Basic Fantasy
Role-Playing Game

**Spells & Magic
Table Reference**

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Introduction

Casting Spells

- Spellcasters cast a number of spells per day as shown on the appropriate class table.

- Each day, usually in the morning, spellcasters prepare spells to replace those they have used. Clerics do this through prayer, while Magic-Users must study their spellbooks.

- Spells prepared but not used persist from day to day; only those actually cast must be replaced.

- A spellcaster may always choose to dismiss a prepared spell (without casting it) in order to prepare a different spell of that level.

- Spellcasters must have at least one hand free, and be able to speak, in order to cast spells.

- In combat, casting a spell usually takes the same time as making an attack.

- If a spellcaster is attacked (even if not hit) or must make a saving throw (whether successful or not) on the Initiative number on which he or she is casting a spell, the spell is spoiled and lost.

- As a specific exception, two spell casters releasing their spells at each other on the same Initiative number will both succeed in their casting; one caster may disrupt another with a spell only if he or she has a better Initiative, and chooses to delay casting the spell until *right before* the other caster.

- Some spells are reversible; such spells are shown with an asterisk after the name.

Cleric Spells

- Clerics receive their spells through faith and prayer.

- Each day, generally in the morning, a Cleric must pray for at least three turns in order to prepare spells.

- A Cleric may prepare any spell of any level he or she is able to cast.

- Deities may limit the availability of certain spells.

	Spells					
Level	1	2	3	4	5	6
1	-	-	-	-	-	-
2	1	-	-	-	-	-
3	2	-	-	-	-	-
4	2	1	-	-	-	-
5	2	2	-	-	-	-
6	2	2	1	-	-	-
7	3	2	2	-	-	-
8	3	2	2	1	-	-
9	3	3	2	2	-	-
10	3	3	2	2	1	-
11	4	3	3	2	2	-
12	4	4	3	2	2	1
13	4	4	3	3	2	2
14	4	4	4	3	2	2
15	4	4	4	3	3	2
16	5	4	4	3	3	2
17	5	5	4	3	3	2
18	5	5	4	4	3	3
19	6	5	4	4	3	3
20	6	5	5	4	3	3

First Level Clerical Spells		Second Level Clerical Spells		Third Level Clerical Spells	
1	Cure Light Wounds*	1	Bless*	1	Continual Light*
2	Detect Evil*	2	Charm Animal	2	Cure Blindness
3	Detect Magic	3	Find Traps	3	Cure Disease*
4	Light*	4	Hold Person	4	Growth of Animals
5	Protection from Evil*	5	Resist Fire	5	Locate Object
6	Purify Food and Water	6	Silence 15' radius	6	Remove Curse*
7	Remove Fear*	7	Speak with Animals	7	Speak with Dead
8	Resist Cold	8	Spiritual Hammer	8	Striking

Fourth Level Clerical Spells		Fifth Level Clerical Spells		Sixth Level Clerical Spells	
1	Animate Dead	1	Commune	1	Animate Objects
2	Create Water	2	Create Food	2	Blade Barrier
3	Cure Serious Wounds*	3	Dispel Evil	3	Find the Path
4	Dispel Magic	4	Insect Plague	4	Heal*
5	Neutralize Poison*	5	Quest*	5	Regenerate
6	Protection from Evil 10' radius*	6	Raise Dead*	6	Restoration
7	Speak with Plants	7	True Seeing	7	Speak with Monsters
8	Sticks to Snakes	8	Wall of Fire	8	Word of Recall

Turning Undead

Clerics can drive away undead monsters by means of faith alone.

The Cleric brandishes his or her holy symbol and calls upon the power of his or her divine patron. The player rolls 1d20 and tells the GM the result. Note that the player should always roll, even if the GM knows the character can't succeed (or can't fail), as telling the player whether or not to roll may reveal too much.

The GM looks up the Cleric's level on the Clerics vs. Undead table, and cross-references it with the undead type or Hit Dice. (The Hit Dice row is provided for use with undead monsters not found in the Core Rules; only use the Hit Dice row if the specific type of undead monster is not on the table and no guidance is given in the monster's description.) If the table indicates "No" for that combination, it is not possible for the Cleric to affect that type of undead monster. If the table gives a number, that is the minimum number needed on 1d20 to Turn that sort of undead. If the table says "T" for that combination, that type of undead is automatically affected (no roll needed). If the result shown is a "D," then that sort of undead will be Damaged (and possibly destroyed) rather than merely Turned.

If the roll is a success, 2d6 hit dice of undead monsters are affected; surplus hit dice are lost (so if zombies are being Turned and a roll of 7 is made, at most 3 zombies can be Turned), but a minimum of one creature will always be affected if the first roll succeeds.

If a mixed group of undead (say, a wight and a pair of zombies) is to be Turned, the player still rolls just once. The result is checked against the weakest sort first (the zombies), and if they are successfully Turned, the same result is checked against the next higher type of undead. Likewise, the 2d6 hit dice are rolled only once. For example, if the group described above is to be Turned by a 2nd level Cleric, he or she would first need to have rolled a 15 or higher to Turn the zombies. If this is a success, 2d6 are rolled; assuming the 2d6 roll is a 7, this would Turn both zombies and leave a remainder of 3 hit dice of effect. Wights are, in fact, 3 hit die monsters, so assuming the original 1d20 roll was a 20, the wight is Turned as well. Obviously, were it a group of 3 zombies and a wight, the 2d6 roll would have to be a total of 9 or higher to affect them all.

If a Cleric succeeds at Turning the undead, but not all undead monsters present are affected, he or she may try again in the next round to affect those which remain. If any roll to Turn the Undead fails, that Cleric may not attempt to Turn Undead again for one full turn. A partial failure (possible against a mixed group) counts as a failure for this purpose.

Undead monsters which are Turned flee from the Cleric and his or her party at maximum movement. If the party pursue and corner the

Cleric Level	Skeleton 1 HD	Zombie 2 HD	Ghoul 3 HD	Wight 4 HD	Wraith 5 HD	Mummy 6 HD	Spectre 7 HD	Vampire 8 HD	Ghost 9 HD
1	13	17	19	No	No	No	No	No	No
2	11	15	18	20	No	No	No	No	No
3	9	13	17	19	No	No	No	No	No
4	7	11	15	18	20	No	No	No	No
5	5	9	13	17	19	No	No	No	No
6	3	7	11	15	18	20	No	No	No
7	2	5	9	13	17	19	No	No	No
8	T	3	7	11	15	18	20	No	No
9	T	2	5	9	13	17	19	No	No
10	T	T	3	7	11	15	18	20	No
11	D	T	2	5	9	13	17	19	No
12	D	T	T	3	7	11	15	18	20
13	D	D	T	2	5	9	13	17	19
14	D	D	T	T	3	7	11	15	18
15	D	D	D	T	2	5	9	13	17
16	D	D	D	T	T	3	7	11	15
17	D	D	D	D	T	2	5	9	13
18	D	D	D	D	T	T	3	7	11
19	D	D	D	D	D	T	2	5	9
20	D	D	D	D	D	T	T	3	7

Druid Spells

Druids cast and recive spells just as Clerics do.

Druids can cast spells of divine nature starting at 2nd level

They have the power to Turn or Befriend Animals (detailed below), working much like the Clerical ability to Turn Undead.

	Spells					
Level	1	2	3	4	5	6
1	-	-	-	-	-	-
2	1	-	-	-	-	-
3	2	-	-	-	-	-
4	2	1	-	-	-	-
5	2	2	-	-	-	-
6	2	2	1	-	-	-
7	3	2	2	-	-	-
8	3	2	2	1	-	-
9	3	3	2	2	-	-
10	3	3	2	2	1	-
11	4	3	3	2	2	-
12	4	4	3	2	2	1
13	4	4	3	3	2	2
14	4	4	4	3	2	2
15	4	4	4	3	3	2
16	5	4	4	3	3	2
17	5	5	4	3	3	2
18	5	5	4	4	3	3
19	6	5	4	4	3	3
20	6	5	5	4	3	3

	First Level Druid Spells		Second Level Druid Spells		Third Level Druid Spells
1	Cure Light Wounds*	1	Bless*	1	Continual Light*
2	Detect Evil*	2	Charm Animal	2	Cure Blindness
3	Detect Magic	3	Find Traps	3	Cure Disease*
4	Light*	4	Hold Person	4	Growth of Animals
5	Protection from Evil*	5	Resist Fire	5	Locate Object
6	Purify Food and Water	6	Silence 15' radius	6	Remove Curse*
7	Remove Fear*	7	Speak with Animals	7	Speak with Dead
8	Resist Cold	8	Spiritual Hammer	8	Striking

	Fourth Level Druid Spells		Fifth Level Druid Spells		Sixth Level Druid Spells
1	Animate Dead	1	Commune	1	Animate Objects
2	Create Water	2	Create Food	2	Blade Barrier
3	Cure Serious Wounds*	3	Dispel Evil	3	Find the Path
4	Dispel Magic	4	Insect Plague	4	Heal*
5	Neutralize Poison*	5	Quest*	5	Regenerate
6	Protection from Evil 10' radius*	6	Raise Dead*	6	Restoration
7	Speak with Plants	7	True Seeing	7	Speak with Monsters
8	Sticks to Snakes	8	Wall of Fire	8	Word of Recall

Animal Affinity

- Druids have *Animal Affinity* - the ability to calm or befriend normal animals.

