be those of a single snake or those of several of the reptiles, but the total hit points cannot exceed those of the priest casting the spell. A 23-hit point caster charming a dozen 2-hit point snakes would charm 11 of them. This spell is also effective against any ophidian or ophidianoid monster, such as naga, couatl, etc., subject to magic resistance, hit points, and so forth.

Variations of this spell may exist, allowing other creatures significant to a particular mythos to be affected. Your DM will inform you if such spells exist.

Speak With Animals (Alteration)

Range: 0	Components: V, S
Duration: 2 rds./level	Casting Time: 5
Area of Effect: 1 animal within 30 ft.	Saving Throw: None

This spell empowers the priest to comprehend and communicate with any warm- or cold-blooded normal or giant animal that is not mindless. The priest is able to ask questions of and receive answers from the creature, although friendliness and cooperation are by no means assured. Furthermore, terseness and evasiveness are likely in basically wary and cunning creatures (the more stupid ones will instead make inane comments). If the animal is friendly or of the same general alignment as the priest, it may do some favor or service for the priest (as determined by the DM). Note that this spell differs from the *speak with monsters* spell, for this spell allows conversation only with normal or giant nonfantastic creatures such as apes, bears, cats, dogs, elephants, and so on.

Spiritual Hammer (Invocation)

Range: 10 yds./level	Components: V, S, M
Duration: 3 rds. + 1 rd./level	Casting Time: 5
Area of Effect: Special	Saving Throw: None

By calling upon his deity, the caster of a *spiritual hammer* spell brings into existence a field of force shaped vaguely like a hammer. As long as the caster concentrates upon the hammer, it strikes at any opponent within its range, as desired. Each round the caster can choose to attack the same target as the previous round or switch to a new target that he can see anywhere within his maximum range. The spiritual hammer's chance to successfully hit is equal to that of the caster, without any Strength bonuses. In addition, it strikes as a magical weapon with a bonus of +1 for every six experience levels (or fraction) of the spellcaster, up to a total of +3 to the attack roll and +3 to the damage roll for a 13th-level caster. The base damage inflicted when it scores a hit is exactly the same as a normal war hammer (1d4+1 points on opponents of man size or smaller, or 1d4 points on larger opponents, plus the magical bonus). The hammer strikes in the same direction as the caster is facing, so if he is behind the target, all bonuses for rear attack are gained along with the loss of any modifications to the target's AC for shield and Dexterity.

As soon as the caster ceases concentration, the *spiritual hammer* spell ends. A *dispel magic* spell that includes either the caster or the force in its area of effect has a chance to dispel the spiritual hammer. If an attacked creature has magic resistance, the resistance is checked the first time the spiritual hammer strikes. If the hammer is successfully resisted,

the spell is lost. If not, the hammer has its normal full effect for the duration of the spell. The material component of this spell is a normal war hammer that the priest must hurl toward opponents while uttering a plea to his deity. The hammer disappears when the spell is cast.

Withdraw (Alteration)

Range: 0	Components: V, S
Duration: Special	Casting Time: 5
Area of Effect: The caster	Saving Throw: None

By means of a *withdraw* spell, the priest in effect alters the flow of time with regard to himself. While but one round of time passes for those not affected by the spell, the priest is able to spend two rounds, plus one round per level, in contemplation. Thus, a 5th-level priest can withdraw for seven rounds to cogitate on some matter while one round passes for all others. (The DM should allow the player one minute of real time per round withdrawn to ponder some problem or question. No discussion with other players is permitted.) Note that while affected by the *withdraw* spell, the caster can use only the following spells: any divination spell or any curing or healing spell, the latter on himself only. The casting of any of these spells in different fashion (for example, a *cure light wounds* spell bestowed upon a companion) negates the *withdraw* spell. Similarly, the withdrawn caster cannot walk or run, become invisible, or engage in actions other than thinking, reading, and the like. He can be affected by the actions of others, losing any Dexterity or shield bonus. Any successful attack upon the caster breaks the spell.

Wyvern Watch (Evocation)

Range: 30 yds.	Components: V, S, M
Duration: up to 8 hrs.	Casting Time: 5
Area of Effect: 10-ft. radius	Saving Throw: Neg.

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 approaching within 10 feet of the guarded area may be affected by the "wyvern." Any creature entering the guarded area must roll a successful saving throw vs. spell or stand paralyzed for one round per level of the caster, until freed by the spellcaster, by a *dispel magic* spell, or by a *remove paralysis* spell. A successful saving throw indicates that the subject creature was missed by the attack of the wyvernform, and the spell remains in place. As soon as a subject creature is successfully struck by the wyvern-form, the paralysis takes effect and the force of the spell dissipates. The spell force likewise dissipates if no intruder is struck by the wyvern-form for eight hours after the spell is cast. Any creature approaching the space being guarded by the wyvernform 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 priest's holy symbol.

Third-Level Spells

Animate Dead (Necromancy)

Range: 10 yds.	Components: V, S, M
Duration: Permanent	Casting Time: 1 rd.
Area of Effect: Special	Saving Throw: None

This spell creates the lowest of the undead monsters, skeletons or zombies, usually from the bones or bodies of dead humans, demihumans, or humanoids. The spell causes these remains to become animated and obey the simple verbal commands of the caster, regardless of how they communicated in life. The skeletons or zombies can follow the caster, remain in an area and attack any creature (or just a specific type of creature) entering the place, etc. The undead remain animated until they are destroyed in combat or are turned; the magic cannot be dispelled.

The priest can animate one skeleton or one zombie for each experience level he has attained. If creatures with more than 1+ Hit Dice are animated, the number is determined by the monster Hit Dice. Skeletal forms have the Hit Dice of the original creature, while zombie forms have 1 more Hit Die. Thus, a 12th-level priest could animate 12 dwarven skeletons (or six zombies), four zombie gnolls, or a single zombie fire giant. Note that this is based on the standard racial Hit Die norm; thus, a high-level adventurer would be animated as a skeleton or zombie of 1 or 2 Hit Dice, and without special class or racial abilities. The caster can, alternatively, animate two small animal skeletons (1-1 Hit Die or less) for every level of experience he has achieved.

The spell requires a drop of blood, a piece of flesh of the type of creature being animated, and a pinch of bone powder or a bone shard to complete the spell. Casting this spell is not a good act, and only evil priests use it frequently.

Cloudburst (Alteration)

Range: 1 "/level

Components: V; S, M

Duration: 1 round

Casting Time: 5 segments

Area of Effect: 3" diam. cylinder up to 6" high

Saving Throw: None (& special

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 V10 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 largesized 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, rekindlable 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 (Le., a cylinder of up to 12" in diameter and as much as 24" 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 asnowburst, with one inch of snow per segment falling. The material components for the spell are powdered silver and powdered iodine crystals, plus the cleric's holy symbol.

Continual Light (Alteration) Reversible

Range: 120 yds.

Components: V, S

Duration: Permanent

Casting Time: 6

Area of Effect: 60-ft. radius

Saving Throw: Special

This spell is similar to a *light* spell, except that it is as bright as full daylight and lasts

until negated by magical darkness or by a *dispel magic* spell. Creatures with penalties in bright light suffer them in this spell's area of effect. As with the *light* spell, this can be cast into the air, onto an object, or at a creature. In the third case, the continual light affects the space about 1 foot behind a creature that successfully rolls its saving throw vs. spell (a failed saving throw means the continual light is centered on the creature and moves as it moves). Note that this spell also blinds a creature if it is successfully cast upon the creature's visual organs. If the spell is cast on a small object that is then placed in a light-proof covering, the spell effects are blocked until the covering is removed. Continual light brought into an area of magical darkness (or vice versa) cancels the darkness so that the otherwise prevailing light conditions exist in the overlapping areas of effect. A direct casting of a *continual light* spell against a similar or weaker magical darkness cancels both.

This spell eventually consumes the material it is cast upon, but the process takes far longer than the time in a typical campaign. Extremely hard and expensive materials might last hundreds or even thousands of years.

The reverse spell, *continual darkness*, causes complete absence of light (pitch blackness), similar to the *darkness* spell but of greater duration and area.

Create Food & Water (Alteration)

Range: 10 yds.	Components: V, S
Duration: Special	Casting Time: 1 turn
Area of Effect: 1 cu. ft./level	Saving Throw: None

When this spell is cast, the priest causes food and water to appear. The food thus created is highly nourishing if rather bland; each cubic foot of the material sustains three human-sized creatures or one horse-sized creature for a full day. The food decays and becomes inedible within 24 hours, although it can be restored for another 24 hours by casting a *purify food and water* spell upon it. The water created by this spell is the same as that created by the 1st-level priest spell *create water*. For each experience level the priest has attained, 1 cubic foot of food or water is created by the spell. For example, a 2nd-level priest could create 1 cubic foot of food and 1 cubic foot of water.

Cure Blindness (Abjuration) Reversible

Range: Touch	Components: V: S
Duration: Permanent	Casting Time: 1 round
Area of Effect: Creature touched	Saving Throw: None

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

Cure Disease (Abjuration) Reversible

Range: Touch	Components: V, S
Duration: Permanent	Casting Time: 1 rd.
Area of Effect: 1 creature	Saving Throw: None

This spell enables the caster to cure most diseases by placing his hand upon the diseased creature. The affliction rapidly disappears thereafter, making the cured creature whole and well in from one turn to 10 days, depending on the type of disease and the state of its advancement when the cure took place. (The DM must adjudicate these conditions.) The spell is also effective against parasitic monsters such as green slime, rot grubs, and others. When cast by a priest of at least 12th level, this spell cures lycanthropy if cast within three days of the infection. Note that the spell does not prevent reoccurrence

of a disease if the recipient is again exposed.

The reverse of the *cure disease* spell is *cause disease*. To be effective, the priest must touch the intended victim, and the victim must fail a saving throw vs. spell. The severity of the disease is decided by the priest (debilitating or fatal). The exact details of the disease are decided by the DM, but the following are typical:

Debilitating: The disease takes effect in 1d6 turns, after which the creature loses 1 point of Strength per hour until his Strength is reduced to 2 or less, at which time the recipient is weak and virtually helpless. If a creature has no Strength rating, it loses 10% of its hit points per Strength loss, down to 10% of its original hit points. If the disease also affects hit points, use the more severe penalty. Recovery requires a period of 1d3 weeks.

Fatal: This wasting disease is effective immediately. Infected creatures receive no benefit from *cure wound* spells while the disease is in effect; wounds heal at only 10% of the natural rate. The disease proves fatal within 1d6 months and can be cured only by magical means. Each month the disease progresses, the creature loses 2 points of Charisma, permanently. The inflicted disease can be cured by the *cure disease* spell. Lycanthropy cannot be caused.

Dispel Magic (Abjuration)

Range: 60 yds Components: V, S
Duration: Special Casting Time: 6
Area of Effect: 30-ft. cube or 1 item Saving Throw: None

When a priest casts this spell, it has a chance to neutralize or negate the magic it comes in contact with as follows:

First, it has a chance to remove spells and spell-like effects (including device effects and innate abilities) from creatures or objects. Second, it may disrupt the casting or use of these in the area of effect at the instant the dispel is cast. Third, it may destroy magical potions (which are treated as 12th level for purposes of this spell).

Each effect or potion in the spell's area is checked to determine if it is dispelled. The caster can always dispel his own magic; otherwise, the chance depends on the difference in level between the magical effect and the caster. The base chance of successfully dispelling is 11 or higher on 1d20. If the caster is of higher level than the creator of the effect to be dispelled, the difference is *subtracted* from this base number needed. If the caster is of lower level, the difference is *added* to the base. A die roll of 20 always succeeds and a die roll of 1 always fails. Thus, if a caster is 10 levels higher than the magic he is trying to dispel, only a roll of 1 prevents the effect from being dispelled.

A *dispel magic* can affect only a specially enchanted item (such as a magical scroll, ring, wand, rod, staff, miscellaneous item, weapon, shield, or armor) if it is cast directly upon the item. This renders the item nonoperational for 1d4 rounds. An item possessed or carried by a creature has the creature's saving throw against this effect; otherwise, it is automatically rendered nonoperational. An interdimensional interface (such as a *bag of holding*) rendered nonoperational is temporarily closed. Note that an item's physical properties are unchanged: A nonoperational magical sword is still a sword.

Artifacts and relics are not subject to this spell, but some of their spell-like effects may be, at the DM's option.

Note that this spell, if successful, will release charmed and similarly beguiled creatures. Certain spells or effects cannot be dispelled; these are listed in the spell descriptions.

Summary of Dispel Effects		
Source of Effect	Resists As	Result of Dispelling
Caster	None	Dispels automatically
Other caster/ innate ability	Level/HD of other caster	Effect negated
Wand	6th level	Effect negated

Staff	8th level	Effect negated
Potion	12th level	Potion destroyed
Other magical item	12th, unless special	Effect negated; if cast directly on item, item becomes nonoperational for 1d4 rounds.
Artifact	DM discretion	DM discretion

Death's Door (Necromantic)

Range: Touch Components: V; S, M
Duration: 1 hour/level Casting Time: 5 segments
Area of Effect: One human or demi-human Saving Throw: None

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 hollylunholy symbol, a bit of white linen, and any form of unguent.

Feign Death (Necromancy)

Range: Touch Components: V
Duration: 1 turn + 1 rd./level Casting Time: 1/2
Area of Effect: Person touched Saving Throw: None

By means of this spell, the caster or any other willing person can be put into a cataleptic state that is impossible to distinguish from actual death. Although the person affected 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 is not felt, no reaction occurs, and damage is only one-half normal. In addition, paralysis, poison, or energy level drain does not affect a person under the influence of this spell, but poison injected or otherwise introduced into the body becomes effective when the spell recipient is no longer under the influence of this spell, although a saving throw is permitted. However, the spell offers no protection from causes of certain death--being crushed under a landslide, etc. Only a willing individual can be affected by a *feign death* spell. The priest is able to end the spell effect at any time, but it requires a full round for bodily functions to begin again.

Note that, unlike the wizard version of this spell, only people can be affected, and that those of any level can be affected by the priest casting this spell.

Flame Walk (Alteration)

Range: Touch Components: V, S, M
Duration: 1 rd. + 1/level Casting Time: 5
Area of Effect: Creature(s) touched Saving Throw: None

By means of this spell, the caster empowers one or more creatures to withstand nonmagical fires of temperatures up to 2,000 F. (enabling them to walk upon molten lava). It also confers a +2 bonus to saving throws against magical fire and reduces damage from such fires by one-half, even if the saving throw is failed. For every experience level above the minimum required to cast the spell (5th), the priest can affect an additional creature. This spell is not cumulative with *resist fire* spells or similar protections.

The material components of the spell are the priest's holy symbol and at least 500 gp of powdered ruby per affected creature.

Glyph of Warding (Abjuration, Evocation)

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

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, to ward an entry, or as a trap on a chest or box.

The priest must set the conditions of the ward; typically any creature violating the warded area without speaking the name of the glyph is subject to the magic it stores. A successful saving throw vs. spell enables the creature to escape the effects of the glyph. Glyphs can be set according to physical characteristics, such as creature type, size, and weight. Glyphs can also be set with respect to good or evil, or to pass those of the caster's religion. They cannot be set according to class, Hit Dice, or level. Multiple glyphs cannot be cast on the same area; although if a cabinet had three drawers, each could be separately warded.

When the spell is cast, the priest weaves a tracery of faintly glowing lines around the warding sigil. For every 5 square feet of area to be protected, one round is required to trace the warding lines of the glyph. The caster can affect an area equal to a square the sides of which are the same as his level, in feet. The glyph can be placed to conform to any shape up to the limitations of the caster's total square footage. Thus, a 6th-level caster could place a glyph on a 6-foot x 6-foot square, a 4-foot x 9-foot rectangle, a 2-foot x 18-foot band, or a 1-foot by 36-foot strip. When the spell is completed, the glyph and tracery become invisible.

The priest traces the glyph with incense, which, if the area exceeds 50 square feet, must be sprinkled with powdered diamond (at least 2,000 gp worth).

Typical glyphs shock for 1d4 points of electrical damage per level of the spellcaster, explode for a like amount of fire damage, paralyze, blind, deafen, and so forth. The DM may allow any harmful priest spell effect to be used as a glyph, provided the caster is of sufficient level to cast the spell. Successful saving throws either reduce effects by onehalf or negate them, according to the glyph employed. Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled by magic and foiled by high-level thieves using their find-and-remove-traps skill.

The DM may decide that the exact glyphs available to a priest depend on his religion, and he might make new glyphs available according to the magical research rules.

Locate Object (Divination) Reversible

Range: 60 yds. + 10 yds./level	Components: V, S, M
Duration: 8 hrs.	Casting Time: 1 turn
Area of Effect: 1 object	Saving Throw: None

This spell helps locate a known or familiar object. The priest casts the spell, slowly turns, and will sense when he is facing in the direction of the object to be located, provided the object is within range—for example, 90 yards for 3rd-level priests, 100 yards for 4th, 110 yards for 5th, etc. The spell locates such objects as apparel, jewelry, furniture, tools, weapons, or even a ladder or stairway. Once the caster has fixed in his mind the items sought, the spell locates only that item. Attempting to find a specific item, such as a kingdom's crown, requires an accurate mental image. If the image is not close enough to the actual item, the spell does not work; in short, desired but unique objects cannot be located by this spell unless they are known by the caster. The spell is blocked by lead.

The casting requires the use of a piece of lodestone. The reversal, *obscure object*, hides an object from location by spell, *crystal ball*, or similar means for eight hours. The caster must touch the object being concealed. Neither application of the spell affects living creatures.

Magical Vestment (Enchantment)

Range: 0	Components: V, S, M
Duration: 5 rds./level	Casting Time: 1 rd.
Area of Effect: The caster	Saving Throw: None

This spell enchants the caster's vestment, providing protection at least the equivalent of chain mail (AC 5). The vestment gains a +1 enchantment for each three levels of the priest beyond 5th level, to a maximum of AC 1 at 17th level. The magic lasts for five rounds per level of the caster, or until the caster loses consciousness. If the vestment is worn with other armors, only the best AC (either the armor or the vestment) is used; this protection is not cumulative with any other AC protection. The material components are the vestment to be enchanted and the priest's holy symbol, which are not expended.

Meld Into Stone (Alteration)

Range: 0	Components: V, S, M
Duration: 8 rds. + 1d8 rds.	Casting Time: 6
Area of Effect: The caster	Saving Throw: None

This spell enables the priest to meld his body and possessions into a single block of stone. The stone must be large enough to accommodate his body in all three dimensions. When the casting is complete, the priest and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted.

While in the stone, the priest remains in contact, however tenuous, with the face of the stone through which he melded. The priest remains aware of the passage of time. Nothing that goes on outside the stone can be seen or heard, however. Minor physical damage to the stone does not harm the priest, but its partial destruction, if enough so that the caster no longer fits, expels the priest with 4d8 points of damage. The stone's destruction expels the priest and slays him instantly, unless he rolls a successful saving throw vs. spell.

The magic lasts for 1d8+8 rounds, with the variable part of the duration rolled secretly by the DM. At any time before the duration expires, the priest can step out of the stone through the stone surface he entered. If the duration runs out, or the effect is dispelled before the priest exits the stone, he is violently expelled and suffers 4d8 points of damage.

The following spells harm the priest if cast upon the stone that he is occupying: *stone to flesh* expels the priest and inflicts 4d8 points of damage; *stone shape* causes 4d4 points of damage, but does not expel the priest; *transmute rock to mud* expels and slays him instantly unless he rolls a successful saving throw vs. spell; and *passwall* expels the priest without damage.

Negative Plane Protection (Abjuration)

Range: Touch	Components: V, S, M
Duration: 1 turn/level	Casting Time: 1 round
Area of Effect: One Prime Material Plane creature	Saving Throw: None

This spell enables the caster or any other eligible creature touched 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 versus 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 (2d6) hit points of damage from the Positive Plane energy. The magic is only proof against one such.

Prayer (Conjuration/Summoning)

Range: 0	Components: V, S, M
Duration: 1 rd./level	Casting Time: 6
Area of Effect: 60-ft. radius	Saving Throw: None

By means of the *prayer* spell, the priest brings special favor upon himself and his party and causes harm to his enemies. Those in the area at the instant the spell is completed are affected for the duration of the spell. When the spell is completed, all attack and damage rolls and saving throws made by those in the area of effect who are friendly to the priest gain +1 bonuses, while those of the priest's enemies suffer -1 penalties. Once the *prayer* spell is uttered, the priest can do other things, unlike a *chant*, which he must continue to make the spell effective. If another priest of the same religious persuasion (not merely the same alignment) is chanting when a prayer is cast, the effects combine to +2 and -2, as long as both are in effect at once.

The priest needs a silver holy symbol, prayer beads, or a similar device as the material component of this spell.

Remove Curse (Abjuration) Reversible

Range: Touch	Components: V, S
Duration: Permanent	Casting Time: 6
Area of Effect: Special	Saving Throw: Special

Upon casting this spell, the priest is usually able to remove a curse on an object, on a person, or in the form of some undesired sending or evil presence. Note that the *remove curse* spell does not remove the curse from a cursed shield, weapon, or suit of armor, for example, although the spell typically enables the person afflicted with any such cursed item to get rid of it. Certain special curses may not be countered by this spell, or may be countered only by a caster of a certain level or more. A caster of 12th level or more can cure lycanthropy with this spell by casting it on the animal form. The were-creature receives a saving throw vs. spell and, if successful, the spell fails and the priest must gain a level before attempting the remedy on this creature again.

The reverse of the spell is not permanent; the *bestow curse* spell lasts for one turn for every experience level of the priest using the spell. The curse can have one of the following effects (roll percentile dice): 50% of the time it reduces one ability of the victim to 3 (the DM randomly determines which ability); 25% of the time it lowers the victim's attack and saving throw rolls by -4; 25% of the time it makes the victim 50% likely to drop whatever he is holding (or do nothing, in the case of creatures not using tools)--roll each round.

It is possible for a priest to devise his own curse, and it should be similar in power to those given here. Consult your DM. The subject of a *bestow curse* spell must be touched. If the victim is touched, a saving throw is still applicable; if it is successful, the effect is negated. The bestowed curse cannot be dispelled.

Remove Paralysis (Abjuration)

Range: 10 yds./level	Components: V, S
Duration: Permanent	Casting Time: 6

Area of Effect: 1d4 creatures in 20-ft. cube Saving Throw: None

By the use of this spell, the priest can free one or more creatures from the effects of any paralyzation or from related magic (such as a ghoul touch, or a *hold* or *slow* spell). If the spell is cast on one creature, the paralyzation is negated. If cast on two creatures, each receives another saving throw vs. the effect that afflicts it, with a +4 bonus. If cast on three or four creatures, each receives another saving throw with a +2 bonus. There must be no physical or magical barrier between the caster and the creatures to be affected, or the spell fails and is wasted.

Speak With Dead (Necromancy)

Range: 1 Components: V, S, M
Duration: Special Casting Time: 1 turn
Area of Effect: 1 creature Saving Throw: Special

Upon casting a *speak with dead* spell, the priest is able to ask several questions of a dead creature in a set period of time and receive answers according to the knowledge of that creature. Of course, the priest must be able to converse in the language that the dead creature once used. The length of time the creature has been dead is a factor, since only higher level priests can converse with a long-dead creature. The number of questions that can be answered and the length of time in which the questions can be asked depend on the level of experience of the priest. Even if the casting is successful, such creatures are as evasive as possible when questioned. The dead tend to give extremely brief and limited answers, often cryptic, and to take questions literally. Furthermore, their knowledge is often limited to what they knew in life.

A dead creature of different alignment or of higher level or Hit Dice than the caster's level receives a saving throw vs. spell. A dead creature that successfully saves can refuse to answer questions, ending the spell. At the DM's option, the casting of this spell on a given creature might be restricted to once per week.

The priest needs a holy symbol and burning incense in order to cast this spell upon the body, remains, or a portion thereof. The remains are not expended. This spell does not function under water.

Caster's Level of Experience	Max. of Time Dead	Length Time Questioned	No. of Questions
1-7	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+	1,000 years	1 hour	7

Water Walk (Alteration)

Range: Touch Components: V, S, M
Duration: 1 turn + 1 turn/level Casting Time: 6
Area of Effect: Special Saving Throw: None

By means of this spell, the caster is able to empower one or more creatures to tread upon any liquid as if it were firm ground; this includes mud, quicksand, oil, running water, and snow. The recipient's feet do not touch the surface of the liquid, but oval depressions of his appropriate foot size and 2 inches deep are left in the mud or snow. The recipient's rate of movement remains normal. If cast under water, the recipient is borne toward the surface.

For every level of the caster above the minimum required to cast the spell (5th level),

he can affect another creature.

The material components for this spell are a piece of cork and the priest's holy symbol.

Fourth-Level Spells

Abjure (Abjuration)

Range: 10 yds.	Components: V, S, M
Duration: Special	Casting Time: 1 rd.
Area of Effect: 1 creature	Saving Throw: Special

This spell can send an extraplanar creature back to its own plane of existence. The spell fails against entities of demigod status or greater, but their servants or minions can be abjured. If the creature has a specific (proper) name, it must be known and used. Any magic resistance of the subject must be overcome, or the spell fails. The priest has a 50% chance of success (a roll of 11 or better on 1d20). The roll is adjusted by the difference in level or Hit Dice between the caster and the creature being abjured; the number needed is decreased if the priest has more Hit Dice and increased if the creature has more Hit Dice.

If the spell is successful, the creature is instantly hurled back to its own plane. The affected creature must survive a system shock check. If the creature does not have a Constitution score, the required roll is $70\% + 2\%/\text{Hit Die or level}$. The caster has no control over where in the creature's plane the abjured creature arrives. If the attempt fails, the priest must gain another level before another attempt can be made on that particular creature.

The spell requires the priest's holy symbol, holy water, and some material inimical to the creature.

Cloak of Bravery (Conjuration/Summoning) Reversible

Range: Touch	Components: V, S, M
Duration: Special	Casting Time: 6
Area of Effect: 1 creature	Saving Throw: Neg.

The *cloak of bravery* spell can be cast upon any willing creature. The protected individual gains a bonus to his saving throw against any form of fear encountered (but not awe--an ability of some lesser and greater powers). When cast, the spell can affect one to four creatures (caster's choice). If only one is affected, the saving throw bonus is +4. If two are affected, the bonus is +3, and so forth, until four creatures are protected by a +1 bonus. The magic of the *cloak of bravery* spell works only once and then the spell ends, whether or not the creature's saving throw is successful. The spell ends after eight hours if no saving throw is required before then.

The reverse of this spell, *cloak of fear*, empowers a single creature touched to radiate a personal aura of fear, at will, out to a 3-foot radius. All other characters and creatures within this aura must roll successful saving throws vs. spell or run away in panic for 2d8 rounds. Affected individuals may or may not drop items, at the DM's option.

The spell has no effect upon undead of any sort. The effect can be used only once, and the spell expires after eight hours if not brought down sooner. Members of the recipient's party are not immune to the effects of the spell.

The material component for the *cloak of bravery* spell is the feather of an eagle or hawk. The reverse requires the tail feathers of a vulture or chicken.

Cure Serious Wounds (Necromancy) Reversible

Range: Touch	Components: V, S
Duration: Permanent	Casting Time: 7

Area of Effect: 1 creature Saving Throw: None

This spell is a more potent version of the *cure light wounds* spell. When laying his hand upon a creature, the priest heals 2d8 (+1 per level up to 10) points of wound or other injury damage to the creature's body. This healing cannot affect noncorporeal, nonliving, or extraplanar creatures.

Cause serious wounds, the reverse of the spell, operates similarly to the *cure light wounds* spell, the victim having to be touched first. If the touch is successful, 2d8 (+1 per level up to 10) points of damage are inflicted.

Detect Lie (Divination) Reversible

Range: 30 yds. Components: V, S, M
Duration: 1 rd./level Casting Time: 7
Area of Effect: 1 creature Saving Throw: Neg.

A priest who casts this spell is immediately able to determine if the subject creature deliberately and knowingly speaks a lie. It does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. The subject receives a saving throw vs. spell, which is adjusted only by the Wisdom of the caster--for example, if the caster has a Wisdom of 18, the subject's saving throw roll is reduced by 4 (see Table 5: Wisdom).

The material component for the *detect lie* spell is one gp worth of gold dust.

The spell's reverse, *undetectable lie*, prevents the magical detection of lies spoken by the creature for 24 hours.

The reverse requires brass dust as its material component.

Divination (Divination)

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

A *divination* spell is used to garner a useful piece of advice concerning a specific goal, event, or activity that will occur within a one-week period. This can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. Unlike the *augury* spell, this gives a specific piece of advice.

For example, if the question is "Will we do well if we venture to the third level?" and a terrible troll guarding 10,000 gp and a *shield +1* lurks near the entrance to the level (the DM estimates the party could beat the troll after a hard fight), the divination response might be: "Ready oil and open flame light your way to wealth." In all cases, the DM controls what information is received and whether additional divinations will supply additional information. Note that if the information is not acted upon, the conditions probably change so that the information is no longer useful (in the example, the troll might move away and take the treasure with it).

The base chance for a correct divination is 60%, plus 1% for each experience level of the priest casting the spell. The DM makes adjustments to this base chance considering the actions being divined (if, for example, unusual precautions against the spell have been taken). If the dice roll is failed, the caster knows the spell failed, unless specific magic yielding false information is at work.

The material components of the *divination* spell are a sacrificial offering, incense, and the holy symbol of the priest. If an unusually important *divination* is attempted, sacrifice

of particularly valuable gems, jewelry, or magical items may be required.

Exorcise (Abjuration)

Range: 1 Components: V, S, M

Duration: Permanent Casting Time: 1 - 100+ turns

Area of Effect: One creature or Saving Throw: None
object

The spell of exorcism will negate possession of a creature or an object by any outside or supernatural force. This includes control of a creature by some force in an object, possession by magic jar (q.v.) spell, demonic possession, curse, and even charm, for the exorcise spell is similar to a dispel magic spell. Furthermore, it will affect a magical item if such is the object of the exorcism. Thus a soul object of any sort which comes under successful exorcism will make the life force of the creature concerned wholly inhabit its nearest material body, wholly and completely. (Cf. **ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL**, Demon.) The exorcise spell, once begun, cannot be interrupted, or else it is spoiled and useless. The base chance for success is a random 1% to 100%. Each turn of exorcism the dice are rolled, and if the base chance number, or less, is rolled, the spell is successful. Base chance of success is modified by -1% for each level of difference between the cleric's 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.

Giant Insect (Alteration) Reversible

Range: 20 yds. Components: V, S, M

Duration: Permanent Casting Time: 7

Area of Effect: 1 to 6 insects Saving Throw: None

By means of this spell, the priest can turn one or more normal-sized insects into larger forms resembling the giant insects described in the Monstrous Manual. Only one type of insect can be altered at one time (i.e., a single casting cannot affect both an ant and a fly) and all insects affected must be grown to the same size. The number of insects and the size to which they can be grown depends upon the priest's level:

Cleric's Level	Insect Hit Dice	Maximum Total HD
7-9	3	9
10-12	4	12
13+	6	15

For example, an 8th-level priest can grow three insects to 3 Hit Dice, four insects to 2 Hit Dice, or nine insects to 1 Hit Die. Flying insects of 3 Hit Dice or more can carry a rider of human size (assume that such can carry 80 pounds per Hit Die).

If the casting is interrupted for any reason, or if the insects are currently subject to any other magical effect (including this one), the insects die and the spell is ruined. The DM decides how many normal insects of what type are available; this is often a greater limitation on the spell than the limits above.

If the insect created by this spell matches an existing monster description, use the monster description. Otherwise, unless the DM creates a special description, the giant form has an Armor Class of between 8 and 4, one attack, and inflicts 1d4 points of damage per Hit Die.

For example, a 14th-level priest uses the *giant insect* spell to enlarge one beetle (all that is available) to 6 HD size. The DM decides the beetle has AC 5 and bites once for 6d4 points of damage.

Note that the spell works only on actual insects. Arachnids, crustaceans, and other types of small creatures are not affected. Any giant insects created by this spell do not attempt to harm the priest, but the priest's control of such creatures is limited to simple commands ("attack," "defend," "guard," and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex. Unless commanded to do otherwise, the giant insects attempt to attack whoever or whatever is near them.

The reverse of the spell, *shrink insect*, reduces any giant insect to normal insect size. The number of Hit Dice affected by the priest is subtracted from the number of Hit Dice of the insects, and any insect reduced to 0 Hit Dice has been shrunk. Partial shrinking is ignored; an insect is either shrunk or unaffected. Thus, a 9th-level priest attacked by giant ants could shrink three warrior ants or four worker ants to normal insect size with no saving throw. This spell has no effect on intelligent insectlike creatures.

The priest must use his holy symbol for either version of the spell.

Imbue With Spell Ability (Enchantment)

Range: Touch	Components: V, S, M
Duration: Until used	Casting Time: 1 turn
Area of Effect: Person touched	Saving Throw: None

By the use of this spell, the priest can transfer a limited number and selection of his currently memorized spells, and the ability to cast them, to another person. Only nonspellcasters (including rangers under 8th level and paladins under 9th level) can receive this bestowal; the *imbue with spell ability* enchantment does not function for those belonging to spellcasting classes, for unintelligent monsters, nor for any individual with less than 1 full Hit Die. In addition, the person thus imbued must have a Wisdom score of 9 or higher. Only priest spells of an informational or defensive nature or a *cure light wounds* spell can be transferred. Transferring any other spell type negates the entire attempt, including any allowable spells that were chosen. Higher level persons can receive more than one spell at the priest's option:

Level of Recipient	Spells Imbued
1	One 1st-level spell
3	Two 1st-level spells
5+	Two 1st- and one 2nd-level spells

The transferred spell's variable characteristics (range, duration, area of effect, etc.) function according to the level of the priest originally imbuing the spell.

A priest who casts *imbue with spell ability* upon another character loses the number of 1st- and 2nd-level spells he has imbued until the recipient uses the transferred spells or is slain. For example, a 7th-level priest with five 1st- and four 2nd-level spells imbues a 10th-level fighter with a *cure light wounds* spell and a *slow poison* spell. The cleric now can have only four 1st-level spells memorized until the cure is cast and only three 2nd-level spells until the *slow poison* is cast, or until the fighter is killed. In the meantime, the priest remains responsible to his ethos for the use to which the spell is put.

The material components for this spell are the priest's holy symbol, plus some minor item from the recipient that is symbolic of his profession (a lockpick for a thief, etc.). This item, and any material component for the imbued spell, is consumed when the *imbue with spell ability* spell is cast.

Lower Water (Alteration) Reversible

Range: 120 yds.
Duration: 1 turn/level
Area of Effect: Special

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

The *lower water* spell causes water or similar fluid in the area of effect to sink away to a minimum depth of 1 inch. The depth can be lowered by up to 2 feet for every experience level of the priest. The water is lowered within a square area whose sides are 10 feet long per caster level. Thus, an 8th-level priest affects a volume up to 16 feet x 80 feet x 80 feet, a 9th-level caster affects a volume up to 18 feet x 90 feet x 90 feet, and so on. In extremely large and deep bodies of water, such as deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a *slow* spell: The creature moves at half speed and makes half its usual number of attacks each round. The spell has no effect on other creatures.

Its reverse, *raise water*, causes water or similar fluids to return to their highest natural level: spring flood, high tide, etc. This can make fords impassable, float grounded ships, and may even sweep away bridges at the DM's option. It negates *lower water* and vice versa.

The material components of this spell are the priest's holy (or unholy) symbol and a pinch of dust.

Neutralize Poison (Necromancy) Reversible

Range: Touch
Duration: Permanent
Area of Effect: 1 creature or 1 cu. ft. of substance/2 levels

Components: V, S
Casting Time: 7
Saving Throw: None

By means of a *neutralize poison* spell, the priest 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 priest to roll a successful attack in combat. This spell can prevent death in a poisoned creature if cast before death occurs. The effects of the spell are permanent only with respect to poison existing in the touched creature at the time of the touch; thus, creatures (and objects) that generate new poison are not permanently detoxified. The reversed spell, *poison*, likewise requires a successful attack roll, and the victim is allowed a saving throw vs. poison. If the latter is unsuccessful, the victim is incapacitated and dies in one turn unless the poison is magically neutralized or slowed.

Protection From Evil, 10' Radius (Abjuration) Reversible

Range: Touch
Duration: 1 turn/level
Area of Effect: 10-ft. radius

Components: V, S, M
Casting Time: 7
Saving Throw: None

The globe of protection of this spell is identical in all respects to that of a *protection from evil* spell, except that it encompasses a much larger area and its duration is greater. The effect is centered on and moves with the creature touched. Any protected creature within the circle will break the warding against enchanted/summoned monsters if he attacks those monsters. A creature unable to fit completely into the area of effect (for example, a 21-foot-tall titan) remains partially exposed and subject to whatever penalties the DM decides. If such a creature is the recipient of the spell, the spell acts as a normal *protection from evil* spell for that creature only.

The reverse, *protection from good, 10' radius*, wards against good creatures.

To complete this spell, the priest must trace a circle 20 feet in diameter using holy (or unholy) water and incense (or smoldering dung), according to the *protection from evil*

spell.

Speak With Plants (Alteration)

Range: 0	Components: V, S, M
Duration: 1 rd./level	Casting Time: 1 turn
Area of Effect: 30-ft. radius	Saving Throw: None

When cast, a *speak with plants* spell enables the priest to converse, in very rudimentary terms, with all sorts of living vegetables (including fungi, molds, and plantlike monsters, such as shambling mounds) and to exercise limited control over normal plants (i.e., not monsters or plantlike creatures). Thus, the caster can question plants as to whether or not creatures have passed through them, cause thickets to part to enable easy passage, require vines to entangle pursuers, and command similar services. The spell does not enable plants to uproot themselves and move about, but any movements within the plants' normal capabilities are possible. Creatures entangled by the 1st-level spell of that name can be released. The power of the spell lasts for one round for each experience level of the casting priest. All vegetation within the area of effect is affected by the spell.

The material components for this spell are a drop of water, a pinch of dung, and a flame.

Spell Immunity (Abjuration)

Range: Touch	Components: V, S, M
Duration: 1 turn/level	Casting Time: 1 rd.
Area of Effect: 1 creature	Saving Throw: None

By means of this spell, the priest renders a creature touched immune to the effects of a specified spell of 4th level or lower. It protects against spells, spell-like effects of magical items, and innate spell-like abilities of creatures. It does not protect against breath weapons or gaze attacks of any type.

The spell has several additional limitations. First, the caster must have directly experienced the effect of the specified spell. For example, if the caster has been attacked by a *fireball* spell at some time, he can use the *spell immunity* spell to provide protection from a fireball. Second, the spell cannot affect a creature already magically protected by a potion, protective spell, ring, or other device. Third, only a particular spell can be protected against, not a certain sphere of spells or a group of spells that are similar in effect; thus, a creature given immunity to the *lightning bolt* spell is still vulnerable to a *shocking grasp* spell.

The material component for spell immunity is the same as that for the spell to be protected against.

Spike Stones (Alteration, Enchantment)

Range: 30 yds.	Components: V, S, M
Duration: 3d4 turns +1/level	Casting Time: 6
Area of Effect: 10 ft. sq./level, 1 spike/sq. ft.	Saving Throw: None

The *spike stones* spell causes rock to shape itself into long, sharp points that 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 and to inflict damage. If an area is carefully observed, each observer is 25% likely to notice the sharp points of rock. Otherwise, those entering the spell's area of effect suffer 1d4 points of damage per round.

The success of each attack is 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 for each round spent in the area thereafter. The initial step enables the individual to become aware of some problem only if the initial attack succeeds; otherwise movement continues and the spike stones remain unnoticed until damage occurs. Charging or running victims suffer two attacks per round.

Those falling into pits affected by spike stones suffer six such attacks for every 10 feet fallen, each attack having a +2 bonus to the attack roll. In addition, the damage inflicted by each attack increases by +2 for every 10 feet fallen. Finally, the creatures also suffer normal falling damage.

The material component of this spell is four tiny stalactites.

Sticks to Snakes (Alteration) Reversible

Range: 30 yds. Components: V, S, M
Duration: 2 rds./level Casting Time: 7
Area of Effect: 1d4 sticks + Saving Throw: None
1 stick/level in a 10-ft. cube

By means of this spell, the caster can change 1d4 sticks, plus one stick per experience level, into snakes; thus, a 9th-level priest can change 10-13 sticks into an equal number of snakes. These snakes attack as commanded by the priest. There must, of course, be sticks or similar pieces of wood (such as torches, spears, etc.) to turn into snakes. Such a stick cannot be larger than a staff. Sticks held by creatures are allowed a saving throw equal to that of the possessor (i.e., a spear held by an orc must roll the orc's saving throw vs. polymorph). Magical items, such as staves and enchanted spears, are not affected by the spell. Only sticks within the area of effect are changed.

The type of snake created varies, but a typical specimen has 2 Hit Dice, Armor Class 6, a movement rate of 9, and either constricts for 1d4+1 points of damage per round or bites for 1 point plus poison (if any). The chance of a snake thus changed being venomous is 5% per caster level, if the spellcaster desires. Thus, an 11th-level priest has a maximum 55% chance that any snake created by the spell is poisonous. The spell lasts for two rounds for each experience level of the spellcaster.

The material components of the spell are a small piece of bark and several snake scales.

The reverse spell changes normal-sized snakes to sticks for the same duration, or it negates the *sticks to snakes* spell according to the level of the priest counteracting the spell (for example, a 10th-level priest casting the reverse spell can turn 11-14 snakes back into sticks).

Tongues (Alteration) Reversible

Range: 0 Components: V, S
Duration: 1 turn Casting Time: 7
Area of Effect: The caster Saving Throw: None

This spell enables the caster to speak and understand additional languages, whether they are racial tongues or regional dialects, but not communications of animals or mindless creatures. When the spell is cast, the spellcaster selects the language or languages to be understood. The spell then empowers the caster with the ability to speak and understand the language desired with perfect fluency and accent. The spell enables the priest to be understood by all speakers of that language within hearing distance, usually 60 feet. This spell does not predispose the subject toward the caster in any way. The priest can speak one additional tongue for every three levels of experience.

The reverse of the spell cancels the effect of the *tongues* spell or confuses verbal communication of any sort within the area of effect.

Fifth-Level Spells

Air Walk (Alteration)

Range: Touch	Components: V, S, M
Duration: 1 hour + 1 turn/level	Casting Time: 8
Area of Effect: 1 creature	Saving Throw: None

This spell enables a creature, which can be as big as the largest giant, to tread upon air as if it were walking on solid ground. Moving upward is similar to walking up a hill. A maximum upward angle of 45 degrees is possible at one-half the creature's movement rate, as is a maximum downward angle of 45 degrees at the normal movement rate. An air-walking creature is in control of its movement, except when a strong wind is blowing. In this case, the creature gains or loses 10 feet of movement for every 10 miles per hour of wind velocity. The creature can, at the DM's option, be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control of movement or suffering physical damage.

The spell can be placed upon a trained mount, so it can be ridden through the air. Of course, a mount not accustomed to such movement would certainly need careful and lengthy training, the details for which are up to the DM.

The material components for the spell are the priest's holy symbol and a bit of thistledown.

Animate Dead Monsters (Necromantic)

Range: 1"	Components: VS, M
Duration: Permanent	Casting Time: 7 segments
Area of Effect: Special	Saving Throw: None

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.

Atonement (Abjuration)

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

This spell is used by the priest to remove the burden of unwilling or unknown deeds

from the person who is the subject of the atonement. The spell removes the effects of magical alignment changes as well. The person seeking the *atonement* spell must either be truly repentant or not have been in command of his own will when the acts to be atoned for were committed. The DM 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 (see the *quest* spell). A character who refuses to accept an atonement is automatically considered to have committed a willful misdeed. The priest needs his religious symbol, prayer beads or wheel or book, and burning incense.

Commune (Divination)

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

By use of a *commune* spell, the priest is able to contact his deity--or agents thereof--and request information in the form of questions that can be answered by a simple "yes" or "no." The priest is allowed one such question for every experience level he has attained. The answers given are correct within the limits of the entity's knowledge. "I don't know" is a legitimate answer, as powerful outer planar beings are not necessarily omniscient. Optionally, the DM may give a single short answer of five words or less. The spell will, at best, provide information to aid character decisions. Entities communed with structure their answers to further their own purposes. It is probable that the DM will limit the use of *commune* spells to one per adventure, one per week, or even one per month, for the greater powers dislike frequent interruptions. Likewise, if the caster lags, discusses the answers, or goes off to do anything else, the spell immediately ends.

The material components necessary for a *commune* spell are the priest's religious symbol, holy (unhol) water, and incense. If a particularly potent commune is needed, a sacrifice proportionate with the difficulty of obtaining the information is required. If the offering is insufficient, no information or only partial information is gained.

Cure Critical Wounds (Necromancy) Reversible

Range: Touch	Components: V, S
Duration: Permanent	Casting Time: 8
Area of Effect: 1 creature	Saving Throw: None

The *cure critical wounds* spell is a very potent version of the *cure light wounds* spell. The priest lays his hand upon a creature and heals $3d8 + 1$ per level up to 15 points of damage from wounds or other damage. The spell does not affect creatures without corporeal bodies, those of extraplanar origin, or those not living. The reversed spell, *cause critical wounds*, operates in the same fashion as other *causes wounds* spells, requiring a successful touch to inflict the $3d8 + 1$ per level up to 15 points of damage. Caused wounds heal via the same methods as do wounds of other sorts.

Dispel Evil (Abjuration) Reversible

Range: Touch	Components: V, S, M
Duration: 1 rd./level	Casting Time: 8
Area of Effect: 1 creature	Saving Throw: Neg.

The priest using this spell causes a summoned creature of evil nature, an evil creature from another plane, or a creature summoned by an evil caster, to return to its own plane or place when the caster successfully strikes it in melee combat. Examples of such creatures are aerial servants, djinn, efreet, elementals, and invisible stalkers. An evil enchantment (such as a *charm* spell cast by an evil creature) that is subject to a normal *dispel magic* spell can be automatically dispelled by the *dispel evil* spell. This spell lasts for a maximum of one round for each experience level of the caster, or until expended. While the spell is in effect, all creatures that could be affected by it fight with a -7 penalty to their attack rolls when engaging the spellcaster.

The reverse of the spell, *dispel good*, functions against summoned or enchanted creatures of good alignment or creatures that have been sent to aid the cause of good. The material components for this spell are the priest's religious object and holy (or unholy) water.

Flame Strike (Evocation)

Range: 60 yds.	Components: V, S, M
Duration: Instantaneous	Casting Time: 8
Area of Effect: 5 ft. radius x 30 ft. column	Saving Throw: _

When the priest evokes a *flame strike* spell, a vertical column of fire roars downward in the location called for by the caster. Any creatures within the area of effect must roll a saving throw vs. spell. Failure means the creature sustains 6d8 points of damage; otherwise, the damage is halved. The material component of this spell is a pinch of sulphur.

Golem (Enchantment/Charm)

Range: 1	Components: V; S, M
Duration: Special	Casting Time: 8 segments
Area of Effect: Special	Saving Throw: None

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 9th 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 12", HD 2 + 4, hp 20, #AT 2, D 1-2/1-2 SD 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 11th 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 9", 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 13th 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 6", HD 4 + 8, hp 40, #AT 2, D 1-6/1-6 SD + 1 or better magic weapon to hit, half damage from blunt weapons. Carrying capacity is 50 pounds.

At 15th 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 AC 4, MV 3", HD 5 + 10, hp 50, #AT 1, D 3-12 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.

Insect Plague (Conjuration/Summoning)

Range: 120 yds. Components: V, S, M
Duration: 2 rds./level Casting Time: 1 turn
Area of Effect: 180 ft. x 60 ft. cloud Saving Throw: None

When this spell is cast by the priest, a horde of creeping, hopping, and flying insects gather and swarm in a thick cloud. In an environment free of normal insects, the spell fails. The insects obscure vision, limiting it to 10 feet. Spellcasting within the cloud is impossible. Creatures in the insect plague, regardless of Armor Class, sustain 1 point of damage for each round they remain within, due to the bites and stings of the insects. Invisibility is no protection. All creatures with 2 or fewer Hit Dice will automatically move at their fastest possible speed in a random direction until they are more than 240 yards away from the insects. Creatures with fewer than 5 Hit Dice must check morale; failure means they run as described above.

Heavy smoke drives off insects within its bounds. Fire also drives insects away. For example, a wall of fire in a ring shape keeps a subsequently cast *insect plague* outside its confines, but a *fireball* spell simply clears insects from its blast area for one round. A single torch is ineffective against this vast horde of insects. Lightning, cold, or ice are likewise ineffective, while a strong wind that covers the entire plague area disperses the insects and ends the spell. The plague lasts two rounds for each level of the caster, and thereafter the insects disperse. The insects swarm in an area that centers around a summoning point determined by the spellcaster. The point can be up to 120 yards away from the priest. The insect plague does not move thereafter for as long as it lasts. Note that the spell can be countered by a *dispel magic* spell.

The material components of this spell are a few granules of sugar, some kernels of grain, and a smear of fat.

Magic Font (Divination)

Sphere: Divination
Range: Touch Components: V, S, M
Duration: Special Casting Time: 1 hour
Area of Effect: Special Saving Throw: None

The spell causes a holy water font to serve as a scrying device. The spell does not function unless the priest is in good standing with his deity. The basin of holy water becomes similar to a *crystal ball*. For each vial of capacity of the basin, the priest may scry for one round, up to a maximum of one hour. Thus, the duration of the *magic font* spell is directly related to the size of the holy water receptacle. The DM will know the chances of a character being able to detect scrying.

The priest's holy symbol and the font and its trappings are not consumed by the spell.

Plane Shift (Alteration)

Range: Touch Components: V, S, M
Duration: Permanent Casting Time: 8
Area of Effect: 1 creature (special) Saving Throw: Neg.

When the plane shift spell is cast, the priest moves himself or some other creature to another plane of existence. The recipient of the spell remains in the new plane until sent forth by some like means. If several persons link hands in a circle, up to eight can be affected by the plane shift at the same time.

The material component of this spell is a small, forked metal rod. The size and metal type dictates to which plane of existence, including sub-planes and alternate dimensions, the spell sends the affected creatures. The DM will determine specifics regarding how and what planes are reached.

An unwilling victim must be touched (successful attack roll) to be sent. In addition, the creature is also allowed a saving throw. If the saving throw is successful, the effect of the spell is negated. Note that pinpoint accuracy is rarely achieved; arriving at a random distance from an intended destination is common.

The metal rod is not expended when the spell is cast. Forked rods keyed to certain planes may be difficult to come by, as decided by the DM.

Quest (Enchantment/Charm)

Range: 60 yds.	Components: V, S, M
Duration: Until fulfilled	Casting Time: 8
Area of Effect: 1 creature	Saving Throw: Neg.

The *quest* spell enables the priest to require the affected creature to perform a service and return to the priest with proof that the deed was accomplished. The quest can, for example, require that the creature locate and return some important or valuable object, rescue a notable person, release some creature, capture a stronghold, slay a person, deliver 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 rolls for each day of such action. This penalty is not removed until the quest is properly pursued or the priest cancels it. There are certain circumstances that will temporarily suspend a quest, and others that will discharge or cancel it. The DM will give you appropriate information as the need to know arises.

If cast upon an unwilling subject, the victim is allowed a saving throw. However, if the person quested agrees to a task--even if the agreement is gained by force or trickery--no saving throw is allowed. If a quest is just and deserved, a creature of the priest's religion cannot avoid it, and any creature of the priest's alignment saves with a -4 penalty to the saving throw. A quest cannot be dispelled, but it can be removed by a priest of the same religion or of higher level than the caster. Some artifacts and relics might negate the spell, as can direct intervention by a deity. Likewise, an unjust or undeserved quest grants bonuses to saving throws, or might even automatically fail.

The material component of this spell is the priest's holy symbol.

Rainbow (Evocation, Alteration)

Range: 120 yds.	Components: V, S, M
Duration: 1 rd./level	Casting Time: 7
Area of Effect: Special	Saving Throw: None

To cast this spell, the priest must be in sight of a rainbow, or have a special component (see below). The *rainbow* spell has two applications, and the priest can choose the desired one at the time of casting. These applications are as follows:

Bow: The spell creates a shimmering, multi-layered short composite bow of rainbow hues. It is light and easy to pull, so that any character can use it without penalty for nonproficiency. It is magical: Each of its shimmering missiles is the equivalent of a +2 weapon, including attack and damage bonuses. Magic resistance can negate the effect of any missile fired from the bow. The bow fires seven missiles before disappearing. It can

be fired up to four times per round. 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:

Colour	Double damage
Red	Fire dwellers/users and fire elementals
Orange	Creatures or constructs of clay, sand, earth, stone or similar materials, and earth elementals
Yellow	Vegetable opponents (including fungus creatures, shambling mounds, treants, etc.)
Green	Aquatic 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) appears.

Bridge: The caster causes the rainbow to form a seven-hued bridge up to 3 feet wide per level of the caster. It must be at least 20 feet long and can be as long as 120 yards, according to the caster's desire. It lasts as long as the spell's duration or until ordered out of existence by the caster.

The components for this spell are the priest's holy symbol and a vial of holy water. If no rainbow is in the vicinity, the caster can substitute a diamond of not less than 1,000 gp value, specially prepared with *bless* and *prayer* spells while in sight of a rainbow. The holy water and diamond disappear when the spell is cast.

Raise Dead (Necromancy) Reversible

Range: 30 yds.	Components: V, S
Duration: Permanent	Casting Time: 1 rd.
Area of Effect: 1 person	Saving Throw: Special

When the priest casts a raise dead spell, he can restore life to a dwarf, gnome, half-elf, halfling, or human (other creatures may be allowed, at the DM's option). The length of time that the person has been dead is of importance, as the priest can raise persons dead only up to a limit of one day for each experience level of the priest (i.e., a 9th-level priest can raise a person who has been dead for up to nine days).

Note that the body of the person must be whole, or otherwise missing parts are still missing when the person is brought back to life. Likewise, other ills, such as poison and disease, are not negated. The raised person must roll a successful resurrection survival check to survive the ordeal (see Table 3: Constitution) and loses 1 point of Constitution. Further, the raised person is weak and helpless, needing a minimum of one full day of rest in bed for each day or fraction he was dead. The person has 1 hit point when raised and must regain the rest by natural healing or curative magic.

A character's starting Constitution is an absolute limit to the number of times he can be revived by this means.

The somatic component of the spell is a pointed finger.

The reverse of the spell, *slay living*, grants the victim a saving throw vs. death magic. If the saving throw is successful, the victim sustains damage equal to that of a *cause serious wounds* spell--i.e., 2d8+1 points. Failure means the victim dies instantly.

Spike Stones (Alteration/Enchantment)

Range: 3"	Components: V; S, M
Duration: 3-12 turns + 1/level	Casting Time: 6 segments
Area of Effect: 1 square per level, 1 spike per 1' sq.	Saving Throw: None

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 1" 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.

True Seeing (Divination) Reversible

Range: Touch	Components: V, S, M
Duration: 1 rd./level	Casting Time: 8
Area of Effect: 1 creature	Saving Throw: None

When the priest employs this spell, he confers upon the recipient the ability to see all things as they actually are. The spell penetrates normal and magical darkness. Secret doors become plain. The exact location of displaced things is obvious. Invisible things become quite visible. Illusions and apparitions are seen through. Polymorphed, changed, or enchanted things are apparent. Even the aura projected by creatures becomes visible, so that alignment can be discerned. Further, the recipient can focus his vision to see into the Ethereal plane or the bordering areas of adjacent planes. The range of vision conferred is 120 feet. *True seeing*, however, does not penetrate solid objects; it in no way confers X-ray vision or its equivalent. In addition, the spell effects cannot be further enhanced with known magic.

The spell requires an ointment for the eyes that is made from very rare mushroom powder, saffron, and fat and costs no less than 300 gp per use.

The reverse, *false seeing*, causes the person to see things as they are not: rich is poor, rough is smooth, beautiful is 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 1d6 months.

Sixth-Level Spells

Aerial Servant (Conjuration/Summoning)

Range: 10 yds.	Components: V, S
Duration: 1 day/level	Casting Time: 9
Area of Effect: Special	Saving Throw: None

This spell summons an invisible aerial servant to find and bring back an object or creature described to it by the priest. Unlike an elemental, an aerial servant cannot be commanded to fight for the caster. When it is summoned, the priest must have cast a *protection from evil* spell, be within a protective circle, or have a special item used to control the aerial servant. Otherwise, it attempts to slay its summoner and return from whence it came.

The object or creature to be brought must be such as to allow the aerial servant to

physically bring it to the priest (an aerial servant can carry at least 1,000 pounds). If prevented, for any reason, from completing the assigned duty, the aerial servant returns to its own plane whenever the spell lapses, its duty is fulfilled, it is dispelled, the priest releases it, or the priest is slain. The spell lasts for a maximum of one day for each level of experience of the priest who cast it.

If the creature to be fetched cannot detect invisible objects, the aerial servant attacks, automatically gaining surprise. If the creature involved can detect invisible objects, it still suffers a -2 penalty to all surprise rolls caused by the aerial servant. Each round of combat, the aerial servant must roll to attack. When a hit is scored, the aerial servant has grabbed the item or creature it was sent for.

A creature with a Strength rating is allowed an evasion roll, equal to twice its [pi]bend bars[xpi] chance, to escape the hold. If the creature in question does not have a Strength rating, roll 1d8 for each Hit Die the aerial servant and the creature grabbed have. The higher total is the stronger.

Once seized, the creature cannot free itself by Strength or Dexterity and is flown to the priest forthwith.

Animate Object (Alteration)

Range: 30 yds.

Components: V, S

Duration: 1 rd./level

Casting Time: 9

Area of Effect: 1 cu. ft./level

Saving Throw: None

This powerful spell enables the priest casting it to imbue inanimate objects with mobility and a semblance of life. The animated object, or objects, then attacks whomever or whatever the priest first designates. The animated object can be of any nonmagical material whatsoever[md]wood, metal, stone, fabric, leather, ceramic, glass, etc.

Attempting to animate an object in someone's possession grants that person a saving throw to prevent the spell's effect. The speed of movement of the object depends on 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 10 feet per round, a stone statue would move at 40 feet per round, a wooden statue 80 feet per round, an ivory stool of light weight would move at 120 feet per round. Slithering movement is about 10 feet to 20 feet per round; rolling is 30 feet to 60 feet per round. The damage caused by the attack of an animated object depends on 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 1d2 points of damage or possibly obstruct and trip, as do light, supple objects. Hard, medium-weight objects can crush or strike for 2d4 points of damage, while larger and heavier objects may inflict 3d4, 4d4, or even 5d4 points of damage.

The frequency of attack of animated objects depends on 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 round. The Armor Class of the object per round. The Armor Class of the object animated is basically a function of material and movement ability. Damage depends on the type of weapon is effective against fabric, leather, wood, and like substances. Heavy smashing and crushing weapons are useful against wood, stone, and metal objects. Your DM will determine all of these factors, as well as how much damage the animated object can sustain before being destroyed. The priest can animate one cubic foot of material for each experience level he has attained. Thus, a 14th-level priest could animate one or more objects whose solid volume did not exceed 14 cubic feet[md]a large statue, two rugs, three chairs, or a dozen average crocks.

Blade Barrier (Evocation)

Range: 30 yds.

Components: V, S

Duration: 3 rds./level

Casting Time: 9

Area of Effect: 5-60 ft. sq. Saving Throw: Special
The priest employs this spell to set up a wall of circling, razor-sharp blades. These whirl and flash around a central point, creating an immobile barrier. Any creature attempting to pass through the blade barrier suffers 8d8 points of damage. The plane of rotation of the blades can be horizontal, vertical, or in between. Creatures within the area of the barrier when it is invoked are entitled to a saving throw vs. spell. If this is successful, the blades are avoided and no damage is suffered; the creature escapes the area of the blade barrier by the shortest possible route. The barrier remains for three rounds for every experience level of the priest casting it. The barrier can cover an area from as small as 5 feet square to as large as 60 feet square.

Conjure Animals (Conjuration/Summoning)

Range: 30 yds. Components: V, S
Duration: 2 rds./level Casting Time: 9
Area of Effect: Special Saving Throw: None

The *conjure animals* spell enables the priest to magically create one or more mammals to attack his opponents. The total Hit Dice of the mammals cannot exceed twice his level, if the creature conjured is determined randomly. If a specific animal type is requested, the animal's Hit Dice cannot exceed his level. The DM selects the type of animal that appears if it is randomly called. Thus, a priest of 12th level could randomly conjure two mammals with 12 Hit Dice each, four with 6 Hit Dice each, six with 4 Hit Dice each, eight with 3 Hit Dice each, 12 with 2 Hit Dice each, or 24 with 1 Hit Die each. Count every +1 hit point added to a creature's Hit Dice as _ of a Hit Die. Thus a creature with 4 + 3 Hit Dice equals a 4 _ Hit Dice creature. The conjured animals remain for two rounds for conjured animals remain for two rounds for each level of the conjuring priest, or until slain, and they follow the caster's verbal commands. Conjured animals unfailingly attack the priest's opponents, but resist being used for any other purpose--they do not like it, become noticeably more difficult to control, and may refuse any action, break free, or turn on the caster, depending on the nature of the creature and the details of the situation. The conjured animals disappear when slain.

Find the Path (Divination) Reversible

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

The recipient of this spell can find the shortest, most direct physical route that he is seeking, be it the way into or out of a locale. The locale can be outdoors or under ground, a trap, or even a *maze* spell. Note that the spell works with respect to locales, not objects or creatures within a locale. Thus, the spell could not find the way to "a forest where a green dragon lives" or to the location of "a hoard of platinum pieces." The location must be in the same plane as the caster.

The spell enables the subject to sense the correct direction that will eventually lead him to his destination, indicating at the appropriate times the exact path to follow or physical actions to take. For example, with concentration the spell enables the subject to sense trip wires or the proper word to bypass a glyph. The spell ends when the destination is reached or when one turn for each caster level has elapsed. The spell frees the subject, and those with him, from a *maze* spell in a single round, and will continue to do so as long as the spell lasts.

Note that this divination is keyed to the caster, not his companions, and that, like the *find traps* spell, it does not predict or allow for the actions of creatures. The spell requires a set of divination counters of the sort favored by the priest--bones, ivory counters, sticks, carved runes, or whatever. The reverse spell, *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.

Forbiddance(Abjuration)

Range: 30 yds. Components: V, S, M
Duration: Permanent Casting Time: 6 rds.
Area of Effect: 60-ft. cube/level Saving Throw: Special

This spell can be used to secure a consecrated area (see the *Dungeon Master Guide*). The spell seals the area from teleportation, plane shifting, and ethereal penetration. At the option of the caster, the ward can be locked by a password, in which case it can be entered only by those speaking the proper words. Otherwise, the effect on those entering the enchanted area is based on their alignment, relative to the caster's. The most severe penalty is used.

Alignment identical: No effect. If password locked, cannot enter area unless password is known (no saving throw).

Alignment different with respect to law and chaos: Save vs. spell to enter the area; if failed, suffer 2d6 points of damage. If password locked, cannot enter unless password is known.

Alignment different with respect to good and evil: Save vs. spell to enter this area; if failed, suffer 4d6 points of damage. If word locked, cannot enter unless password is known. The attempt does cause damage if the save is failed.

Once a saving throw is failed, an intruder cannot enter the forbidden area until the spell ceases. The ward cannot be dispelled by a caster of lesser level than the one who established it. Intruders who enter by rolling successful saving throws feel uneasy and tense, despite their success.

In addition to the priest's holy symbol, components include holy water and rare incenses worth at least 1,000 gp per 60-foot cube. If a password lock is desired, this also requires the burning of rare incenses worth at least 5,000 gp per 60-foot cube.

Heal (Necromancy) Reversible

Range: Touch Components: V, S
Duration: Permanent Casting Time: 1 rd.
Area of Effect: 1 creature Saving Throw: None

The very potent *heal* spell enables the priest to wipe away disease and injury in the creature who receives the benefits of the spell. It completely cures all diseases or blindness of the recipient and heals all points of damage suffered due to wounds or injury. It dispels a *feeblemind* spell. It cures those mental disorders caused by spells or injury to the brain. 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 but 1d4 hit

points, if a successful touch is inflicted. For creatures that are not affected by the *heal* or *harm* spell, see the *cure light wounds* spell.

Heroes' Feast (Evocation)

Range: 10 yds.	Components: V, S, M
Duration: 1 hour	Casting Time: 1 turn
Area of Effect: 1 feaster/level	Saving Throw: None

This spell enables the priest to bring forth a great feast that serves as many creatures as the priest has levels of experience. The spell creates a magnificent table, chairs, service, and all the necessary food and drink. The feast takes one full hour to consume, and the beneficial effects do not set in until after this hour is over. Those partaking of the feast are cured of all diseases, are immune to poison for 12 hours, and are healed of $1d4+4$ points of damage after imbibing the nectarlike beverage that is part of the feast. The ambrosialike food that is consumed is equal to a *bless* spell that lasts for 12 hours. Also, during this same period, the people who consumed the feast are immune to fear, hopelessness, and panic. If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

The material components of the spell are the priest's holy symbol and specially fermented honey taken from the cells of bee larvae destined for royal status.

Part Water (Alteration)

Range: 20 yds./level	Components: V, S, M
Duration: 1 turn/level	Casting Time: 1 turn
Area of Effect: 3 ft./level x 20 yds./level x 30 yds.	Saving Throw: None

By employing a *part water* spell, the priest 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 depends on the level of the priest. A trough 3 feet deep per caster level, by 30 yards wide, by 20 yards long per level is created. Thus at 12th level, the priest would part water 36 feet deep by 30 yards wide by 240 yards long. The trough remains as long as the spell lasts or until the priest who cast it opts to end its effects. Existing currents appear to flow through the parted water, although swimming creatures and physical objects such as boats do not enter the rift without strenuous and deliberate effort. If cast underwater, this spell creates an air cylinder of appropriate length and diameter. If cast directly on a water elemental or other water-based creature, the creature suffers 48 points of damage and must roll a successful saving throw vs. spell or flee in panic for $3d4$ rounds.

The material component of this spell is the priest's holy symbol.

Speak With Monsters (Alteration)

Range: 30 yds.	Components: V, S
Duration: 2 rd./level	Casting Time: 9
Area of Effect: The caster	Saving Throw: None

When cast, the *speak with monsters* spell enables the priest to converse with any type of creature that has any form of communicative ability (including empathic, tactile, pheromonic, etc.). That is, the monster understands, in its own language or equivalent, the intent of what is said to it by the priest and vice versa. The creature thus spoken to is checked by the DM to determine a reaction. All creatures of the same type as that chosen by the priest can likewise understand if they are within range. The priest can speak to different types of creatures during the spell duration, but he must speak separately to each

type. The spell lasts for two rounds per caster level.

Stone Tell (Divination)

Range: Touch	Components: V, S, M
Duration: 1 turn	Casting Time: 1 turn
Area of Effect: 1 cu. yd.	Saving Throw: None

When the priest casts a *stone tell* spell upon an area, the very stones speak and relate to the caster who or what has touched them as well as revealing what is covered, concealed, or simply behind them. The stones relate complete descriptions, if asked. Note that a stone's perspective, perception, and knowledge may hinder this divination. Such details, if any, are decided by the DM.

The material components for this spell are a drop of mercury and a bit of clay.

Word of Recall (Alteration)

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

The *word of recall* spell takes the priest instantly back to his sanctuary when the word is uttered. The sanctuary must be specifically designated in advance by the priest and must be a well-known place. The actual point of arrival is a designated area no larger than 10' x 10'. The priest can be transported any distance, from above or below ground. Transportation by the *word of recall* spell is safe within a plane, but for each plane the priest is removed, there is a 10% cumulative chance that the priest is irrevocably lost. The priest is able to transport, in addition to himself, 25 pounds of weight per experience level. Thus, a 15th-level priest could transport his person and an additional 375 pounds. This extra matter can be equipment, treasure, or even living material, such as another person. Exceeding this limit causes the spell to fail. Note that unusually strong physical fields, such as magnetic or gravitational forces, or even magical applications can, at the DM's option, make the use of this spell hazardous or impossible.

Seventh-Level Spells

Astral Spell (Alteration)

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

By means of this spell, a priest is able to project his astral body into the Astral plane, leaving his physical body and material possessions behind on the Prime Material plane. As the Astral plane touches upon the first levels of all the outer planes, the priest can travel astrally to the first level of any of these outer planes as he wills. The priest then leaves the Astral plane, forming a body on the plane of existence he has chosen to enter. It is also possible to travel astrally anywhere in the Prime Material plane by means of the *astral* spell. However, 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. The astral body is connected at all times to the material body by a silvery cord. If the cord is broken, the affected person is killed, astrally and materially, but generally only the psychic wind can 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. If the second body or astral form is slain, the cord simply returns to the caster's body.

where the body rests on the Prime Material plane, reviving it from its state of suspended animation. Although astral projections are able to function on the Astral plane, their actions affect only creatures existing on the Astral plane; a physical body must be materialized on other planes.

The spell lasts until the priest desires to end it, or until it is terminated by some outside means, such as *dispel magic* spell or destruction of the priest's body on the Prime Material plane--which kills the priest. The priest can project the astral forms of up to seven other creatures with himself by means of the *astral* spell, providing the creatures are linked in a circle with the priest. These fellow travelers are dependent upon the priest and can be stranded if something happens to the priest. Travel in the Astral plane can be slow or fast, according to the priest's desire. The ultimate destination arrived at is subject to the desire of the priest.

Control Weather (Alteration)

Range: 0	Components: V, S, M
Duration: 4d12 hours	Casting Time: 1 turn
Area of Effect: 4d4 sq. miles	Saving Throw: None

The *control weather* spell enables a priest to change the weather in the local area. The spell affects the weather for 4d12 hours in an area of 4d4 square miles. It requires one turn to cast the spell, and an additional 1d4 turns for the effects of the spell to be felt. The current weather conditions are decided by the DM, depending on the climate and season. Weather conditions have three components: precipitation, temperature, and wind. The spell can change these conditions according to the following chart:

Precipitation	Temperature	Wind
CLEAR Very clear Light clouds or hazy	HOT Sweltering Heat warm	CALM Dead calm Light wind Moderate wind
PARTLY CLOUDY Clear weather Cloudy Mist/light rain/hail Sleet/light snow	WARM Hot Cool	MODERATE WIND Calm Strong wind
CLOUDY Partly cloudy Deep clouds Fog Heavy rain/large hail Driving sleet/snow	COOL Warm Cold COLD Cool Arctic cold Storm	STRONG WIND Moderate wind Gale GALE Strong wind Storm gale Hurricane
		STORM

The upper-case headings represent existing weather conditions. The lower-case headings below are the new conditions to which the caster can change the existing conditions. In addition, the caster can control the direction of the wind. For example, a day that is clear, warm, and with moderate 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 priest's religious symbol, incense, and prayer beads or similar prayer object. Obviously, the spell functions only in areas where there are appropriate climatic conditions.

If Weather is a major sphere for the priest (as it is for druids), duration and area are doubled, and the caster can change the prevailing weather by two places. For example, he can cause precipitation to go from partly cloudy to heavy sleet, temperature to go from

cool to arctic, and wind to go from calm to strong.

Earthquake (Alteration)

Range: 120 yds. Components: V, S, M
Duration: 1 rd. Casting Time: 1 turn
Area of Effect: 5-ft. diameter/level Saving Throw: None

When this spell is cast by a priest, a local tremor of fairly high strength rips the ground. The shock is over in one round. The earthquake affects all terrain, vegetation, structures, and creatures in its area of effect. The area of effect of the *earthquake* spell is circular, with a diameter of 5 feet for every experience level of the priest casting it. Thus a 20th-level priest casts an *earthquake* spell with a 100-foot-diameter area of effect.

Solidly built structures with foundations reaching down to bedrock sustain one-half damage; one-quarter damage if they score above 50% on a saving throw. An earth elemental opposed to the caster in the area of effect can negate 10% to 100% (roll 1d10, 0 = 100%) of the effect. Other magical protections and wards allowed by the DM may also reduce or negate this effect. If cast undersea, this spell may, at the discretion of the DM, create a tsunami or tidal wave.

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

Terrain	Earthquake Effects		
Cave or cavern	Collapses roof		
Cliffs	Crumble, causing landslide		
Ground	Cracks open, causing the following fractions of creatures to fall in and die		
Size	Chance		
S	1 in 4		
M	1 in 6		
L	1 in 8		
Marsh	Drains water to form muddy, rough ground		
Tunnel	Caves in		
Vegetation	Earthquake Effects		
Small growth	No effect		
Trees	1 in 3 are uprooted and fall		
Structures	Earthquake Effects		
All structures	Sustain 5d12 points of structural damage; those suffering full damage are thrown down in rubble		

Exaction (Evocation, Alteration)

Range: 10 yds. Components: V, S, M
Duration: Special Casting Time: 1 rd.
Area of Effect: 1 creature Saving Throw: None

When this spell is employed, the priest confronts some powerful creature from another plane (including devas and other powerful minions, for instance, but not demigods or deities of any sort) and requires of it some duty or quest. A creature of an alignment opposed to the priest (e.g., evil if the priest is good, chaotic if the priest is lawful) cannot be ordered around unless it is willing. Note that an absolute (true) neutral creature is effectively opposed to both good and evil, and both law and chaos.

The spellcaster must know something about the creature to exact service from it, or else he must offer some fair trade in return for the service. That is, if the priest is aware that the creature has received some favor from someone of the priest's alignment, then the *exaction* spell 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, and with

the being's effort and risk. The spell then acts, subject to a magic resistance roll, as a quest upon the being that is to perform the required service. Immediately upon completion of the service, the being is transported to the vicinity of the priest, and the priest 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. After this is done, the creature is instantly freed to return to its own plane.