- The player rolls 1d20 and tells the GM the result.

- The GM looks up the Druid's level on the Druids Animal Affinity Table, below.

  ○ Tame animals are treated as half their actual Hit Dice.

  ○ Monstrous animals are treated as having 1 extra Hit Die.

  ○ If the table indicates "No" for that combination, it is not possible for the Druid to affect that type of animal.

  ○ If the table gives a number, that is the minimum number needed on the 1d20 to Calm that sort of animal.

  ○ If the table says "C" for that combination, that type of animal is automatically calmed.

  ○ If the result shown is a "B" for that combination, that type of animal is automatically befriended.

- If the roll is a success, 2d6 hit dice of animals are affected. Surplus hit dice are lost, but at least one animal is always affected if the first roll is a success.

- In a mixed group of animals, the player still rolls just once.

  ○ Check the weakest (lowest HD) animal first, if successful, move to the next highest

  ○ Only roll the 2d6 for hit dice affected once and spend it to see how many animals are affected.

- If a Druid succeeds at Calming or Befriending the animals, but not all animals present are affected, he or she may try again in the next round to affect those which remain.

- If any roll to Calm or Befriend the Animals fails, that Druid may not attempt to use his or her Animal Affinity ability again for one full turn.

- A partial failure (possible against a mixed group) counts as a failure for this purpose.

- Calm animals will not interact, unless approached by the druid.

  ○ The druid can calmly get them to leave an area, or try to befriend the animal.

  ○ To befriend, the GM makes a reaction roll

  ○ A non-favorable means the animals flee.

- A Befriended animal will follow the druid, guarding and assisting within its capabilities
  - The druid must remain in the general vicinity of its normal lair or range.
  - It will not "fight to the death" or sacrifice itself indiscriminately.
  - Animals will make morale checks in combat

Druid Animal Affinity Table

	Hit Dice of Animal										
Druid Level	**< 1**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
1	9	13	17	19	No	No	No	No	No	No	No
2	7	11	15	18	20	No	No	No	No	No	No
3	5	9	13	17	19	No	No	No	No	No	No
4	3	7	11	15	18	20	No	No	No	No	No
5	2	5	9	13	17	19	No	No	No	No	No
6	C	3	7	11	15	18	20	No	No	No	No
7	C	2	5	9	13	17	19	No	No	No	No
8	C	C	3	7	11	15	18	20	No	No	No
9	B	C	2	5	9	13	17	19	No	No	No
10	B	C	C	3	7	11	15	18	20	No	No
11	B	B	C	2	5	9	13	17	19	No	No
12	B	B	C	C	3	7	11	15	18	20	No
13	B	B	B	C	2	5	9	13	17	19	No
14	B	B	B	C	C	3	7	11	15	18	20
15	B	B	B	B	C	2	5	9	13	17	19
16	B	B	B	B	C	C	3	7	11	15	18
17	B	B	B	B	B	C	2	5	9	13	17
18	B	B	B	B	B	C	C	3	7	11	15
19	B	B	B	B	B	B	C	2	5	9	13
20	B	B	B	B	B	B	C	C	3	7	11

Tame, Domesticated, or Normal Beasts of Burden are treated as half their actual Hit Dice.

Monstrous Animals or other "Near-Natural" Animals are treated as 1 Hit Die higher

Magic-User Spells

- Magic-Users cast spells through the exercise of knowledge and will. They prepare spells by study of their spellbooks;
- Each Magic-User has his or her own spellbook.
- Spellbooks are written in a magical script that can only be read by the one who wrote it, or through the use of the spell **read magic**.
- All Magic-Users begin play knowing **read magic**, and it is so ingrained that it can be prepared without a spellbook.
- A Magic-User may only prepare spells after resting (i.e. a good night's sleep), and needs one turn per each three spell levels to do so (rounding fractions up).
- Spells prepared but not used on a previous day are not lost.

Level	1	2	3	4	5	6
1	1	-	-	-	-	-
2	2	-	-	-	-	-
3	2	1	-	-	-	-
4	2	2	-	-	-	-
5	2	2	1	-	-	-
6	3	2	2	-	-	-
7	3	2	2	1	-	-
8	3	3	2	2	-	-
9	3	3	2	2	1	-
10	4	3	3	2	2	-
11	4	4	3	2	2	1
12	4	4	3	3	2	2
13	4	4	4	3	2	2
14	4	4	4	3	3	2
15	5	4	4	3	3	2
16	5	5	4	3	3	2
17	5	5	4	4	3	3
18	6	5	4	4	3	3
19	6	5	5	4	3	3
20	6	5	5	4	4	3

	First Level Magic-User Spells		Second Level Magic-User Spells		Third Level Magic-User Spells
1	Charm Person	1	Continual Light*	1	Clairvoyance
2	Detect Magic	2	Detect Evil*	2	Darkvision
3	Floating Disc	3	Detect Invisible	3	Dispel Magic
4	Hold Portal	4	ESP	4	Fireball
5	Light*	5	Invisibility	5	Fly
6	Magic Missle	6	Knock	6	Haste*
7	Magic Mouth	7	Levitate	7	Hold Person
8	Protection from Evil*	8	Locate Object	8	Invisibility 10' radius
9	Read Languages	9	Mirror Image	9	Lightning Bolt
10	Shield	10	Phantasmal Force	10	Protection from Evil 10' radius*
11	Sleep	11	Web	11	Protection from Normal Missiles
12	Ventriloquism	12	Wizard Lock	12	Water Breathing

	Fourth Level Magic-User Spells		Fifth Level Magic-User Spells		Sixth Level Magic-User Spells
1	Charm Monster	1	Animate Dead	1	Anti-Magic Shell
2	Confusion	2	Cloudkill	2	Death Spell
3	Dimension Door	3	Conjure Elemental	3	Disintegrate
4	Growth of Plants*	4	Feeblemind	4	Flesh to Stone*
5	Hallucinatory Terrain	5	Hold Monster	5	Geas*
6	Ice Storm	6	Magic Jar	6	Invisible Stalker
7	Massmorph	7	Passwall	7	Lower Water
8	Polymorph Other	8	Telekinesis	8	Projected Image
9	Polymorph Self	9	Teleport	9	Reincarnate
10	Remove Curse*	10	Wall of Stone	10	Wall of Iron
11	Wall of Fire				
12	Wizard Eye				

Illusionist Spells

- Illusionists cast spells exactly as normal Magic-Users.

- Illusionists may learn spells by being taught directly by another Illusionist or by studying another Illusionist's spellbook.

- Magic-Users may learn spells shared by the classes from an Illusionist.

- If being taught, a spell can be learned in a single day;

- Researching another Illusionist's spellbook takes one day per spell level.

- Spells learned must be transcribed into the Illusionist's own spellbook, at a cost of 500 gp per spell level.

- Illusionists start with a spellbook containing **read magic** and at one other 1st-level spell, at no cost.

Illusions, Saving Throws and Disbelief

- Victims of an illusion, only with good reason, can save vs. Spells to resist illusion.

- Illusions can only be created if the caster is familiar with the thing being simulated.

- Illusions edible only if the simulated object is realistic.

- If an illusion is of low quality and/or is not credible, the GM may decide to allow an automatic save vs. Spells.

- If a player wishes, the GM can make a secret Save. Vs. Spells for players.

- If the player is informed of an illusion, they get a +4 to Save vs. Spells

First Level Illusionist Spells		Second Level Illusionist Spells		Third Level Illusionist Spells	
1	Audible Glamer	1	Alter Self	1	Illusionary Wall
2	Detect Invisibility	2	Blur	2	Invisibility, 10' Radius
3	Change Self	3	Continual Light	3	Phantom Messenger
4	Color Spray	4	Detect Magic	4	Phantom Steed
5	Dancing Lights	5	Dispel Illusion	5	Shadow Door
6	Detect Illusion	6	Invisibility	6	Spectral Force
7	Light*	7	Obscurement		
8	Magic Mouth	8	Phantasmal Force		
9	Mirror Image	9	Read Languages		
10	Ventriloquism	10	Rope Trick		

Fourth Level Illusionist Spells		Fifth Level Illusionist Spells		Sixth Level Illusionist Spells	
1	Advanced Illusion	1	Confusion	1	Mass Invisibility
2	Dispel Magic	2	Hallucinatory Terrain	2	Permanent Illusion
3	Hold Person	3	Mislead	3	Shadow Walk
4	Improved Invisibility	4	Programmed Illusion	4	True Seeing
5	Silence, 15' Radius	5	Project Image	5	Maze
6	Suggestion	6	Wizard Eye	6	Phase Door

All Spells, in Alphabetical Order

Advanced Illusion

Illusionist 4

Range: 180'
Duration: 1 minute / level

This spell functions like the spell **spectral force** except that the illusion follows a script determined by the caster. The illusion follows the script without requiring the caster to concentrate on it. The illusion can include intelligible speech if the caster wishes; however, such speech is likewise scripted, so the illusion will not respond if spoken to.

Alter Self

Illusionist 2

Range: self
Duration: 10 minutes / level

This spell allows the caster to assume the form of a creature of the same body type (i.e. humanoid). The new form must be within 50% of his or her normal size. The assumed form can't have more hit dice than the caster's level, nor more than 5 HD at most. The caster can change into a member of his or her own kind or even into him- or herself.

The caster retains his or her own ability scores, class, level, hit points, attack bonus and saving throws. If the new form is capable of speech, he or she can communicate normally and cast spells. The caster acquires the physical qualities of the new form, including armor class, movement capabilities (such as climbing, swimming and flight, but not including magical movement abilities such as **levitation**), natural weapons (such as claws, bite, and so on), racial abilities, and any gross physical qualities (wings, additional extremities, etc).

Using alter self does not permit additional attacks, and the caster does not gain any special, supernatural, or spell-like abilities of the new form.

Animal Friendship

Druid 1

Range: 30 ft
Duration: permanent

Upon encountering a normal or giant-sized (but not magical) animal, the caster may begin casting this spell, which requires an hour to complete. During this period the animal will remain nearby, and will not attack the caster or his or her allies for the duration of the casting (so long as they do not attack or otherwise disturb it). At the end of the casting, if the animal rolls a successful save vs. Spells, the spell has failed. At this point the animal acts naturally, without bearing the caster any special ill-will. If the animal fails its save, it becomes an *animal friend* and joins the caster for the rest of its natural life, assisting in any way it can. Both the caster and any other *animal friends* are treated as treasured partners. There is no arcane mental connection, nor any particular control, but rather a strong fraternal bond which should go both ways.

If the animal is treated poorly, or it's love not returned over a period of time, it can attempt another save vs. Spells at the GM's discretion.

A caster may only have, at most, twice his or her level in hit dice of *animal friends*. If this spell is cast on an animal that would put the total above that number, it has no effect.

Animate Dead

Cleric 4, Magic-User 5	Range:	touch
	Duration:	special

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the caster's spoken commands. They remain animated until they are destroyed. The caster may animate a number of hit dice of undead equal to twice his or her caster level, and no more. Animated skeletons have hit dice equal to the number the creature had in life; for skeletons of humans or demi-humans, this means one hit die, regardless of the character level of the deceased. Zombies have one more hit die than the creature had in life. An animated skeleton can be created only from a mostly intact skeleton; a zombie can be created only from a mostly intact corpse. The caster must touch the remains to be animated. No character may normally control more hit dice of undead than 4 times his or her level, regardless of how many times this spell is cast.

Animate Natural Objects

Druid 6	Range:	100'+10'/level
	Duration:	1 round/level

This spell functions identically to the cleric spell *animate objects*, but it may only be cast on living trees, plants, or fungi, wooden objects, unworked stone or earth, or naturally-occurring bodies of water or ice. At the GM's option other natural phenomena such as non-magical fires or weather effects might also be subject to this spell.

Animate Objects

Cleric 6   Range: 100'+10'/level
                                    Duration: 1 round/level

This spell imbues inanimate objects with mobility and a semblance of life. The animated objects then attack whomever or whatever the caster designates. This spell cannot animate objects carried or worn by a creature. An animated object can be of any non-magical material. The caster can animate one object per level, up to a maximum of 25 lbs. per caster level (i.e. 300 lbs. at 12th level, 325 lbs. at 13th level, and so on).

The GM must rule on the effectiveness of animated objects in combat. In general, animated objects attack using the same attack bonus as the caster. Small or lightweight objects do no more than 1d4 damage per hit, while larger and/or heavier objects do 1d6 or 1d8 (at the GM's discretion). As a special case, weapons which are animated do damage using the normal die roll for the type, but only up to a maximum 1d8. Animated objects have a movement rate of 10', and generally must move in contact with the ground (walking, hopping, slithering, or bouncing, however seems most appropriate to the GM).

Anti-Magic Shell

Magic-User 6   Range: 10' radius
                                    Duration: 1 turn/level

Within a 10' radius around the caster, all magic is negated for the full duration of the spell. Magical attacks will not affect the caster, magic items and spells within the radius are suppressed, and the caster cannot perform further magic until the spell has expired.

Assume Animal Form

Druid 3   Range: Self
                                    Duration: 1 hour/level

This spell allows the caster to change into the form of any natural animal. The assumed animal form cannot have more hit dice than the caster's level. If slain, the caster reverts back to his or her original form.

The caster gains the physical capabilities and statistics of the new form but retains his or her own mental abilities. The caster may remain transformed up to one hour per level, or end the spell earlier if he or she so desires.

Audible Glamer

Illusionist 1

Range:	60' +10'/level
Duration:	2 rounds / level

Audible glamer allows the caster to creates a volume of sound that rises, recedes, approaches, or remains at a fixed location. The caster chooses what type of sound he or she creates when casting the spell, and cannot thereafter change the sound's basic character.

The volume of sound created is equivalent to the noise of two normal Humans per caster level. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise an **audible glamer** spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as six Humans running and shouting. A roaring lion is equal to the noise from twelve humans, while a roaring dragon is equal to the noise from twenty Humans.

Note that this spell is particularly effective when cast in conjunction with **phantasmal force**.

If a character states that he or she does not believe the sound, a save vs. Spells is made; if the save succeeds, the character hears the sound as distant and obviously fake.

Blade Barrier

Cleric 6

Range:	90'
Duration:	1 round/level

This spell creates a wall of whirling blades up to 20' long per caster level, or a ringed wall of whirling blades with a radius of up to 5' per two levels. Either form will be up to 20 ft. high (as allowed by available space). Any creature passing through the wall takes 1d6 points of damage per caster level (maximum 15d6), with a save vs. Death Ray reducing damage to half.

If the caster evokes the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful save vs. Death Ray.

A blade barrier provides cover (+4 bonus to Armor Class) against attacks made through it.

Bless*

Cleric 2, Druid 2

Range:	50' radius
Duration:	1 minute/level

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

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

Blur

Illusionist 2
Range: touch
Duration: 1 minute / level

When a **blur** spell is cast, the caster causes the outline of the creature touched to appear blurred, shifting and wavering. This distortion causes all missile and melee combat attacks to be made at -4 on the first attempt and -2 on all successive attacks. It also grants a +1 on the saving throw die roll against any direct magical attack.
A **detect invisible** spell does not counteract the blur effect, but a **true seeing** spell does. Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

Call Lightning

Druid 3
Range: 100 ft + 10'/level
Duration: 1 round/level

Immediately upon completion of the spell, and at most once per round thereafter, the caster may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point the caster chooses within the spell's range (measured from the caster's position at the time of casting). Any creature in the target area or in the path of the bolt is affected. A successful save vs. Spells reduces damage taken by half.
The caster needs not call a bolt of lightning immediately; other actions, even spellcasting, can be performed. However, each round after the first the caster may choose to call a bolt instead of taking some other normal action. The caster may call a total number of bolts equal to one-third of his or her caster level, rounded down.
If the caster is outdoors and in a stormy area — a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental) — each bolt deals 3d8 points of damage instead of 3d6.
This spell functions only where the open sky is accessible, generally meaning outdoors; bolts may be summoned through windows or skylights at the GM's discretion.

Call Woodland Beings

Druid 4
Range: 120 ft
Duration: 1 round/level

This spell summons woodland creatures. They appear where the caster designates and act immediately, on his or her turn (they cannot be summoned into an environment that cannot support them). They attack the caster opponents to the best of their ability. If the caster can communicate with the creatures, he or she can direct them not to attack, to attack particular enemies or to perform other actions.
The caster may conjures one type of creature from this list, at his or her option:
- 4 Centaurs,
- 16 Pixies,
- 2 Treants, or
- 4 Unicorns

This spell only works outdoors in a natural location; it will not function in any artificial structure, nor within the boundaries of any village, town, or city.