The DM adjudicates when an equitable arrangement has been reached. If the caster requests too much, the creature is free to depart or to attack the priest (as if the agreement were breached) according to its nature. If circumstances leave the situation unbalanced (for example, the creature dies while achieving a result that was not worth dying for), then this might create a debt owed by the caster to the creature's surviving kith and kin, making the caster vulnerable to a future *exaction* spell from that quarter. Agreeing to a future exaction or release in the event of catastrophic failure or death are common caster pledges in securing an exaction.

Failure to fulfill the promise to the letter results in the priest being subject to exaction by the subject creature or by its master, liege, etc., at the very least. At worst, the creature can attack the reneging priest without fear of any of his spells affecting it, for the priest's failure to live up to the bargain gives the creature immunity from the priest's spell powers.

The material components of this spell are the priest's holy symbol, some matter or substance from the plane of the creature from whom an exaction is expected, and knowledge of the creature's nature or actions that is written out on a parchment that is burned to seal the pledge.

Gate (Conjuration/Summoning)

Sphere: Summoning

Range: 30 yds.

Components: V, S

Duration: Special

Casting Time: 5

Area of Effect: Special

Saving Throw: None

Casting a *gate* spell has two effects: it causes an interdimensional connection between the plane of existence the priest is in and the plane in which dwells a specific being of great power. The result of this connection is that the sought-after being can step through the gate or portal, from its plane to that of the priest. Uttering the spell attracts the attention of the dweller on the other plane. When casting the spell, the priest must name the entity he desires to make use of the gate and to come to his aid. There is a 100% chance that *something* steps through the gate. The actions of the being that comes through depend on many factors, including the alignment of the priest, the nature of those accompanying him, and who or what opposes or threatens the priest. The DM will decide the exact result of the spell, based on the creature called, the desires of the caster and the needs of the moment. The being gates in either returns immediately or remains to take action. Casting this spell ages the priest five years.

Holy Word (Conjuration/Summoning) Reversible

Range: 0

Components: V

Duration: Special

Casting Time: 1

Area of Effect: 30-ft. radius

Saving Throw: None

Uttering a *holy word* spell creates magic of tremendous power. It drives off evil creatures from other planes, forcing them to return to their own planes of existence, provided the speaker is in his home plane. Creatures so banished cannot return for at least a day. The spell further affects creatures of differing alignment as shown on the following table:

Effects of Holy Word				
Creature's Hit Dice Level	General	Attack Move	Dice	Spells
Less than 4	Kills	--	--	--
4 to 7+	Paralyzes 1d4 turns	--	--	--
8 to 11+	Slows 2d4 rounds	-50%	-4*	--
12 or more	Deafens 1d4 rounds	-25%	-2	50% chance of failure

* Slowed creatures attack only on even-numbered rounds until the effect wears off. Affected creatures are those within the 30-foot-radius area of effect, which is centered on the priest casting the spell. The side effects are negated for deafened or silenced creatures, but such are still driven off if other-planar.

The reverse, *unholy word*, operates exactly the same way but affects creatures of good alignment.

Regenerate (Necromancy) Reversible

Range: Touch Components: V,S,M
Duration: Permanent Casting Time: 3 rounds
Area of Effect: Creature touched Saving Throw: None

When a *regenerate* spell is cast, body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multi-headed creatures), bones, and organs grow back. The process of regeneration requires but one round if the severed member(s) is (are) present and touching the creature, 2d4 turns otherwise. The creature must be living to receive the benefits of this spell. If the severed member is not present, or if the injury is older than one day per caster level, the recipient must roll a successful system shock check to survive the spell.

The reverse, *wither*, causes the member or organ touched to cease functioning in one round, dropping off into dust in 2d4 turns. Creatures must be touched for the harmful effect to occur.

The material components of this spell are a prayer device and holy water (or unholy water for the reverse).

Restoration (Necromancy) Reversible

Range: Touch Components: V, S
Duration: Permanent Casting Time: 3 rds.
Area of Effect: 1 creature Saving Throw: None

When this spell is cast, the life energy level of the recipient creature is raised by one. This reverses any previous life energy level drain of the creature by a force or monster. Thus, if a 10th-level character had been struck by a wight and drained to 9th level, the *restoration* spell would bring the character up to exactly the number of experience points necessary to restore him to 10th level once again, restoring additional Hit Dice (or hit points) and level functions accordingly. Restoration is effective only if the spell is cast within one day of the recipient's loss of life energy, per experience level of the priest casting it. A *restoration* spell restores the intelligence of a creature affected by a *feeblemind* spell. It also negates all forms of insanity. Casting this spell ages both the caster and the recipient by two years.

The reverse, *energy drain*, draws away one life energy level (see such undead as spectre, wight, and vampire, in the Monstrous Manual). The energy drain requires the victim to be touched. Casting this form of the spell does not age the caster.

Resurrection (Necromancy) Reversible

Range: Touch Components: V, S, M

Duration: Permanent
Area of Effect: 1 creature

Casting Time: 1 turn
Saving Throw: None

The priest is able to restore life and complete strength to any living creature, including elves, by bestowing the *resurrection* spell. The creature can have been dead up to 10 years per level of the priest casting the spell. Thus, a 19th-level priest can resurrect the bones of a creature dead up to 190 years. The creature, upon surviving a resurrection survival check, is immediately restored to full hit points and can perform strenuous activity. The spell cannot bring back a creature that has reached its allotted life span (i.e., died of natural causes). Casting this spell makes it impossible for the priest to cast further spells or engage in combat until he has had one day of bed rest for each experience level or Hit Die of the creature brought back to life. The caster ages three years upon casting this spell.

The reverse, *destruction*, causes the victim of the spell to be instantly dead and turned to dust. A *wish* spell or equivalent is required for recovery. Destruction requires a touch, either in combat or otherwise, and does not age the caster. In addition, the victim is allowed a saving throw (with a -4 penalty). If the save is successful, the victim receives 8d6 points of damage instead.

The material components of the spell are the priest's religious symbol and holy water (unholy water for the reverse spell). The DM may reduce the chances of successful resurrection if little of the creature's remains are available.

Succor (Alteration, Enchantment) Reversible

Range: Touch
Duration: Special
Area of Effect: 1 person

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

By casting this spell, the priest creates a powerful magic aura in some specially prepared object--a string of prayer beads, a small clay tablet, an ivory baton, etc. This object radiates magic, for it contains the power to instantaneously transport its possessor to the sanctuary of the priest who created its magic. Once the item is enchanted, the priest must give it willingly to an individual, at the same time informing him 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 rends or breaks the item. When this is done, the individual and all that he is wearing and carrying (up to the maximum encumbrance limit for the character) are instantly transported to the sanctuary of the priest, 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 causes the priest to be transported to the immediate vicinity of the possessor of the item when it is broken and the command word said. The priest has a general idea of the location and situation of the item's possessor, and can choose not to be affected by this summons. This decision is made at the instant when the transportation is to take place. However, if he chooses not to go, 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 5,000 gp. The more costly items can transport the subject from one plane of existence to another, if the DM allows. Note that the same factors that can prevent the operation of the *plane shift* and *teleport* spells can also prevent the use of this spell.

Symbol (Conjuration/Summoning)

Range: Touch
Duration: 1 turn/level
Area of Effect: 60 ft. radius

Components: V, S, M
Casting Time: 3
Saving Throw: Neg.

The priest casting this spell inscribes a glowing symbol in the air upon any surface, according to his desire. Any creature looking at the completed symbol within 60 feet must roll a successful saving throw vs. spell or suffer the effect. The symbol glows for one turn for each experience level of the caster. The particular symbol used is selected by the caster at the time of casting. The caster will not be affected by his own symbol. One of the following effects is chosen by the caster:

Hopelessness: Creatures seeing it must turn back in dejection or surrender to capture or attack unless they roll successful saving throws vs. spell. Its effects last for 3d4 turns.

Pain: Creatures affected suffer -4 penalties to their attack rolls and -2 penalties to their Dexterity ability scores due to wracking pains. The effects last for 2d10 turns.

Persuasion: Creatures seeing the symbol become of the same alignment as and friendly to the priest who scribed the symbol for 1d20 turns unless a saving throw vs. spell is successful.

The material components of this spell are mercury and phosphorous (see 8th-level wizard spell, *symbol*).

Wind Walk (Alteration)

Range: Touch Components: V, S, M

Duration: 1 hour/level Casting Time: 1 rd.

Area of Effect: Caster + 1 person/8 levels Saving Throw: None

This spell enables the priest (and possibly one or two other persons) to alter the substance of his body to a cloudlike vapor. A magical wind then wafts the priest along at a movement rate of 60, or as slow as 6, as the spellcaster wills. The *wind walk* spell lasts as long as the priest desires, up to a maximum duration of six turns (one hour) per experience level of the caster. For every eight levels of experience the priest has attained, up to 24, he is able to touch another person and carry that person, or those persons, along on the wind walk. Persons wind walking are not invisible, but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, etc. The priest can regain his physical form as desired, each change to and from vaporous form requiring five rounds. While in vaporous form, the priest and companions are hit only by magic or magical weaponry, though they may be subject to high winds at the DM's discretion. No spellcasting is possible in vaporous form.

The material components of this spell are fire and holy water.

Priest Spells

First-Level Spells

Animal Friendship (Enchantment/Charm)

Sphere: Animal

Range: 10 yds.

Duration: Permanent

Area of Effect: 1 animal

Components: V, S, M

Casting Time: 1 hr.

Saving Throw: Neg.

By means of this spell, the caster is able to show any animal of animal intelligence to semi-intelligence (i.e., Intelligence 1-4) that he desires friendship. If the animal does not roll a successful saving throw vs. spell immediately when the spell is begun, it stands quietly while the caster finishes the spell. Thereafter, it follows the caster about. The spell functions only if the caster actually wishes to be the animal's friend. If the caster has ulterior motives, the animal always senses them (for example, the caster intends to eat the animal, send it ahead to set off traps, etc.).

The caster can teach the befriended animal three specific tricks or tasks for each point of Intelligence it possesses. Typical tasks are those taught to a dog or similar pet (i.e., they cannot be complex). Training for each such trick must be done over a period of one week, and all must be done within three months of acquiring the creature. During the three-month period, the animal will not harm the caster, but if the creature is left alone for more than a week, it will revert to its natural state and act accordingly.

The caster can use this spell to attract up to 2 Hit Dice of animal(s) per experience level he possesses. This is also the maximum total Hit Dice of the animals that can be attracted and trained at one time: no more than twice the caster's experience level. Only unaligned animals can be attracted, befriended, and trained.

The material components of this spell are the caster's holy symbol and a piece of food liked by the animal.

Bless (Conjuration/Summoning) Reversible

Sphere: All

Range: 60 yds.

Duration: 6 rds.

Area of Effect: 50-ft. cube

Components: V, S, M

Casting Time: 1 rd.

Saving Throw: None

Upon uttering the *bless* spell, the caster raises the morale of friendly creatures and any saving throw rolls they make against *fear* effects by +1. Furthermore, it raises their attack dice rolls by +1. A blessing, however, affects only those not already engaged in melee combat. The caster determines at what range (up to 60 yards) he will cast the spell. At the instant the spell is completed, it affects all creatures in a 50-foot cube centered on the point selected by the caster (thus, affected creatures leaving the area are still subject to the spell's effect; those entering the area after the casting is completed are not).

A second use of this spell is to bless a single item (for example, a crossbow bolt for use

against a rakshasa). The weight of the item is limited to one pound per caster level and the effect lasts until the item is used or the spell duration ends.

Multiple *bless* spells are not cumulative. In addition to the verbal and somatic gesture components, the *bless* spell requires holy water.

This spell can be reversed by the priest to a *curse* spell that, when cast upon enemy creatures, lowers their morale and attack rolls by -1. The curse requires the sprinkling of unholy water.

Combine (Evocation)

Sphere: All

Range: Touch

Components: V, S

Duration: Special

Casting Time: 1 rd.

Area of Effect: Circle of priests

Saving Throw: None

Using this spell, three to five priests combine their abilities so that one of them casts spells and turns undead at an enhanced level. The highest-level priest (or one of them, if two or more are tied for highest) stands alone, while the others join hands in a surrounding circle. The central priest casts the *combine* spell. He temporarily gains one level for each priest in the circle, up to a maximum gain of four levels. The level increase affects turning undead and spell details that vary with the caster's level. Note that the central priest gains no additional spells and that the group is limited to his currently memorized spells.

The encircling priests must concentrate on maintaining the combine effect. They lose all Armor Class bonuses for shield and Dexterity. If any of them has his concentration broken, the *combine* spell ends immediately. If the *combine* spell is broken while the central priest is in the act of casting a spell, that spell is ruined just as if the caster were disturbed. Spells cast in combination have the full enhanced effect, even if the combine is broken before the duration of the enhanced spell ends. Note that the combination is not broken if only the central caster is disturbed.

Command (Enchantment/Charm)

Sphere: Charm

Range: 30 yds.

Component: V

Duration: 1 rd.

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: None

This spell enables the priest to command another creature with a single word. The command must be uttered in a language understood by the creature. The subject will obey to the best of his/its ability only as long as the command is absolutely clear and unequivocal; thus, a command of "Suicide!" is ignored. A command to "Die!" causes the creature to fall in a faint or cataleptic state for one round, but thereafter the creature revives and is alive and well. Typical commands are back, halt, flee, run, stop, fall, go, leave, surrender, sleep, rest, etc. No command affects a creature for more than one round; undead are not affected at all. Creatures with Intelligence of 13 (high) or more, or those with 6 or more Hit Dice (or experience levels) are entitled to a saving throw vs. spell, adjusted for Wisdom. (Creatures with 13 or higher Intelligence *and* 6 Hit Dice/levels get only one saving throw!)

Create Water (Alteration) Reversible

Sphere: Elemental (Water)

Range: 30 yds.

Components: V, S, M

Duration: Permanent

Casting Time: 1 rd.

Area of Effect: Up to 27 cu. ft.

Saving Throw: None

When the priest casts a *create water* spell, up to four gallons of water are generated for every experience level of the caster (for example, a 2nd-level priest creates up to 8 gallons of water, a 3rd-level priest up to 12 gallons, etc.). The water is clean and drinkable (it is just like rain water). The created water can be dispelled within a round of its creation; otherwise, its magic fades, leaving normal water that can be used, spilled, evaporated, etc. The reverse of the spell, *destroy water*, obliterates without trace (no vapor, mist, fog, or steam) a like quantity of water. Water can be created or destroyed in an area as small as will actually contain the liquid, or in an area as large as 27 cubic feet (1 cubic yard).

Note that water can neither be created nor destroyed within a creature. For reference purposes, water weighs about 8 pounds per gallon, and a cubic foot of water weighs approximately 64 pounds.

The *create water* spell requires at least a drop of water; the *destroy water* spell, at least a pinch of dust.

Cure Light Wounds (Necromancy) Reversible

Sphere: Healing

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 5

Area of Effect: Creature touched

Saving Throw: None

When casting this spell and laying his hand upon a creature, the priest causes 1d8 (+1 per level up to 5) points of wound or other injury damage to the creature's body to be healed. This healing cannot affect creatures without corporeal bodies, nor can it cure wounds of creatures not living or of extraplanar origin.

The reverse of the spell, *cause light wounds*, operates in the same manner, inflicting 1d8 (+1 per level up to 5) points of damage. If a creature is avoiding this touch, an attack roll is needed to determine if the priest's hand strikes the opponent and causes such a wound. Curing is permanent only insofar as the creature does not sustain further damage; caused wounds will heal--or can be cured--just as any normal injury.

Detect Evil (Divination) Reversible

Sphere: All

Range: 0

Components: V, S, M

Duration: 1 turn + 5 rds./level

Casting Time: 1 rd.

Area of Effect: 10 ft. x 120 yds.

Saving Throw: None

This spell discovers emanations of evil, or of good in the case of the reverse spell, from any creature, object, or area. Character alignment, however, is revealed only under unusual circumstances: characters who are strongly aligned, who do not stray from their faith, and who are of at least 9th level might radiate good or evil *if intent upon appropriate actions*. Powerful monsters, such as rakshasas or ki-rin, send forth emanations of evil or good, even if polymorphed. Aligned undead radiate evil, for it is this power and negative force that enable them to continue existing. An evilly cursed object or unholy water radiates evil, but a hidden trap or an unintelligent viper does not. The degree of evil (dim, faint, moderate, strong, or overwhelming) and possibly its general nature (expectant, malignant, gloating, etc.) can be noted. If the evil is overwhelming, the priest has a 10% chance per level of detecting its general bent (lawful, neutral, or chaotic). The duration of a *detect evil* (or *detect good*) spell is one turn plus five rounds per level of the priest. Thus, a 1st-level priest can cast a spell with a 15-round duration, a 2nd-level priest can cast a spell with a 20-round duration, etc. The spell has a

path of detection 10 feet wide in the direction the priest is facing. The priest must concentrate--stop, have quiet, and intently seek to detect the aura--for at least one round to receive a reading.

The spell requires the use of the priest's holy symbol as its material component, with the priest holding it before him.

Detect Magic (Divination)

Sphere: Divination

Range: 0

Components: V, S, M

Duration: 1 turn

Casting Time: 1 rd.

Area of Effect: 10 ft. x 30 yds.

Saving Throw: None

When the *detect magic* spell is cast, the priest detects magical radiations in a path 10 feet wide and up to 30 yards long, in the direction he is facing. The intensity of the magic can be detected (dim, faint, moderate, strong, or overwhelming). The caster has a 10% chance per level to determine the sphere of the magic, but unlike the wizard version of the spell, the type of magic (alteration, conjuration, etc.) cannot be divined. The caster can turn, scanning a 60 arc per round. The spell is blocked by solid stone at least 1 foot thick, solid metal at least 1 inch thick, or solid wood at least 1 yard thick.

The spell requires the use of the priest's holy symbol.

Detect Poison (Divination)

Sphere: Divination

Range: 0

Components: V, S, M

Duration: 1 turn + 1 rd./level

Casting Time: 4

Area of Effect: Special

Saving Throw: None

This spell enables the priest to determine if an object has been poisoned or is poisonous. One object, or one 5-foot cubic mass, can be checked per round. The priest has a 5% chance per level of determining the exact type of poison.

The material component is a strip of specially blessed vellum, which turns black if poison is present.

Detect Snares & Pits(Divination)

Sphere: Divination

Range: 0

Components: V, S, M

Duration: 4 rds./level

Casting Time: 4

Area of Effect: 10 x 40 ft.

Saving Throw: None

Upon casting this spell, the caster is able to detect snares, pits, deadfalls and similar hazards along a path 10 feet wide and 40 feet long. Such hazards include simple pits, deadfalls, snares of wilderness creatures (for example, trapdoor spiders, giant sundews, ant lions, etc.), and primitive traps constructed of natural materials (mantraps, missile traps, hunting snares, etc.). The spell is directional--the caster must face the desired direction to determine if a pit exists or a trap is laid in that direction. The caster experiences a feeling of danger from the direction of a detected hazard, which increases as the danger is approached. The caster learns the general nature of the danger (pit, snare, or deadfall) but not its exact operation, nor how to disarm it. Close examination, however, enables the caster to sense what intended actions might trigger it. The spell

detects certain natural hazards--quicksand (snare), sinkholes (pit), or unsafe walls of natural rock (deadfall). Other hazards, such as a cavern that floods during rain, an unsafe construction, or a naturally poisonous plant, are not revealed. The spell does not detect magical traps (save those that operate by pit, deadfall, or snaring; see the 2nd-level spell *trip* and the 3rd-level spell *snare*), nor those that are mechanically complex, nor those that have been rendered safe or inactive.

The caster must have his holy symbol to complete the spell.

Endure Cold/Endure Heat(Alteration)

Sphere: Protection

Range: Touch

Components: V, S

Duration: 1 _ hrs./level

Casting Time: 1 rd.

Area of Effect: Creature touched

Saving Throw: None

The creature receiving this spell is protected from normal extremes of cold or heat (depending on which application the priest selects at the time of casting). The creature can stand unprotected in temperatures as low as -30 F. or as high as 130 F. (depending on application) with no ill effect. Temperatures beyond these limits inflict 1 point of damage per hour of exposure for every degree beyond the limit. The spell is immediately cancelled if the recipient is affected by any non-normal heat or cold, such as magic, breath weapons, and so on. The cancellation occurs regardless of the application and regardless of whether a heat or cold effect hits the character (for example, an *endure cold* spell is cancelled by magical heat or fire as well as by magical cold). The recipient of the spell does not suffer the first 10 points of damage (after any applicable saving throws) from the heat or cold during the round in which the spell is broken. The spell ends instantly if either *resist fire* or *resist cold* is cast upon the recipient.

Entangle (Alteration)

Sphere: Plant

Range: 80 yds.

Components: V, S, M

Duration: 1 turn

Casting Time: 4

Area of Effect: 40-ft. cube

Saving Throw: _

By means of this spell, the caster 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 the creatures, holding them fast for the duration of the spell. Any creature entering the area is subject to this effect. A creature that rolls a successful saving throw vs. spell can escape the area, moving at only 10 feet per round until out of the area. Exceptionally large (gargantuan) or strong creatures may suffer little or no distress from this spell, at the DM's option, based on the strength of the entangling plants. The material component is the caster's holy symbol.

Faerie Fire (Alteration)

Sphere: Weather

Range: 80 yds.

Component: V, M

Duration: 4 rds./level

Casting Time: 4

Area of Effect: 10 sq. ft./level

Saving Throw: None

within a 40-ft. radius

This spell enables the caster to outline one or more objects or creatures with a pale glowing light. The number of subjects outlined depends upon the number of square feet

the caster can affect. Sufficient footage enables several objects or creatures to be outlined by the *faerie fire* spell, but one must be fully outlined before the next is begun, and all must be within the area of effect. Outlined objects or creatures are visible at 80 yards in the dark and 40 yards if the viewer is near a bright light source. Outlined creatures are easier to strike; thus, opponents gain a +2 bonus to attack rolls in darkness (including moonlit nights) and a +1 bonus in twilight or better. Note that outlining can render otherwise invisible creatures visible. However, it cannot outline noncorporeal, ethereal, or gaseous creatures. Nor does the light come anywhere close to sunlight. Therefore, it has no special effect on undead or dark-dwelling creatures. The faerie fire can be blue, green, or violet according to the word of the caster at the time of casting. The faerie fire does not cause any harm to the object or creature thus outlined.

The material component is a small piece of foxfire.

Invisibility to Animals (Alteration)

Sphere: Animal

Range: Touch

Components: S, M

Duration: 1 turn + 1 rd./level

Casting Time: 4

Area of Effect: 1 creature/level

Saving Throw: None

When an *invisibility to animals* spell is cast, the creature touched becomes totally undetectable by normal animals with Intelligences under 6. Normal animals includes giant-sized varieties, but it excludes any with magical abilities or powers. The enchanted individual is able to walk among such animals or pass through them as if he 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. For every level the caster has achieved, one creature can be rendered invisible. Any recipient attacking while this spell is in effect ends the spell immediately (for himself only).

The material component of this spell is holly rubbed over the recipient.

Invisibility to Undead (Abjuration)

Sphere: Necromantic

Range: Touch

Components: V, S, M

Duration: 6 rds.

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: Special

This spell causes affected undead to lose track of and ignore the warded creature for the duration of the spell. Undead of 4 or fewer Hit Dice are automatically affected, but those with more Hit Dice receive a saving throw vs. spell to avoid the effect. Note that a priest protected by this spell cannot turn affected undead. The spell ends immediately if the recipient makes any attack, although casting spells such as *cure light wounds*, *augury*, or *chant* does not end the ward.

The material component is the priest's holy symbol.

Light (Alteration) Reversible

Sphere: Sun

Range: 120 yds.

Components: V, S

Duration: 1 hr. + 1 turn/level

Casting Time: 4

Area of Effect: 20-ft.-radius globe

Saving Throw: Special

This spell causes a luminous glow within 20 feet of the spell's center. The area of light thus caused is equal in brightness to torchlight. Objects in darkness beyond this sphere can be seen, at best, as vague and shadowy shapes. The spell is centered on a point

selected by the caster, and he must have a line of sight or unobstructed path to that point when the spell is cast. Light can spring from air, rock, metal, wood, or almost any similar substance. The effect is immobile unless it is specifically centered on a movable object or mobile creature. If this spell is cast upon a creature, any applicable magic resistance and saving throws must be rolled. Successful resistance negates the spell, while a successful saving throw indicates that the spell is centered immediately behind the creature, rather than upon the creature itself. A *light* spell centered on the visual organs of a creature blinds it, reducing its attack and saving throw rolls by 4 and worsening its Armor Class by 4. The caster can extinguish the light at any time by uttering a single word. *Light* spells are not cumulative--multiple castings do not provide a brighter light.

The spell is reversible, causing darkness in the same area and under the same conditions as the *light* spell, but with half the duration. Magical darkness is equal to that of an unlit interior room--pitch darkness. Any normal light source or magical light source of lesser intensity than full daylight does not function in magical darkness. A *darkness* spell cast directly against a *light* spell cancels both, and vice versa.

Locate Animals or Plants (Divination)

Sphere: Divination (Animal, Plant)

Range: 100 yds. + 20 yds./level Components: V, S, M

Duration: 1 rd./level Casting Time: 1 rd.

Area of Effect: 20 yds./level x 20 ft. Saving Throw: None

The caster can find the direction and distance of any one type of animal or plant he desires. The caster, facing in a direction, thinks of the animal or plant, and then knows if any such animal or plant is within range. If so, the exact distance and approximate number present is learned. During each round of the spell's duration, the caster can face in only one direction (i.e., only a 20-foot-wide path can be known). The spell lasts one round per level of experience of the caster, while the length of the path is 100 yards plus 20 yards per level of experience. (At the DM's option, some casters may be able to locate only those animals [or plants] associated closely with their own mythos.)

While the exact chance of locating a specific type of animal or plant depends on the details and circumstances of the locale, the general frequency of the subject can be used as a guideline: common = 50%, uncommon = 30%, rare = 15%, and very rare = 5%. Most herbs grow in temperate regions, while most spices grow in tropical regions. Most plants sought as spell components or for magical research are rare or very rare. The results of this spell are always determined by the DM.

The material component is the caster's holy symbol.

Magical Stone(Enchantment)

Sphere: Combat

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 4

Area of Effect: 3 pebbles

Saving Throw: None

By using this spell, the priest can temporarily enchant up to three small pebbles, no larger than sling bullets. The magical stones can then be hurled or slung at an opponent. If hurled, they can be thrown up to 30 yards, and all three can be thrown in one round. The character using them must roll normally to hit, although the magic of the stones enables any character to be proficient with them. The stones are considered +1 weapons for determining if a creature can be struck (those struck only by magical weapons, for instance), although they do not have an attack or damage bonus. Each stone that hits inflicts 1d4 points of damage (2d4 points against undead). The magic in each stone lasts only for half an hour, or until used.

The material components are the priest's holy symbol and three small pebbles, unworked by tools or magic of any type.

Pass Without Trace (Enchantment/Charm)

Sphere: Plant	Components: V, S, M
Range: Touch	Casting Time: 1 rd.
Duration: 1 turn/level	
Area of Effect: 1 creature	Saving Throw: None

When this spell is cast, the recipient can move through any type of terrain--mud, snow, dust, etc.--and leave neither footprints nor scent. The area that is passed over radiates magic for 1d6 turns after the affected creature passes. Thus, tracking a person or other creature covered by this spell is impossible by normal means. Of course, intelligent tracking techniques, such as using a spiral search pattern, can result in the trackers picking up the trail at a point where the spell has worn off.

The material component of this spell is a sprig of pine or evergreen, which must be burned and the ashes powdered and scattered when the spell is cast.

Protection From Evil (Abjuration) Reversible

Sphere: Protection	Components: V, S, M
Range: Touch	Casting Time: 4
Duration: 3 rds./level	
Area of Effect: 1 creature	Saving Throw: None

When this spell is cast, it creates a magical barrier around the recipient at a distance of 1 foot. The barrier moves with the recipient and has three major effects:

First, all attacks made by evil or evilly enchanted creatures against the protected creature receive a penalty of -2 to each attack roll, and any saving throws caused by such attacks are made by the protected creature with a +2 bonus.

Second, any attempt to exercise mental control over the protected creature (if, for example, it has been charmed by a vampire) or to invade and take over its mind (as by a ghost's magic jar attack) is blocked by this spell. Note that the protection does not prevent a vampire's charm itself, nor end it, but it does prevent the vampire from exercising mental control through the barrier. Likewise, an outside life force is merely kept out, and would not be expelled if in place before the protection was cast.

Third, the spell prevents bodily contact by creatures of an extraplanar or conjured nature (such as aerial servants, elementals, imps, invisible stalkers, salamanders, water weirds, xorn, and others). This causes the natural (body) weapon attacks of such creatures to fail and the creature to recoil if such attacks require touching the protected creature. Animals or monsters summoned or conjured by spells or similar magic are likewise hedged from the character. This protection ends if the protected character makes a melee attack against or tries to force the barrier against the blocked creature.

To complete this spell, the priest uses holy water or burning incense.

This spell can be reversed to become *protection from good*, with the second and third benefits remaining unchanged.

The material components for the reverse are a circle of unholy water or smoldering dung.

Purify Food & Drink (Alteration) Reversible

Sphere: All	Components: V, S
Range: 30 yds.	Casting Time: 1 rd.
Duration: Permanent	
Area of Effect: 1 cu. ft./level, in 10 sq. ft.	Saving Throw: None

When cast, this spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. Up to 1 cubic foot of food and drink per level can be thus made suitable for consumption. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by *purify food and drink*, but the spell has no effect on creatures of any type nor upon magical potions.

The reverse of the spell is *putrefy food and drink*. This spoils even holy water; however, it likewise has no effect upon creatures or potions.

Remove Fear (Abjuration) Reversible

Sphere: Charm

Range: 10 yds.

Components: V, S

Duration: Special

Casting Time: 1

Area of Effect: 1 creature/4 levels Saving Throw: Special

The priest casting this spell instills courage in the spell recipient, raising the creature's saving throw rolls against magical *fear* attacks by +4 for one turn. If the recipient has recently (that day) failed a saving throw against such an attack, the spell immediately grants another saving throw, with a +4 bonus to the die roll. For every four levels of the caster, one creature can be affected by the spell (one creature at levels 1 through 4, two creatures at levels 5 through 8, etc.).

The reverse of the spell, *cause fear*, causes one creature to flee in panic at maximum movement speed away from the caster for 1d4 rounds. A successful saving throw against the reversed effect negates it, and any Wisdom adjustment also applies. Of course, *cause fear* can be automatically countered by *remove fear* and vice versa.

Neither spell has any effect on undead of any sort.

Sanctuary(Abjuration)

Sphere: Protection

Range: Touch

Components: V, S, M

Duration: 2 rds. + 1 rd./level

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: None

When the priest casts a *sanctuary* spell, any opponent attempting to strike or otherwise directly attack the protected creature must roll a saving throw vs. spell. If the saving throw is successful, the opponent can attack normally and is unaffected by that casting of the spell. If the saving throw is failed, the opponent loses track of and totally ignores the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. Note that this spell does not prevent the operation of area attacks (fireball, ice storm, etc.). While protected by this spell, the subject cannot take direct offensive action without breaking the spell, but may use nonattack spells or otherwise act in any way that does not violate the prohibition against offensive action. This allows a warded priest to heal wounds, for example, or to bless, perform an augury, chant, cast a light in the area (but not upon an opponent), and so on.

The components of the spell include the priest's holy symbol and a small silver mirror.

Shillelagh (Alteration)

Sphere: Combat, Plant

Range: Touch

Components: V, S, M

Duration: 4 rds. + 1 rd./level

Casting Time: 2

Area of Effect: 1 oak club

Saving Throw: None

This spell enables the caster to change his own oak cudgel or unshod staff into a magical weapon that gains a +1 bonus to its attack roll and inflicts 2d4 points of damage

on opponents up to man size, and 1d4+1 points of damage on larger opponents. The spell inflicts no damage to the staff or cudgel. The caster must wield the shillelagh, of course. The material components of this spell are a shamrock leaf and the caster's holy symbol.

Second-Level Spells

Aid (Necromancy, Conjunction)

Sphere: Necromantic	Components: V, S, M
Range: Touch	Casting Time: 5
Duration: 1 rd. + 1 rd./level	
Area of Effect: 1 creature	Saving Throw: None

The recipient of this spell gains the benefit of a *bless* spell (+1 to attack rolls and saving throws) and a special bonus of 1d8 additional hit points for the duration of the spell. The *aid* spell enables the recipient to actually have more hit points than his full normal total. The bonus hit points are lost first when the recipient takes damage; they cannot be regained by curative magic.

For example, a 1st-level fighter has 8 hit points, suffers 2 points of damage ($8-2 = 6$), and then receives an *aid* spell that gives 5 additional hit points. The fighter now has 11 hit points, 5 of which are temporary. If he is then hit for 7 points of damage, 2 normal hit points and all 5 temporary hit points are lost. He then receives a *cure light wounds* spell that heals 4 points of damage, restoring him to his original 8 hit points.

Note that the operation of the spell is unaffected by permanent hit point losses due to energy drain, Hit Die losses, the loss of a familiar, or the operation of certain artifacts; the temporary hit point gain is figured from the new, lower total.

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 priest's holy symbol.

Augury (Divination)

Sphere: Divination	Components: V, S, M
Range: 0	Casting Time: 2 rds.
Duration: Special	
Area of Effect: Special	Saving Throw: None

The priest casting an *augury* spell seeks to divine whether an action in the immediate future (within one-half hour) will benefit or harm the party. For example, if a party is considering the destruction of a weird seal that closes a portal, an *augury* spell can be used to find if weal or woe will be the immediate result. If the spell is successful, the DM yields some indication of the probable outcome: "weal," "woe," or possibly a cryptic puzzle or rhyme. The base chance for receiving a meaningful reply is 70%, plus 1% for each level of the priest casting the spell; for example, 71% at 1st level, 72% at 2nd, etc. Your DM determines any adjustments for the particular conditions of each augury.

For example, if the question is "Will we do well if we venture to the third level?" and a terrible troll guarding 10,000 sp and a *shield +1* lurks near the entrance to the level (which the DM estimates the party could beat after a hard fight), the augury might be: "Great risk brings great reward." If the troll is too strong for the party, the augury might be: "Woe and destruction await!" Likewise, a party casting several auguries about the

same action in quick succession might receive identical answers, regardless of the dice rolls.

The material component for an *augury* spell is a set of gem-inlaid sticks, dragon bones, or similar tokens of at least 1,000 gp value (which are not expended in casting).

Barkskin (Alteration)

Sphere: Protection, Plant	
Range: Touch	Components: V, S, M
Duration: 4 rds. + 1 rd./level	Casting Time: 5
Area of Effect: 1 creature	Saving Throw: None

When a priest casts the *barkskin* spell upon a creature, its skin becomes as tough as bark, increasing its base Armor Class to AC 6, plus 1 AC for every four levels of the priest: Armor Class 5 at 4th level, Armor Class 4 at 8th, and so on. This spell does not function in combination with normal armor or any magical protection. In addition, saving throw rolls vs. all attack forms except magic gain a +1 bonus. This spell can be placed on the caster or on any other creature he touches.

In addition to his holy symbol, the caster must have a handful of bark from an oak as the material component for the spell.

Chant (Conjuration/Summoning)

Sphere: Combat	
Range: 0	Components: V, S
Duration: Time of chanting	Casting Time: 2 rds.
Area of Effect: 30-ft. radius	Saving Throw: None

By means of the *chant* spell, the priest brings special favor upon himself and his party, and causes harm to his enemies. When the *chant* spell is completed, all attack and damage rolls and saving throws made by those in the area of effect who are friendly to the priest gain +1 bonuses, while those of the priest's enemies suffer -1 penalties. This bonus/penalty continues as long as the caster continues to chant the mystic syllables and is stationary. However, an interruption (such as an attack that succeeds and causes damage, grappling with the chanter, or a *silence* spell) breaks the spell. Multiple chants are not cumulative; however, if the 3rd-level *prayer* spell is spoken while a priest of the same religious persuasion (not merely alignment) is chanting, the effect is increased to +2 and -2.

Charm Person or Mammal (Enchantment/Charm)

Sphere: Animal	
Range: 80 yds.	Components: V, S
Duration: Special	Casting Time: 5
Area of Effect: 1 person or mammal	Saving Throw: Neg.

This spell affects any single person or mammal it is cast upon. The creature then regards the caster as a trusted friend and ally to be heeded and protected. The term *person* includes any bipedal human, demihuman or humanoid of man size or smaller, including brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and

others. Thus, a 10th-level fighter is included, while an ogre is not. The spell does not enable the caster to control the charmed creature as if it were an automaton, but any word or action of the caster is viewed in the most favorable way. Thus, a charmed creature would not obey a suicide command, but might believe the caster if assured that the only chance to save the caster's life is for the creature to hold back an onrushing red dragon for "just a minute or two" and if the charmed creature's view of the situation suggests that this course of action still allows a reasonable chance of survival.

The subject's attitudes and priorities are changed with respect to the caster, but basic personality and alignment are not. A request that a victim make itself defenseless, give up a valued item, or even use a charge from a valued item (especially against former associates or allies) might allow an immediate saving throw to see if the charm is thrown off. Likewise, a charmed creature does not necessarily reveal everything it knows or draw maps of entire areas. Any request may be refused, if such refusal is in character and does not directly harm the caster. The victim's regard for the caster does not necessarily extend to the caster's friends or allies. The victim does not react well to the charmer's allies making suggestions such as, "Ask him this question. . .," nor does the charmed creature put up with verbal or physical abuse from the charmer's associates, if this is out of character.

Note also that the spell does not empower the caster with linguistic capabilities beyond those he normally has. The duration of the spell is a function of the charmed creature's Intelligence, and it is tied to the saving throw. A successful saving throw breaks the spell. This saving throw is checked on a periodic basis according to the creature's Intelligence, even if the caster has not overly strained the relationship.

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

If the caster harms, or attempts to harm, the charmed creature by some overt action, or if a *dispel magic* spell is successfully cast upon the charmed creature, the charm is broken automatically.

If the subject of the *charm person/charm mammal* spell successfully rolls its saving throw vs. the spell, the effect is negated.

This spell, if used in conjunction with the *animal friendship* spell, can keep the animal near the caster's home base, if the caster must leave for an extended period.

Detect Charm (Divination) Reversible

Sphere: Divination

Range: 30 yds.

Components: V, S

Duration: 1 turn

Casting Time: 1 rd.

Area of Effect: 1 creature/rd.

Saving Throw: Neg.

When used by a priest, this spell can detect if a person or monster is under the influence of a *charm* spell, or similar control such as *hypnosis*, *suggestion*, *beguiling*, *possession*, etc. The creature rolls a saving throw vs. spell and, if successful, the caster learns nothing about that particular creature from the casting. A caster who learns that a creature is being influenced has a 5% chance per level to determine the exact type of

influence. Up to 10 different creatures can be checked before the spell wanes. If the creature is under more than one such effect, only the information that the charms exist is gained. The type (since there are conflicting emanations) is impossible to determine. The reverse of the spell, *undetectable charm*, completely masks all charms on a single creature for 24 hours.

Dust Devil (Conjuration/Summoning)

Sphere: Elemental (Air)
Range: 30 yds. Components: V, S
Duration: 2 rds./level Casting Time: 2 rds.
Area of Effect: 5 x 4 ft. cone Saving Throw: None

This spell enables a priest to conjure up a weak air elemental--a dust devil of AC 4, 2 HD, MV 180 feet per round, one attack for 1d4 points of damage--which can be hit by normal weapons. The dust devil appears as a small whirlwind 1 foot in diameter at its base, 5 feet tall, and 3 to 4 feet across at the top. It moves as directed by the priest, but dissipates if it is ever separated from the caster by more than 30 yards. Its winds are sufficient to put out torches, small campfires, exposed lanterns, and other small, open flames of nonmagical origin. 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 disperse such a cloud). If skimming along the ground in an area of loose dust, sand, or ash, the dust devil picks up those particles and disperses them in a 10-foot-diameter cloud centered on itself. The cloud obscures normal vision, and creatures caught within are blinded while inside and for one round after they emerge. A spellcaster caught in the dust devil or its cloud while casting must make a saving throw vs. spell to keep his concentration, or the spell is ruined. Any creature native to the Elemental Plane of Air--even another dust devil--can disperse a dust devil with a single hit.

Enthrall (Enchantment/Charm)

Sphere: Charm
Range: 0 Components: V, S
Duration: Special Casting Time: 1 rd.
Area of Effect: 90-ft. radius Saving Throw: Neg.

A priest using this spell can enthrall an audience that can fully understand his language. Those in the area of effect must successfully save vs. spell or give the caster their undivided attention, totally ignoring their surroundings. Those of a race or religion unfriendly to the caster's have a +4 bonus to the roll. Any Wisdom adjustment also applies. Creatures with 4 or more levels or Hit Dice, or with a Wisdom of 16 or better, are unaffected.

To cast the spell, the caster must speak without interruption for a full round. Thereafter, the enchantment lasts as long as the priest speaks, to a maximum of one hour. Those entranced take no action while the priest speaks, and for 1d3 rounds thereafter while they discuss the matter. Those entering the area of effect must also successfully save vs. spell or become entranced. Those not entranced are 50% likely every turn to hoot and jeer in unison. If there is excessive jeering, the rest are allowed a new saving throw. The speech ends (but the 1d3 round delay still applies) if the priest is successfully attacked or performs any action other than speaking.

If the audience is attacked, the spell ends and the audience reacts immediately, rolling a reaction check with respect to the source of the interruption, at a penalty of -10.

Note: When handling a large number of saving throws for similar creatures, the DM can assume an average to save time; for example, a crowd of 20 men with a base saving throw of 16 (25% success chance) will have 15 men enthralled and five not.

Find Traps (Divination)

Sphere: Divination

Range: 0

Components: V, S

Duration: 3 turns

Casting Time: 5

Area of Effect: 10 ft. x 30 yds.

Saving Throw: None

When a priest casts a *find traps* spell, all traps--concealed normally or magically--of magical or mechanical nature become apparent to him. 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.

A trap is any device or magical ward that meets three criteria: it can inflict a sudden or unexpected result, the spellcaster would view the result as undesirable or harmful, and the harmful or undesirable result was specifically intended as such by the creator. Thus, traps include alarms, glyphs, and similar spells or devices.

The caster learns the general nature of the trap (magical or mechanical) but not its exact effect, nor how to disarm it. Close examination will, however, enable the caster to sense what intended actions might trigger it. Note that the caster's divination is limited to his knowledge of what might be unexpected and harmful. The spell cannot predict actions of creatures (hence, a concealed murder hole or ambush is not a trap), nor are natural hazards considered traps (a cavern that floods during a rain, a wall weakened by age, a naturally poisonous plant, etc.). If the DM is using specific glyphs or sigils to identify magical wards (see the 3rd-level spell *glyph of warding*), this spell shows the form of the glyph or mark. The spell does not detect traps that have been disarmed or are otherwise inactive.

Fire Trap (Abjuration, Evocation)

Sphere: Elemental (Fire)

Range: Touch

Components: V, S, M

Duration: Permanent until discharged

Casting Time: 1 turn

Area of Effect: Object touched

Saving Throw: _

Any closeable item (book, box, bottle, chest, coffer, coffin, door, drawer, and so forth) can be warded by a *fire trap* spell. The spell is centered on a point selected by the spellcaster. The item so trapped cannot have a second closure or warding spell placed upon it. A *knock* spell cannot affect a fire trap in any way--as soon as the offending party opens the item, the trap discharges. As with most magical traps, a thief has only half his normal find traps score to detect a fire trap. Failure to remove it successfully detonates it immediately. An unsuccessful *dispel magic* spell will not detonate the spell. When the trap is discharged, there will be an explosion of 5-foot radius from the spell's center. All creatures within this area must roll saving throws vs. spell. Damage is 1d4 points plus 1 point per level of the caster, and half that total amount for creatures successfully saving. (Under water, this ward inflicts half damage and creates a large cloud of steam.) The item trapped is not harmed by this explosion.

The caster can use the trapped object without discharging it, as can any individual to whom the spell was specifically attuned when cast (the method usually involves a key

word).

To place this spell, the caster must trace the outline of the closure with a stick of charcoal and touch the center of the effect. Attunement to another individual requires a hair or similar object from the individual. The material components are holly berries.

Flame Blade (Evocation)

Sphere: Elemental (Fire)
Range: 0 Components: V, S, M
Duration: 4 rds. + 1 rd./2 levels Casting Time: 4
Area of Effect: 3-ft. long blade Saving Throw: None

With this spell, the caster causes a blazing ray of red-hot fire to spring forth from his hand. This bladelike ray is wielded as if it were a scimitar. If the caster successfully hits with the flame blade in melee combat, the creature struck suffers $1d4+4$ points of damage, with a damage bonus of +2 (i.e., 7-10 points) if the creature is undead or is especially vulnerable to fire. If the creature is protected from fire, the damage inflicted is reduced by 2 (i.e., $1d4+2$ points). Fire dwellers and those using fire as an innate attack form suffer no damage from the spell. The flame blade can 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, so creatures (other than undead) struck only by magical weapons are not harmed by it. This spell does not function under water.

In addition to the caster's holy symbol, the spell requires a leaf of sumac as a material component.

Goodberry (Alteration, Evocation) Reversible

Sphere: Plant
Range: Touch Components: V, S, M
Duration: 1 day + 1 day/level Casting Time: 1 rd.
Area of Effect: 2d4 fresh berries Saving Throw: None

Casting a *goodberry* spell upon a handful of freshly picked berries makes 2d4 of them magical. The caster (as well as any other caster of the same faith and 3rd or higher level) can immediately discern which berries are affected. A *detect magic* spell discovers this also. Berries with the magic 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 cure 1 point of physical damage from 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 2d4 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 the caster's holy symbol passed over the freshly picked, edible berries to be enspelled (blueberries, blackberries, raspberries, currants, gooseberries, etc.).

Heat Metal (Alteration) Reversible

Sphere: Elemental (Fire)
Range: 40 yds. Components: V, S, M
Duration: 7 rds. Casting Time: 5
Area of Effect: Special Saving Throw: Special

By means of the *heat metal* spell, the caster is able to make ferrous metal (iron, iron alloys, steel) extremely hot. Elven chain mail is not affected, and magical metal armor receives an item saving throw vs. magical fire to avoid being heated. The material component is a holy symbol.

On the first round of the spell, the metal merely becomes very warm and uncomfortable to touch (this is also the effect on the last melee round of the spell's duration). During the second and sixth (next to the last) rounds, heat causes blisters and damage; in the third, fourth, and fifth rounds, the metal becomes searing hot, causing damage to exposed flesh, as shown below:

Metal Temperature	Damage per Round
very warm	none
hot	1d4 points
searing*	2d4 points

* On the final round of searing, the afflicted creature must roll a successful saving throw vs. spell or suffer one of the following disabilities: hand or foot--becomes unusable for 2d4 days; body--becomes disabled for 1d4 days; head--fall unconscious for 1d4 turns. This effect can be completely removed by the 6th-level priest spell *heal* spell or by normal rest.

Note also that materials such as wood, leather, or flammable cloth smolder and burn if exposed to searing hot metal. Such materials cause searing damage to exposed flesh on the next round. Fire resistance (spell, potion, or ring) or a *protection from fire* spell totally negates the effects of a *heat metal* spell, as does immersion in water or snow, or exposure to a *cold* or *ice storm* spell. This version of the spell does not function under water. For every two experience levels of the caster, the metal of one man-sized creature can be affected (i.e., arms and armor, or a single mass of metal equal to 50 pounds of weight). Thus, a 3rd-level caster would affect one such creature, a 4th- or 5th-level caster two, etc. The reverse of the spell, *chill metal*, counters a *heat metal* spell or else causes metal to act as follows:

Metal Temperature	Damage per Round
cold	none
icy	1-2 points
freezing*	1d4 points

* On the final round of freezing, the afflicted creature must roll a successful saving throw vs. spell or suffer from the numbing effects of the cold. This causes the loss of all feeling in a hand (or hands, if the DM rules the saving throw was failed badly) for 1d4 days. During this time, the character's grip is extremely weak and he cannot use that hand for fighting or any other activity requiring a firm grasp.

The *chill metal* spell is countered by a *resist cold* spell, or by any great heat--proximity to a blazing fire (not a mere torch), a magical *flaming sword*, a *wall of fire* spell, etc. Under water, this version of the spell inflicts no damage, but ice immediately forms around the affected metal, exerting an upward buoyancy.

Hold Person (Enchantment/Charm)

Sphere: Charm

Range: 120 yds.

Components: V, S, M

Duration: 2 rds./level

Casting Time: 5

Area of Effect: 1d4 persons in 20-ft. cube

Saving Throw: Neg.

This spell holds 1d4 humans, demihumans, or humanoid creatures rigidly immobile and in place for a minimum of six rounds (the spell lasts 2 rounds per caster level, and the priest must be of at least 3rd level to cast the spell).

The *hold person* spell affects any bipedal human, demihuman, or humanoid of man

size or smaller, including brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, halfelves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th-level fighter could be held, while an ogre could not.

The effect is centered on a point selected by the caster, and it affects persons selected by the caster within the area of effect. If the spell is cast at three persons, each gets a normal saving throw; if only two persons are being enspelled, each rolls his saving throw with a -1 penalty; if the spell is cast at only one person, the saving throw die roll suffers a -2 penalty. Saving throws are adjusted for Wisdom. Those who succeed on their saving throws are totally unaffected by the spell. Undead creatures cannot be held.

Held creatures cannot move or speak, but they remain aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the worsening of the subjects' condition due to wounds, disease, or poison. The priest casting the *hold person* spell can end the spell with a single utterance at any time; otherwise, the duration is six rounds at 3rd level, eight rounds at 4th level, etc.

The spellcaster needs a small, straight piece of iron as the material component of this spell.

Know Alignment (Divination) Reversible

Sphere: Divination

Range: 10 yds.

Components: V, S

Duration: 1 turn

Casting time: 1 rd.

Area of Effect: 1 creature or object Saving Throw: Neg.

A *know alignment* spell enables the priest to exactly read the aura of a creature or an aligned object (unaligned objects reveal nothing). The caster must remain stationary and concentrate on the subject for a full round. If the creature rolls a successful saving throw vs. spell, the caster learns nothing about that particular creature from the casting. Certain magical devices negate the power of the *know alignment* spell.

The reverse, *undetectable alignment*, conceals the alignment of an object or creature for 24 hours.

Messenger (Enchantment/Charm)

Sphere: Animal

Range: 20 yds./level

Components: V, S

Duration: 1 day/level

Casting Time: 1 rd.

Area of Effect: 1 creature

Saving Throw: Neg.

This spell enables the priest to call upon a tiny (size T) creature of at least animal intelligence to act as his messenger. The spell does not affect giant animals and it does not work on creatures of low (i.e., 5) Intelligence or higher. If the creature is within range, the priest, 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. spell. If the saving throw is failed, the animal advances toward the priest and awaits his bidding. The priest can communicate with the animal in a crude fashion, telling it to go to a certain place, but directions must be simple. The spellcaster 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 returns to its normal activities. The intended recipient of a message gains no communication ability.

Obscurement (Alteration)

Sphere: Weather

Range: 0

Components: V, S

Duration: 4 rds./level

Casting Time: 5

Area of Effect: (level x 10)-ft.-sq.

Saving Throw: None

This spell causes a misty vapor to arise around the caster. It persists in this locale for four rounds per caster level and reduces the visibility ranges of all types of vision (including infravision) to 2d4 feet. The ground area affected by the spell is a square progression based on the caster's level: a 10-foot x 10-foot area at 1st level, a 20-foot x 20-foot area at 2nd level, a 30-foot x 30-foot area at 3rd level, and so on. The height of the vapor is restricted to 10 feet, although the cloud will otherwise expand to fill confined spaces. A strong wind (such as from the 3rd-level wizard spell *gust of wind*) can cut the duration of an *obscurement* spell by 75%. This spell does not function under water.

Produce Flame (Alteration)

Sphere: Elemental (Fire)

Range: 0

Components: V, S

Duration: 1 rd./level

Casting Time: 5

Area of Effect: Special

Saving Throw: None

A bright flame, equal in brightness to a torch, springs forth from the caster's palm when he casts a *produce flame* spell. The flame does not harm the caster, but it is hot and it causes the combustion of flammable materials (paper, cloth, dry wood, oil, etc.). The caster is capable of hurling the magical flame as a missile, with a range of 40 yards (considered short range). The flame flashes on impact, igniting combustibles within a 3-foot diameter of its center of impact, and then it goes out. A creature struck by the flame suffers 1d4+1 points of damage and, if combustion occurs, must spend a round extinguishing the fire or suffer additional damage assigned by the DM until the fire is extinguished. A miss is resolved as a grenadelike missile. If any duration remains to the spell, another flame immediately appears in the caster's hand. The caster can hurl a maximum of one flame per level, but no more than one flame per round.

The caster can snuff out magical flame any time he desires, but fire caused by the flame cannot be so extinguished. This spell does not function under water.

Resist Fire/Resist Cold (Alteration)

Sphere: Protection

Range: Touch

Components: V, S, M

Duration: 1 rd./level

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: None

When this spell is placed upon a creature by a priest, the creature's body is toughened to withstand heat or cold, as chosen by the caster. The spell grants the creature complete immunity to mild conditions (standing naked in the snow or reaching into an ordinary fire to pluck out a note). The recipient can somewhat resist intense heat or cold (whether natural or magical in origin), such as red-hot charcoal, a large amount of burning oil, flaming swords, fire storms, fireballs, meteor swarms, red dragon's breath, frostbrand swords, ice storms, *wands of frost*, or white dragon's breath. In all of these cases, the temperature affects the creature to some extent. The recipient of the spell gains a bonus of +3 to saving throws against such attack forms and all damage sustained is reduced by 50%; therefore, if the saving throw is failed, the creature sustains one-half damage, and if the saving throw is successful, the creature sustains only one-quarter damage. Resistance to fire lasts for one round for each experience level of the priest placing the spell.

The caster needs a drop of mercury as the material component of this spell.

Silence, 15' Radius (Alteration)

Sphere: Guardian
Range: 120 yds.
Duration: 2 rds./level
Area of Effect: 15-ft.-radius

Components: V, S
Casting Time: 5
Saving Throw: None

Upon casting this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells cannot be cast (or at least not those with verbal components, if the optional component rule is used), and no noise whatsoever issues from or enters the area. The spell can be cast into the air or upon an object, but the effect is stationary unless cast on a mobile object or creature. The spell lasts two rounds for each level of experience of the priest. The spell can be centered upon a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature receives a saving throw against the spell. If the saving throw is successful, the spell effect is centered about 1 foot behind the position of the subject creature at the instant of casting. This spell provides a defense against sound-based attacks, such as harpy singing, *horn of blasting*, etc.

Slow Poison(Necromancy)

Sphere: Healing
Range: Touch
Duration: 1 hr./level
Area of Effect: 1 creature

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

When this spell is placed upon a poisoned individual, it greatly slows the effects of venom, if cast upon the victim before the poison takes full effect. (This period, known as the onset time, is known to the DM.) While this spell does not neutralize the venom, it does prevent it from substantially harming the individual for the duration of its magic in the hope that, during that spell period, the poison can be fully cured.

The material components of the *slow poison* spell are the priest's holy symbol and a bud of garlic that must be crushed and smeared on the wound (or eaten if poison was ingested).

Snake Charm (Enchantment/Charm)

Sphere: Animal
Range: 30 yds.
Duration: Special
Area of Effect: 30-ft. cube

Components: V, S
Casting Time: 5
Saving Throw: None

When this spell is cast, a hypnotic pattern is set up that causes one or more snakes to cease all activity except a semierect, swaying movement. If the snakes are charmed while in a torpor, the duration of the spell is $1d4+2$ turns; if the snakes are not torpid, but are not aroused and angry, the charm lasts $1d3$ turns; if the snakes are angry or attacking, the spell lasts $1d4+4$ rounds. The priest casting the spell can charm snakes whose total hit points are less than or equal to those of the priest. On the average, a 1st-level priest could charm snakes with a total of 4 or 5 hit points; a 2nd-level priest could charm 9 hit points, etc. The hit points can be those of a single snake or those of several of the reptiles, but the total hit points cannot exceed those of the priest casting the spell. A 23-hit point caster charming a dozen 2-hit point snakes would charm 11 of them. This spell is also effective against any ophidian or ophidianoid monster, such as naga, couatl, etc., subject to magic resistance, hit points, and so forth.

Variations of this spell may exist, allowing other creatures significant to a particular mythos to be affected. Your DM will inform you if such spells exist.

Speak With Animals (Alteration)

Sphere: Animal, Divination
Range: 0 Components: V, S
Duration: 2 rds./level Casting Time: 5
Area of Effect: 1 animal within 30 ft. Saving Throw: None

This spell empowers the priest to comprehend and communicate with any warm- or cold-blooded normal or giant animal that is not mindless. The priest is able to ask questions of and receive answers from the creature, although friendliness and cooperation are by no means assured. Furthermore, terseness and evasiveness are likely in basically wary and cunning creatures (the more stupid ones will instead make inane comments). If the animal is friendly or of the same general alignment as the priest, it may do some favor or service for the priest (as determined by the DM). Note that this spell differs from the *speak with monsters* spell, for this spell allows conversation only with normal or giant nonfantastic creatures such as apes, bears, cats, dogs, elephants, and so on.

Spiritual Hammer (Invocation)

Sphere: Combat
Range: 10 yds./level Components: V, S, M
Duration: 3 rds. + 1 rd./level Casting Time: 5
Area of Effect: Special Saving Throw: None

By calling upon his deity, the caster of a *spiritual hammer* spell brings into existence a field of force shaped vaguely like a hammer. As long as the caster concentrates upon the hammer, it strikes at any opponent within its range, as desired. Each round the caster can choose to attack the same target as the previous round or switch to a new target that he can see anywhere within his maximum range. The spiritual hammer's chance to successfully hit is equal to that of the caster, without any Strength bonuses. In addition, it strikes as a magical weapon with a bonus of +1 for every six experience levels (or fraction) of the spellcaster, up to a total of +3 to the attack roll and +3 to the damage roll for a 13th-level caster. The base damage inflicted when it scores a hit is exactly the same as a normal war hammer (1d4+1 points on opponents of man size or smaller, or 1d4 points on larger opponents, plus the magical bonus). The hammer strikes in the same direction as the caster is facing, so if he is behind the target, all bonuses for rear attack are gained along with the loss of any modifications to the target's AC for shield and Dexterity.

As soon as the caster ceases concentration, the *spiritual hammer* spell ends. A *dispel magic* spell that includes either the caster or the force in its area of effect has a chance to dispel the spiritual hammer. If an attacked creature has magic resistance, the resistance is checked the first time the spiritual hammer strikes. If the hammer is successfully resisted, the spell is lost. If not, the hammer has its normal full effect for the duration of the spell. The material component of this spell is a normal war hammer that the priest must hurl toward opponents while uttering a plea to his deity. The hammer disappears when the spell is cast.

Trip (Enchantment/Charm)

Sphere: Plant
Range: Touch Components: V, S
Duration: 1 turn/level Casting Time: 5
Area of Effect: 1 object up to 10 ft. long Saving Throw: Neg.

This magic must be cast upon a normal object--a length of vine, a stick, a pole, a rope,

or a similar object. The spell causes the object to rise slightly off the ground or floor it is resting on to trip most creatures crossing it, if they fail their saving throws vs. spell. Note that only as many creatures can be tripped as are actually stepping across the enchanted object. Thus, a 3-foot-long piece of rope could trip only one man-sized creature.

Creatures moving at a very rapid pace (running) when tripped suffer 1 point of damage and are stunned for 1d4+1 rounds if the surface they fall upon is very hard (if it is turf or other soft material, they are merely stunned for the rest of that round). Very large creatures, such as elephants, are not affected at all by a *trip* spell. The object continues to trip all creatures passing over it, including the spellcaster, for as long as the spell duration lasts. A creature aware of the object and its potential adds a +4 bonus to its saving throw roll when crossing the object. The enchanted object is 80% undetectable unless a means that detects magical traps is employed or the operation of the spell is observed. This spell does not function under water.

Warp Wood (Alteration) Reversible

Sphere: Plant

Range: 10 yds./level

Components: V, S

Duration: Permanent

Casting Time: 5

Area of Effect: Special

Saving Throw: Special

When this spell is cast, the priest 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 yards for each level of experience of the caster. It affects approximately a 15-inch shaft of wood of up to 1-inch diameter per level of the caster. Thus, at 1st level, a caster might be able to warp a hand axe handle or four crossbow bolts; at 5th level, he could warp the shaft of a typical spear. Note that boards or planks can also be affected, causing a door to be sprung or a boat or ship to leak. Warped missile weapons are useless; warped melee weapons suffer a -4 penalty to their attack rolls.

Enchanted wood is affected only if the spellcaster is of higher level than the caster of the prior enchantment. The spellcaster has a 20% cumulative chance of success per level of difference (20% if one level higher, 40% if two levels higher, etc.). Thus, a door magically held or wizard locked by a 5th-level wizard is 40% likely to be affected by a *warp wood* spell cast by a 7th-level priest. Wooden magical items are considered enchanted at 12th level (or better). Extremely powerful items, such as artifacts, are unaffected by this spell.

The reversed spell, *straighten wood*, straightens bent or crooked wood, or reverses the effects of a *warp wood* spell, subject to the same restrictions.

Withdraw (Alteration)

Sphere: Protection

Range: 0

Components: V, S

Duration: Special

Casting Time: 5

Area of Effect: The caster

Saving Throw: None

By means of a *withdraw* spell, the priest in effect alters the flow of time with regard to himself. While but one round of time passes for those not affected by the spell, the priest is able to spend two rounds, plus one round per level, in contemplation. Thus, a 5th-level priest can withdraw for seven rounds to cogitate on some matter while one round passes for all others. (The DM should allow the player one minute of real time per round withdrawn to ponder some problem or question. No discussion with other players is permitted.) Note that while affected by the *withdraw* spell, the caster can use only the following spells: any divination spell or any curing or healing spell, the latter on himself only. The casting of any of these spells in different fashion (for example, a *cure light wounds* spell bestowed upon a companion) negates the *withdraw* spell. Similarly, the

withdrawn caster cannot walk or run, become invisible, or engage in actions other than thinking, reading, and the like. He can be affected by the actions of others, losing any Dexterity or shield bonus. Any successful attack upon the caster breaks the spell.

Wyvern Watch (Evocation)

Sphere: Guardian

Range: 30 yds.

Components: V, S, M

Duration: up to 8 hrs.

Casting Time: 5

Area of Effect: 10-ft. radius

Saving Throw: Neg.

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 approaching within 10 feet of the guarded area may be affected by the "wyvern." Any creature entering the guarded area must roll a successful saving throw vs. spell or stand paralyzed for one round per level of the caster, until freed by the spellcaster, by a *dispel magic* spell, or by a *remove paralysis* spell. A successful saving throw indicates that the subject creature was missed by the attack of the wyvernform, and the spell remains in place. As soon as a subject creature is successfully struck by the wyvern-form, the paralysis takes effect and the force of the spell dissipates. The spell force likewise dissipates if no intruder is struck by the wyvern-form for eight hours after the spell is cast. Any creature approaching the space being guarded by the wyvernform 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 priest's holy symbol.

Third-Level Spells

Animate Dead (Necromancy)

Sphere: Necromantic

Range: 10 yds.

Components: V, S, M

Duration: Permanent

Casting Time: 1 rd.

Area of Effect: Special

Saving Throw: None

This spell creates the lowest of the undead monsters, skeletons or zombies, usually from the bones or bodies of dead humans, demihumans, or humanoids. The spell causes these remains to become animated and obey the simple verbal commands of the caster, regardless of how they communicated in life. The skeletons or zombies can follow the caster, remain in an area and attack any creature (or just a specific type of creature) entering the place, etc. The undead remain animated until they are destroyed in combat or are turned; the magic cannot be dispelled.

The priest can animate one skeleton or one zombie for each experience level he has attained. If creatures with more than 1+ Hit Dice are animated, the number is determined by the monster Hit Dice. Skeletal forms have the Hit Dice of the original creature, while zombie forms have 1 more Hit Die. Thus, a 12th-level priest could animate 12 dwarven skeletons (or six zombies), four zombie gnolls, or a single zombie fire giant. Note that this is based on the standard racial Hit Die norm; thus, a high-level adventurer would be animated as a skeleton or zombie of 1 or 2 Hit Dice, and without special class or racial abilities. The caster can, alternatively, animate two small animal skeletons (1-1 Hit Die or less) for every level of experience he has achieved.

The spell requires a drop of blood, a piece of flesh of the type of creature being animated, and a pinch of bone powder or a bone shard to complete the spell. Casting this spell is not a good act, and only evil priests use it frequently.

Call Lightning (Alteration)

Sphere: Weather

Range: 360 yds.

Duration: 1 turn/level

Area of Effect: 10-ft. radius

Components: V, S

Casting Time: 1 turn

Saving Throw: _

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 (including a whirlwind formed by a djinn or air elemental of 7 Hit Dice or more). The caster is then able to call down bolts of lightning. The caster can call down one bolt per turn. The caster need not call a bolt of lightning immediately--other actions, even spellcasting, can be performed; however, the caster must remain stationary and concentrate for a full round each time a bolt is called. The spell has a duration of one turn per caster level. Each bolt causes 2d8 points of electrical damage, plus an additional 1d8 points for each of the caster's experience levels. Thus, a 4th-level caster calls down a 6d8 bolt (2d8+4d8). The bolt of lightning flashes down in a vertical stroke at whatever distance the spellcaster decides, up to 360 yards away. Any creature within a 10-foot radius of the path or the point where the lightning strikes suffers full damage unless a successful saving throw vs. spell is rolled, in which case only one-half damage is taken. Because it requires a storm overhead, this spell can only be used outdoors. It does not function under ground or under water.

Continual Light (Alteration) Reversible

Sphere: Sun

Range: 120 yds.

Duration: Permanent

Area of Effect: 60-ft. radius

Components: V, S

Casting Time: 6

Saving Throw: Special

This spell is similar to a *light* spell, except that it is as bright as full daylight and lasts until negated by magical darkness or by a *dispel magic* spell. Creatures with penalties in bright light suffer them in this spell's area of effect. As with the *light* spell, this can be cast into the air, onto an object, or at a creature. In the third case, the continual light affects the space about 1 foot behind a creature that successfully rolls its saving throw vs. spell (a failed saving throw means the continual light is centered on the creature and moves as it moves). Note that this spell also blinds a creature if it is successfully cast upon the creature's visual organs. If the spell is cast on a small object that is then placed in a light-proof covering, the spell effects are blocked until the covering is removed. Continual light brought into an area of magical darkness (or vice versa) cancels the darkness so that the otherwise prevailing light conditions exist in the overlapping areas of effect. A direct casting of a *continual light* spell against a similar or weaker magical darkness cancels both.

This spell eventually consumes the material it is cast upon, but the process takes far longer than the time in a typical campaign. Extremely hard and expensive materials might last hundreds or even thousands of years.

The reverse spell, *continual darkness*, causes complete absence of light (pitch blackness), similar to the *darkness* spell but of greater duration and area.

Create Food & Water (Alteration)

Sphere: Creation

Range: 10 yds.

Duration: Special

Area of Effect: 1 cu. ft./level

Components: V, S

Casting Time: 1 turn

Saving Throw: None

When this spell is cast, the priest causes food and water to appear. The food thus created is highly nourishing if rather bland; each cubic foot of the material sustains three human-sized creatures or one horse-sized creature for a full day. The food decays and becomes inedible within 24 hours, although it can be restored for another 24 hours by casting a *purify food and water* spell upon it. The water created by this spell is the same as that created by the 1st-level priest spell *create water*. For each experience level the priest has attained, 1 cubic foot of food or water is created by the spell. For example, a 2nd-level priest could create 1 cubic foot of food and 1 cubic foot of water.

Cure Blindness or Deafness (Abjuration) Reversible

Sphere: Necromantic	
Range: Touch	Components: V, S
Duration: Permanent	Casting Time: 1 rd.
Area of Effect: 1 creature	Saving Throw: Special

By touching the creature afflicted, the priest employing the spell can permanently cure some forms of blindness or deafness. This spell does not restore or repair visual or auditory organs damaged by injury or disease.

Its reverse, *cause blindness or deafness*, requires a successful touch (successful attack roll) on the victim. If the victim rolls a successful saving throw, the effect is negated. If the saving throw is failed, a nondamaging magical blindness or deafness results.

A deafened creature can react only to what it can see or feel, and suffers a -1 penalty to surprise rolls, a +1 penalty to its initiative rolls, and a 20% chance of spell failure for spells with verbal components. A blinded creature suffers a -4 penalty to its attack rolls, a +4 penalty to its Armor Class, and a +2 penalty to its initiative rolls.

Cure Disease (Abjuration) Reversible

Sphere: Necromantic	
Range: Touch	Components: V, S
Duration: Permanent	Casting Time: 1 rd.
Area of Effect: 1 creature	Saving Throw: None

This spell enables the caster to cure most diseases by placing his hand upon the diseased creature. The affliction rapidly disappears thereafter, making the cured creature whole and well in from one turn to 10 days, depending on the type of disease and the state of its advancement when the cure took place. (The DM must adjudicate these conditions.) The spell is also effective against parasitic monsters such as green slime, rot grubs, and others. When cast by a priest of at least 12th level, this spell cures lycanthropy if cast within three days of the infection. Note that the spell does not prevent reoccurrence of a disease if the recipient is again exposed.

The reverse of the *cure disease* spell is *cause disease*. To be effective, the priest must touch the intended victim, and the victim must fail a saving throw vs. spell. The severity of the disease is decided by the priest (debilitating or fatal). The exact details of the disease are decided by the DM, but the following are typical:

Debilitating: The disease takes effect in 1d6 turns, after which the creature loses 1 point of Strength per hour until his Strength is reduced to 2 or less, at which time the recipient is weak and virtually helpless. If a creature has no Strength rating, it loses 10% of its hit points per Strength loss, down to 10% of its original hit points. If the disease also affects hit points, use the more severe penalty. Recovery requires a period of 1d3 weeks.

Fatal: This wasting disease is effective immediately. Infected creatures receive no benefit from *cure wound* spells while the disease is in effect; wounds heal at only 10% of the natural rate. The disease proves fatal within 1d6 months and can be cured only by

magical means. Each month the disease progresses, the creature loses 2 points of Charisma, permanently.

The inflicted disease can be cured by the *cure disease* spell. Lycanthropy cannot be caused.

Dispel Magic (Abjuration)

Sphere: Protection

Range: 60 yds

Components: V, S

Duration: Special

Casting Time: 6

Area of Effect: 30-ft. cube or 1 item Saving Throw: None

When a priest casts this spell, it has a chance to neutralize or negate the magic it comes in contact with as follows:

First, it has a chance to remove spells and spell-like effects (including device effects and innate abilities) from creatures or objects. Second, it may disrupt the casting or use of these in the area of effect at the instant the dispel is cast. Third, it may destroy magical potions (which are treated as 12th level for purposes of this spell).

Each effect or potion in the spell's area is checked to determine if it is dispelled. The caster can always dispel his own magic; otherwise, the chance depends on the difference in level between the magical effect and the caster. The base chance of successfully dispelling is 11 or higher on 1d20. If the caster is of higher level than the creator of the effect to be dispelled, the difference is *subtracted* from this base number needed. If the caster is of lower level, the difference is *added* to the base. A die roll of 20 always succeeds and a die roll of 1 always fails. Thus, if a caster is 10 levels higher than the magic he is trying to dispel, only a roll of 1 prevents the effect from being dispelled.

A *dispel magic* can affect only a specially enchanted item (such as a magical scroll, ring, wand, rod, staff, miscellaneous item, weapon, shield, or armor) if it is cast directly upon the item. This renders the item nonoperational for 1d4 rounds. An item possessed or carried by a creature has the creature's saving throw against this effect; otherwise, it is automatically rendered nonoperational. An interdimensional interface (such as a *bag of holding*) rendered nonoperational is temporarily closed. Note that an item's physical properties are unchanged: A nonoperational magical sword is still a sword.

Artifacts and relics are not subject to this spell, but some of their spell-like effects may be, at the DM's option.

Note that this spell, if successful, will release charmed and similarly beguiled creatures. Certain spells or effects cannot be dispelled; these are listed in the spell descriptions.

Summary of Dispel Effects		
Source of Effect	Resists As	Result of Dispel
Caster	None	Dispel automatic
Other caster/ innate ability	Level/HD of other caster	Effect negated
Wand	6th level	Effect negated
Staff	8th level	Effect negated
Potion	12th level	Potion destroyed
Other magical item	12th, unless special	Effect negated; if cast directly on item, item becomes nonoperational for 1d4 rounds.
Artifact	DM discretion	DM discretion

Feign Death (Necromancy)

Sphere: Necromantic
Range: Touch Components: V
Duration: 1 turn + 1 rd./level Casting Time: 1/2
Area of Effect: Person touched Saving Throw: None

By means of this spell, the caster or any other willing person can be put into a cataleptic state that is impossible to distinguish from actual death. Although the person affected 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 is not felt, no reaction occurs, and damage is only one-half normal. In addition, paralysis, poison, or energy level drain does not affect a person under the influence of this spell, but poison injected or otherwise introduced into the body becomes effective when the spell recipient is no longer under the influence of this spell, although a saving throw is permitted. However, the spell offers no protection from causes of certain death--being crushed under a landslide, etc. Only a willing individual can be affected by a *feign death* spell. The priest is able to end the spell effect at any time, but it requires a full round for bodily functions to begin again. Note that, unlike the wizard version of this spell, only people can be affected, and that those of any level can be affected by the priest casting this spell.

Flame Walk (Alteration)

Sphere: Elemental (Fire)
Range: Touch Components: V, S, M
Duration: 1 rd. + 1/level Casting Time: 5
Area of Effect: Creature(s) touched Saving Throw: None

By means of this spell, the caster empowers one or more creatures to withstand nonmagical fires of temperatures up to 2,000 F. (enabling them to walk upon molten lava). It also confers a +2 bonus to saving throws against magical fire and reduces damage from such fires by one-half, even if the saving throw is failed. For every experience level above the minimum required to cast the spell (5th), the priest can affect an additional creature. This spell is not cumulative with *resist fire* spells or similar protections.