Change Self

Illusionist 1   Range: self
                                       Duration: 1 turn / level

This spell allows the caster to alter his or her appearance. This includes not only body shape and facial features, but also clothing, armor, weapons, and equipment. The caster can seem up to one foot shorter or taller, and may appear thin, fat, or any size in between. This spell cannot changes the overall body shape of the caster (to look like a dog, for example). Otherwise, the extent of the apparent change is up to the caster.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of the caster or his equipment.

A creature that interacts with the caster may, at the discretion of the GM, be allowed a save vs. Spells to recognize the illusion.

Charm Animal

Cleric 2   Range: 60'
                                       Duration: level+1d4 rounds

This spell allows the caster to charm one or more animals, in much the same fashion as charm person, at a rate of 1 hit die per caster level. The caster may decide which individual animals out of a mixed group are to be affected first; excess hit dice of effect are ignored. No saving throw is allowed, either for normal or giant-sized animals, but creatures of more fantastic nature (as determined by the GM) are allowed a save vs. Spells to resist. When the duration expires, the animals will resume normal activity immediately.

This spell does not grant the caster any special means of communication with the affected animals; if combined with speak with animals, this spell becomes significantly more useful.

Charm Monster

Magic-User 4   Range: 30'
                                       Duration: special

This spell functions like charm person, except that the effect is not restricted by creature type or size. Undead monsters are unaffected. This spell can affect 3d6 hit dice of creatures of 3 or fewer hit dice, or one creature of more than 3 hit dice. Saving throws are made just as for charm person.

Charm Person

Magic-User 1	Range:	30'
	Duration:	special

This spell makes a humanoid creature of 4 hit dice or less regard the caster as its trusted friend and ally. Humans and demi-humans may be affected, regardless of level of ability. A save vs. Spells will negate the effect. If the creature is currently being threatened or attacked by the caster or his or her allies, it receives a +5 bonus on its saving throw. The spell does not enable the caster to control the charmed person as if it were an automaton; rather, it perceives his or her words and actions in the most favorable way. The caster can try to give the subject orders, but it will not do anything it wouldn't ordinarily do, and further may receive an additional saving throw to overcome the magic (at the GM's discretion). The caster must speak the target's language to communicate any commands, or else be good at pantomiming; of course, if the caster is attacked, the charmed creature will act to protect its "friend" (though that could mean attacking the caster's enemies, or attempting to carry off the caster to a "safe" place). The target receives a new saving throw each day if it has an Intelligence of 13 or greater, every week if its Intelligence is 9-12, or every month if its Intelligence is 8 or less.

Clairvoyance

Magic-User 3	Range:	60'
	Duration:	12 turns

This spell enables the caster to see into another area through the eyes of a living creature in that area. The caster must specify the direction and approximate distance, up to a maximum of 60' away. If there is no appropriate creature in that area, the spell fails. No saving throw is allowed, and the target creature is unaware that it is being so used. The caster may choose another subject creature after at least a turn has passed, enabling multiple locations to be viewed. If the subject creature moves out of range, contact is lost, though the caster may be able to choose another target in this case.

Cloudkill

Magic-User 5	Range:	100'+10'/level
	Duration:	6 rounds/level

This spell creates a 20'x20'x20' cloud of poison gas which moves at a rate of 10' per round under the control of the caster (so long as he or she concentrates on it). The gas kills outright any creatures of 3 or fewer hit dice or levels it comes in contact with; creatures having 4 or more hit dice or levels must save vs. Poison or die. The cloud persists for the entire duration even if the caster ceases to concentrate upon it.

Color Spray

Illusionist 1   Range: 20' (see text)
                                 Duration: instantaneous

This spell causes a vivid cone of clashing colors to be projected from the caster's hands, causing living creatures in the area of effect to become blinded or possibly unconscious. The cone has a 5' diameter at the base, 20' diameter at the end, and is 20' long. Each creature within the cone is affected according to its hit dice:

- 2 HD or less: The creature is unconscious for 2d4 rounds, then blinded for 1d4 rounds.
- 3 or 4 HD: The creature is blinded for 1d4 rounds.
- 5 or more HD: The creature is blinded for 1 round.

All creatures having more levels or hit dice than the spell caster, or having 6 or more levels or hit dice in any case, are entitled to a save vs. Spells to negate the effect. Sightless creatures are not affected by color spray.

Commune

Cleric 5   Range: self
                                 Duration: 1 round/level

This spell puts the caster in contact with his patron deity or an extraplanar servant thereof, who answers one yes-or-no question per caster level. The ritual to cast this spell takes 1 turn to complete. The being contacted may or may not be omniscient, and further, though the being is technically allied with the caster, it may still not answer questions clearly or completely. These details are left to the GM's discretion.

Commune With Nature

Druid 5   Range: see text
                                 Duration: instantaneous

The caster becomes one with nature, attaining knowledge of the surrounding territory. After 10 minutes of concentration, the caster instantly gains knowledge of one fact per caster level among the following subjects : the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, presence of settlement or structure or even the general state of the natural setting.

In outdoor settings, the spell operates in a radius of 1 mile per caster level. In natural underground settings – caves, caverns, and the like – the radius is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

Confusion

Magic-User 4

Range: 360'
Duration: 2 rounds+1/level

This spell causes up to 3d6 living creatures within a 30' radius circle around the target point to become confused, making them unable to independently determine what they will do. A saving throw vs. Spells is allowed to resist the effect. Roll on the following table on each subject's Initiative number each round to see what the subject does.

d20	Behavior
1-2	Attack caster with melee or ranged weapons (or close with caster if attack is not possible).
3-4	Act normally.
5-10	Do nothing but babble incoherently.
11-14	Flee away from caster at top possible speed.
15-20	Attack nearest creature.

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically retaliates on its next turn, as long as it is still confused when its turn comes.

Conjure Elemental

Magic-User 5

Range: 240'
Duration: special

A portal to one of the Elemental Planes of Air, Earth, Fire, or Water is opened, allowing the Magic-User to summon an elemental from that plane. At most one elemental of each type may be summoned by the caster in a given day. Once the elemental appears, it serves the conjurer indefinitely, provided the caster concentrates on nothing but controlling the creature; spell casting, combat, or movement over half the normal rate results in loss of concentration. The conjurer, while in control of an elemental, can dismiss it to its native plane at will (doing so on his or her Initiative if in combat). If the Magic-User loses concentration, control of the summoned Elemental is lost and cannot be regained. The creature then seeks to attack the conjurer and all others in its path. Only dispel magic or dispel evil will banish the elemental once control has been lost. An elemental may, of course, choose to return to its home plane on its own; such creatures will not choose to remain on the material plane for long.

Continual Light*

Cleric 3, Magic-User 2

Range: 360'
Duration: 1 year/level

This spell creates a spherical region of light, as bright as full daylight up to a 30' radius, with light of lesser intensity to a radius of 60'. Continual light can be cast on an object, into the air, or at a creature, just as with the light spell, up to a maximum

range of 360' from the caster. The spell remains in effect for one year per level of the caster.

As with light, this spell can be used to blind a creature if cast on its visual organs. Creatures targeted by this spell are allowed a save vs. Death Ray; if the save is made, the spell is cast into the air just behind the target creature. A penalty of -4 is applied to the blinded creature's attack rolls if the saving throw fails.

The reversed spell, continual darkness, causes complete absence of light in the area of effect, overpowering normal light sources. Continual darkness may be used to blind in the same way as continual light.

Control Temperature, 10' Radius

| Druid 4 | Range: | 0 |
| | Duration: | 1 hour/level |

The caster can change automatically the surrounding temperature (10' radius sphere) by up to 10 degrees Fahrenheit per caster level. The change can be upward or downward (caster's choice).

Control Winds

| Druid 5 | Range: 0 (see text) |
| | Duration: 10 minutes/level |

The caster alters wind force around him or her (40' per caster level radius cylinder 40' high). The caster can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or until the caster chooses to alter it, which requires concentration. The caster may create an "eye" of calm air up to 40' radius around him or her and may choose to limit the area of effect to any cylindrical area less than his or her full limit.

The caster may choose wind patterns over the spell's area. He or she can choose a downdraft blows from the center outward, an updraft blows from the outer edges in toward the center, a rotation that causes the winds to circle the center or a blast that simply causes the winds to blow in one direction across the entire area from one side to the other.

For every three caster levels, the caster can increase or decrease wind condition by one level (as described in the Waterborne Travel section of the Basic Fantasy RPG Core Rules).

Create Food

| Cleric 5 | Range: | 10' |
| | Duration: | permanent |

The food that this spell creates is simple fare of the caster's choice, highly nourishing, but rather bland. Up to 3 men or one horse per caster level can be fed for one day with this spell. Food so created decays and becomes inedible within 24 hours, although it can be kept fresh for another 24 hours by casting purify food and water on it.

Create Water

Cleric 4   Range: 10'
                          Duration: permanent

This spell creates one gallon of water per caster level. Note that one or more vessels to contain the water must be available at the time of casting. The water created by this spell is just like clean rain water. Note: Water weighs about 8 pounds per gallon, and one cubic foot of water is roughly 8 gallons.

Cure Blindness

Cleric 3   Range: touch
                          Duration: instantaneous

With this spell the caster can cure a creature suffering blindness (whether caused by injury or by magic, including light or continual light). Blindness caused by a curse cannot be cured by this spell.

Cure Disease*

Cleric 3   Range: touch
                          Duration: instantaneous

Cure disease cures all diseases that the subject is suffering from. The spell also kills parasites afflicting the target creature. Certain special diseases may not be countered by this spell or may be countered only by a caster of a certain level or higher. Note: This spell does not prevent reinfection after a new exposure to the same disease.

Cure Light Wounds*

Cleric 1   Range: touch
                          Duration: instantaneous

With this spell the caster heals 1d6+1 hit points of damage by laying his or her hand upon the injured creature.
The reverse form of this spell, cause light wounds, causes 1d6+1 damage to the creature affected by it. A successful attack roll is required in this case.
Undead are affected by this spell and its reverse in opposite fashion; they are injured by cure light wounds and healed by cause light wounds.

Cure Serious Wounds*

Cleric 4   Range: touch
                          Duration: instantaneous

This spell works exactly like cure light wounds, save that it heals 2d6 points of damage, plus 1 point per caster level. The reverse, cause serious wounds, also works exactly like cause light wounds, except that it inflicts 2d6 + caster level in damage.

Dancing Lights

Illusionist 1   Range: 40' +10'/level
                                     Duration: 2 rounds / level

Depending on the version of the spell selected, the caster creates up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape.

The dancing lights must stay within a 10' radius area in relation to each other but otherwise move as the caster desires, up to 100' per round. Note that concentration is not required; if ignored, the lights continue to move as they were moving when the caster last directed them. If the lights pass beyond the maximum range, the spell ends immediately.

Darkvision

Magic-User 3   Range: touch
                                     Duration: 1 hour/level

The subject receives Darkvision with a range of 60' for the duration of the spell. (See page 37 for details.)

Death Spell

Magic-User 6   Range: 240'
                                     Duration: instantaneous

This spell will kill 3d12 hit dice or levels of creatures in a 30' radius sphere centered wherever the caster wishes (within the range limit). Excess levels of effectiveness are lost. Each creature affected is allowed to save vs. Death Ray; those that fail the save die immediately. Creatures of 8 or more hit dice or levels are immune to the spell, as are undead monsters, golems, and any other "creature" that is not truly alive.

Detect Evil*

Cleric 1, Magic-User 2   Range: 60'
                                     Duration: 1 round/level

This spell allows the caster to detect evil; specifically, the caster can detect creatures with evil intentions, magic items with evil enchantments, and possibly extraplanar creatures of evil nature. Normal characters, even "bad" characters, cannot be detected by this spell, as only overwhelming evil is detectable. The caster sees the "evil" creatures or objects with a definite glow around them, but the glow cannot be seen by anyone else.

The exact definition of evil is left for the GM to decide. Note that items such as ordinary traps or poisons are not "evil," and thus not detectable by this spell. Reversed, this spell becomes detect good, which works just as described above with respect to detecting "good" enchantments, angelic creatures, and so on.

Detect Illusion

Illusionist 2   Range: 60'
                                       Duration: 2 turns

This spell allows the caster to recognize illusions by sight. To the caster, all illusions within the given range appear slightly translucent and obviously fake. **Detect illusion** allows detection of visual illusions only; it does not detect auditory illusions such as **audible glamer**.

Detect Invisible

Magic-User 2   Range: 60'
                                       Duration: 1 turn/level

By means of this spell the caster is able to see invisible characters, creatures or objects within the given range, seeing them as translucent shapes.

Detect Magic

Cleric 1, Magic-User 1   Range: 60'
                                       Duration: 2 turns

The caster of this spell is able to detect enchanted or enspelled objects or creatures within the given range by sight, seeing them surrounded by a pale glowing light. Only the caster sees the glow. Invisible creatures or objects are not detected by this spell, but the emanations of the invisibility magic will be seen as an amorphous glowing fog, possibly allowing the caster (only) to attack the invisible creature at an attack penalty of only -2.

Detect Snares and Pits

Druid 1   Range: 60 ft
                                       Duration: 10 turns

By means of this spell, the caster can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoor traps.

This spell does detect certain natural hazards, for instance quicksand (detected as a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall). However, it does not reveal other potentially dangerous conditions. The spell does not detect magic traps (except those that operate by pit, deadfall, or snaring), nor mechanically complex ones, nor those that have been rendered safe or inactive.

The amount of information revealed depends on how long the druid studies a particular area.

- 1st Round: Presence or absence of hazards.
- 2nd Round: Number of hazards and the location of each. If a hazard is outside the druid's line of sight, then the caster discern its direction but not its exact location.
- Each Additional Round: The general type and trigger for one particular hazard closely examined by the caster.

Each round, the druid can turn to detect snares and pits in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Dimension Door

Magic-User 4   Range: 10'
                                Duration: instantaneous

The caster of this spell instantly transfers himself or herself, or any single target creature within range, to any spot within 200' plus 20' per caster level. The caster or target creature always arrives at exactly the spot desired, whether the caster visualizes the area or states direction and distance. An unwilling target may save vs. Spells to avoid being transported. Anything worn or carried by the caster or target creature will be transported also, including another character or creature if the transportee can lift it. If the target area is within a solid object, the spell fails automatically.

Disintegrate

Magic-User 6   Range: 60'
                                Duration: instantaneous

This spell causes a thin, green ray to spring from the caster's pointing finger. Any single creature or object (up to a 10x10x10 foot cube of material) is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

A creature that makes a successful save vs. Spells is unaffected. The ray can target only one creature per casting, if that target saves, the spell is wasted.

Dispel Evil

Cleric 5   Range: touch
                                Duration: 1 round/level

This powerful spell aids the caster in dealing with creatures from the nether planes, hereafter called "evil creatures."

First, the caster gains a +4 bonus to Armor Class against attacks by evil creatures.

Second, the caster can choose to drive an evil creature back to its home plane by touch (requiring a successful attack roll). The creature can negate the effects with a successful save vs. Spells. This use discharges and ends the spell, even if the saving throw succeeds.

Third, with a touch the caster can automatically dispel any one spell cast by an evil creature. Exception: Spells that can't be dispelled by dispel magic also can't be dispelled by dispel evil. Saving throws do not apply to this effect. This use also ends the spell.

The exact definition of evil is left for the GM to decide; however, extraplanar creatures that oppose the caster should almost always qualify.

Dispel Illusion

Illusionist 2   Range: 120'

                                          Duration: instantaneous

The caster can use this spell to end all ongoing "illusion spells" within a cubic area 20' on a side. **Dispel illusion** affects spells such as **audible glamer**, **phantasmal force**, **spectral force**, **advanced illusion**, and so on. If there is any question as to whether or not a spell is an illusion, the GM's discretion will apply.

Any illusion spell cast by a character of a level equal to or less than the **dispel illusion** caster's level is ended automatically. Those created by higher level casters might not be canceled; there is a 5% chance of failure for each level the illusion's caster level exceeds the **dispel illusion** caster level. For example, a 10th level caster dispelling an illusion created by a 14th level caster has a 20% chance of failure.

When an Illusionist attempts to dispel an illusion cast by a non-Illusionist, the Illusionist is treated as if he or she were two levels higher; if it is not obvious whether the illusion was created by an Illusionist or not, the GM should assume it was. Non-illusion spells cannot be ended by this spell.

Dispel Magic

Cleric 4, Magic-User 3   Range: 120'

                                          Duration: instantaneous

The caster can use dispel magic to end ongoing spells that have been cast on a creature or object, or to end ongoing spells (or at least their effects) within a cubic area 20' on a side. The caster must choose whether to dispel magic on a creature or object, or to affect an area.

If dispel magic is targeted at a creature, all spell effects (including ongoing potion effects) may be canceled. If cast upon an area, all such effects within the area may be canceled. Any spell or effect having a caster level equal to or less than the dispel magic caster's level is ended automatically. Those created by higher level casters might not be canceled; there is a 5% chance the dispel magic will fail for each level the spell effect exceeds the caster level. For example, a 10th level caster dispelling magic created by a 14th level caster has a 20% chance of failure.

Some spells cannot be ended by dispel magic; this specifically includes any curse, including those created by bestow curse (the reverse of remove curse) as well as by cursed items.