The material components of the spell are the priest's holy symbol and at least 500 gp of powdered ruby per affected creature.

Glyph of Warding (Abjuration, Evocation)

Sphere: Guardian
Range: Touch Components: V, S, M
Duration: Until discharged Casting Time: Special
Area of Effect: Special Saving Throw: Special

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, to ward an entry, or as a trap on a chest or box.

The priest must set the conditions of the ward; typically any creature violating the warded area without speaking the name of the glyph is subject to the magic it stores. A successful saving throw vs. spell enables the creature to escape the effects of the glyph. Glyphs can be set according to physical characteristics, such as creature type, size, and weight. Glyphs can also be set with respect to good or evil, or to pass those of the caster's religion. They cannot be set according to class, Hit Dice, or level. Multiple glyphs cannot be cast on the same area; although if a cabinet had three drawers, each could be separately warded.

When the spell is cast, the priest weaves a tracery of faintly glowing lines around the warding sigil. For every 5 square feet of area to be protected, one round is required to trace the warding lines of the glyph. The caster can affect an area equal to a square the sides of which are the same as his level, in feet. The glyph can be placed to conform to any shape up to the limitations of the caster's total square footage. Thus, a 6th-level caster could place a glyph on a 6-foot x 6-foot square, a 4-foot x 9-foot rectangle, a 2-foot x 18-foot band, or a 1-foot by 36-foot strip. When the spell is completed, the glyph and tracery become invisible.

The priest traces the glyph with incense, which, if the area exceeds 50 square feet, must be sprinkled with powdered diamond (at least 2,000 gp worth).

Typical glyphs shock for 1d4 points of electrical damage per level of the spellcaster, explode for a like amount of fire damage, paralyze, blind, deafen, and so forth. The DM may allow any harmful priest spell effect to be used as a glyph, provided the caster is of sufficient level to cast the spell. Successful saving throws either reduce effects by onehalf or negate them, according to the glyph employed. Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled by magic and foiled by high-level thieves using their find-and-remove-traps skill.

The DM may decide that the exact glyphs available to a priest depend on his religion, and he might make new glyphs available according to the magical research rules.

Hold Animal (Enchantment/Charm)

Sphere: Animal

Range: 80 yds.

Components: V, S

Duration: 2 rds./level

Casting Time: 6

Area of Effect: 1-4 animals in 40-ft. cube Saving Throw: Neg.

By means of this spell, the caster 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. Apes, bears, crocodiles, dogs, eagles, foxes, giant beavers, and similar animals are subject to this spell. The hold lasts for two rounds per caster level. The caster decides how many animals can be affected, but the greater the number, the better chance each has to successfully save against the spell. Each animal gets a saving throw: If only one is the subject of the spell, it has a penalty of -4 on its roll; if two are subject, each receives a penalty of -2 on its roll; if three are subject, each receives a penalty of -1 on its roll; and if four are subject, each gets an unmodified saving throw. A maximum body weight of 400 pounds (100 pounds for nonmammals) per animal per caster level can be affected--for example, an 8th-level caster can affect up to four 3,200-pound mammals or a like number of 800-pound nonmammals, such as birds or reptiles.

Locate Object (Divination) Reversible

Sphere: Divination

Range: 60 yds. + 10 yds./level

Components: V, S, M

Duration: 8 hrs.

Casting Time: 1 turn

Area of Effect: 1 object

Saving Throw: None

This spell helps locate a known or familiar object. The priest casts the spell, slowly turns, and will sense when he is facing in the direction of the object to be located, provided the object is within range--for example, 90 yards for 3rd-level priests, 100 yards for 4th, 110 yards for 5th, etc. The spell locates such objects as apparel, jewelry, furniture, tools, weapons, or even a ladder or stairway. Once the caster has fixed in his mind the items sought, the spell locates only that item. Attempting to find a specific item, such as a kingdom's crown, requires an accurate mental image. If the image is not close enough to the actual item, the spell does not work; in short, desired but unique objects cannot be located by this spell unless they are known by the caster. The spell is blocked

by lead.

The casting requires the use of a piece of lodestone.

The reversal, *obscure object*, hides an object from location by spell, *crystal ball*, or similar means for eight hours. The caster must touch the object being concealed.

Neither application of the spell affects living creatures.

Magical Vestment (Enchantment)

Sphere: Protection

Range: 0

Components: V, S, M

Duration: 5 rds./level

Casting Time: 1 rd.

Area of Effect: The caster

Saving Throw: None

This spell enchants the caster's vestment, providing protection at least the equivalent of chain mail (AC 5). The vestment gains a +1 enchantment for each three levels of the priest beyond 5th level, to a maximum of AC 1 at 17th level. The magic lasts for five rounds per level of the caster, or until the caster loses consciousness. If the vestment is worn with other armors, only the best AC (either the armor or the vestment) is used; this protection is not cumulative with any other AC protection.

The material components are the vestment to be enchanted and the priest's holy symbol, which are not expended.

Meld Into Stone (Alteration)

Sphere: Elemental (Earth)

Range: 0

Components: V, S, M

Duration: 8 rds. + 1d8 rds.

Casting Time: 6

Area of Effect: The caster

Saving Throw: None

This spell enables the priest to meld his body and possessions into a single block of stone. The stone must be large enough to accommodate his body in all three dimensions. When the casting is complete, the priest and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted.

While in the stone, the priest remains in contact, however tenuous, with the face of the stone through which he melded. The priest remains aware of the passage of time. Nothing that goes on outside the stone can be seen or heard, however. Minor physical damage to the stone does not harm the priest, but its partial destruction, if enough so that the caster no longer fits, expels the priest with 4d8 points of damage. The stone's destruction expels the priest and slays him instantly, unless he rolls a successful saving throw vs. spell.

The magic lasts for 1d8+8 rounds, with the variable part of the duration rolled secretly by the DM. At any time before the duration expires, the priest can step out of the stone through the stone surface he entered. If the duration runs out, or the effect is dispelled before the priest exits the stone, he is violently expelled and suffers 4d8 points of damage.

The following spells harm the priest if cast upon the stone that he is occupying: *stone to flesh* expels the priest and inflicts 4d8 points of damage; *stone shape* causes 4d4 points of damage, but does not expel the priest; *transmute rock to mud* expels and slays him instantly unless he rolls a successful saving throw vs. spell; and *passwall* expels the priest without damage.

Negative Plane Protection (Abjuration)

Sphere: Protection, Necromantic

Range: Touch

Duration: Special

Area of Effect: 1 creature

Components: V, S

Casting Time: 1 rd.

Saving Throw: None

This spell affords the caster or touched creature partial protection from undead monsters with Negative Energy plane connections (such as shadows, wights, wraiths, spectres, or vampires) and certain weapons and spells that drain energy levels. The *negative plane protection* spell opens a channel to the Positive Energy plane, possibly offsetting the effect of the negative energy attack. A protected creature struck by a negative energy attack is allowed a saving throw vs. death magic. If successful, the energies cancel with a bright flash of light and a thunderclap. The protected creature suffers only normal hit point damage from the attack and does not suffer any drain of experience or Strength, regardless of the number of levels the attack would have drained. An attacking undead creature suffers 2d6 points of damage from the positive energy; a draining wizard or weapon receives no damage.

This protection is proof against only one such attack, dissipating immediately whether or not the saving throw was successful. If the saving throw is failed, the spell recipient suffers double the usual physical damage, in addition to the loss of experience or Strength that normally occurs. The protection lasts for one turn per level of the priest casting the spell, or until the protected creature is struck by a negative energy attack. This spell cannot be cast on the Negative Energy plane.

Plant Growth (Alteration)

Sphere: Plant

Range: 160 yds.

Duration: Permanent

Area of Effect: Special

Components: V, S, M

Casting Time: 1 rd.

Saving Throw: Special

The *plant growth* spell enables the caster to choose either of two different uses. The first causes normal vegetation to grow, entwine, and entangle to form a thicket or jungle that creatures must hack or force a way through at a movement rate of 10 feet per round (or 20 feet per round for larger-than-man-sized creatures). Note that the area must have brush and trees in it in order for this spell to take effect. Briars, bushes, creepers, lianas, roots, saplings, thistles, thorn, trees, vines, and weeds become so thick and overgrown in the area of effect as to form a barrier. The area of effect is a square 20 feet on a side per level of experience of the caster, in any square or rectangular shape that the caster decides upon at the time of the spellcasting. Thus, an 8th-level caster can affect a maximum area of a 160-foot x 160-foot square, a 320-foot x 80-foot rectangle, a 640-foot x 40-foot rectangle, a 1,280-foot x 20-foot rectangle, etc. The spell's effects persist in the area until it is cleared by labor, fire, or such magical means as a *dispel magic* spell.

The second use of the spell affects a one-mile square area. The DM secretly makes a saving throw (based on the caster's level) to see if the spell takes effect. If successful, the spell renders plants more vigorous, fruitful, and hardy, increasing yields by 20% to 50% ($[1d4+1] \times 10\%$), given a normal growing season. The spell does not prevent disaster in the form of floods, drought, fire, or insects, although even in these cases the plants survive better than expected. This effect lasts only for the life cycle of one season, the winter "death" marking the end of a life cycle even for the sturdiest of trees. In many farming communities, this spell is normally cast at planting time as part of the spring festivals.

Prayer (Conjuration/Summoning)

Sphere: Combat

Range: 0

Components: V, S, M

Duration: 1 rd./level

Casting Time: 6

Area of Effect: 60-ft. radius

Saving Throw: None

By means of the *prayer* spell, the priest brings special favor upon himself and his party and causes harm to his enemies. Those in the area at the instant the spell is completed are affected for the duration of the spell. When the spell is completed, all attack and damage rolls and saving throws made by those in the area of effect who are friendly to the priest gain +1 bonuses, while those of the priest's enemies suffer -1 penalties. Once the *prayer* spell is uttered, the priest can do other things, unlike a *chant*, which he must continue to make the spell effective. If another priest of the same religious persuasion (not merely the same alignment) is chanting when a prayer is cast, the effects combine to +2 and -2, as long as both are in effect at once.

The priest needs a silver holy symbol, prayer beads, or a similar device as the material component of this spell.

Protection From Fire (Abjuration)

Sphere: Protection, Elemental (Fire)

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: None

The effect of a *protection from fire* spell differs according to whether the recipient of the magic is the caster or some other creature. In either case, the spell lasts no longer than one turn per caster level.

If the spell is cast upon the caster, it confers complete invulnerability to: normal fires (torches, bonfires, oil fires, and the like); exposure to magical fires such as fiery dragon breath; spells such as *burning hands*, *fireball*, *fire seeds*, *fire storm*, *flame strike*, and *meteor swarm*; hell hound or pyrohydra breath, etc. The invulnerability lasts until the spell has absorbed 12 points of heat or fire damage per level of the caster, at which time the spell is negated.

If the spell is cast upon another creature, it gives invulnerability to normal fire, gives a bonus of +4 to saving throw die rolls vs. fire attacks, and reduces damage sustained from magical fires by 50%.

The caster's holy symbol is the material component.

Pyrotechnics (Alteration)

Sphere: Elemental (Fire)

Range: 160 yds.

Components: V, S, M

Duration: Special

Casting Time: 6

Area of Effect: 10 or 100 (TS) fire

Saving Throw: Special

A *pyrotechnics* spell draws on an existing fire source to produce either of two effects, at the option of the caster.

First, it can produce a flashing and fiery burst of glowing, colored aerial fireworks that lasts one round. Creatures in, under, or within 120 feet of the area that have an unobstructed line of sight to the effect are blinded for 1d4+1 rounds unless they roll successful saving throws vs. spell. The fireworks fill a volume 10 times greater than the original fire source.

Second, it can cause a thick, writhing stream of smoke to arise from the source and form a choking cloud that lasts for one round per experience level of the caster. This covers a roughly hemispherical volume from the ground or floor up (or conforming to the shape of a confined area) that totally obscures vision beyond 2 feet. The smoke fills a volume 100 times that of the fire source.

The spell uses one fire source within the area of effect, which is immediately

extinguished. If an extremely large fire is used as the source, it is only partially extinguished by the casting. Magical fires are not extinguished, although a fire-based creature (such as a fire elemental) used as a source suffers 1d4 points of damage, plus 1 point of damage per caster level. This spell does not function under water.

Remove Curse (Abjuration) Reversible

Sphere: Protection
Range: Touch Components: V, S
Duration: Permanent Casting Time: 6
Area of Effect: Special Saving Throw: Special

Upon casting this spell, the priest is usually able to remove a curse on an object, on a person, or in the form of some undesired sending or evil presence. Note that the *remove curse* spell does not remove the curse from a cursed shield, weapon, or suit of armor, for example, although the spell typically enables the person afflicted with any such cursed item to get rid of it. Certain special curses may not be countered by this spell, or may be countered only by a caster of a certain level or more. A caster of 12th level or more can cure lycanthropy with this spell by casting it on the animal form. The were-creature receives a saving throw vs. spell and, if successful, the spell fails and the priest must gain a level before attempting the remedy on this creature again.

The reverse of the spell is not permanent; the *bestow curse* spell lasts for one turn for every experience level of the priest using the spell. The curse can have one of the following effects (roll percentile dice): 50% of the time it reduces one ability of the victim to 3 (the DM randomly determines which ability); 25% of the time it lowers the victim's attack and saving throw rolls by -4; 25% of the time it makes the victim 50% likely to drop whatever he is holding (or do nothing, in the case of creatures not using tools)--roll each round.

It is possible for a priest to devise his own curse, and it should be similar in power to those given here. Consult your DM. The subject of a *bestow curse* spell must be touched. If the victim is touched, a saving throw is still applicable; if it is successful, the effect is negated. The bestowed curse cannot be dispelled.

Remove Paralysis (Abjuration)

Sphere: Protection
Range: 10 yds./level Components: V, S
Duration: Permanent Casting Time: 6
Area of Effect: 1d4 creatures in 20-ft. cube Saving Throw: None
By the use of this spell, the priest can free one or more creatures from the effects of any paralyzation or from related magic (such as a ghoul touch, or a *hold* or *slow* spell). If the spell is cast on one creature, the paralyzation is negated. If cast on two creatures, each receives another saving throw vs. the effect that afflicts it, with a +4 bonus. If cast on three or four creatures, each receives another saving throw with a +2 bonus. There must be no physical or magical barrier between the caster and the creatures to be affected, or the spell fails and is wasted.

Snare (Enchantment/Charm)

Sphere: Plant

Range: Touch Components: V, S, M
Duration: Until triggered Casting Time: 3 rds.
Area of Effect: 2-ft. diameter + 2 in./level Saving Throw: None

This spell enables the caster to make a snare that is 90% undetectable without magical aid. The snare can be made from any supple vine, a thong, or a rope. When the *snare* spell is cast upon it, the cordlike object blends with its surroundings. One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle (note that the head of a worm or snake could be thus ensnared).

If a strong and supple tree is nearby, the snare can be fastened to it. The magic of the spell causes the tree to bend and then straighten when the loop is triggered, inflicting 1d6 points of damage to the creature trapped, and lifting it off the ground by the trapped member(s) (or strangling it if the head/neck triggered the snare). If no such sapling or tree is available, the cordlike object tightens upon the member(s), then wraps around the entire creature, causing no damage, but tightly binding it. Under water, the cord coils back upon its anchor point. The snare is magical, so for one hour it is breakable only by cloud giant or greater Strength (23); each hour thereafter, the snare material loses magic so as to become 1 point more breakable per hour--22 after two hours, 21 after three, 20 after four--until six full hours have elapsed. At that time, 18 Strength will break the bonds. After 12 hours have elapsed, the materials of the snare lose all magical properties and the loop opens, freeing anything it held. The snare can be cut with any magical weapon, or with any edged weapon wielded with at least a +2 attack bonus (from Strength, for example).

The caster must have a snake skin and a piece of sinew from a strong animal to weave into the cordlike object from which he will make the snare. Only the caster's holy symbol is otherwise needed.

Speak With Dead (Necromancy)

Sphere: Divination
Range: 1 Components: V, S, M
Duration: Special Casting Time: 1 turn
Area of Effect: 1 creature Saving Throw: Special

Upon casting a *speak with dead* spell, the priest is able to ask several questions of a dead creature in a set period of time and receive answers according to the knowledge of that creature. Of course, the priest must be able to converse in the language that the dead creature once used. The length of time the creature has been dead is a factor, since only higher level priests can converse with a long-dead creature. The number of questions that can be answered and the length of time in which the questions can be asked depend on the level of experience of the priest. Even if the casting is successful, such creatures are as evasive as possible when questioned. The dead tend to give extremely brief and limited answers, often cryptic, and to take questions literally. Furthermore, their knowledge is often limited to what they knew in life.

A dead creature of different alignment or of higher level or Hit Dice than the caster's level receives a saving throw vs. spell. A dead creature that successfully saves can refuse to answer questions, ending the spell. At the DM's option, the casting of this spell on a given creature might be restricted to once per week.

The priest needs a holy symbol and burning incense in order to cast this spell upon the body, remains, or a portion thereof. The remains are not expended. This spell does not function under water.

Caster's Level of Experience	Max. of Time Dead	Length Time Questioned	No. of Questions
1-7	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+	1,000 years	1 hour	7

Spike Growth (Alteration, Enchantment)

Sphere: Plant

Range: 60 yds.

Components: V, S, M

Duration: 3d4 turns + 1/level

Casting Time: 6

Area of Effect: 10-ft. sq./level

Saving Throw: None

Wherever any type of plant growth of moderate size or density is found, this spell can be used. The ground-covering vegetation or roots and rootlets in the area becomes very hard and sharply pointed. In effect, the ground cover, while appearing to be unchanged, acts as if the area were strewn with caltrops. In areas of bare ground or earthen pits, roots and rootlets act in the same way. For each 10 feet of movement through the area, the victim suffers 2d4 points of damage. He must also roll a saving throw vs. spell. If this saving throw is failed, the victim's movement rate is reduced by 1/3 of its current total (but a creature's movement rate can never be less than 1). This penalty lasts for 24 hours, after which the character's normal movement rate is regained.

Without the use of a spell such as *true seeing*, similar magical aids, or some other special means of detection (such as *detect traps* or *detect snares and pits*), an area affected by *spike growth* is absolutely undetectable as such until a victim enters the area and suffers damage. Even then, the creature cannot determine the extent of the perilous area unless some means of magical detection is used.

The components for this spell are the priest's holy symbol and either seven sharp thorns or seven small twigs, each sharpened to a point.

Starshine (Evocation, Illusion/Phantasm)

Sphere: Sun

Range: 10 yds./level

Components: V, S, M

Duration: 1 turn/level

Casting Time: 6

Area of Effect: 10-ft. sq./level

Saving Throw: None

A *starshine* spell enables the caster 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 is lit by starshine. Vision ranges are the same as those for a bright moonlit night--movement noted out to 100 yards; stationary creatures seen up to 50 yards; general identifications made at 30 yards; and recognition at 10 yards. The spell creates shadows and has no effect on infravision. The area of effect actually appears to be a night sky, but disbelief of the illusion merely enables the disbeliever to note that the "stars" are actually evoked lights. This spell does not function under water.

The material components are several stalks from an amaryllis plant (especially Hypoxis) and several holly berries.

Stone Shape (Alteration)

Sphere: Elemental (Earth)

Range: Touch	Components: V, S, M
Duration: Permanent	Casting Time: 1 rd.
Area of Effect: 9 cu. ft. + 1 cu. ft./level	Saving Throw: None

By means of this spell, the caster can form an existing piece of stone into any shape that suits his purposes. For example, he can make a stone weapon, a special trapdoor, or a crude idol. By the same token, it enables the spellcaster to shape a stone door, perhaps so as to escape imprisonment, providing the volume of stone involved is within the limits of the area of effect. While stone coffers can be thus formed, stone doors made, etc., the fineness of detail is not great. If the shaping has moving parts, there is a 30% chance they do not work.

The material component of this spell is soft clay that must be worked into roughly the desired shape of the stone object, and then touched to the stone when the spell is uttered.

Summon Insects (Conjuration/Summoning)

Sphere: Animal	
Range: 30 yds.	Components: V, S, M
Duration: 1 rd./level	Casting Time: 1 rd.
Area of Effect: 1 creature	Saving Throw: _

The *summon insects* spell attracts a cloud or swarm of normal insects to attack the foes of the caster. Flying insects appear 70% of the time, while crawling insects appear 30% of the time. The exact insects called are bees, biting flies, hornets, or wasps, if flying insects are indicated; biting ants or pinching beetles, if crawling insects are indicated. A cloud of the flying type, or a swarm of the crawling sort, appears after the spell is cast. This gathers at a point chosen by the caster, within the spell's range, and attacks any single creature the caster points to.

The attacked creature sustains 2 points of damage if it does nothing but attempt to flee or fend off the insects during the time it is attacked; it suffers 4 points of damage per round otherwise. If the insects are ignored, the victim fights with a -2 penalty to his attack roll and a +2 penalty to his Armor Class. If he attempts to cast a spell, an initiative roll should be made for the insects to see if their damage occurs before the spell is cast. The victim gets a saving throw vs spells if saved; the victim takes damage after he can cast. If it does not save, the victim's concentration is ruined and the spell is lost.

The insects disperse and the spell ends if the victim enters thick smoke or hot flames. Besides being driven off by smoke or hot flames, the swarm might possibly be outrun, or evaded by plunging into a sufficient body of water. If evaded, the summoned insects can be sent against another opponent, but there will be at least a 1 round delay while they leave the former opponent and attack the new victim. Crawling insects can travel only about 10 feet per round (maximum speed over smooth ground) and flying insects travel 60 feet per round. The caster must concentrate to maintain the swarm; it dissipates if he moves or is disturbed.

It is possible, in underground situations, that the caster might summon 1d4 giant ants by means of the spell, but the possibility is only 30% unless giant ants are nearby. This spell does not function under water.

The materials needed for this spell are the caster's holy symbol, a flower petal, and a bit of mud or wet clay.

Tree (Alteration)

Sphere: Plant	
Range: 0	Components: V, S, M
Duration: 6 turns + 1 turn/level	Casting Time: 6
Area of Effect: The caster	Saving Throw: None

By means of this spell, the caster is able to assume the form of a small living tree or shrub or that of a large dead tree trunk with only a few limbs. Although the closest inspection cannot reveal that this plant is actually a person, and for all normal tests he is, in fact, a tree or shrub, the caster is able to observe all that goes on around him just as if he were in normal form. The Armor Class and hit points of the plant are those of the caster. The caster can remove the spell at any time, instantly changing from plant to his normal form and having full capability for any action normally possible (including spellcasting). Note that all clothing and gear worn or carried change with the caster. The material components of this spell are the priest's holy symbol and a twig from a tree.

Water Breathing (Alteration) Reversible

Sphere: Elemental (Water, Air)	
Range: Touch	Components: V, S
Duration: 1 hr./level	Casting Time: 6
Area of Effect: 1 creature	Saving Throw: None

The recipient of a *water breathing* spell is able to breathe under water freely for the duration of the spell--i.e., one hour for each experience level of the caster. The priest can divide the base duration between multiple characters. Thus, an 8th-level priest can confer this ability to two characters for four hours, four for two hours, eight for one hour, etc., to a minimum of one half-hour per character.

The reverse, *air breathing*, enables water-breathing creatures to survive comfortably in the atmosphere for an equal duration. Note that neither version prevents the recipient creature from breathing in its natural element.

Water Walk (Alteration)

Sphere: Elemental (Water)	
Range: Touch	Components: V, S, M
Duration: 1 turn + 1 turn/level	Casting Time: 6
Area of Effect: Special	Saving Throw: None

By means of this spell, the caster is able to empower one or more creatures to tread upon any liquid as if it were firm ground; this includes mud, quicksand, oil, running water, and snow. The recipient's feet do not touch the surface of the liquid, but oval depressions of his appropriate foot size and 2 inches deep are left in the mud or snow. The recipient's rate of movement remains normal. If cast under water, the recipient is borne toward the surface.

For every level of the caster above the minimum required to cast the spell (5th level), he can affect another creature.

The material components for this spell are a piece of cork and the priest's holy symbol.

Fourth-Level Spells

Abjure (Abjuration)

Sphere: Summoning	
Range: 10 yds.	Components: V, S, M
Duration: Special	Casting Time: 1 rd.
Area of Effect: 1 creature	Saving Throw: Special

This spell can send an extraplanar creature back to its own plane of existence. The spell fails against entities of demigod status or greater, but their servants or minions can be abjured. If the creature has a specific (proper) name, it must be known and used. Any

magic resistance of the subject must be overcome, or the spell fails. The priest has a 50% chance of success (a roll of 11 or better on 1d20). The roll is adjusted by the difference in level or Hit Dice between the caster and the creature being abjured; the number needed is decreased if the priest has more Hit Dice and increased if the creature has more Hit Dice. If the spell is successful, the creature is instantly hurled back to its own plane. The affected creature must survive a system shock check. If the creature does not have a Constitution score, the required roll is $70\% + 2\%/\text{Hit Die or level}$. The caster has no control over where in the creature's plane the abjured creature arrives. If the attempt fails, the priest must gain another level before another attempt can be made on that particular creature.

The spell requires the priest's holy symbol, holy water, and some material inimical to the creature.

Animal Summoning I (Conjuration, Summoning)

Sphere: Animal, Summoning

Range: 1 mi. radius

Components: V, S

Duration: Special

Casting Time: 7

Area of Effect: Special

Saving Throw: None

By means of this spell, the caster calls up to eight animals that have 4 Hit Dice or less, of whatever sort the caster names when the summoning is made. Only animals within range of the caster at the time the spell is cast will come. The caster can try three times to summon three different types of animals. For example, a caster first tries to summon wild dogs to no avail, then unsuccessfully tries to call hawks, and finally calls wild horses that may or may not be within summoning range. The DM must determine the chance of a summoned animal type being within the range of the spell. The animals summoned aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, etc. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell (no chimerae, dragons, gorgons, manticores, etc.).

Call Woodland Beings (Conjuration/Summoning)

Sphere: Summoning

Range: 100 yds./level

Components: V, S, M

Duration: Special

Casting Time: Special

Area of Effect: Special

Saving Throw: Neg.

By means of this spell, the caster is able to summon certain woodland creatures to his location. Naturally, this spell works only outdoors, but not necessarily only in wooded areas. The caster begins the incantation and continues uninterrupted until some called creature appears or two turns have elapsed. (The verbalization and somatic gesturing are easy, so this is not particularly exhausting to the spellcaster.) Only one type of the following sorts of beings can be summoned by the spell. They come only if they are within the range of the call.

The caster can call three times, for a different type each time. Once a call is successful, no other type can be called without another casting of the spell. (The DM will consult his outdoor map or base the probability of any such creature being within spell range upon the nature of the area the caster is in at the time of spellcasting.)

The creature(s) called by the spell are entitled to a saving throw vs. spell (with a -4 penalty) to avoid the summons. Any woodland beings answering the call are favorably disposed to the spellcaster and give whatever aid they are 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. spell (this time with a +4 bonus) when they come within 10 yards of the caster or another evil character with him. These beings immediately seek to

escape if their saving throws are successful. In any event, if the caster requests that the summoned creatures engage in combat on his behalf, they are required to roll a loyalty reaction check based on the caster's Charisma and whatever dealings he has had with them.

This spell works with respect to neutral or good woodland creatures, as determined by the DM. Thus, the DM can freely add to or alter the list as he sees fit.

If the caster personally knows a certain individual woodland being, that being can be summoned at double the normal range. If this is done, no other woodland creatures are affected.

If a percentage chance is given in the accompanying table, druids and other naturebased priests add 1% per caster level. These chances can be used if no other campaign information on the area is available.

The material components of this spell are a pine cone and eight holly berries.

Creature Type Called	Type of Woodlands		
	Light	Moderate/Sylvan	Dense/Virgin
2d8 brownies	30%	20%	10%
1d4 centaurs	5%	30%	5%
1d4 dryads	1%	25%	15%
1d8 pixies	10%	20%	10%
1d4 satyrs	1%	30%	10%
1d6 sprites	0%	5%	25%
1 treant	--	5%	25%
1 unicorn	--	15%	20%

Cloak of Bravery (Conjuration/Summoning) Reversible

Sphere: Charm

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: Neg.

The *cloak of bravery* spell can be cast upon any willing creature. The protected individual gains a bonus to his saving throw against any form of fear encountered (but not awe--an ability of some lesser and greater powers). When cast, the spell can affect one to four creatures (caster's choice). If only one is affected, the saving throw bonus is +4. If two are affected, the bonus is +3, and so forth, until four creatures are protected by a +1 bonus. The magic of the *cloak of bravery* spell works only once and then the spell ends, whether or not the creature's saving throw is successful. The spell ends after eight hours if no saving throw is required before then.

The reverse of this spell, *cloak of fear*, empowers a single creature touched to radiate a personal aura of fear, at will, out to a 3-foot radius. All other characters and creatures within this aura must roll successful saving throws vs. spell or run away in panic for 2d8 rounds. Affected individuals may or may not drop items, at the DM's option.

The spell has no effect upon undead of any sort. The effect can be used only once, and the spell expires after eight hours if not brought down sooner. Members of the recipient's party are not immune to the effects of the spell.

The material component for the *cloak of bravery* spell is the feather of an eagle or hawk. The reverse requires the tail feathers of a vulture or chicken.

Control Temperature, 10' Radius (Alteration)

Sphere: Weather

Range: 0

Components: V, S, M

Duration: 4 turns + 1 turn/level

Casting Time: 7

Area of Effect: 10-ft. radius

Saving Throw: None

When this spell is cast, the temperature surrounding the caster can be altered by 10 F., either upward or downward, per level of experience of the spellcaster. Thus, a 10th-level caster could raise or lower the surrounding temperature from 1 to 100 degrees. The spell can be used to ensure the comfort of the caster and those with him in extreme weather conditions. The party could stand about in shirt sleeves during the worst blizzard (although it would be raining on them) or make ice for their drinks during a scorching heat wave.

The spell also provides protection from intense normal and magical attacks. If the extreme of temperature is beyond what could be affected by the spell (a searing blast of a fireball or the icy chill of a white dragon), the spell reduces the damage caused by 5 points for every level of the caster. Normal saving throws are still allowed, and the reduction is taken after the saving throw is made or failed. Once struck by such an attack, the spell immediately collapses.

The material component for this spell is a strip of willow bark (to lower temperatures) or raspberry leaves (to raise temperatures).

Cure Serious Wounds (Necromancy) Reversible

Sphere: Healing

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 7

Area of Effect: 1 creature

Saving Throw: None

This spell is a more potent version of the *cure light wounds* spell. When laying his hand upon a creature, the priest heals 2d8 (+1 per level up to 10) points of wound or other injury damage to the creature's body. This healing cannot affect noncorporeal, nonliving, or extraplanar creatures.

Cause serious wounds, the reverse of the spell, operates similarly to the *cure light wounds* spell, the victim having to be touched first. If the touch is successful, 2d8 (+1 per level up to 10) points of damage are inflicted.

Detect Lie (Divination) Reversible

Sphere: Divination

Range: 30 yds.

Components: V, S, M

Duration: 1 rd./level

Casting Time: 7

Area of Effect: 1 creature

Saving Throw: Neg.

A priest who casts this spell is immediately able to determine if the subject creature deliberately and knowingly speaks a lie. It does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. The subject receives a saving throw vs. spell, which is adjusted only by the Wisdom of the caster—for example, if the caster has a Wisdom of 18, the subject's saving throw roll is reduced by 4 (see Table 5: Wisdom).

The material component for the *detect lie* spell is one gp worth of gold dust.

The spell's reverse, *undetectable lie*, prevents the magical detection of lies spoken by the creature for 24 hours.

The reverse requires brass dust as its material component.

Divination (Divination)

Sphere: Divination

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

A *divination* spell is used to garner a useful piece of advice concerning a specific goal, event, or activity that will occur within a one-week period. This can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. Unlike the *augury* spell, this gives a specific piece of advice.

For example, if the question is "Will we do well if we venture to the third level?" and a terrible troll guarding 10,000 gp and a *shield +1* lurks near the entrance to the level (the DM estimates the party could beat the troll after a hard fight), the divination response might be: "Ready oil and open flame light your way to wealth." In all cases, the DM controls what information is received and whether additional divinations will supply additional information. Note that if the information is not acted upon, the conditions probably change so that the information is no longer useful (in the example, the troll might move away and take the treasure with it).

The base chance for a correct divination is 60%, plus 1% for each experience level of the priest casting the spell. The DM makes adjustments to this base chance considering the actions being divined (if, for example, unusual precautions against the spell have been taken). If the dice roll is failed, the caster knows the spell failed, unless specific magic yielding false information is at work.

The material components of the *divination* spell are a sacrificial offering, incense, and the holy symbol of the priest. If an unusually important *divination* is attempted, sacrifice of particularly valuable gems, jewelry, or magical items may be required.

Free Action (Abjuration, Enchantment)

Sphere: Charm

Range: Touch

Components: V, S, M

Duration: 1 turn/level

Casting Time: 7

Area of Effect: 1 creature

Saving Throw: None

This spell enables the creature touched to move and attack normally for the duration of the spell, even under the influence of magic that impedes movement (such as *web* or *slow* spells) or while under water. It even negates or prevents the effects of paralysis and *hold* spells. Under water, the individual moves at normal (surface) speed and inflicts full damage, even with such cutting weapons as axes and swords and with such smashing weapons as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The *free action* spell does not, however, allow *water breathing* without further appropriate magic.

The material component is a leather thong, bound around the arm or similar appendage, which disintegrates when the spell expires.

Giant Insect (Alteration) Reversible

Sphere: Animal

Range: 20 yds.

Components: V, S, M

Duration: Permanent

Casting Time: 7

Area of Effect: 1 to 6 insects

Saving Throw: None

By means of this spell, the priest can turn one or more normal-sized insects into larger forms resembling the giant insects described in the Monstrous Manual. Only one type of insect can be altered at one time (i.e., a single casting cannot affect both an ant and a fly) and all insects affected must be grown to the same size. The number of insects and the size to which they can be grown depends upon the priest's level:

Priest's Level	Insect Hit Dice	Maximum Total HD
7-9	3	9

10-12	4	12
13+	6	15

For example, an 8th-level priest can grow three insects to 3 Hit Dice, four insects to 2 Hit Dice, or nine insects to 1 Hit Die. Flying insects of 3 Hit Dice or more can carry a rider of human size (assume that such can carry 80 pounds per Hit Die).

If the casting is interrupted for any reason, or if the insects are currently subject to any other magical effect (including this one), the insects die and the spell is ruined. The DM decides how many normal insects of what type are available; this is often a greater limitation on the spell than the limits above.

If the insect created by this spell matches an existing monster description, use the monster description. Otherwise, unless the DM creates a special description, the giant form has an Armor Class of between 8 and 4, one attack, and inflicts 1d4 points of damage per Hit Die.

For example, a 14th-level priest uses the *giant insect* spell to enlarge one beetle (all that is available) to 6 HD size. The DM decides the beetle has AC 5 and bites once for 6d4 points of damage.

Note that the spell works only on actual insects. Arachnids, crustaceans, and other types of small creatures are not affected. Any giant insects created by this spell do not attempt to harm the priest, but the priest's control of such creatures is limited to simple commands ("attack," "defend," "guard," and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex. Unless commanded to do otherwise, the giant insects attempt to attack whoever or whatever is near them.

The reverse of the spell, *shrink insect*, reduces any giant insect to normal insect size.

The number of Hit Dice affected by the priest is subtracted from the number of Hit Dice of the insects, and any insect reduced to 0 Hit Dice has been shrunk. Partial shrinking is ignored; an insect is either shrunk or unaffected. Thus, a 9th-level priest attacked by giant ants could shrink three warrior ants or four worker ants to normal insect size with no saving throw. This spell has no effect on intelligent insectlike creatures.

The priest must use his holy symbol for either version of the spell.

Hallucinatory Forest (Illusion/Phantasm) Reversible

Sphere: Plant

Range: 80 yds.

Components: V, S

Duration: Permanent

Casting Time: 7

Area of Effect: 40-ft. sq./level

Saving Throw: None

When this spell is cast, a hallucinatory forest comes into existence. The illusionary forest appears to be perfectly natural and is indistinguishable from a real forest. Priests attuned to the woodlands--as well as such creatures as centaurs, dryads, green dragons, nymphs, satyrs, and treants--recognize the forest for what it is. All other creatures believe it is there, and movement and order of march are affected accordingly. Touching the illusory growth neither affects the magic nor reveals its nature. The hallucinatory forest remains until it is magically dispelled by a reverse of the spell or a *dispel magic* spell.

The area shape is either roughly rectangular or square, in general, and at least 40 feet deep, in whatever location the caster desires. The forest can be of less than maximum area if the caster wishes. One of its edges can appear up to 80 yards away from the caster.

Hold Plant (Enchantment/Charm)

Sphere: Plant

Range: 80 yds.