ESP

Magic-User 2

Range: 60'

Duration: 1 turn/level

This spell permits the caster to detect the surface thoughts of one or more targets within range. The caster must designate a direction, and then concentrate for a turn in order to "hear" the thoughts. Each turn the caster may choose to "listen" in a different direction. The caster may stop listening, then resume again later, so long as the duration has not expired. The target creature is not normally aware of being spied upon in this way.

Rock more than 2 inches thick or a thin coating of lead or gold will block the spell. All undead creatures are immune to this effect, as are mindless creatures such as golems.

Feeblemind

Magic-User 5

Range: 180'

Duration: permanent

If the target creature fails a saving throw vs. Spells, its Intelligence and Charisma scores each drop to 1. The affected creature is unable to cast spells, understand language, or communicate coherently. The victim does remember who its friends are and can follow and protect them from harm. The subject remains in this state until a heal spell is used to cancel the effect. A target creature that can cast Magic-User spells suffers a penalty of -4 on its saving throw against this spell.

Find Traps

Cleric 2

Range: 30'

Duration: 3 turns

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

Find the Path

Cleric 6   Range: touch
                            Duration: 1 turn/level

The recipient of this spell can find the shortest, most direct physical route to a specified destination. The caster must have some knowledge about the location; any location the caster has ever visited can be so located, as well as locations described to the caster. Even knowing the name of a location (if it has a name) is enough for this spell to function.

The locale can be outdoors or underground. Find the path works with respect to locations, not objects or creatures. The location must be on the same plane as the caster at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to detect secret doors and to know any passwords required. The spell ends when the destination is reached or the duration expires, whichever comes first.

Entangle

Druid 1   Range: 200 ft
                            Duration: 3 rounds/level

This spell causes grasses, trees, bushes, shrubs, or other plants to entwine around creatures in a 10'x10' area. Most creatures within the area move at ¼ normal speed; very large and/or very strong creatures (at least as big or strong as a giant or dragon) move at ½ normal speed. Entangled creatures may not attack nor take most actions other than movement due to the interference of the enchanted plants.

Faerie Fire

Druid 1   Range: 200 feet. +10'/level
                            Duration: 1 minute/level

A pale glow surrounds and outlines all objects including individuals within a 20 foot radius from a point chosen by the caster. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by darkness, and the spell effectively negates the effects of blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined.

Fireball

Magic-User 3

Range: 100'+10'/level
Duration: instantaneous

A fireball spell creates an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level to *every* creature within a spherical volume having a 20' radius. A save vs. Spells for half damage is allowed. The explosion creates almost no pressure.

The caster points a finger and determines the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. (An early impact results in an early detonation.) If the caster attempts to send the bead through a narrow passage, such as through an arrow slit, he or she must roll a missile attack (without range adjustments) to hit the opening, or else the bead strikes the barrier and detonates prematurely.

The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier in order to attain its full volume.

Flame Strike

Druid 5

Range: 60 ft
Duration: instantaneous

A Flame strike produces a vertical column of divine fire roaring downward (cylinder of 10' radius, 30' high). The spell deals 6d8 points of damage to any creatures within the area of effect. A save vs. Spells for half damage is allowed.

Flesh to Stone*

Magic-User 6

Range: 30'/level
Duration: permanent

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

The reverse spell, stone to flesh, acts as a counterspell for flesh to stone, restoring the creature just as it was when it was petrified. It does nothing if applied to stone that is not the result of flesh to stone or similar petrification effects (such as a medusa's gaze).

Floating Disc

Magic-User 1   Range: 0
                                  Duration: 5 turns +1/level

This spell creates an invisible, slightly concave circular plane of force for carrying loads. It is about the size of a shield, being 3 feet in diameter and 1 inch deep at its center. It can hold a maximum of 500 pounds of weight. (Note that water weighs about 8 pounds per gallon.) The disc must be loaded so that the items placed upon it are properly supported, or they will (of course) fall off. For example, the disc can support just over 62 gallons of water, but the water must be in a barrel or other reasonable container that can be placed upon the disc. Similarly, a pile of loose coins will tend to slip and slide about, and some will fall off with every step the caster takes; but a large sack full of coins, properly tied, will remain stable.

The disc floats level to the ground, at about the height of the caster's waist. It remains still when within 10' of the caster, and follows at the caster's movement rate if he or she moves away from it. The floating disc can be pushed as needed to position it but will be dispelled if somehow moved more than 10' from the caster. When the spell duration expires, the disc disappears from existence and drops whatever was supported to the surface beneath.

Fly

Magic-User 3   Range: touch
                                  Duration: 1 turn/level

The subject of this spell can fly at a speed equal to his or her normal ground movement rate (as adjusted by encumbrance). The subject can ascend at half speed and descend at double speed, with the same maneuverability as the subject has when moving on the ground. Flying under the effect of this spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a fly spell can neither charge nor run, nor carry aloft more weight than his or her maximum load.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 120' per round for 1d10 rounds. If the subject reaches the ground in that amount of time, he or she lands safely. If not, the subject falls the rest of the distance, taking normal falling damage. Since dispelling a spell effectively ends it, the subject also descends in this way if the fly spell is dispelled.

Geas*

Magic-User 6	Range:	5' per level
	Duration:	special

Geas places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by the caster. The target creature must be able to understand the caster for this spell to take effect. While a geas cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

A saving throw vs. Spells will allow an unwilling target to resist a geas when it is first cast. However, the target may choose to accept the geas, typically as part of a bargain with the caster to perform some service.

The geased creature must follow the given instructions until the geas is completed, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through his or her own actions, the spell remains in effect for a maximum of one day per caster level. A clever recipient can subvert some instructions, at the GM's discretion.

For every 24 hours that the subject chooses not to obey the geas (or is prevented from obeying it), it suffers a –2 penalty to each of its ability scores, up to a total of –8. No ability score can be reduced to less than 3 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the geas.

A geas (and all effects thereof) can be ended by a remove curse spell, or by a wish, or by the reverse of this spell. Dispel magic does not affect a geas.

Growth of Animals

Cleric 3	Range:	60'+10'/level
	Duration:	1 turn/level

This spell causes an animal to grow to twice its normal size and eight times its normal weight. The affected creature will do double normal damage with all physical attacks, and its existing natural Armor Class increases by 2. The animal's carrying capacity is also doubled. Unfriendly animals may save vs. Spells to resist this spell; normally, domesticated animals will not attempt to resist it, though they may become confused or panicky afterward (at the GM's discretion).

All equipment worn or carried by an animal is similarly enlarged by the spell, though this change has no effect on the magical properties of any such equipment. Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size.

The spell gives no means of command or influence over the enlarged animals.

Growth of Plants*

Magic-User 4   Range: 120'

                               Duration: permanent

This spell causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines, etc.) within range to become thick and overgrown. The dimensions of the growth are determined by the caster, but cannot exceed 1000 sq. feet (a 10'x100' area or equivalent) per 5 caster levels. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. All movement within the affected area is reduced to no more than 5' per round for less than giant sized creatures; giant sized creatures are reduced to half normal movement rate. The area must have brush and/or trees in it for this spell to take effect.

The reverse form, shrink plants, may be used to render overgrown areas passable. The area of effect is identical to the normal version.

Growth of plants and its reverse are permanent until countered, either by the opposite form or by dispel magic. This spell has no effect on animated plant creatures of any sort.

Hallucinatory Terrain

Magic-User 4   Range: 400'+40'/level

                               Duration: 12 turns/level

This spell makes one 10 yard cube per level of outdoor terrain appear like a different type (i.e. field into forest, grassland into desert, or the like). This spell requires a full turn to cast.

The affected terrain looks, sounds, and smells like another sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance. A save vs. Spells is allowed to see through the illusion, but only if the creatures or characters affected actively attempt to do so.

Haste*

Magic-User 3   Range: 30'+10'/level

                               Duration: 1 round/level

This spell accelerates the actions of 1 creature per caster level. The affected creatures move and act twice as quickly as normal, having double their normal movement rates and making twice the normal attacks per round, for the duration of the spell. Spellcasting is not accelerated, nor is the use of magic items such as wands, which may still be used just once per round. Multiple haste or speed effects don't combine; only apply the most powerful or longest lasting effect.

Reversed, haste becomes slow; affected creatures move at half speed, attacking half as often (generally, every other round) and making half a normal move each round. Naturally, target creatures may save vs. Spells to avoid the effect. Haste and slow counter and dispel each other.

Heal*

Cleric 6   Range: touch
                                  Duration: permanent

Heal enables the caster to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blindness, confusion, deafness, disease, exhaustion or fatigue, feeblemind, insanity, nausea, and poison. It also restores all but 1d4 of the target's hit points. Heal does not remove negative levels or restore permanently drained ability score points.

The reversed spell, harm, injures the creature touched so horribly that it is left with only 1d4 hit points. The caster must succeed at a normal attack roll in this case; failure means the spell is wasted. Note that, if the victim has fewer hit points remaining than the number rolled, he or she will take at least one point of damage (and this is the only case in which harm may kill a creature).