Components: V, S

Duration: 1 rd./level

Casting Time: 7

Area of Effect: 1d4 plants in 40-ft. sq.

Saving Throw: Neg.

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 that 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 one round per level of experience of the caster. It affects 1d4 plants in a 40-foot x 40-foot area, or a square 4 to 16 yards on a side of small ground growth such as grass or mold. If only one plant (or 4 yards square) is chosen as the target for the spell by the caster, the saving throw of the plant (or area of plant growth) is made with a -4 penalty to the die roll; if two plants (or 8 yards square) are the target, saving throws suffer a -2 penalty; if three plants (or 12 yards square) are the target, saving throws suffer a -1 penalty; and if the maximum of four plants (or 16 yards square) are the target, saving throws are unmodified.

Imbue With Spell Ability (Enchantment)

Sphere: Charm

Range: Touch

Components: V, S, M

Duration: Until used

Casting Time: 1 turn

Area of Effect: Person touched

Saving Throw: None

By the use of this spell, the priest can transfer a limited number and selection of his currently memorized spells, and the ability to cast them, to another person. Only nonspellcasters (including rangers under 8th level and paladins under 9th level) can receive this bestowal; the *imbue with spell ability* enchantment does not function for those belonging to spellcasting classes, for unintelligent monsters, nor for any individual with less than 1 full Hit Die. In addition, the person thus imbued must have a Wisdom score of 9 or higher. Only priest spells of an informational or defensive nature or a *cure light wounds* spell can be transferred. Transferring any other spell type negates the entire attempt, including any allowable spells that were chosen. Higher level persons can receive more than one spell at the priest's option:

Level of Recipient	Spells Imbued
1	One 1st-level spell
3	Two 1st-level spells
5+	Two 1st- and one 2nd-level spells

The transferred spell's variable characteristics (range, duration, area of effect, etc.) function according to the level of the priest originally imbuing the spell.

A priest who casts *imbue with spell ability* upon another character loses the number of 1st- and 2nd-level spells he has imbued until the recipient uses the transferred spells or is slain. For example, a 7th-level priest with five 1st- and four 2nd-level spells imbues a 10th-level fighter with a *cure light wounds* spell and a *slow poison* spell. The cleric now can have only four 1st-level spells memorized until the cure is cast and only three 2nd-level spells until the *slow poison* is cast, or until the fighter is killed. In the meantime, the priest remains responsible to his ethos for the use to which the spell is put.

The material components for this spell are the priest's holy symbol, plus some minor item from the recipient that is symbolic of his profession (a lockpick for a thief, etc.). This item, and any material component for the imbued spell, is consumed when the *imbue with spell ability* spell is cast.

Lower Water (Alteration) Reversible

Sphere: Elemental (Water)

Range: 120 yds.
Duration: 1 turn/level
Area of Effect: Special

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

The *lower water* spell causes water or similar fluid in the area of effect to sink away to a minimum depth of 1 inch. The depth can be lowered by up to 2 feet for every experience level of the priest. The water is lowered within a square area whose sides are 10 feet long per caster level. Thus, an 8th-level priest affects a volume up to 16 feet x 80 feet x 80 feet, a 9th-level caster affects a volume up to 18 feet x 90 feet x 90 feet, and so on. In extremely large and deep bodies of water, such as deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a *slow* spell: The creature moves at half speed and makes half its usual number of attacks each round. The spell has no effect on other creatures.

Its reverse, *raise water*, causes water or similar fluids to return to their highest natural level: spring flood, high tide, etc. This can make fords impassable, float grounded ships, and may even sweep away bridges at the DM's option. It negates *lower water* and vice versa.

The material components of this spell are the priest's holy (or unholy) symbol and a pinch of dust.

Neutralize Poison (Necromancy) Reversible

Sphere: Healing
Range: Touch
Duration: Permanent
Area of Effect: 1 creature or 1 cu. ft. of substance/2 levels

Components: V, S
Casting Time: 7
Saving Throw: None

By means of a *neutralize poison* spell, the priest 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 priest to roll a successful attack in combat. This spell can prevent death in a poisoned creature if cast before death occurs. The effects of the spell are permanent only with respect to poison existing in the touched creature at the time of the touch; thus, creatures (and objects) that generate new poison are not permanently detoxified. The reversed spell, *poison*, likewise requires a successful attack roll, and the victim is allowed a saving throw vs. poison. If the latter is unsuccessful, the victim is incapacitated and dies in one turn unless the poison is magically neutralized or slowed.

Plant Door (Alteration)

Sphere: Plant
Range: Touch
Duration: Special
Area of Effect: Special

Components: V, S, M
Casting Time: 7
Saving Throw: None

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 to the caster who cast the spell, casters of a higher level, or dryads; others must be shown the location of the door. The door even enables the caster to enter a solid tree trunk and remain hidden there until the spell ends. The spell also enables the passage or hiding of any man-sized or smaller creature; hiding is subject to space considerations. If the tree is cut down or burned, those within must leave before the tree falls or is consumed, or else they are killed also. The duration of the spell is one turn per level of experience of the caster. If the caster opts to stay within an oak, the spell lasts nine times longer than

normal; if within an ash tree, it lasts three times longer. The path created by the spell is up to 4 feet wide, 8 feet high, and 12 feet long per level of experience of the caster. This spell does not function on plant-based monsters (shambling mounds, molds, slimes, treants, etc.).

The material components for this spell are a piece of charcoal and the caster's holy symbol.

Produce Fire (Alteration) Reversible

Sphere: Elemental (Fire)	
Range: 40 yds.	Components: V, S, M
Duration: 1 rd.	Casting Time: 7
Area of Effect: 12-ft. sq.	Saving Throw: None

By means of this spell, the caster creates a common fire of up to 12 feet per side in area. Though it lasts only a single round (unless it ignites additional flammable material), the fire produced by the spell inflicts 1d4 points of damage plus 1 point per caster level ($1d4 + 1/\text{level}$) upon creatures within its area. It ignites combustible materials, such as cloth, oil, paper, parchment, wood, and the like, so as to cause continued burning. The reverse, *quench fire*, extinguishes any normal fire (coals, oil, tallow, wax, wood, etc.) within the area of effect.

The material component for either version is a paste of sulfur and wax, formed into a ball and thrown at the target.

Protection From Evil, 10' Radius (Abjuration) Reversible

Sphere: Protection	
Range: Touch	Components: V, S, M
Duration: 1 turn/level	Casting Time: 7
Area of Effect: 10-ft. radius	Saving Throw: None

The globe of protection of this spell is identical in all respects to that of a *protection from evil* spell, except that it encompasses a much larger area and its duration is greater. The effect is centered on and moves with the creature touched. Any protected creature within the circle will break the warding against enchanted-summoned monsters if he attacks those monsters. A creature unable to fit completely into the area of effect (for example, a 21-foot-tall titan) remains partially exposed and subject to whatever penalties the DM decides. If such a creature is the recipient of the spell, the spell acts as a normal *protection from evil* spell for that creature only.

The reverse, *protection from good, 10' radius*, wards against good creatures.

To complete this spell, the priest must trace a circle 20 feet in diameter using holy (or unholy) water and incense (or smoldering dung), according to the *protection from evil* spell.

Protection From Lightning (Abjuration)

Sphere: Protection, Weather	
Range: Touch	Components: V, S, M
Duration: Special	Casting Time: 7
Area of Effect: 1 creature	Saving Throw: None

The effect of a *protection from lightning* spell changes depending on who is the recipient of the magic--the caster or some other creature. In either case, the spell lasts no longer than one turn per caster level.

If the spell is cast upon the caster, it confers complete invulnerability to electrical attack such as dragon breath, or magical lightning such as *lightning bolt, shocking grasp*,

storm giant, will 'o wisp, etc., until the spell has absorbed 10 points of electrical damage per level of the caster, at which time the spell is negated. If the spell is cast upon another creature, it gives a bonus of +4 to the die roll for saving throws made vs. electrical attacks, and it reduces the damage sustained from such attacks by 50%. The caster's holy symbol is the material component.

Reflecting Pool (Divination)

Sphere: Divination
Range: 10 yds.
Duration: 1 rd./level
Area of Effect: Special

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

This spell enables the caster 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 caster. The effect is to create a scrying device similar to a *crystal ball*. The scrying can extend only to the Ethereal Plane and the Inner Planes (which includes the paraelemental planes, the Demiplane of Shadow, etc.). General notes on scrying, detection by the subject, and penalties for attempting to scry beyond the caster's own plane are given in the DMG, as well as a description of the *crystal ball* item.

The following spells can be cast through a reflecting pool, with a 5% per level chance for operating correctly: *detect magic*, *detect snares and pits*, and *detect poison*. Each additional detection attempt requires a round of concentration, regardless of success. Infravision, if available, operates normally through the reflecting pool.

The image is nearly always hazy enough to prevent the reading of script of any type. The material component is 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.)

At the DM's option, the casting of this spell may be limited to once per day.

Repel Insects (Abjuration, Alteration)

Sphere: Animal, Protection
Range: 0
Duration: 1 turn/level
Area of Effect: 10-ft. radius

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

When this spell is cast, the priest creates an invisible barrier to all sorts of insects, and normal insects do not approach within 10 feet of the caster while the spell is in effect. Giant insects with Hit Dice less than 1/3 of the caster's experience level are also repelled (for example, 2 Hit Dice for 7th- to 9th-level casters, 3 Hit Dice at 10th through 12th level, etc.). Insects with more Hit Dice can enter the protected area if the insect is especially aggressive and, in addition, rolls a successful saving throw vs. spell. Those that do sustain 1d6 points of damage from passing through 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 include any one of the following: several crushed marigold flowers, a whole crushed leek, seven crushed stinging nettle leaves, or a small lump of resin from a camphor tree.

Speak With Plants (Alteration)

Sphere: Plant

Range: 0

Duration: 1 rd./level

Area of Effect: 30-ft. radius

Components: V, S, M

Casting Time: 1 turn

Saving Throw: None

When cast, a *speak with plants* spell enables the priest to converse, in very rudimentary terms, with all sorts of living vegetables (including fungi, molds, and plantlike monsters, such as shambling mounds) and to exercise limited control over normal plants (i.e., not monsters or plantlike creatures). Thus, the caster can question plants as to whether or not creatures have passed through them, cause thickets to part to enable easy passage, require vines to entangle pursuers, and command similar services. The spell does not enable plants to uproot themselves and move about, but any movements within the plants' normal capabilities are possible. Creatures entangled by the 1st-level spell of that name can be released. The power of the spell lasts for one round for each experience level of the casting priest. All vegetation within the area of effect is affected by the spell.

The material components for this spell are a drop of water, a pinch of dung, and a flame.

Spell Immunity (Abjuration)

Sphere: Protection

Range: Touch

Duration: 1 turn/level

Area of Effect: 1 creature

Components: V, S, M

Casting Time: 1 rd.

Saving Throw: None

By means of this spell, the priest renders a creature touched immune to the effects of a specified spell of 4th level or lower. It protects against spells, spell-like effects of magical items, and innate spell-like abilities of creatures. It does not protect against breath weapons or gaze attacks of any type.

The spell has several additional limitations. First, the caster must have directly experienced the effect of the specified spell. For example, if the caster has been attacked by a *fireball* spell at some time, he can use the *spell immunity* spell to provide protection from a fireball. Second, the spell cannot affect a creature already magically protected by a potion, protective spell, ring, or other device. Third, only a particular spell can be protected against, not a certain sphere of spells or a group of spells that are similar in effect; thus, a creature given immunity to the *lightning bolt* spell is still vulnerable to a *shocking grasp* spell.

The material component for spell immunity is the same as that for the spell to be protected against.

Sticks to Snakes (Alteration) Reversible

Sphere: Plant

Range: 30 yds.

Duration: 2 rds./level

Area of Effect: 1d4 sticks +
1 stick/level in a 10-ft. cube

Components: V, S, M

Casting Time: 7

Saving Throw: None

By means of this spell, the caster can change 1d4 sticks, plus one stick per experience level, into snakes; thus, a 9th-level priest can change 10-13 sticks into an equal number of snakes. These snakes attack as commanded by the priest. There must, of course, be sticks or similar pieces of wood (such as torches, spears, etc.) to turn into snakes. Such a stick cannot be larger than a staff. Sticks held by creatures are allowed a saving throw equal to that of the possessor (i.e., a spear held by an orc must roll the orc's saving throw vs. polymorph). Magical items, such as staves and enchanted spears, are not affected by the spell. Only sticks within the area of effect are changed.

The type of snake created varies, but a typical specimen has 2 Hit Dice, Armor Class 6, a movement rate of 9, and either constricts for 1d4+1 points of damage per round or bites for 1 point plus poison (if any). The chance of a snake thus changed being venomous is 5% per caster level, if the spellcaster desires. Thus, an 11th-level priest has a maximum 55% chance that any snake created by the spell is poisonous. The spell lasts for two rounds for each experience level of the spellcaster.

The material components of the spell are a small piece of bark and several snake scales.

The reverse spell changes normal-sized snakes to sticks for the same duration, or it negates the *sticks to snakes* spell according to the level of the priest countering the spell (for example, a 10th-level priest casting the reverse spell can turn 11-14 snakes back into sticks).

Tongues (Alteration) Reversible

Sphere: Divination

Range: 0

Components: V, S

Duration: 1 turn

Casting Time: 7

Area of Effect: The caster

Saving Throw: None

This spell enables the caster to speak and understand additional languages, whether they are racial tongues or regional dialects, but not communications of animals or mindless creatures. When the spell is cast, the spellcaster selects the language or languages to be understood. The spell then empowers the caster with the ability to speak and understand the language desired with perfect fluency and accent. The spell enables the priest to be understood by all speakers of that language within hearing distance, usually 60 feet. This spell does not predispose the subject toward the caster in any way.

The priest can speak one additional tongue for every three levels of experience.

The reverse of the spell cancels the effect of the *tongues* spell or confuses verbal communication of any sort within the area of effect.

Fifth-Level Spells

Air Walk (Alteration)

Sphere: Elemental (Air)

Range: Touch

Components: V, S, M

Duration: 1 hour + 1 turn/level

Casting Time: 8

Area of Effect: 1 creature

Saving Throw: None

This spell enables a creature, which can be as big as the largest giant, to tread upon air as if it were walking on solid ground. Moving upward is similar to walking up a hill. A maximum upward angle of 45 degrees is possible at one-half the creature's movement rate, as is a maximum downward angle of 45 degrees at the normal movement rate. An air-walking creature is in control of its movement, except when a strong wind is blowing. In this case, the creature gains or loses 10 feet of movement for every 10 miles per hour of wind velocity. The creature can, at the DM's option, be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control of movement or suffering physical damage.

The spell can be placed upon a trained mount, so it can be ridden through the air. Of course, a mount not accustomed to such movement would certainly need careful and lengthy training, the details for which are up to the DM.

The material components for the spell are the priest's holy symbol and a bit of thistledown.

Animal Growth (Alteration) Reversible

Sphere: Animal
Range: 80 yds.
Duration: 2 rds./level
Area of Effect: Up to 8 animals
in a 20-ft. sq.

Components: V, S, M
Casting Time: 8
Saving Throw: None

When this spell is released, the caster causes up to eight animals within a 20-foot square area to grow to twice their normal size. The effects of this growth are doubled Hit Dice (with resultant improvement in attack potential), doubled hit points (except hit points added to Hit Dice), and doubled damage in combat. Movement and AC are not affected. The spell lasts for two rounds for each level of the caster. The spell is particularly useful in conjunction with a *charm person* or *mammal* spell. The reverse reduces animal size by one-half, and likewise reduces Hit Dice, hit points, attack damage, etc. The material component for this spell and its reverse is the caster's holy symbol and a scrap of food.

Animal Summoning II (Conjuration/Summoning)

Sphere: Animal, Summoning
Range: 60 yds./level
Duration: Special
Area of Effect: Special

Components: V, S
Casting Time: 8
Saving Throw: None

By means of this spell, the caster calls up to six animals of 8 Hit Dice or less, or 12 animals of 4 Hit Dice or less--of whatever sort the caster names. Only animals within range of the caster at the time the spell is cast will come. The caster can try three times to summon three different types of animals. For example, suppose that wild dogs are first summoned to no avail, then hawks are unsuccessfully called, and finally the caster calls for wild horses. The DM determines the chance of a summoned animal type being within range of the spell. The animals summoned aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, etc. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be effected by this spell (no chimerae, dragons, gorgons, manticores, etc.).

Anti-Plant Shell (Abjuration)

Sphere: Plant, Protection
Range: 0
Duration: 1 turn/level
Area of Effect: 15-ft. diameter

Components: V, S
Casting Time: 8
Saving Throw: None

The *anti-plant shell* spell creates an invisible, mobile barrier that keeps all creatures within the shell protected from attacking plants or vegetable creatures such as shambling mounds or treants. Any attempt to force the barrier against such creatures shatters the barrier immediately. The spell lasts for one turn for each experience level of the caster.

Atonement (Abjuration)

Sphere: All
Range: Touch
Duration: Permanent
Area of Effect: 1 person

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

This spell is used by the priest to remove the burden of unwilling or unknown deeds from the person who is the subject of the atonement. The spell removes the effects of magical alignment changes as well. The person seeking the *atonement* spell must either be truly repentant or not have been in command of his own will when the acts to be atoned for were committed. The DM 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 (see the *quest* spell). A character who refuses to accept an atonement is automatically considered to have committed a willful misdeed. The priest needs his religious symbol, prayer beads or wheel or book, and burning incense.

Commune (Divination)

Sphere: Divination
Range: 0 Components: V, S, M
Duration: Special Casting Time: 1 turn
Area of Effect: Special Saving Throw: None

By use of a *commune* spell, the priest is able to contact his deity--or agents thereof--and request information in the form of questions that can be answered by a simple "yes" or "no." The priest is allowed one such question for every experience level he has attained. The answers given are correct within the limits of the entity's knowledge. "I don't know" is a legitimate answer, as powerful outer planar beings are not necessarily omniscient. Optionally, the DM may give a single short answer of five words or less. The spell will, at best, provide information to aid character decisions. Entities communed with structure their answers to further their own purposes. It is probable that the DM will limit the use of *commune* spells to one per adventure, one per week, or even one per month, for the greater powers dislike frequent interruptions. Likewise, if the caster lags, discusses the answers, or goes off to do anything else, the spell immediately ends.

The material components necessary for a *commune* spell are the priest's religious symbol, holy (unholy) water, and incense. If a particularly potent commune is needed, a sacrifice proportionate with the difficulty of obtaining the information is required. If the offering is insufficient, no information or only partial information is gained.

Commune With Nature (Divination)

Sphere: Divination, Elemental
Range: 0 Components: V, S
Duration: Special Casting Time: 1 turn
Area of Effect: Special Saving Throw: None

This spell enables the caster to become one with nature, thus being empowered with knowledge of the surrounding territory. For each level of experience of the caster, he can "know" one fact--ahead, left, or right, about the following subjects: the ground, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, etc. The presence of powerful unnatural creatures also can be detected, as can the general state of the natural setting. The spell is most effective in outdoor settings, operating in a radius of one-half mile for each level of the caster. In natural underground settings--caves, cavern, etc.--the range is limited to 10 yards per caster level. In constructed settings (dungeons and towns), the spell will not function. The DM may limit the casting of this spell to once per month.

Control Winds (Alteration)

Sphere: Weather

Range: 0	Components: V, S
Duration: 1 turn/level	Casting Time: 8
Area of Effect: 40-ft./level radius	Saving Throw: None

By means of a *control winds* spell, the caster is able to alter wind force in the area of effect. For every three levels of experience, the caster can increase or decrease wind force by one level of strength. Wind strengths are as follows:

Wind Force	Miles Per Hour
Light Breeze	2-7
Moderate Breeze	8-18
Strong Breeze	19-31
Gale	32-54
Storm	55-72
Hurricane	73-176

Winds in excess of 19 miles per hour drive small flying creatures--those eagle-sized and under--from the skies, severely affect missile accuracy, and make sailing difficult. Winds in excess of 32 miles per hour drive even man-sized flying creatures from the skies and cause minor ship damage. Winds in excess of 55 miles per hour drive all flying creatures from the skies, uproot small trees, knock down wooden structures, tear off roofs, and endanger ships. Winds in excess of 73 miles per hour are of hurricane force. An "eye" of 40-foot radius, in which the wind is calm, exists around the caster. Note that while the spell can be used underground, if the spell is cast in an area smaller than the area of effect, the eye shrinks 1 foot for every foot of confinement. For example, if the area of effect is a 360-foot area, the eye shrinks by 10 feet to a 30-foot radius; a space under 320 feet in a radius would eliminate the eye and subject the spellcaster to the effects of the wind. Once the spell is cast, the wind force increases or decreases by 3 miles per hour per round until the maximum or minimum speed is attained. The caster, with one round of complete concentration, can stabilize the wind at its current strength, or set it to increase or decrease. However, the rate of the change cannot be altered. The spell remains in force for one turn for each level of experience of the caster. When the spell is exhausted, the force of the wind wanes or waxes at the same rate, until it reaches the level it was at before the spell took effect. Another caster can use a *control winds* spell to counter the effects of a like spell up to the limits of his own ability.

Cure Critical Wounds (Necromancy) Reversible

Sphere: Healing

Range: Touch	Components: V, S
Duration: Permanent	Casting Time: 8
Area of Effect: 1 creature	Saving Throw: None

The *cure critical wounds* spell is a very potent version of the *cure light wounds* spell. The priest lays his hand upon a creature and heals 3d8 (+1 per level up to 15) points of damage from wounds or other damage. The spell does not affect creatures without corporeal bodies, those of extraplanar origin, or those not living. The reversed spell, *cause critical wounds*, operates in the same fashion as other *causes wounds* spells, requiring a successful touch to inflict the 3d8(+1 per level up to 15) points of damage. Causedwounds heal via the same methods as do wounds of other sorts.

Dispel Evil (Abjuration) Reversible

Sphere: Protection, Summoning

Range: Touch	Components: V, S, M
Duration: 1 rd./level	Casting Time: 8
Area of Effect: 1 creature	Saving Throw: Neg.

The priest using this spell causes a summoned creature of evil nature, an evil creature from another plane, or a creature summoned by an evil caster, to return to its own plane or place when the caster successfully strikes it in melee combat. Examples of such creatures are aerial servants, djinn, efreet, elementals, and invisible stalkers. An evil enchantment (such as a *charm* spell cast by an evil creature) that is subject to a normal *dispel magic* spell can be automatically dispelled by the *dispel evil* spell. This spell lasts for a maximum of one round for each experience level of the caster, or until expended. While the spell is in effect, all creatures that could be affected by it fight with a -7 penalty to their attack rolls when engaging the spellcaster.

The reverse of the spell, *dispel good*, functions against summoned or enchanted creatures of good alignment or creatures that have been sent to aid the cause of good. The material components for this spell are the priest's religious object and holy (or unholy) water.

Flame Strike (Evocation)

Sphere: Combat	Components: V, S, M
Range: 60 yds.	Casting Time: 8
Duration: Instantaneous	Saving Throw: _
Area of Effect: 5 ft. radius x 30 ft. column	

When the priest evokes a *flame strike* spell, a vertical column of fire roars downward in the location called for by the caster. Any creatures within the area of effect must roll a saving throw vs. spell. Failure means the creature sustains 6d8 points of damage; otherwise, the damage is halved. The material component of this spell is a pinch of sulphur.

Insect Plague (Conjuration/Summoning)

Sphere: Combat	Components: V, S, M
Range: 120 yds.	Casting Time: 1 turn
Duration: 2 rds./level	
Area of Effect: 180 ft. x 60 ft. cloud	Saving Throw: None

When this spell is cast by the priest, a horde of creeping, hopping, and flying insects gather and swarm in a thick cloud. In an environment free of normal insects, the spell fails. The insects obscure vision, limiting it to 10 feet. Spellcasting within the cloud is impossible. Creatures in the insect plague, regardless of Armor Class, sustain 1 point of damage for each round they remain within, due to the bites and stings of the insects. Invisibility is no protection. All creatures with 2 or fewer Hit Dice will automatically move at their fastest possible speed in a random direction until they are more than 240 yards away from the insects. Creatures with fewer than 5 Hit Dice must check morale; failure means they run as described above.

Heavy smoke drives off insects within its bounds. Fire also drives insects away. For example, a wall of fire in a ring shape keeps a subsequently cast *insect plague* outside its confines, but a *fireball* spell simply clears insects from its blast area for one round. A single torch is ineffective against this vast horde of insects. Lightning, cold, or ice are likewise ineffective, while a strong wind that covers the entire plague area disperses the insects and ends the spell. The plague lasts two rounds for each level of the caster, and thereafter the insects disperse. The insects swarm in an area that centers around a summoning point determined by the spellcaster. The point can be up to 120 yards away from the priest. The insect plague does not move thereafter for as long as it lasts. Note that the spell can be countered by a *dispel magic* spell.

The material components of this spell are a few granules of sugar, some kernels of grain, and a smear of fat.

Magic Font (Divination)

Sphere: Divination

Range: Touch

Duration: Special

Area of Effect: Special

Components: V, S, M

Casting Time: 1 hour

Saving Throw: None

The spell causes a holy water font to serve as a scrying device. The spell does not function unless the priest is in good standing with his deity. The basin of holy water becomes similar to a *crystal ball*. For each vial of capacity of the basin, the priest may scry for one round, up to a maximum of one hour. Thus, the duration of the *magic font* spell is directly related to the size of the holy water receptacle. The DM will know the chances of a character being able to detect scrying.

The priest's holy symbol and the font and its trappings are not consumed by the spell.

Moonbeam (Evocation, Alteration)

Sphere: Sun

Range: 60 yds. + 10 yds./level

Components: V, S, M

Duration: 1 rd./level

Casting Time: 7

Area of Effect: 5 ft. radius + special Saving Throw: None

By means of this spell, the caster is able to cause a beam of soft, pale light to strike down from overhead and illuminate whatever area he is pointing at. The light is exactly the same as moonlight, so that colors other than shades of black, gray, or white are vague. The spellcaster can easily make the moonbeam move to any area that he can see and point to. This makes the spell an effective way to spotlight something, an opponent, for example. While the *moonbeam* spell does not eliminate all shadows, a creature centered in a moonbeam is most certainly visible. The reflected light from this spell enables dim visual perception 10 yards beyond the area of effect, but it does not shed a telltale glow that would negate surprise. The light does not adversely affect infravision. The caster can dim the beam to near darkness if desired. The beam has, in addition, all the properties of true moonlight and can induce a lycanthropic change (of a creature in the beam), unless the DM rules otherwise.

The material components are several seeds of any moonseed plant and a piece of opalescent feldspar (moonstone).

Pass Plant (Alteration)

Sphere: Plant

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 8

Area of Effect: Special

Saving Throw: None

By using this spell, the caster is able to enter a tree and move from inside it to inside another tree. The second tree must lie in approximately the direction desired by the spell user and must be within the range shown in the following table.

Type of Tree	Range of Area of Effect
Oak	600 yards
Ash	540 yards
Yew	480 yards
Elm	420 yards
Linden	360 yards
Deciduous	300 yards

Coniferous	240 yards
Other	180 yards

The tree entered and that receiving the caster must be of the same type, must both be living, and of girth at least equal to that of the caster. Note that if the caster enters a tree, an ash, for example, and wishes to pass north as far as possible (540 yards), but the only appropriate ash in range is to the south, the caster will pass to the ash in the south. The *pass plant* spell functions so that the movement takes only one round. The caster can, at his option, remain within the receiving tree for a maximum of one round per level of experience. Otherwise, he can step forth immediately. Should no like tree be in range, the caster simply remains within the first tree, does not pass elsewhere, and must step forth in the appropriate number of rounds. If the occupied tree is chopped down or burned, the caster is slain if he does not exit before the process is complete.

Plane Shift (Alteration)

Sphere: Astral
 Range: Touch Components: V, S, M
 Duration: Permanent Casting Time: 8
 Area of Effect: 1 creature (special) Saving Throw: Neg.

When the plane shift spell is cast, the priest moves himself or some other creature to another plane of existence. The recipient of the spell remains in the new plane until sent forth by some like means. If several persons link hands in a circle, up to eight can be affected by the plane shift at the same time.

The material component of this spell is a small, forked metal rod. The size and metal type dictates to which plane of existence, including sub-planes and alternate dimensions, the spell sends the affected creatures. The DM will determine specifics regarding how and what planes are reached.

An unwilling victim must be touched (successful attack roll) to be sent. In addition, the creature is also allowed a saving throw. If the saving throw is successful, the effect of the spell is negated. Note that pinpoint accuracy is rarely achieved; arriving at a random distance from an intended destination is common.

The metal rod is not expended when the spell is cast. Forked rods keyed to certain planes may be difficult to come by, as decided by the DM.

Quest (Enchantment/Charm)

Sphere: Charm
 Range: 60 yds. Components: V, S, M
 Duration: Until fulfilled Casting Time: 8
 Area of Effect: 1 creature Saving Throw: Neg.

The *quest* spell enables the priest to require the affected creature to perform a service and return to the priest with proof that the deed was accomplished. The quest can, for example, require that the creature locate and return some important or valuable object, rescue a notable person, release some creature, capture a stronghold, slay a person, deliver 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 rolls for each day of such action. This penalty is not removed until the quest is properly pursued or the priest cancels it. There are certain circumstances that will temporarily suspend a quest, and others that will discharge or cancel it. The DM will give you appropriate information as the need to know arises.

If cast upon an unwilling subject, the victim is allowed a saving throw. However, if the person quested agrees to a task--even if the agreement is gained by force or trickery--no saving throw is allowed. If a quest is just and deserved, a creature of the priest's religion

cannot avoid it, and any creature of the priest's alignment saves with a -4 penalty to the saving throw. A quest cannot be dispelled, but it can be removed by a priest of the same religion or of higher level than the caster. Some artifacts and relics might negate the spell, as can direct intervention by a deity. Likewise, an unjust or undeserved quest grants bonuses to saving throws, or might even automatically fail.

The material component of this spell is the priest's holy symbol.

Rainbow (Evocation, Alteration)

Sphere: Weather, Sun

Range: 120 yds.

Components: V, S, M

Duration: 1 rd./level

Casting Time: 7

Area of Effect: Special

Saving Throw: None

To cast this spell, the priest must be in sight of a rainbow, or have a special component (see below). The *rainbow* spell has two applications, and the priest can choose the desired one at the time of casting. These applications are as follows:

Bow: The spell creates a shimmering, multi-layered short composite bow of rainbow hues. It is light and easy to pull, so that any character can use it without penalty for nonproficiency. It is magical: Each of its shimmering missiles is the equivalent of a +2 weapon, including attack and damage bonuses. Magic resistance can negate the effect of any missile fired from the bow. The bow fires seven missiles before disappearing. It can be fired up to four times per round. 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:

Colour	Double damage
Red	Fire dwellers/users and fire elementals
Orange	Creatures or constructs of clay, sand, earth, stone or similar materials, and earth elementals
Yellow	Vegetable opponents (including fungus creatures, shambling mounds, treants, etc.)
Green	Aquatic 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) appears.

Bridge: The caster causes the rainbow to form a seven-hued bridge up to 3 feet wide per level of the caster. It must be at least 20 feet long and can be as long as 120 yards, according to the caster's desire. It lasts as long as the spell's duration or until ordered out of existence by the caster.

The components for this spell are the priest's holy symbol and a vial of holy water. If no rainbow is in the vicinity, the caster can substitute a diamond of not less than 1,000 gp value, specially prepared with *bless* and *prayer* spells while in sight of a rainbow. The holy water and diamond disappear when the spell is cast.

Raise Dead (Necromancy) Reversible

Sphere: Necromantic

Range: 30 yds.

Components: V, S

Duration: Permanent

Casting Time: 1 rd.

Area of Effect: 1 person

Saving Throw: Special

When the priest casts a raise dead spell, he can restore life to a dwarf, gnome, half-elf, halfling, or human (other creatures may be allowed, at the DM's option). The length of time that the person has been dead is of importance, as the priest can raise persons dead only up to a limit of one day for each experience level of the priest (i.e., a 9th-level priest can raise a person who has been dead for up to nine days).

Note that the body of the person must be whole, or otherwise missing parts are still missing when the person is brought back to life. Likewise, other ills, such as poison and disease, are not negated. The raised person must roll a successful resurrection survival check to survive the ordeal (see Table 3: Constitution) and loses 1 point of Constitution. Further, the raised person is weak and helpless, needing a minimum of one full day of rest in bed for each day or fraction he was dead. The person has 1 hit point when raised and must regain the rest by natural healing or curative magic.

A character's starting Constitution is an absolute limit to the number of times he can be revived by this means.

The somatic component of the spell is a pointed finger.

The reverse of the spell, *slay living*, grants the victim a saving throw vs. death magic.

If the saving throw is successful, the victim sustains damage equal to that of a *cause serious wounds* spell--i.e., $2d8+1$ points. Failure means the victim dies instantly.

Spike Stones (Alteration, Enchantment)

Sphere: Elemental (Earth)

Range: 30 yds.

Components: V, S, M

Duration: $3d4$ turns +1/level

Casting Time: 6

Area of Effect: 10 ft. sq./level,
1 spike/sq. ft.

Saving Throw: None

The *spike stones* spell causes rock to shape itself into long, sharp points that 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 and to inflict damage. If an area is carefully observed, each observer is 25% likely to notice the sharp points of rock.

Otherwise, those entering the spell's area of effect suffer $1d4$ points of damage per round.

The success of each attack is 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 for each round spent in the area thereafter. The initial step enables the individual to become aware of some problem only if the initial attack succeeds; otherwise movement continues and the spike stones remain unnoticed until damage occurs. Charging or running victims suffer two attacks per round.

Those falling into pits affected by spike stones suffer six such attacks for every 10 feet fallen, each attack having a +2 bonus to the attack roll. In addition, the damage inflicted by each attack increases by +2 for every 10 feet fallen. Finally, the creatures also suffer normal falling damage.

The material component of this spell is four tiny stalactites.

Transmute Rock to Mud (Alteration)Reversible

Sphere: Elemental (Earth, Water)

Range: 160 yds.

Components: V, S, M

Duration: Special

Casting Time: 8

Area of Effect: 20-ft. cube/level

Saving Throw: None

This spell turns natural rock of any sort into an equal volume of mud. If it is cast upon a rock, for example, the rock affected collapses into mud. Magical or enchanted stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. Creatures unable to levitate, fly, or otherwise free themselves from the mud sink at the rate of 1/3 of their height per round and eventually suffocate, save for lightweight creatures that could

normally pass across such ground. Brush thrown atop the mud can support creatures able to climb on top of it, with the amount required decided by the DM. Creatures large enough to walk on the bottom can move through the area at a rate of 10 feet per round. The mud remains until a successful *dispel magic* or *transmute mud to rock* spell restores its substance--but not necessarily its form. Evaporation turns the mud to normal dirt at a rate of 1d6 days per 10 cubic feet. The exact time depends on exposure to the sun, wind, and normal drainage.

The reverse, *transmute mud to rock*, hardens normal mud or quicksand into soft stone (sandstone or similar mineral) permanently unless magically changed. Creatures in the mud are allowed a saving throw to escape before the area is hardened to stone. Dry sand is unaffected.

The material components for the spell are clay and water (or sand, lime, and water for the reverse).

True Seeing (Divination) Reversible

Sphere: Divination

Range: Touch

Components: V, S, M

Duration: 1 rd./level

Casting Time: 8

Area of Effect: 1 creature

Saving Throw: None

When the priest employs this spell, he confers upon the recipient the ability to see all things as they actually are. The spell penetrates normal and magical darkness. Secret doors become plain. The exact location of displaced things is obvious. Invisible things become quite visible. Illusions and apparitions are seen through. Polymorphed, changed, or enchanted things are apparent. Even the aura projected by creatures becomes visible, so that alignment can be discerned. Further, the recipient can focus his vision to see into the Ethereal plane or the bordering areas of adjacent planes. The range of vision conferred is 120 feet. *True seeing*, however, does not penetrate solid objects; it in no way confers X-ray vision or its equivalent. In addition, the spell effects cannot be further enhanced with known magic.

The spell requires an ointment for the eyes that is made from very rare mushroom powder, saffron, and fat and costs no less than 300 gp per use.

The reverse, *false seeing*, causes the person to see things as they are not: rich is poor, rough is smooth, beautiful is 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 1d6 months.

Wall of Fire(Conjuration/Summoning)

Sphere: Elemental (Fire)

Range: 80 yds.

Components: V, S, M

Duration: Special

Casting Time: 8

Area of Effect: Special

Saving Throw: None

The *wall of fire* spell brings forth an immobile, blazing curtain of magical fire of shimmering color--yellow-green or amber (different from the 4th-level wizard version).

The spell creates an opaque sheet of flame up to one 20-foot square per level of the spellcaster, or a ring with a radius of up to 10 feet + 5 feet for every two levels of experience of the wizard, and 20 feet high.