Generally, both heal and harm only affect living creatures. If used against an undead creature, heal instead acts like harm; likewise, harm affects undead like heal. Constructs such as golems are unaffected by either spell.

Heat Metal

Druid 2   Range: 25 ft
                                  Duration: 7 rounds

This spell causes a single item made of ferrous (iron-based) metal to become hot for a brief period of time.   The affected item is warm to the touch immediately, and then becomes progressively hotter each round as indicated on the table below. The damage roll indicated is applied to any creature holding or wearing the affected item; a brief touch does no damage.

Round	Temperature	Damage
1st	Warm	None
2nd-3rd	Hot	1d4 points
4th-5th	Searing	2d4 points
6th	Hot	1d4 points
7th	Warm	None

Hold Animal

Druid 3   Range: 180 ft
                                  Duration: 2d8 turns

This spell functions like **hold person,** except that it affects only animals. Specifically, this means non-magical living creatures of animal intelligence, including giant sized animals. A save vs. Spells is allowed to resist this spell.

Hold Monster

Magic-User 5   Range: 180'

                                          Duration: 2d8 turns

This spell functions like hold person, except that it affects any living creature that fails its save vs. Spells.

Hold Person

Cleric 2, Magic-User 3   Range: 180'

                                            Duration: 2d8 turns

This spell will render any living (not undead) human, demi-human or humanoid creature paralyzed. Creatures larger than ogres will not be affected by this spell. Targets of the spell are aware, and breathe normally, but cannot take any actions, including speech. A successful save vs. Spells will negate the effect. The spell may be cast at a single person, who makes his or her save at -2, or at a group, in which case 1d4 of the creatures in the group may be affected.

A winged creature which is paralyzed cannot flap its wings and falls (if in flight at the time). A paralyzed swimmer can't swim and may drown.

Hold Portal

Magic-User 1   Range: 100'+10'/level

                                          Duration: 1 round/level

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A knock spell or a successful dispel magic spell can negate a hold portal spell.

Ice Storm

Magic-User 4   Range: 300'+30'/level

                                          Duration: 1 round

This spell causes great magical hailstones to pound down for 1 full round, dealing 5d6 points of damage to every creature in a 20' radius around the target spot; a successful save vs. Spells will reduce damage by half. The ice storm fills a vertical volume of 40', so creatures higher than that distance above the target spot are unaffected. A –20% penalty applies to each Listen roll made within the ice storm's effect, a nd all land movement within its area is at half speed. At the end of the duration, the hail disappears, leaving no aftereffects (other than the damage dealt). Any creature naturally resistant to cold takes half damage (or one-quarter damage if it makes its save).

Illusionary Wall

Illusionist 3   Range: 60'

                                          Duration: permanent

This spell creates the illusion of a wall, floor, ceiling, or similar surface, covering up to a 10' square area, up to 1' thick. The section of wall created appears absolutely real when viewed, but physical objects can pass through it without difficulty. When the

spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally. Touch or a probing search may reveal the true nature of the surface; the GM may either allow a save vs. Spells to detect the illusion, or if the probing attempt is well devised the GM may allow it to automatically succeed. In either case, such measures do not cause the illusion to disappear.

Improved Invisibility

Illusionist 4   Range: touch
                                  Duration: 1 round / level

This spell works exactly like **invisibility**, except that it does not end if the subject attacks or casts a spell.

Insect Plague

Cleric 5   Range: 300'+30'/level
                                  Duration: 1 round/level

This spell summons one swarm of locusts per three caster levels, to a maximum of six swarms at 18th level. See Insect Swarm in the Monsters section for the effects of a swarm. The swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarms must fill one contiguous area). The caster may summon the locust swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned.

Invisibility

Magic-User 2   Range: touch
                                  Duration: special

The creature or object touched becomes invisible, vanishing from sight, including Darkvision. If the recipient is a creature carrying gear, that vanishes, too. If the spell is cast on someone else, neither the caster nor his or her allies can see the subject, unless they can normally see invisible things or employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible. Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as stepping in a puddle).

The spell ends if the subject attacks any creature or casts any spell. Actions (other than spellcasting) directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. The spell lasts at most 24 hours.

Invisibility 10' Radius

Magic-User 3

Range: touch
Duration: 1 turn/level

This spell functions like invisibility, except that this spell confers invisibility upon all creatures within 10 feet of the recipient. The center of the effect is mobile with the recipient.

Those affected by this spell can see each other and themselves as if unaffected by the spell. Affected creatures (other than the recipient) who attack negate the invisibility only for themselves, but if the spell recipient attacks, the invisibility ends for all affected creatures. 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 (including any previously affected creatures who have become visible as described above).

Invisibility, Mass

Illusionist 6, Magic-User 7

Range: 240'
Duration: special

This spell bestows the effect of an **invisibility** spell on all creatures within a 30' by 30' area. Each subject will remain invisible until he or she attacks or casts a spell. A subject that leaves the original area of effect remains invisible.

Invisible Stalker

Magic-User 6

Range: 0
Duration: special

The caster summons an invisible stalker to do his or her bidding (see the Monsters section, below, for details). The spell persists until dispel evil is cast on the creature, it is slain, or the task is fulfilled. The GM is advised to review the monster entry for the invisible stalker when this spell is used, as they may not always be reliable servants.

Knock

Magic-User 2

Range: 30'
Duration: special

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 (provided they serve to hold shut something which can be opened). If used to open a wizard locked door, the spell does not remove the wizard lock but simply suspends its functioning for one turn. In all other cases, the door does not relock itself or become stuck again on its own. Knock will not raise a portcullis or operate any other similar mechanism, nor will it affect ropes, vines, and the like. Each spell can undo a single means of preventing access.

Levitate

Magic-User 2   Range: touch
                                                Duration: 1 turn/level

Levitate allows the caster to move himself or herself, another creature, or an object up and down as desired. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. The caster can mentally direct the recipient to move up or down as much as 20 feet each round, by concentration. The caster cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its normal land speed).

A levitating creature that attacks with a weapon finds itself increasingly unstable; the first attack has a −1 attack penalty, the second −2, and so on, to a maximum penalty of −5. A full round spent stabilizing allows the creature to begin again at −1.

Light*

Cleric 1, Magic-User 1,   Range: 120'
Illusionist 7   Duration: 6 turns + 1/level

This spell creates a light equal to torchlight which illuminates a 30' radius area (and provides dim light for an additional 20') around the target location or object. The effect is immobile if cast into an area, but it can be cast on a movable object. Light taken into an area of magical darkness does not function.

Reversed, light becomes darkness, creating an area of darkness just as described above. This darkness blocks out Darkvision and negates mundane light sources.

A light spell may be cast to counter and dispel the darkness spell of an equal or lower level caster (and vice versa). Doing so causes both spells to instantly cease, restoring the existing ambient light level.

Either version of this spell may be used to blind an opponent by means of casting it on the target's ocular organs. The target is allowed a saving throw vs. Death Ray to avoid the effect, and if the save is made, the spell does not take effect at all. A light or darkness spell cast to blind does not have the given area of effect (that is, no light or darkness is shed around the victim).

Lightning Bolt

Magic-User 3

Range: 50'+10'/level
Duration: instantaneous

This spell releases a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level to each creature within its area. A save vs. Spells for half damage is allowed. The bolt begins at the caster's fingertips and extends to the range given. The caster may choose to limit the range of the spell, but the minimum range is 60 feet. The lightning bolt passes through an area 5' wide, arcing and jumping, so that, while it is not actually 5' wide, for game purposes treat it as if it is so.

The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it may reflect from the barrier back toward the caster, or in a random direction at the GM's option. Creatures already affected by the lightning bolt do not take additional damage if struck by the reflection of the same bolt.

Locate Object

Cleric 3, Magic-User 2

Range: 360'
Duration: 1 round/level

This spell allows the caster to sense the direction of a well-known or clearly visualized object. He or she can search for general items, in which case the nearest one of its kind is located if more than one is within range. The caster cannot specify a unique item unless he or she has observed that particular item firsthand (not merely through divination such as **clairvoyance** or a **crystal ball**). The spell is blocked by even a thin sheet of lead or gold. Creatures cannot be found by this spell.

Lower Water

Magic-User 6

Range: 360'
Duration: 1 turn/level

This spell causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a more or less square-shaped depression whose sides are up to 10 feet long per caster level. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a slow spell (the reverse of haste); a save vs. Spells is allowed, with success negating the effect. The spell has no effect on other creatures.

Magic Jar

Magic-User 5   Range: 60'

                                                Duration: special

By casting magic jar, the caster places his or her soul in a gem or large crystal within spell range (known as the magic jar), leaving the body lifeless. The caster may then attempt to take control of a nearby living creature within spell range, forcing its soul into the magic jar. The caster may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when the caster's soul returns to his or her own body, leaving the receptacle empty.