The wall of fire must be cast so that it is vertical with respect to the caster. One side of the wall, selected by the caster, sends forth waves of heat, inflicting 2d4 points of damage upon creatures within 10 feet and 1d4 points of damage upon those within 20 feet. In addition, the wall inflicts 4d4 points of damage, plus 1 point of damage per level of the spellcaster, to any creature passing through it. Creatures especially subject to fire may take additional damage, and undead always take twice normal damage. Note that

attempting to directly catch moving creatures with a newly created wall of fire is difficult. A successful saving throw enables the creature to avoid the wall, while its rate and direction of movement determine which side of the created wall it is on. The wall of fire lasts as long as the priest concentrates on maintaining it, or one round per level of experience of the priest in the event he does not wish to concentrate upon it.

The material component of the spell is phosphorus.

Sixth-Level Spells

Aerial Servant (Conjuration/Summoning)

Sphere: Summoning

Range: 10 yds.

Duration: 1 day/level

Area of Effect: Special

Components: V, S

Casting Time: 9

Saving Throw: None

This spell summons an invisible aerial servant to find and bring back an object or creature described to it by the priest. Unlike an elemental, an aerial servant cannot be commanded to fight for the caster. When it is summoned, the priest must have cast a *protection from evil* spell, be within a protective circle, or have a special item used to control the aerial servant. Otherwise, it attempts to slay its summoner and return from whence it came.

The object or creature to be brought must be such as to allow the aerial servant to physically bring it to the priest (an aerial servant can carry at least 1,000 pounds). If prevented, for any reason, from completing the assigned duty, the aerial servant returns to its own plane whenever the spell lapses, its duty is fulfilled, it is dispelled, the priest releases it, or the priest is slain. The spell lasts for a maximum of one day for each level of experience of the priest who cast it.

If the creature to be fetched cannot detect invisible objects, the aerial servant attacks, automatically gaining surprise. If the creature involved can detect invisible objects, it still suffers a -2 penalty to all surprise rolls caused by the aerial servant. Each round of combat, the aerial servant must roll to attack. When a hit is scored, the aerial servant has grabbed the item or creature it was sent for.

A creature with a Strength rating is allowed an evasion roll, equal to twice its [pi]bend bars[xpi] chance, to escape the hold. If the creature in question does not have a Strength rating, roll 1d8 for each Hit Die the aerial servant and the creature grabbed have. The higher total is the stronger.

Once seized, the creature cannot free itself by Strength or Dexterity and is flown to the priest forthwith.

Animal Summoning III (Conjuration, Summoning)

Sphere: Animal, Summoning

Range: 100 yds./level

Duration: Special

Area of Effect: Special

Components: V, S

Casting Time: 9

Saving Throw: None

This spell is the same in duration and effect as the 4th-level *animal summoning I* spell, except that up to four 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. Only animals within range of the caster at the time the spell is cast will come. The caster can try three times to summon three different types of animals[md]e.g., suppose that wild

dogs are first summoned to no avail, then hawks are unsuccessfully called, and finally the caster calls for wild horses that may or may not be within summoning range. Your DM will determine the chance of a summoned animal type being within range of the spell. The animals summoned will aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, etc. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell (no chimerae, dragons, gorgons, manticores, etc.).

Animate Object (Alteration)

Sphere: Creation, Summoning	
Range: 30 yds.	Components: V, S
Duration: 1 rd./level	Casting Time: 9
Area of Effect: 1 cu. ft./level	Saving Throw: None

This powerful spell enables the priest casting it to imbue inanimate objects with mobility and a semblance of life. The animated object, or objects, then attacks whomever or whatever the priest first designates. The animated object can be of any nonmagical material whatsoever[md]wood, metal, stone, fabric, leather, ceramic, glass, etc. Attempting to animate an object in someone's possession grants that person a saving throw to prevent the spell's effect. The speed of movement of the object depends on 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 10 feet per round, a stone statue would move at 40 feet per round, a wooden statue 80 feet per round, an ivory stool of light weight would move at 120 feet per round. Slithering movement is about 10 feet to 20 feet per round; rolling is 30 feet to 60 feet per round. The damage caused by the attack of an animated object depends on 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 1d2 points of damage or possibly obstruct and trip, as do light, supple objects. Hard, medium-weight objects can crush or strike for 2d4 points of damage, while larger and heavier objects may inflict 3d4, 4d4, or even 5d4 points of damage. The frequency of attack of animated objects depends on 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 round. The Armor Class of the object per round. The Armor Class of the object animated is basically a function of material and movement ability. Damage depends on the type of weapon is effective against fabric, leather, wood, and like substances. Heavy smashing and crushing weapons are useful against wood, stone, and metal objects. Your DM will determine all of these factors, as well as how much damage the animated object can sustain before being destroyed. The priest can animate one cubic foot of material for each experience level he has attained. Thus, a 14th-level priest could animate one or more objects whose solid volume did not exceed 14 cubic feet[md]a large statue, two rugs, three chairs, or a dozen average crocks.

Anti-Animal Shell (Abjuration)

Sphere: Animal, Protection	
Range: 0	Components: V, S, M
Duration: 1 turn/level	Casting Time: 1 rd.
Area of Effect: 10-ft. radius	Saving Throw: None

By casting this spell, the caster brings into being a hemispherical force field that prevents the entrance of any sort of living creature that is wholly or partially animal (not magical or extraplanar). Thus a sprite, a giant, or a chimera would be kept out, but

undead or conjured creatures could pass through the shell of force, as could such monsters as aerial servants, imps, quasits, golems, elementals, etc. The anti-animal shell functions normally against crossbreeds, such as cambions, and lasts for one turn for each level of experience the caster has attained. Forcing the barrier against creatures strains and ultimately collapses the field.

The spell requires the caster's holy symbol and a handful of pepper.

Blade Barrier (Evocation)

Sphere: Guardian, Creation

Range: 30 yds.

Components: V, S

Duration: 3 rds./level

Casting Time: 9

Area of Effect: 5-60 ft. sq.

Saving Throw: Special

The priest employs this spell to set up a wall of circling, razor-sharp blades. These whirl and flash around a central point, creating an immobile barrier. Any creature attempting to pass through the blade barrier suffers 8d8 points of damage. The plane of rotation of the blades can be horizontal, vertical, or in between. Creatures within the area of the barrier when it is invoked are entitled to a saving throw vs. spell. If this is successful, the blades are avoided and no damage is suffered; the creature escapes the area of the blade barrier by the shortest possible route. The barrier remains for three rounds for every experience level of the priest casting it. The barrier can cover an area from as small as 5 feet square to as large as 60 feet square.

Conjure Animals (Conjuration/Summoning)

Sphere: Summoning

Range: 30 yds.

Components: V, S

Duration: 2 rds./level

Casting Time: 9

Area of Effect: Special

Saving Throw: None

The *conjure animals* spell enables the priest to magically create one or more mammals to attack his opponents. The total Hit Dice of the mammals cannot exceed twice his level, if the creature conjured is determined randomly. If a specific animal type is requested, the animal's Hit Dice cannot exceed his level. The DM selects the type of animal that appears if it is randomly called. Thus, a priest of 12th level could randomly conjure two mammals with 12 Hit Dice each, four with 6 Hit Dice each, six with 4 Hit Dice each, eight with 3 Hit Dice each, 12 with 2 Hit Dice each, or 24 with 1 Hit Die each. Count every +1 hit point added to a creature's Hit Dice as _ of a Hit Die. Thus a creature with 4 + 3 Hit Dice equals a 4 _ Hit Dice creature. The conjured animals remain for two rounds for conjured animals remain for two rounds for each level of the conjuring priest, or until slain, and they follow the caster's verbal commands. Conjured animals unfailingly attack the priest's opponents, but resist being used for any other purpose--they do not like it, become noticeably more difficult to control, and may refuse any action, break free, or turn on the caster, depending on the nature of the creature and the details of the situation. The conjured animals disappear when slain.

Conjure Fire Elemental (Conjuration/Summoning) Reversible

Sphere: Elemental (Fire)

Range: 80 yds.

Components: V, S

Duration: 1 turn/level

Casting Time: 6 rds.

Area of Effect: Special

Saving Throw: None

Upon casting a *conjure fire elemental* spell, the caster opens a special gate to the elemental plane of Fire, and a fire elemental is summoned to the vicinity of the spellcaster. It is 65% likely that a 12 Hit Dice elemental appears, 20% likely that a 16 Hit Dice elemental appears, 9% likely that two to four salamanders appear, 4% likely that an efreeti appears, and 2% likely that a huge fire elemental of 21 to 24 Hit Dice appears. The caster need not fear that the elemental force summoned will turn on him, so concentration upon the activities of the fire elemental (or other creatures summoned) or protection from the creature is not necessary. The elemental summoned helps the caster however possible, including attacking the caster's opponents. The fire elemental or other creature summoned remains for a maximum of one turn per level of the caster, or until it is slain, sent back by a *dispel magic* spell, the reverse of this spell, *dismiss fire elemental*, or similar magic.

Find the Path (Divination) Reversible

Sphere: Divination

Range: Touch

Components: V, S, M

Duration: 1 turn/level

Casting Time: 3 rds.

Area of Effect: 1 creature

Saving Throw: None

The recipient of this spell can find the shortest, most direct physical route that he is seeking, be it the way into or out of a locale. The locale can be outdoors or under ground, a trap, or even a *maze* spell. Note that the spell works with respect to locales, not objects or creatures within a locale. Thus, the spell could not find the way to "a forest where a green dragon lives" or to the location of "a hoard of platinum pieces." The location must be in the same plane as the caster.

The spell enables the subject to sense the correct direction that will eventually lead him to his destination, indicating at the appropriate times the exact path to follow or physical actions to take. For example, with concentration the spell enables the subject to sense trip wires or the proper word to bypass a glyph. The spell ends when the destination is reached or when one turn for each caster level has elapsed. The spell frees the subject, and those with him, from a *maze* spell in a single round, and will continue to do so as long as the spell lasts.

Note that this divination is keyed to the caster, not his companions, and that, like the *find traps* spell, it does not predict or allow for the actions of creatures.

The spell requires a set of divination counters of the sort favored by the priest--bones, ivory counters, sticks, carved runes, or whatever.

The reverse spell, *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.

Fire Seeds (Conjuration)

Sphere: Elemental (Fire)

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 1 rd./seed

Area of Effect: Special

Saving Throw: 1/2

The *fire seeds* spell creates special missiles or timed incendiaries that burn with great heat. The spell can be cast to create either fire seed missiles or fire seed incendiaries, as chosen when the spell is cast.

Fire seed missiles: This casting turns up to four acorns into special grenadelike missiles that can be hurled up to 40 yards. An attack roll is required to strike the intended target, and proficiency penalties are considered. Each acorn bursts upon striking any hard surface, causing 2d8 points of damage and igniting any combustible materials within a 10-foot diameter of the point of impact. If a successful saving throw vs. spell is made, a creature within the burst area receives only one-half damage, but a creature struck

directly suffers full damage (i.e., no saving throw).

Fire seed incendiaries: This casting turns up to eight holly berries into special incendiaries. The holly berries are most often placed, being too light to make effective missiles. They can be tossed only up to 6 feet away. They burst into flame if the caster is within 40 yards and speaks a word of command. The berries instantly ignite, causing 1d8 points of damage to any creature and igniting any combustible within a 5-foot-diameter burst area. Creatures within the area that successfully save vs. spell suffer half damage. All fire seeds lose their power after a duration equal to one turn per experience level of the caster--e.g., the seeds of a 13th-level caster remain potent for a maximum of 13 turns after their creation.

No other material components beyond acorns or holly berries are needed for this spell.

Forbiddance(Abjuration)

Sphere: Protection

Range: 30 yds.

Components: V, S, M

Duration: Permanent

Casting Time: 6 rds.

Area of Effect: 60-ft. cube/level

Saving Throw: Special

This spell can be used to secure a consecrated area (see the *Dungeon Master Guide*). The spell seals the area from teleportation, plane shifting, and ethereal penetration. At the option of the caster, the ward can be locked by a password, in which case it can be entered only by those speaking the proper words. Otherwise, the effect on those entering the enchanted area is based on their alignment, relative to the caster's. The most severe penalty is used.

Alignment identical: No effect. If password locked, cannot enter area unless password is known (no saving throw).

Alignment different with respect to law and chaos: Save vs. spell to enter the area; if failed, suffer 2d6 points of damage. If password locked, cannot enter unless password is known.

Alignment different with respect to good and evil: Save vs. spell to enter this area; if failed, suffer 4d6 points of damage. If word locked, cannot enter unless password is known. The attempt does cause damage if the save is failed.

Once a saving throw is failed, an intruder cannot enter the forbidden area until the spell ceases. The ward cannot be dispelled by a caster of lesser level than the one who established it. Intruders who enter by rolling successful saving throws feel uneasy and tense, despite their success.

In addition to the priest's holy symbol, components include holy water and rare incenses worth at least 1,000 gp per 60-foot cube. If a password lock is desired, this also requires the burning of rare incenses worth at least 5,000 gp per 60-foot cube.

Heal (Necromancy) Reversible

Sphere: Healing

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 1 rd.

Area of Effect: 1 creature

Saving Throw: None

The very potent *heal* spell enables the priest to wipe away disease and injury in the creature who receives the benefits of the spell. It completely cures all diseases or blindness of the recipient and heals all points of damage suffered due to wounds or injury. It dispels a *feeblemind* spell. It cures those mental disorders caused by spells or injury to the brain. 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 but 1d4 hit points, if a successful touch is inflicted. For creatures that are not affected by the *heal* or

harm spell, see the *cure light wounds* spell.

Heroes' Feast (Evocation)

Sphere: Creation

Range: 10 yds.

Components: V, S, M

Duration: 1 hour

Casting Time: 1 turn

Area of Effect: 1 feaster/level

Saving Throw: None

This spell enables the priest to bring forth a great feast that serves as many creatures as the priest has levels of experience. The spell creates a magnificent table, chairs, service, and all the necessary food and drink. The feast takes one full hour to consume, and the beneficial effects do not set in until after this hour is over. Those partaking of the feast are cured of all diseases, are immune to poison for 12 hours, and are healed of $1d4+4$ points of damage after imbibing the nectarlike beverage that is part of the feast. The ambrosialike food that is consumed is equal to a *bless* spell that lasts for 12 hours. Also, during this same period, the people who consumed the feast are immune to fear, hopelessness, and panic. If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

The material components of the spell are the priest's holy symbol and specially fermented honey taken from the cells of bee larvae destined for royal status.

Liveoak (Enchantment)

Sphere: Plant

Range: Touch

Components: V, S, M

Duration: 1 day/level

Casting Time: 1 turn

Area of Effect: 1 oak tree

Saving Throw: None

This spell enables the caster to charm a healthy oak tree (or other type if the DM allows) to cause it to serve as a protector. The spell can be cast on a single tree at a time. While a *liveoak* spell cast by a particular caster is in effect, he cannot cast another such spell. The tree upon which the spell is cast must be within 10 feet of the caster's dwelling place, within a place sacred to the caster, or within 100 yards of something that the caster wishes to guard or protect.

The *liveoak* spell can be cast upon a healthy tree of small, medium, or large size, according to desire and availability. A triggering phrase of up to maximum of one word per level of the spellcaster is then placed upon the targeted oak. For instance, "Attack any persons who come near without first saying *sacred mistletoe*" is an 11-word trigger phrase that could be used by a caster of 11th level or higher casting the spell. The *liveoak* spell triggers the tree into animating as a treant of equivalent size, an Armor Class of 0 and with two attacks per round, but with only a 30-feet-per-round movement rate.

Tree Size	Height	Hit Dice	Damage per Attack
Small	12' - 14'	7-8	2d8
Medium	16' - 19'	9-10	3d6
Large	20' - 23'+	11-12	4d6

A tree enchanted by this spell radiates a magical aura (if checked for), and can be returned to normal by a successful casting of a *dispel magic* spell, or upon the desire of the caster who enchanted it. If dispelled, the tree takes root immediately. If released by the caster, it tries to return to its original location before taking root. Damage to the tree can be healed with a *plant growth* spell, which restores 3d4 points of damage. A *plant growth* spell used in this fashion does not increase the size or hit points of the liveoak beyond the original value.

The caster needs his holy symbol to cast this spell.

Part Water (Alteration)

Sphere: Elemental (Water)
Range: 20 yds./level
Duration: 1 turn/level
Area of Effect: 3 ft./level x 20 yds./level x 30 yds.
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

By employing a *part water* spell, the priest 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 depends on the level of the priest. A trough 3 feet deep per caster level, by 30 yards wide, by 20 yards long per level is created. Thus at 12th level, the priest would part water 36 feet deep by 30 yards wide by 240 yards long. The trough remains as long as the spell lasts or until the priest who cast it opts to end its effects. Existing currents appear to flow through the parted water, although swimming creatures and physical objects such as boats do not enter the rift without strenuous and deliberate effort. If cast underwater, this spell creates an air cylinder of appropriate length and diameter. If cast directly on a water elemental or other water-based creature, the creature suffers 48 points of damage and must roll a successful saving throw vs. spell or flee in panic for 3d4 rounds.

The material component of this spell is the priest's holy symbol.

Speak With Monsters (Alteration)

Sphere: Divination
Range: 30 yds.
Duration: 2 rd./level
Area of Effect: The caster
Components: V, S
Casting Time: 9
Saving Throw: None

When cast, the *speak with monsters* spell enables the priest to converse with any type of creature that has any form of communicative ability (including empathic, tactile, pheromonic, etc.). That is, the monster understands, in its own language or equivalent, the intent of what is said to it by the priest and vice versa. The creature thus spoken to is checked by the DM to determine a reaction. All creatures of the same type as that chosen by the priest can likewise understand if they are within range. The priest can speak to different types of creatures during the spell duration, but he must speak separately to each type. The spell lasts for two rounds per caster level.

Stone Tell (Divination)

Sphere: Elemental (Earth), Divination
Range: Touch
Duration: 1 turn
Area of Effect: 1 cu. yd.
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

When the priest casts a *stone tell* spell upon an area, the very stones speak and relate to

the caster who or what has touched them as well as revealing what is covered, concealed, or simply behind them. The stones relate complete descriptions, if asked. Note that a stone's perspective, perception, and knowledge may hinder this divination. Such details, if any, are decided by the DM.

The material components for this spell are a drop of mercury and a bit of clay.

Transmute Water to Dust (Alteration) Reversible

Sphere: Elemental (Water, Earth)

Range: 60 yds.

Components: V, S, M

Duration: Permanent

Casting Time: 8

Area of Effect: 1 cu. yd./level

Saving Throw: Special

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 is doubled, while if wet mud is present, the area of effect is quadrupled. If water remains in contact with the transmuted dust, the former quickly permeates the latter, turning the dust into silty mud. If there is not a sufficient quantity of water to cause that effect, it simply soaks or dampens the dust accordingly.

Only the liquid actually in the area of effect at the moment of spellcasting is affected. Potions that contain water as a component part are rendered useless. Living creatures are unaffected, except for those native to the elemental plane of Water. Such creatures must roll a successful saving throw vs. death or be slain. However, 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 this spell is simply a very high-powered *create water* spell that 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 500 gp value, a bit of sea shell, and the caster's holy symbol.

Transport Via Plants (Alteration)

Sphere: Plant

Range: Touch

Components: V, S

Duration: Special

Casting Time: 4

Area of Effect: Special

Saving Throw: None

By means of this spell, the caster is able to enter any plant (human-sized or larger) 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 caster, but it also must be alive. If the caster is uncertain of the destination plant, he need merely determine direction and distance, and the *transport via plants* spell moves him as close as possible to the desired location. There is a 20% chance, reduced by 1% per level of experience of the caster, that the transport delivers the caster to a similar species of plant from 1 to 100 miles away from the desired destination plant. If a particular destination plant is desired, but the plant is not living, the spell fails and the caster must come forth from the entrance plant within 24 hours. Note that this spell does not function with plantlike creatures such as shambling mounds, treants, etc. The destruction of an occupied plant slays the caster (see the *plant door* spell).

Turn Wood (Alteration)

Sphere: Plant

Range: 0

Components: V, S

Duration: 1 rd./level

Casting Time: 9

Area of Effect: 20 ft./level x 120 ft. Saving Throw: None

When this spell is cast, waves of force roll forth from the caster, moving in the direction he faces and causing all wooden objects in the path of the spell to be pushed away from the caster to the limit of the area of effect. Wooden objects above 3 inches in diameter that are fixed firmly are not affected, but loose objects (movable mantles, siege towers, etc.) move back. Objects less than 3 inches in diameter that are fixed splinter and break, and the pieces move with the wave of force. Thus, objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them with them. If a spear is planted to prevent this forced movement, it splinters. Even magical items with wooden sections are turned, although an anti-magic shell blocks the effects. A successful *dispel magic* spell ends the effect. Otherwise, the *turn wood* spell lasts for one round for each experience level of the caster.

The waves of force continue to sweep down the set path for the spell's duration, pushing back wooden objects in the area of effect at a rate of 40 feet per melee round. The length of the path is 20 feet per level of the caster. Thus if a 14th-level priest casts a *turn wood* spell, the area of effect is 120 feet wide by 280 feet long, and the spell lasts 14 rounds. After casting the spell, the path is set and the caster can then do other things or go elsewhere without affecting the spell's power.

Wall of Thorns (Conjuration/Summoning)

Sphere: Plant, Creation

Range: 80 yds.

Components: V, S

Duration: 1 turn/level

Casting Time: 9

Area of Effect: One 10-ft. cube/level

Saving Throw: None

The *wall of thorns* spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a person's finger. Any creature breaking through (or crashing into) the wall of thorns suffers 8 points of damage, plus an additional amount of damage equal to the creature's AC. Negative ACs subtract from the base 8 points of damage, but no adjustment is made for Dexterity. Any creature within the area of effect of the spell when it is cast, crashes into the *wall of thorns* and must break through to move. The damage is based on each 10-foot thickness of the barrier.

If the wall of thorns is chopped at, it takes at least four turns to cut a path through a 10-foot thickness. Normal fire cannot harm the barrier, but magical fires burn away the barrier in two turns, creating a wall of fire effect while doing so (see *wall of fire* spell). In this case, the cool side of the wall is that closest to the caster of the thorn wall.

The nearest edge of the wall of thorns appears up to 80 yards distant from the caster, as he desires. The spell's duration is one turn for each level of experience of the caster, and it covers one 10-foot cube per level of the caster in whatever shape the caster desires. Thus a 14th-level caster could create a wall of thorns up to 70 feet long by 20 feet high (or deep) by 10 feet deep (or high), a 10-foot-high by 10-foot-wide by 140-foot-long wall to block a dungeon passage, or any other sort of shape that suited his needs. The caster can also create a wall of 5-foot thickness, which inflicts half damage but can be doubled in one of the other dimensions. Note that those with the ability to pass through overgrown areas are not hindered by this barrier. The caster can dismiss the barrier on command.

Weather Summoning (Conjuration/Summoning)

Sphere: Weather

Range: 0

Components: V, S

Duration: Special
Area of Effect: Special

Casting Time: 1 turn
Saving Throw: None

By this spell, the caster calls forth weather appropriate to the climate and season of the area he is in. Thus, in spring a tornado, thunderstorm, 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 enables great cold, blizzard, or thaw conditions to be summoned. Hurricane-force winds can be summoned near coastal regions in the later winter or early spring. The summoned weather is not under the control of the caster. 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 square miles. Note that several casters can act in concert to greatly affect weather, controlling winds, and working jointly to summon very extreme weather conditions.

Within four turns after the spell is cast, the trend of the weather to come is apparent--e.g., clearing skies, gusts of warm or hot air, a chill breeze, overcast skies, etc. Summoned weather arrives 1d12+5 turns after the spell is cast. Note that the new weather condition cannot be changed by the caster once it has been summoned. Once the weather is fully summoned, it cannot be dispelled. If the summoning is successfully dispelled before it has been completed, the weather slowly reverts to its original condition.

Word of Recall (Alteration)

Sphere: Summoning

Range: 0

Components: V

Duration: Special

Casting Time: 1

Area of Effect: The caster

Saving Throw: None

The *word of recall* spell takes the priest instantly back to his sanctuary when the word is uttered. The sanctuary must be specifically designated in advance by the priest and must be a well-known place. The actual point of arrival is a designated area no larger than 10' x 10'. The priest can be transported any distance, from above or below ground. Transportation by the *word of recall* spell is safe within a plane, but for each plane the priest is removed, there is a 10% cumulative chance that the priest is irrevocably lost. The priest is able to transport, in addition to himself, 25 pounds of weight per experience level. Thus, a 15th-level priest could transport his person and an additional 375 pounds. This extra matter can be equipment, treasure, or even living material, such as another person. Exceeding this limit causes the spell to fail. Note that unusually strong physical fields, such as magnetic or gravitational forces, or even magical applications can, at the DM's option, make the use of this spell hazardous or impossible.

Seventh-Level Spells

Animate Rock (Alteration)

Sphere: Elemental (Earth)

Range: 40 yds.

Components: V, S, M

Duration: 1 rd./level

Casting Time: 1 rd.

Area of Effect: 2 cu. ft./level

Saving Throw: None

By employing an *animate rock* spell, the caster causes a stone object of up to the indicated size to move (see the 6th-level *animate object* spell.). The animated stone object must be separate (not a part of a huge boulder or the like). It follows the desire of the caster--attacking, breaking objects, blocking--while the magic lasts. It has no intelligence or volition of its own, but it follows instructions exactly as spoken. Only one

set of instructions for one single action can be given to the animated rock, and the directions must be brief, about a dozen words or so. The rock remains animated for one round per experience level of the caster. The volume of rock that can be animated is also based on the experience level of the caster--2 cubic feet of stone per level, such as 24 cubic feet, a mass of about man-sized, at 12th level.

While the exact details of the animated rock are decided by the DM, its Armor Class is no worse than 5, and it has 1d3 hit points per cubic foot of volume. It uses the attack roll of the caster. The maximum damage it can inflict is 1d2 points per caster level. Thus, a 12th-level caster's rock might inflict 12 to 24 points of damage. Movement for a mansized rock is 60 feet per round. A rock generally weighs from 100 to 300 pounds per cubic foot.

The material components for the spell are a stone and drop of the caster's blood.

Astral Spell (Alteration)

Sphere: Astral

Range: Touch

Duration: Special

Area of Effect: Special

Components: V, S

Casting Time: _ hour

Saving Throw: None

By means of this spell, a priest is able to project his astral body into the Astral plane, leaving his physical body and material possessions behind on the Prime Material plane. As the Astral plane touches upon the first levels of all the outer planes, the priest can travel astrally to the first level of any of these outer planes as he wills. The priest then leaves the Astral plane, forming a body on the plane of existence he has chosen to enter. It is also possible to travel astrally anywhere in the Prime Material plane by means of the *astral* spell. However, 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. The astral body is connected at all times to the material body by a silvery cord. If the cord is broken, the affected person is killed, astrally and materially, but generally only the psychic wind can 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. If the second body or astral form is slain, the cord simply returns to the caster's body where the body rests on the Prime Material plane, reviving it from its state of suspended animation. Although astral projections are able to function on the Astral plane, their actions affect only creatures existing on the Astral plane; a physical body must be materialized on other planes.

The spell lasts until the priest desires to end it, or until it is terminated by some outside means, such as *dispel magic* spell or destruction of the priest's body on the Prime Material plane--which kills the priest. The priest can project the astral forms of up to seven other creatures with himself by means of the *astral* spell, providing the creatures are linked in a circle with the priest. These fellow travelers are dependent upon the priest and can be stranded if something happens to the priest. Travel in the Astral plane can be slow or fast, according to the priest's desire. The ultimate destination arrived at is subject to the desire of the priest.

Changestaff (Evocation, Enchantment)

Sphere: Plant, Creation

Range: Touch

Duration: Special

Area of Effect: The caster's staff

Components: V, S, M

Casting Time: 4

Saving Throw: None

By means of this spell, the caster is able to change a specially prepared staff into a treantlike creature of the largest size, about 24 feet tall. When the priest plants the end of the staff in the ground and speaks a special command and invocation, the staff turns into

a treantlike creature with 12 Hit Dice, 40 hit points, and Armor Class 0. It attacks twice per round, inflicting 4d6 points of damage with every successful attack. The staff-treant defends the caster and obeys any spoken commands. However, it is by no means a true treant; it cannot converse with actual treants or control trees. The transformation lasts either for as many turns as the caster has experience levels, until the caster commands the staff to return to its true form, or until the staff is destroyed, whichever occurs first. If the staff-treant is reduced to 0 hit points or less, it crumbles to a sawdustlike powder and the staff is destroyed. Otherwise, the staff can be used again after 24 hours and the stafftreant is at full strength.

To cast a *changestaff* spell, the caster must have either his holy symbol or leaves (ash, oak, or yew) of the same sort as the staff.

The staff for the *changestaff* spell must be specially prepared. The staff must be a sound limb cut from an ash, oak, or yew tree struck by lightning no more than 24 hours before the limb is cut. The limb must then be cured by sun drying and special smoke for 28 days. Then it must be shaped, carved, and polished for another 28 days. The caster cannot adventure or engage in other strenuous activity during either of these periods. The finished staff, engraved with woodland scenes, is then rubbed with the juice of holly berries, and the end of it is thrust into the earth of the caster's grove while he casts a *speak with plant* spell, calling upon the staff to assist in time of need. The item is then charged with a magic that will last for many changes from staff to treant and back again.

Chariot of Sustarre (Evocation)

Sphere: Elemental (Fire), Creation

Range: 10 yds.

Components: V, S, M

Duration: 12 hours

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

When this spell is cast, it brings forth a large, flaming chariot pulled by two fiery horses from the elemental plane of Fire. These appear in a clap of thunder amid a cloud of smoke. The vehicle moves at 24 on the ground, 48 flying, and can carry the caster and up to seven other creatures of man-size or less. The passengers must be touched by the caster to protect them from the flames of the chariot. Creatures other than the caster and his designated passengers sustain 2d4 points of fire damage each round if they come within 5 feet of the horses or chariot. Such creatures suffer no damage if they evade the area by rolling successful saving throws vs. petrification, with Dexterity adjustments. The caster controls the chariot by verbal command, causing the flaming steeds to stop or go, walk, trot, run or fly, and turn left or right as he desires. Note that the chariot of Sustarre is a physical manifestation and can sustain damage. The vehicle and steeds are struck only by magical weapons or by water (one quart of which inflicts 1 point of damage). They are Armor Class 2, and each requires 30 points of damage to dispel. Naturally, fire has no effect upon either the vehicle or its steeds, but magical fires other than those of the chariot can affect the riders. Other spells, such as a successful *dispel magic* or *holy word*, will force the chariot back to its home plane, without its passengers. The chariot can be summoned only once per week. The material components are a small piece of wood, two holly berries, and a fire source at least equal to a torch.

Confusion (Enchantment/Charm)

Sphere: Charm

Range: 80 yds.

Components: V, S, M

Duration: 1 rd./level

Casting Time: 1 rd.

Area of Effect: 1d4 creatures in 40-ft. sq.

Saving Throw: Special

This spell causes confusion in one or more creatures within the area, creating

indecision and the inability to take effective action. The spell affects 1d4 creatures, plus one creature per two caster levels. Thus, seven to ten creatures can be affected by a 12th or 13th-level caster, eight to 11 by a 14th- or 15th-level caster, etc. These creatures are allowed saving throws vs. spell with -2 penalties, adjusted for Wisdom. Those successfully saving are unaffected by the spell. Confused creatures react as follows (roll 1d10):

d10	Reaction
1	Wander away (unless prevented) for duration of spell
2-6	Stand confused one round (then roll again)
7-9	Attack nearest creature for one round (then roll again)
10	Act normally for one round (then roll again)

The spell lasts one round for each level of the caster. Those who fail their saving throws are checked by the DM for actions each round, for the duration of the spell, or until the "wander away for the duration of the spell" result occurs.

Wandering creatures move as far from the caster as possible in their most typical mode of movement (characters walk, fish swim, bats fly, etc.). This is not panicked flight.

Wandering creatures also have a 50% chance of using any special innate movement abilities (plane shift, burrowing, flight, etc.). Saving throws and actions are checked at the beginning of each round. Any confused creature that is attacked perceives the attacker as an enemy and acts according to its basic nature.

The material component of this spell is a set of three nut shells.

Note: If there are many creatures involved, the DM may decide to assume average results. For example, if there are 16 orcs affected and 25% could be expected to successfully roll the saving throw, then four are assumed to have succeeded, one wanders away, four attack the nearest creature, six stand confused and the last acts normally but must check next round. Since the orcs are not near the party, the DM decides that two who are supposed to attack the nearest creature attack each other, one attacks an orc that saved, and one attacks a confused orc, which strikes back. The next round, the base is 11 orcs, since four originally saved and one wandered off. Another one wanders off, five stands confused, four attack, and one acts normally.

Conjure Earth Elemental (Conjuration/Summoning) Reversible

Sphere: Elemental (Earth), Summoning

Range: 40 yds.

Components: V, S

Duration: 1 turn/level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

A caster who performs a *conjure earth elemental* spell summons an earth elemental to do his bidding. The elemental is 60% likely to have 12 Hit Dice, 35% likely to have 16 Hit Dice, and 5% likely have 21 to 24 Hit Dice ($20 + 1d4$). Further, the caster needs but to command it, and it does as desired. The elemental regards the caster as a friend to be obeyed. The elemental remains until destroyed, dispelled, sent away by dismissal or a *holy word* spell (see the *conjure fire elemental* spell), or the spell duration expires.

Control Weather (Alteration)

Sphere: Weather

Range: 0

Components: V, S, M

Duration: 4d12 hours
Area of Effect: 4d4 sq. miles

Casting Time: 1 turn
Saving Throw: None

The *control weather* spell enables a priest to change the weather in the local area. The spell affects the weather for 4d12 hours in an area of 4d4 square miles. It requires one turn to cast the spell, and an additional 1d4 turns for the effects of the spell to be felt. The current weather conditions are decided by the DM, depending on the climate and season. Weather conditions have three components: precipitation, temperature, and wind. The spell can change these conditions according to the following chart:

Precipitation	Temperature	Wind
CLEAR Very clear Light clouds or hazy	HOT Sweltering Heat warm	CALM Dead calm Light wind Moderate wind
PARTLY CLOUDY Clear weather Cloudy Mist/light rain/hail Sleet/light snow	WARM Hot Cool	MODERATE WIND Calm Strong wind
CLOUDY Partly cloudy Deep clouds Fog Heavy rain/large hail Driving sleet/snow	COOL Warm Cold COLD Cool Arctic cold Strom	STRONG WIND Moderate wind Gale GALE Strong wind Storm gale Hurricane
	STORM	

The upper-case headings represent existing weather conditions. The lower-case headings below are the new conditions to which the caster can change the existing conditions. In addition, the caster can control the direction of the wind. For example, a day that is clear, warm, and with moderate 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 priest's religious symbol, incense, and prayer beads or similar prayer object. Obviously, the spell functions only in areas where there are appropriate climatic conditions.

If Weather is a major sphere for the priest (as it is for druids), duration and area are doubled, and the caster can change the prevailing weather by two places. For example, he can cause precipitation to go from partly cloudy to heavy sleet, temperature to go from cool to arctic, and wind to go from calm to strong.

Creeping Doom (Conjuration/Summoning)

Sphere: Animal, Summoning

Range: 0

Components: V, S

Duration: 4 rds./level

Casting Time: 1 rd.

Area of Effect: Special

Saving Throw: None

When the caster utters the spell of *creeping doom*, he calls forth a mass of from 500 to 1,000 ($[1d6 + 4] \times 100$) venomous, biting and stinging arachnids, insects, and myriapods. This carpetlike mass swarms in an area 20 feet square. Upon command from the caster, the swarm creeps forth at 10 feet per round toward any prey within 80 yards, moving in the direction in which the caster commands. The creeping doom slays any creature subject to normal attacks, as each of the small horrors inflicts 1 point of damage (each then dies after its attack), so that up to 1,000 points of damage can be inflicted on

creatures within the path of the creeping doom. If the creeping doom travels more than 80 yards away from the summoner, it loses 50 of its number for each 10 yards beyond 80 yards. For example, at 100 yards, its number has shrunk by 100. There are a number of ways to thwart or destroy the creatures forming the swarm. The solutions are left to the imaginations of players and DMs.

Earthquake (Alteration)

Sphere: Elemental (Earth)
 Range: 120 yds. Components: V, S, M
 Duration: 1 rd. Casting Time: 1 turn
 Area of Effect: 5-ft. diameter/level Saving Throw: None

When this spell is cast by a priest, a local tremor of fairly high strength rips the ground. The shock is over in one round. The earthquake affects all terrain, vegetation, structures, and creatures in its area of effect. The area of effect of the *earthquake* spell is circular, with a diameter of 5 feet for every experience level of the priest casting it. Thus a 20th-level priest casts an *earthquake* spell with a 100-foot-diameter area of effect.

Solidly built structures with foundations reaching down to bedrock sustain one-half damage; one-quarter damage if they score above 50% on a saving throw. An earth elemental opposed to the caster in the area of effect can negate 10% to 100% (roll 1d10, 0 = 100%) of the effect. Other magical protections and wards allowed by the DM may also reduce or negate this effect. If cast undersea, this spell may, at the discretion of the DM, create a tsunami or tidal wave.

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

Terrain	Earthquake Effects		
Cave or cavern	Collapses roof		
Cliffs	Crumble, causing landslide		
Ground	Cracks open, causing the following fractions of creatures to fall in and die		
Size	Chance		
S	1 in 4		
M	1 in 6		
L	1 in 8		
Marsh	Drains water to form muddy, rough ground		
Tunnel	Caves in		
Vegetation	Earthquake Effects		
Small growth	No effect		
Trees	1 in 3 are uprooted and fall		
Structures	Earthquake Effects		
All structures	Sustain 5d12 points of structural damage; those suffering full damage are thrown down in rubble		

Exaction (Evocation, Alteration)

Sphere: Charm, Summoning
 Range: 10 yds. Components: V, S, M
 Duration: Special Casting Time: 1 rd.
 Area of Effect: 1 creature Saving Throw: None

When this spell is employed, the priest confronts some powerful creature from another plane (including devas and other powerful minions, for instance, but not demigods or deities of any sort) and requires of it some duty or quest. A creature of an alignment opposed to the priest (e.g., evil if the priest is good, chaotic if the priest is lawful) cannot be ordered around unless it is willing. Note that an absolute (true) neutral creature is effectively opposed to both good and evil, and both law and chaos.

The spellcaster must know something about the creature to exact service from it, or else he must offer some fair trade in return for the service. That is, if the priest is aware that the creature has received some favor from someone of the priest's alignment, then the *exaction* spell 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, and with the being's effort and risk. The spell then acts, subject to a magic resistance roll, as a quest upon the being that is to perform the required service. Immediately upon completion of the service, the being is transported to the vicinity of the priest, and the priest 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. After this is done, the creature is instantly freed to return to its own plane.

The DM adjudicates when an equitable arrangement has been reached. If the caster requests too much, the creature is free to depart or to attack the priest (as if the agreement were breached) according to its nature. If circumstances leave the situation unbalanced (for example, the creature dies while achieving a result that was not worth dying for), then this might create a debt owed by the caster to the creature's surviving kith and kin, making the caster vulnerable to a future *exaction* spell from that quarter. Agreeing to a future exaction or release in the event of catastrophic failure or death are common caster pledges in securing an exaction.

Failure to fulfill the promise to the letter results in the priest being subject to exaction by the subject creature or by its master, liege, etc., at the very least. At worst, the creature can attack the reneging priest without fear of any of his spells affecting it, for the priest's failure to live up to the bargain gives the creature immunity from the priest's spell powers.

The material components of this spell are the priest's holy symbol, some matter or substance from the plane of the creature from whom an exaction is expected, and knowledge of the creature's nature or actions that is written out on a parchment that is burned to seal the pledge.

Fire Storm (Evocation) Reversible

Sphere: Elemental (Fire)

Range: 160 yds.

Components: V, S

Duration: 1 rd./per level

Casting Time: 1 rd.

Area of Effect: two 10-ft. cubes/level

Saving Throw: _

When a *fire storm* spell is cast, the whole area is shot through with sheets of roaring flame that equal a *wall of fire* spell in effect. Creatures within the area of fire and 10 feet or less from the edge of the affected area receive 2d8 points of damage plus additional damage equal to the caster's level (2d8 +1/level). Creatures that roll successful saving throws vs. spell suffer only one-half damage. The damage is inflicted each round the creature stays in the area of effect. The area of effect is equal to two 10-foot x 10-foot cubes per level of the caster--e.g., a 13th-level caster can cast a *fire storm* measuring 130 feet x 20 feet x 10 feet. The height of the storm is 10 or 20 feet; the imbalance of its area must be in length and width.

The reverse spell, *fire quench*, smothers twice the area of effect of a *fire storm* spell with respect to normal fires, and the normal area of effect with respect to magical fires. Fire-based creatures, such as elementals, salamanders, etc., of less than demigod status have a 5% chance per experience level of the caster of being extinguished. If cast only against a *flametongue* sword, the sword must roll a successful saving throw vs. crushing

blow or be rendered nonmagical. Such a sword in the possession of a creature first receives the creature's saving throw, and if this is successful, the second saving throw is automatically successful.

Gate (Conjuration/Summoning)

Sphere: Summoning

Range: 30 yds.

Components: V, S

Duration: Special

Casting Time: 5

Area of Effect: Special

Saving Throw: None

Casting a *gate* spell has two effects: it causes an interdimensional connection between the plane of existence the priest is in and the plane in which dwells a specific being of great power. The result of this connection is that the sought-after being can step through the gate or portal, from its plane to that of the priest. Uttering the spell attracts the attention of the dweller on the other plane. When casting the spell, the priest must name the entity he desires to make use of the gate and to come to his aid. There is a 100% chance that *something* steps through the gate. The actions of the being that comes through depend on many factors, including the alignment of the priest, the nature of those accompanying him, and who or what opposes or threatens the priest. The DM will decide the exact result of the spell, based on the creature called, the desires of the caster and the needs of the moment. The being gates in either returns immediately or remains to take action. Casting this spell ages the priest five years.

Holy Word (Conjuration/Summoning) Reversible

Sphere: Combat

Range: 0

Components: V

Duration: Special

Casting Time: 1

Area of Effect: 30-ft. radius

Saving Throw: None

Uttering a *holy word* spell creates magic of tremendous power. It drives off evil creatures from other planes, forcing them to return to their own planes of existence, provided the speaker is in his home plane. Creatures so banished cannot return for at least a day. The spell further affects creatures of differing alignment as shown on the following table:

Effects of Holy Word				
Creature's Hit Dice Level	General	Attack Move	Dice	Spells
Less than 4	Kills	--	--	--
4 to 7+	Paralyzes 1d4 turns	--	--	--
8 to 11+	Slows 2d4 rounds	-50%	-4*	--
12 or more	Deafens 1d4 rounds	-25%	-2	50% chance of failure

* Slowed creatures attack only on even-numbered rounds until the effect wears off.

Affected creatures are those within the 30-foot-radius area of effect, which is centered

on the priest casting the spell. The side effects are negated for deafened or silenced creatures, but such are still driven off if other-planar.

The reverse, *unholo word*, operates exactly the same way but affects creatures of good alignment.

Regenerate (Necromancy) Reversible

Sphere: Necromatic

Range: Touch

Components: V,S,M

Duration: Permanent

Casting Time: 3 rounds

Area of Effect: Creature touched

Saving Throw: None

When a *regenerate* spell is cast, body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multi-headed creatures), bones, and organs grow back. The process of regeneration requires but one round if the severed member(s) is (are) present and touching the creature, 2d4 turns otherwise. The creature must be living to receive the benefits of this spell. If the severed member is not present, or if the injury is older than one day per caste level, the recipient must roll a successful system shock check to survive the spell.

The reverse, *wither*, causes the member or organ touched to cease functioning in one round, dropping off into dust in 2d4 turns. Creatures must be touched for the harmful effect to occur.

The material components of this spell are a prayer device and holy water (or unholy water for the reverse).

Reincarnate (Necromancy)

Sphere: Necromantic

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 1 turn

Area of Effect: 1 person

Saving Throw: None

With this spell, the priest can bring back a dead person in another body, if death occurred no more than one week before the casting of the spell. Reincarnation does not require any saving throw, system shock, or resurrection survival roll. The corpse is touched, and a new incarnation of the person appears in the area in 1d6 turns. The person reincarnated recalls the majority of his former life and form, but the character class, if any, of the new incarnation might be very different indeed. The new incarnation is determined on the following table or by DM choice. If a player character race is indicated, the character must be created. At the DM's option, certain special (expensive) incenses can be used that may increase the chance for a character to return as a specific race or species. A *wish* spell can restore a reincarnated character to its original form and status.

D100	Roll Incarnation
01-03	Badger
04-08	Bear, black
09-12	Bear, brown
13-16	Boar, wild
17-19	Centaur
20-23	Dryad
24-28	Eagle
29-31	Elf
32-34	Faun/satyr
35-36	Fox

37-40	Gnome
41-44	Hawk
45-58	Human
59-61	Lynx
62-64	Owl
65-68	Pixie
69-70	Raccoon
71-75	Stag
76-80	Wolf
81-85	Wolverine
86-00	DM's choice

If an unusual creature form is indicated, the DM can (at his option only) use the guidelines for new player character races to allow the character to earn experience and advance in levels, although this may not be in the same class as before. If the reincarnated character returns as a creature eligible to be the same class as he was previously (i.e., a human fighter returns as an elf), the reincarnated character has half his previous levels and hit points. If the character returns as a new character class, his hit points are half his previous total, but he must begin again at 1st level. If the character returns as a creature unable to have a class, he has half the hit points and saving throws of his previous incarnation.

Restoration (Necromancy) Reversible

Sphere: Necromantic

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 3 rds.

Area of Effect: 1 creature

Saving Throw: None

When this spell is cast, the life energy level of the recipient creature is raised by one. This reverses any previous life energy level drain of the creature by a force or monster. Thus, if a 10th-level character had been struck by a wight and drained to 9th level, the *restoration* spell would bring the character up to exactly the number of experience points necessary to restore him to 10th level once again, restoring additional Hit Dice (or hit points) and level functions accordingly. Restoration is effective only if the spell is cast within one day of the recipient's loss of life energy, per experience level of the priest casting it. A *restoration* spell restores the intelligence of a creature affected by a *feeblemind* spell. It also negates all forms of insanity. Casting this spell ages both the caster and the recipient by two years.

The reverse, *energy drain*, draws away one life energy level (see such undead as spectre, wight, and vampire, in the Monstrous Manual). The energy drain requires the victim to be touched. Casting this form of the spell does not age the caster.

Resurrection (Necromancy) Reversible

Sphere: Necromantic

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 turn

Area of Effect: 1 creature

Saving Throw: None

The priest is able to restore life and complete strength to any living creature, including elves, by bestowing the *resurrection* spell. The creature can have been dead up to 10 years per level of the priest casting the spell. Thus, a 19th-level priest can resurrect the bones of a creature dead up to 190 years. The creature, upon surviving a resurrection survival check, is immediately restored to full hit points and can perform strenuous activity. The spell cannot bring back a creature that has reached its allotted life span (i.e.,

died of natural causes). Casting this spell makes it impossible for the priest to cast further spells or engage in combat until he has had one day of bed rest for each experience level or Hit Die of the creature brought back to life. The caster ages three years upon casting this spell.

The reverse, *destruction*, causes the victim of the spell to be instantly dead and turned to dust. A *wish* spell or equivalent is required for recovery. Destruction requires a touch, either in combat or otherwise, and does not age the caster. In addition, the victim is allowed a saving throw (with a -4 penalty). If the save is successful, the victim receives 8d6 points of damage instead.

The material components of the spell are the priest's religious symbol and holy water (unholy water for the reverse spell). The DM may reduce the chances of successful resurrection if little of the creature's remains are available.

Succor (Alteration, Enchantment) Reversible

Sphere: Summoning

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 1 day

Area of Effect: 1 person

Saving Throw: None

By casting this spell, the priest creates a powerful magic aura in some specially prepared object--a string of prayer beads, a small clay tablet, an ivory baton, etc. This object radiates magic, for it contains the power to instantaneously transport its possessor to the sanctuary of the priest who created its magic. Once the item is enchanted, the priest must give it willingly to an individual, at the same time informing him 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 rends or breaks the item. When this is done, the individual and all that he is wearing and carrying (up to the maximum encumbrance limit for the character) are instantly transported to the sanctuary of the priest, 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 causes the priest to be transported to the immediate vicinity of the possessor of the item when it is broken and the command word said. The priest has a general idea of the location and situation of the item's possessor, and can choose not to be affected by this summons. This decision is made at the instant when the transportation is to take place. However, if he chooses not to go, 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 5,000 gp. The more costly items can transport the subject from one plane of existence to another, if the DM allows. Note that the same factors that can prevent the operation of the *plane shift* and *teleport* spells can also prevent the use of this spell.

Sunray (Evocation, Alteration)

Sphere: Sun

Range: 10 yds./level

Components: V, S, M

Duration: 1+1d4 rds.

Casting Time: 4

Area of Effect: 5-ft. radius (special) Saving Throw: Special

With this spell, the caster can evoke a dazzling beam of light each round in which no action other than movement is performed. The sunray is like a ray of natural sunlight. All creatures in the 10-foot-diameter area of effect must roll successful saving throws vs. spell or be blinded for 1d3 rounds, those using infravision at the time for 2d4 rounds. Creatures to whom sunlight is harmful or unnatural suffer permanent blindness if the saving throw is failed, and are blinded for 2d6 rounds if the saving throw is successful. Those within its area of effect, as well as creatures within 20 feet of its perimeter, lose

any infravision capabilities for 1d4+1 rounds.

Undead caught within the sunray's area of effect receive 8d6 points of damage, onehalf if a saving throw vs. spell is successful. Those undead 20 feet to either side of the sunray's area of effect receive 3d6 points of damage, no damage if a save is successful. In addition, the ray may result in the total destruction of those undead specifically affected by sunlight, if their saving throws are failed. The ultraviolet light generated by the spell inflicts damage on fungoid creatures and subterranean fungi just as if they were undead, but no saving throw is allowed.

The material components are an aster seed and a piece of adventuring feldspar (sunstone).

Symbol (Conjuration/Summoning)

Sphere: Guardian

Range: Touch

Components: V, S, M

Duration: 1 turn/level

Casting Time: 3

Area of Effect: 60 ft. radius

Saving Throw: Neg.

The priest casting this spell inscribes a glowing symbol in the air upon any surface, according to his desire. Any creature looking at the completed symbol within 60 feet must roll a successful saving throw vs. spell or suffer the effect. The symbol glows for one turn for each experience level of the caster. The particular symbol used is selected by the caster at the time of casting. The caster will not be affected by his own symbol. One of the following effects is chosen by the caster:

Hopelessness: Creatures seeing it must turn back in dejection or surrender to capture or attack unless they roll successful saving throws vs. spell. Its effects last for 3d4 turns.

Pain: Creatures affected suffer -4 penalties to their attack rolls and -2 penalties to their Dexterity ability scores due to wracking pains. The effects last for 2d10 turns.

Persuasion: Creatures seeing the symbol become of the same alignment as and friendly to the priest who scribed the symbol for 1d20 turns unless a saving throw vs. spell is successful.

The material components of this spell are mercury and phosphorous (see 8th-level wizard spell, *symbol*).

Transmute Metal to Wood (Alteration)

Sphere: Elemental (Earth)

Range: 80 yds.

Components: V, S, M

Duration: Permanent

Casting Time: 1 rd.

Area of Effect: 1 metal object

Saving Throw: Special

The *transmute metal to wood* spell enables the caster to change an object from metal to wood. The volume of metal cannot exceed a maximum weight of 10 pounds per experience level of the priest. Magical objects made of metal are 90% resistant to the spell, and those on the person of a creature receive the creature's saving throw as well. Artifacts and relics cannot be transmuted. Note that only a *wish* spell or similar magic can restore a transmuted object to its metallic state. Otherwise, for example, a metal door changed to wood would be forevermore a wooden door.

Wind Walk (Alteration)

Sphere: Elemental (Air)

Range: Touch

Components: V, S, M

Duration: 1 hour/level

Casting Time: 1 rd.

Area of Effect: Caster + 1 person/8 levels

Saving Throw: None

This spell enables the priest (and possibly one or two other persons) to alter the substance of his body to a cloudlike vapor. A magical wind then wafts the priest along at a movement rate of 60, or as slow as 6, as the spellcaster wills. The *wind walk* spell lasts as long as the priest desires, up to a maximum duration of six turns (one hour) per experience level of the caster. For every eight levels of experience the priest has attained, up to 24, he is able to touch another person and carry that person, or those persons, along on the wind walk. Persons wind walking are not invisible, but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, etc. The priest can regain his physical form as desired, each change to and from vaporous form requiring five rounds. While in vaporous form, the priest and companions are hit only by magic or magical weaponry, though they may be subject to high winds at the DM's discretion. No spellcasting is possible in vaporous form. The material components of this spell are fire and holy water.

Spell School

<u>Abjuration</u>	<u>Conjuration/Summoning</u>	<u>Enchantment/Charm</u>
<p>Affect Normal Fire(1st) Alarm(1st) Burning Hands(1st) Protection from evil(1st) Dispel illusion(3rd) Dispel Magic(3rd) Non Detection(3rd) Protection from evil 10' Radius(3rd) Protection From Normal Missiles(3rd) Fire Trap(4th) Minor Globe of Invulnerability(4th) Remove Curse(4th) Avoidance(5th) Dismissal(5th) Anti-Magic Shell(6th) Globe of invulnerability(6th) Repulsion(6th) Spiritwrack(6th) Banishment(7th) Sequester(7th) Spell Turning(7th) Volley(7th) Mind Blank(8th) Serten's Spell Immunity(8th) Imprisonment(9th) Prismatic Sphere(9th)</p> <p>Alteration</p> <p>Chromatic Orb(1st) Colour spray(1st) Comprehend Languages(1st) Dancing light(1st) Darkness(1st) Enlarge(1st) Erase(1st) Feather Fall(1st) Firewater(1st) Gaze Reflection (1st) Hold Portal(1st) Jump(1st) Light(1st) Melt(1st) Mending(1st) Message(1st) Precipitation(1st) Shocking Grasp(1st) Spider Climb (1st) Wizard Mark(1st) Alter Self(2nd) Continual Light(2nd) Darkness 15' Radius(2nd) Deeppockets(2nd) Fog Cloud(2nd) Fool's Gold (2nd) Irritation(2nd) Knock(2nd) Levitate(2nd) Magic Mouth(2nd) Pyrotechnics(2nd) Rope Trick(2nd) Shatter(2nd) Strength(2nd) Whispering wind(2nd) Wizard lock(2nd)</p>	<p>Blink(3rd) Cloudburst(3rd) Continual darkness(3rd) Delude(3rd) Explosive Runes(3rd) Fly(3rd) Gust of wind(3rd) Haste(3rd) Infravision(3rd) Item(3rd) Leomund's Tiny Hut(3rd) Melf's Minute Meteor(3rd) Phantom Wind(3rd) Secret Page(3rd) Slow(3rd) Tongues(3rd) Water Breathing(3rd) Wind Wall(3rd) Wraithform(3rd) Dimension Door(4th) Extension 1(4th) Fire Shield(4th) Leomund's Secure Shelter(4th) Massmorph(4th) Otiluke Resilient sphere(4th) Plant Growth(4th) Polymorph Other(4th) Polymorph Self(4th) Rainbow Pattern(4th) Rary Mnemonic Enhancer(4th) Shout(4th) Solid Fog(4th) Stoneskin(4th) Ultravision(4th) Vacancy(4th) Wizard Eye(4th) Airy Water(5th) Animal Growth(5th) Avoidance(5th) Distance Distortion(5th) Extension II(5th) Fabricate(5th) Leomund's Secret Chest(5th) Passwall(5th) Stone Shape(5th) Telekinesis(5th) Teleport(5th) Transmute Rock To Mud(5th) Control Weather(6th) Death Fog(6th) Disintegrate(6th) Extension III(6th) Glassee(6th) Guards and ward(6th) Lower Water(6th) Mirage Arcana(6th) Mordenkainen's lucubration(6th) Move earth(6th) Otiluke's Freezing Sphere(6th) Part water(6th) Project image(6th) Stone to Flesh(6th) Tenser's Transformation(6th) Transmute Water to Dust(6th) Duo-Dimension(7th) Mordenkainen's Magnificent Mansion(7th) Phase Door(7th)</p>	<p>Reverse Gravity(7th) Statue(7th) Teleport Without Error(7th) Torment(7th) Truename(7th) Vanish(7th) Glassteel(8th) Incendiary Cloud(8th) Otiluke's Telekinetic Sphere(8th) Permanency(8th) Polymorph Any Object(8th) Sink(8th) Crystalbrittle(9th) Mordenkainen's Disjunction(9th) Shape Change(9th) Succor(9th) Temporal Stasis(9th) Time Stop(9th)</p> <p>Conjuration/Summoning</p> <p>Armor(1st) Find Familiar(1st) Grease(1st) Mount(1st) Push(1st) Unseen servant(1st) Glitterdust(2nd) Melf's Acid Arrow(2nd) Summon Swarm(2nd) Flame Arrow(3rd) Material(3rd) Monster summoning I(3rd) Phantom Steed(3rd) Sepia Snake Sigil(3rd) Evard's Black Tentacles(4th) Monster summoning II(4th) Vacancy(4th) Conjure Elemental(5th) Leomund's Secret Chest(5th) Monster summoning III(5th) Mordenkainen's Faithfull Hound(5th) Summon Shadow(5th) Conjure Animal(6th) Ensnarement(6th) Eyebite(6th) Invisible Stalker(6th) Monster Summoning IV(6th) Cacodemon(7th) Drawmij's Instant Summons(7th) Limited Wish(7th) Monster Summoning V(7th) Mordenkainen's Magnificent Mansion(7th) Power Word, Stun(7th) Prismatic Spray(7th) Maze(8th) Monster Summoning VI(8th) Power Word, Blind(8th) Symbol(8th) Trap the Soul(8th) Monster Summoning VII(9th) Power Word, Kill(9th) Prismatic Sphere(9th) Wish(9th)</p>

Illusion/Phantasm	Invocation/Evocation	Lesser/Greater Divination
<p>Audible Glamer(1st) Change self(1st) Nystul's Magic Aura(1st) Phantasmal Force(1st) Phantom Armour(1st) Spook(1st) Ventriloquism(1st) Blindness(2nd) Blur(2nd) Deafness(2nd) Fascinate(2nd) Fool's Gold (2nd) Hypnotic Pattern(2nd) Improved Phantasmal Force(2nd) Invisibility(2nd) Irritation(2nd) Leonund's Trap(2nd) Mirror Image(2nd) Misdirection(2nd) Whispering wind(2nd) Fear(3rd) Hallucinatory Terrain(3rd) Illusionary Script(3rd) Invisibility 10' Radius(3rd) Paralyzation(3rd) Phantom Steed(3rd) Phantom Wind(3rd) Spectral Force(3rd) Wraithform(3rd) Dispel Exhaustion(4th) Illusionary Wall(4th) Improve invisibility(4th) Minor Creation(4th) Phantasmal killer(4th) Rainbow Pattern(4th) Shadow monster(4th) Advanced Illusion(5th) Demi- Shadow monster(5th) Dream(5th) Major Creation(5th) Seeming(5th) Shadow Door(5th) Shadow Magic(5th) Tempus fugit(5th) Demi shadow magic(6th) Eyebite(6th) Mirage Arcana(6th) Mislead(6th) Permanent Illusion(6th) Phantasmagoria(6th) Programmed Illusion(6th) Project image(6th) Shades(6th) Veil(6th) Mass Invisibility(7th) Sequester(7th) Shadow Walk(7th) Simulacrum(7th) Screen(8th) Weird(9th)</p> <p>Tenser's Floating disc(1st) Wall of Fog(1st) Write(1st) Flaming Sphere(2nd) Invisibility(2nd) Stinking Cloud(2nd) Web (2nd) Whip(2nd) Zephyr(2nd) Fireball(3rd) Lightning bolt(3rd) Material(3rd) Melf's Minute Meteor(3rd) Paralyzation(3rd) Dig(4th) Fire Shield(4th) Fire Trap(4th) Ice Strom(4th) Otiluke Resilient sphere(4th) Shout(4th) Wall of Fire(4th) Wall of Ice(4th) Bigby's interposing Hand(5th) Cloudkill(5th) Cone of Cold(5th) Dream(5th) Leomund's Lamentable Belabourment(5th) Sending(5th) Wall of Force(5th) Wall of Iron(5th) Wall of Stone(5th) Bigby's Forceful Hand(6th) Chain Lighting(6th) Contingency(6th) Death Fog(6th) Enchant An Item(6th) Guards and ward(6th) Otiluke's Freezing Sphere(6th) Spiritwrack(6th) Tenser's Transformation(6th) Bigby's Grasping Hand(7th) Delayed Blast Fireball(7th) Forcecage(7th) Limited Wish(7th) Mordenkainen's Sword(7th) Torment(7th) Bigby's Clenched Fist(8th) Demand(8th) Incendiary Cloud(8th) Otiluke's Telekinetic Sphere(8th) Astral Spell(9th) Bigby's Crushing Hand(9th) Energy Drain(9th)</p> <p>Detect Illusion(1st) Detect Magic(1st) Detect Undead(1st) Identify(1st) Read illusionist magic(1st) Read magic(1st) Detect Evil (2nd) Detect Invisibility(2nd) ESP(2nd) Know Alignment(2nd) Locate Object(2nd) Clairaudience(3rd) Clairvoyance(3rd) Detect Scyng(4th) Magic Mirror(4th) Contact Other Plane(5th) False vision(5th) Legend Lore(6th) True Seeing(6th) Vision(7th) Screen(8th) Foresight(9th)</p>	<p>Necromancy</p> <p>Chill Touch(1st) Detect Undead(1st) Spectral Hand(2nd) Feign Death(3rd) Hold Undead(3rd) Vampire touch(3rd) Contagion(4th) Enervation(4th) Animated Dead(5th) Magic Jar(5th) Summon Shadow(5th) Death Spell (6th) Reincarnation(6th) Control Undead(7th) Finger of Death(7th) Clone(8th) Energy Drain(9th)</p>	

Spell Sphere

All	Divination	Healing	Protection
Bless (1st) Combine (1st) Detect Evil (1st) Purify Food & Drink (1st) Atonement (5th)	Detect Magic (1st) Detect Poison (1st) Detect Snares & Pits (1st) Locate Animals or Plants (1st) Augury (2nd) Detect Charm (2nd) Find Traps (2nd) Know Alignment (2nd) Speak With Animals (2nd) Locate Object (3rd) Speak With Dead (3rd) Detect Lie (4th) Divination (4th) Reflecting Pool (4th) Tongues (4th) Commune (5th) Commune With Nature (5th) Magic Font (5th) True Seeing (5th) Find the Path (6th) Speak With Monsters (6th)	Cure Light Wounds (1st) Slow Poison (2nd) Cure Serious Wounds (4th) Neutralize Poison (4th) Cure Critical Wounds (5th) Heal (6th)	Endure Cold/Endure Heat (1st) Protection From Evil (1st) Sanctuary (1st) Barkskin (2nd) Resist Fire/Resist Cold (2nd) Withdraw (2nd) Dispel Magic (3rd) Magical Vestment (3rd) Negative Plane Protection (3rd) Protection From Fire (3rd) Remove Curse (3rd) Remove Paralysis (3rd) Protection From Evil, 10-foot Radius (4th) Protection From Lightning (4th) Repel Insects (4th) Spell Immunity (4th) Anti-Plant Shell (5th) Dispel Evil (5th) Anti-Animal Shell (6th)
Animal	Necromantic	Elemental	Summoning
Animal Friendship (1st) Invisibility to Animals (1st) Locate Animals or Plants (1st) Charm Person or Mammal (2nd) Messenger (2nd) Snake Charm (2nd) Speak With Animals (2nd) Hold Animals (2nd) Hold Animals (3rd) Summon Insects (3rd) Animal Summoning I (4th) Call Woodland Beings (4th) Giant Insect (4th) Repel Insects (4th) Animal Growth (5th) Animal Summoning II (5th) Animal Summoning III (6th) Anti-Animal Shell (6th) Creeping Doom (7th)	Invisibility to Undead (1st) Aid (2nd) Animate Dead (3rd) Cure Blindness or Deafness (3rd) Cure Disease (3rd) Feign Death (3rd) Negative Plane Protection (3rd) Raise Dead (5th) Regenerate (7th) Reincarnate (7th) Restoration (7th) Resurrection (7th)	Create Water (1st) Dust Devil (2nd) Fire Trap (2nd) Flame Blade (2nd) Heat Metal (2nd) Produce Flame (2nd) Flame Walk (3rd) Meld Into Stone (3rd) Protections From Fire (3rd) Pyrotechnics (3rd) Stone Shape (3rd) Water Breathing (3rd) Water Walk (3rd) Lower Water (4th) Produce Fire (4th) Air Walk (5th) Commune with Nature (5th) Spike Stones (5th) Transmute Rock to Mud (5th) Wall of Fire (5th) Conjure Fire Elemental (6th) Fire Seeds (6th) Part Water (6th) Stone Tell (6th) Transmute Water to Dust (6th) Animate Rock (7th) Chariot of Sustarre (7th) Conjure Earth Elemental (7th) Earthquake (7th) Fire Storm (7th) Transmute Metal to Wood (7th) Wind Walk (7th)	Abjure (4th) Animal Summoning I (4th) Call Woodland Beings (4th) Animal Summons II (5th) Dispel Evil (5th) Aerial Servant (6th) Animal Summoning III (6th) Animate Object (6th) Conjure Animals (6th) Wall of Thorns (6th) Weather Summoning (6th) Word of Recall (6th) Conjure Earth Elemental (7th) Creeping Doom (7th) Exaction (7th) Gate (7th) Succor (7th)
Astral	Plant	Combat	Sun
Plane Shift (5th) Astral Spell (7th)	Entangle (1st) Pass Without Trace (1st) Shillelagh (1st) Barkskin (2nd) Goodberry (2nd) Trip (2nd) Warp Wood (2nd) Plant Growth (3rd) Snare (3rd) Spike Growth (3rd) Tree (3rd) Hallucinatory Forest (4th) Hold Plant (4th) Plant Door (4th) Speak With Plants (4th) Sticks to Snakes (4th) Anti-Plant Shell (5th) Pass Plant (5th) Liveoak (6th) Transport Via Plants (6th) Turn Wood (6th) Wall of Thorns (6th) Changestaff (7th)	Magical Stone (1st) Shillelagh (1st) Chant (2nd) Spiritual Hammer (2nd) Prayer (3rd) Flame Strike (5th) Insect Plague (5th) Holy Word (7th)	Light (1st) Continual Light (3rd) Starshine (3rd) Moonbeam (5th) Rainbow (5th) Sunray (7th)
Charm	Weather	Creation	
Command (1st) Remove Fear (1st) Enthrall (2nd) Hold Person (2nd) Cloak of Bravery (4th) Free Action (4th) Imbue With Spell Ability (4th) Quest (5th) Confusion (7th) Exaction (7th)	Silence, 15-foot Radius (2nd) Wyvern Watch (2nd) Glyph of Warding (3rd) Blade Barrier (6th) Symbol (7th)	Create Food & Water (3rd) Animate Object (6th) Blade Barrier (6th) Heroes' Feast (6th) Wall of Thorns (6th) Changestaff (7th) Chariot of Sustarre (7th)	Faerie Fire (1st) Obscurement (2nd) Call Lightning (3rd) Control Temperature, 10-foot Radius (4th) Protection From Lightning (4th) Control Winds (5th) Rainbow (5th) Weather Summoning (6th) Control Weather (7th)
Combat		Guardian	
Magical Stone (1st) Shillelagh (1st) Chant (2nd) Spiritual Hammer (2nd) Prayer (3rd) Flame Strike (5th) Insect Plague (5th) Holy Word (7th)			
Creation			

Miscellaneous Information

Magic Resistance = flat until 11 level, at 11 level -/+ 5% per level difference

Sponge armor

Field plate take 12 points before breaking(1 point off per dice)

Full Plate takes 26 points before breaking(2 point off per dice)

Price for repair = 100gp per point and it takes 1 day per point to repair

Off-hand

Fighter get multiple attacks with the offhand

Only small weapons can be used in offhand (Dagger, Knife, Hammer, Hand axe)

Minimal intelligence of 8 is needed to subdue.

Various options for rolling eg. 9D6 method. Make it personal to the DM

Melee/Combat timing as per 1st

D10 Initiative and D10 surprise as per 2nd

Psionics – As per End edition Complete Psionics

Exception

- No tangents
- 1 Attack/ Round until high level
- get a save vs everything
- Anti-magic does not impact on Psionics

Spell

Fire aura works the same as in The Complete Wizard

Lower magic Resistance use the Tome of Magic book

Dispel exhaustion is a 4 level spell not 5

Everyone can Dual or Multi class

Dual class

When dual classing you must have 15 in the Prime Requisites of the class you are to leave(*or just leaving*) and 17 in the Prime Requisites of the class you are going to. Also you must have obtain at least 1 level of experience in that class. (i.e you can change class until you are at least 2 level in that class) You get all abilities of your old class back when you

Miscellaneous Tables

Attack to be Saved Against						
Character Class	Experience level	Paralyzation, Poison or Death Magic	Petrification or Polymorph	Rod, Staff or Wand	Breath Weapon	Spell
Priest, Druid, Clerics	1-3	10	13	14	16	15
	4-6	9	12	13	15	14
	7-9	7	10	11	13	12
	10-12	6	9	10	12	11
	13-15	5	8	9	11	10
	16-18	4	7	8	10	9
	19+	2	5	6	8	7
Fighter, Barbarians, Ranger, Paladin, Holy Warrior, Cavalier	0	16	17	18	20	19
	1-2	14	15	16	17	17
	3-4	13	14	15	16	16
	5-6	11	12	13	13	14
	7-8	10	11	12	12	12
	9-10	8	9	10	9	11
	11-12	7	8	9	8	10
	13-14	5	6	7	5	8
	15-16	4	5	5	4	7
	17+	3	4	3	4	6
Magic User, Sorcerer	1-5	14	13	11	15	12
	6-10	13	11	9	13	10
	11-15	11	9	7	11	8
	16-20	10	7	5	9	6
	21+	8	5	3	7	4
Thieves, Assassins, Monks	1-4	13	12	14	16	15
	5-8	14	11	12	15	13
	9-12	11	10	10	14	11
	13-16	10	9	8	13	9
	17-20	9	8	6	12	7
	21+	8	7	4	11	5

Number of Attacks Per Round with Specialization								
Level of Specialist	Melee Weapon	Bow	Light Crossbow	Heavy Crossbow	Lasso and Staff Sling	Thrown Dagger	Thrown Dart	Other Missiles and Hurled Weapons
1-6	3/2	2/1	1/1	1/2	1/1	3/1	4/1	3/2
7-12	2/1	3/1	3/2	1/1	3/2	4/1	5/1	2/1
13+	5/2	4/1	2/1	3/2	2/1	5/1	6/1	5/2
Number of Attacks Per Round with Grand Mastery								
13+	3/1	5/1	5/2	2/1	5/2	6/1	7/1	3/1

Class	+1 To Hit		Level	Attacks per Melee Round
Priest			Fighter 1-6	1/1 Round
Clerics	2/3 Levels		Barbarian 1-5	1/1 Round
Druid			Ranger 1-7	1/1 Round
Monks			Holy Warrior 1-6	1/1 Round

Bard		Paladin 1-6 Cavalier 1-5	1/1 Round 1/1 Round
Fighter Barbarians Ranger Holy Warrior Paladin Cavalier	1/1 Level	Fighter 7-12 Barbarian 6-10 Ranger 8-14 Holy Warrior 7-12 Paladin 7-12 Cavalier 6-10	3/2 Rounds 3/2 Rounds 3/2 Rounds 3/2 Rounds 3/2 Rounds 3/2 Rounds
Magic User Sorcerer	1/3 Levels	Fighter 13 & up Barbarian 11 & up Ranger 15 & up Holy Warrior 13 & up Paladin 12-18 Cavalier 11-15	2/1 Round 2/1 Round 2/1 Round 2/1 Round 2/1 Round 2/1 Round
Thieves Assassins	1/2 Levels	Paladin 19 & up Cavalier 16 & up	5/2 Rounds 5/2 Rounds

Type of undead	Level of Cleric/ Priest attempting to turn									
	1	2	3	4	5	6	7	8	9-13	14+
Skeleton	10	7	4	T	T	D	D	D*	D*	D*
Zombie	13	10	7	T	T	D	D	D	D*	D*
Ghoul	16	13	10	4	T	T	D	D	D	D*
Shadow	19	16	13	7	4	T	T	D	D	D*
Wight	20	19	16	10	7	4	T	T	D	D
Ghast	-	20	19	13	10	7	4	T	T	D
Wraith	-	-	20	16	13	10	7	4	T	D
Mummy	-	-	-	20	16	13	10	7	4	T
Spectre	-	-	-	-	20	16	13	10	7	T
Vampire	-	-	-	-	-	20	16	13	10	4
Ghost	-	-	-	-	-	-	20	16	13	7
Lich	-	-	-	-	-	-	-	19	16	10
Special**	-	-	-	-	-	-	-	20	19	13

* Number affected 7-12 rather than 1-12
 ** Evil Creatures from lower planes such as minor demons , lesser devils, mezodaemons, nighthags, from 1-2 in number>(as a rule of thumb, any creature with armor class of -5 or better, 11 or more hit dice, or 66% or greater magic resistance will be unaffected.

Class	Starting Gold	Money Conversions
Priest	30-180gp (3d6 x10)	10 Copper Piece (cp) = 1 Silver Piece(sp) 20 Sliver Piece(sp) = 1 Gold Piece(gp)
Fighter	50-200gp (5d4 x10)	2 Electrum Piece(ep) = 1 Gold Pieces(gp)
Magic user	20-80gp (2d4 x10)	1 Platinum Piece(pp) = 5 Gold Pieces(gp)
Thief	20-120gp(2d6 x10)	Example: 200cp = 20sp = 2ep = 1gp = 1/5gp
Monk	5-20gp (5d4)	