To cast the spell, the magic jar must be within spell range and the caster must know where it is, though he or she does not need to be able to see it. When the caster transfers his or her soul upon casting, the caster's body is, as near as anyone can tell, dead, but does not undergo decay as a normal dead body would.

Possession of a creature by means of this spell is blocked by protection from evil or a similar ward. The subject is allowed a save vs. Spells to resist. Failure to take over the host leaves the caster's life force in the magic jar, and that target creature is immune to further attempts for the duration of the spell.

If the caster is successful, his or her life force occupies the host body, and the host's life force is imprisoned in the magic jar. The caster keeps his or her Intelligence, Wisdom, Charisma, level, class, attack bonus, saving throws, and mental abilities (including spellcasting ability). The body retains its Strength, Dexterity, Constitution, hit points, and natural abilities. A body with extra limbs does not allow the caster to make more attacks than normal. The caster does not have access to any extraordinary or supernatural abilities of the body.

If the caster's spirit is in the magic jar, and the jar is broken (whether by dispel magic or physical damage): If the jar is in range of the caster's body, the caster's spirit returns to its body. Otherwise, the caster's spirit departs (the caster dies). In either case, the spell ends.

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

If the host's spirit is in the magic jar, and the jar is broken: If the jar is in range of the host's body, the caster's spirit departs, the host's spirit returns to its body, and the spell ends. Otherwise, the host's spirit departs, and the caster's spirit is stranded in the host body. Note here that the spell has not ended. Dispel evil can still be used to drive the caster's spirit from the body, which departs as noted, ending the spell.

In any case where the spell ends with the caster's body unoccupied by a spirit, that body does truly die.

Magic Missile

Magic-User 1

Range: 100'+10'/level
Duration: instantaneous

This spell causes a missile of magical energy to dart forth from the caster's fingertip and strike its target, which must be at least partially visible to the caster, dealing 1d6+1 points of damage. The missile strikes unerringly. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell.

For every three caster levels beyond 1st, an additional missile is fired – two at 4th level, three at 7th, four at 10th, and the maximum of five missiles at 13th level or higher. If the caster fires multiple missiles, he or she can target a single creature or several creatures. A single missile can strike only one creature. Targets must be designated before damage is rolled.

Magic Mouth

Magic-User 1

Range: 30'
Duration: special

This spell imbues the chosen non-living object with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which may be up to three words per caster level long, can be in any language known by the caster and can be delivered over a period of 10 minutes, at any volume from a whisper to a yell. The voice will resemble the caster's, but will not be identical. The mouth cannot use command words or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Of course, magic mouth can be placed upon a tree, rock, or any other object.

The spell functions when specific conditions are fulfilled according to the caster's command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A magic mouth cannot distinguish level, hit dice, or class except by external garb.

The range limit of a trigger is 10 feet per caster level, so a 6th-level caster can command a magic mouth to respond to triggers as far as 60 feet away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Massmorph

Magic-User 4

Range: 100'+10'/level
Duration: 1 hour/level

With this spell the caster causes 1d4+1 man-sized (or smaller) creatures per four caster levels to appear as if they are natural effects of the terrain (for example, trees in a forest, stalagmites in a cave, coral underwater, boulders in a cavern, etc.). All creatures to be affected must be within a 120' radius of the caster at the time the spell is cast. Only those creatures the caster wishes to hide are affected, and then only if they are willing to be concealed. The caster may include himself or herself among the affected creatures.

Those affected are thus concealed from other creatures passing through the area for so long as they remain still. If an affected creature chooses to move or attack, the illusion is dispelled for that creature, but those who remain still continue to be hidden. The caster may end the spell early if he or she wishes by speaking a single word. The illusion can also be ended by dispel magic.

Maze

Illusionist 6

Range: 60'
Duration: 1 turn (see text)

By means of this spell, the caster banishes the target creature into an extradimensional labyrinth. Once per round, the victim of this spell may attempt a save vs. Spells to escape the labyrinth. If the victim does not escape, the maze disappears after 10 minutes, freeing the victim at that time.

On escaping or leaving the maze, the target creature reappears where it had been when the maze spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space. Spells and abilities that move a creature within a plane, such as **teleport** or **dimension door**, do not help a creature escape a **maze** spell.

Minotaurs are not affected by this spell.

Mirror Image

Magic-User 2   Range: self
                               Duration: 1 turn/level

This spell creates several illusory duplicates of the caster. The images move through each other as well as the real caster more or less constantly, making it impossible for most creatures to determine which is real. A total of 1d4 images plus one image per three caster levels (maximum eight images total) are created. These figments separate from the caster and remain in a cluster around him or her. The figments mimic the caster's actions, pretending to cast spells, drink potions, levitate, and so on, just as the caster does. Figments always look exactly like the caster.

Enemies attempting to attack or cast spells upon the caster will always hit a figment instead. Any attack against an image destroys it, whether the attack roll is successful or not; likewise, attack spells cast directly upon a figment will destroy it, with no saving throw allowed. Area-effect spells are not cast directly on the caster, and thus appear to affect all figments exactly as they affect the caster; for instance, if the caster is subjected to a fireball, all figments will appear to be injured just as the caster was.

Mislead

Illusionist 5   Range: 10'
                               Duration: special

The caster becomes invisible (as if by means of improved invisibility) and at the same time an illusory double of him or her appears (as if by means of **spectral force**). The caster is then free to go elsewhere while his or her double moves away. The double appears within the given range, but thereafter moves as the caster directs it (which requires concentration). The double may be controlled at any distance from the caster, so long as the caster remains able to see it.

The caster can make the double appear superimposed perfectly over his or her body so that observers don't notice an image appearing when the caster turns invisible. The caster and the double can then move in different directions. The double moves at the caster's speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

The illusory double lasts as long as the caster concentrates upon it, plus 3 additional rounds. After the caster ceases concentration, the illusory double continues to carry out the same activity until the duration expires. The improved invisibility lasts for 1 round per caster level, regardless of concentration.

Neutralize Poison*

Cleric 4   Range: touch
                               Duration: instantaneous

This spell detoxifies any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison; if cast upon a creature slain by poison in the last 10 rounds, the creature is revived with 1 hit point. If cast upon a poisonous object (weapon, trap, etc.) the poison is rendered permanently ineffective.

Reversed, this spell becomes poison. The caster must make a successful attack roll; if the attack is a success, the target must save vs. Poison or die. The caster's touch remains poisonous for 1 round per level of ability, or until discharged (i.e. only one creature can be affected by the reversed spell).

Obscurement

Illusionist 2	Range:	100' +10'/level
	Duration:	10 minutes / level

A bank of fog up to a 20' cube in volume billows out from the point the caster designates. The cloud moves at a rate of 10' per round under the control of the caster (so long as he or she concentrates on it). The fog obscures all sight, including darkvision, beyond 5'. Thus, beyond 5' all creatures will be effectively blind. The cloud persists for the entire duration even if the caster ceases to concentrate upon it, but a moderate wind (11+ mph) disperses the fog in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. This spell does not function

Obscuring Mist

Druid 2	Range:	20' radius
	Duration:	1 turn/level

This spell causes a bank of misty vapor to arise around the caster, remaining stationary once created. The vapor obscures all sight, including darkvision, beyond 2d4 feet. A strong wind can disperse the spell in one-quarter the usual duration underwater.

Part Water

Druid 6	Range:	60'
	Duration:	1 turn/level

This spell, when cast on a body of water, causes it to part. This exposes a path that can be traversed as if it where dry land. Note that this spell does not change the topography of the bottom of the body of water, so the terrain my still be difficult to cross. The caster is able to affect a body of water up to 5 feet/caster level. The caster may dismiss this spell at any time.

Pass Tree

Druid 6	Range:	Touch
	Duration:	Instantaneous

This spell allows the caster and up to two others to teleport between any two living trees on the same plane. The caster choses a general location or a specific tree. The caster must have personal knowledge of the specific tree or general area that is the target destination.

Pass Without Trace

Druid 1   Range: Touch
                                         Duration: 1 hour/level

This spell permits up to one creature per caster level to move through any type of terrain, leaving neither footprints nor scent. Tracking the subjects by nonmagical means is thus rendered impossible.

Passwall

Magic-User 5   Range: 30'
                                         Duration: 3 turns

Passwall creates a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is up to 10 feet deep plus an additional 10 feet deep per three caster levels above 9th (20 feet at 12th, 30 feet deep at 15th, 40 feet deep at 18th). If the wall's thickness is more than the depth of the passage created, then a single passwall simply makes a niche or short tunnel. Several passwall spells can then form a continuing passage to breach very thick walls. When passwall ends (due to duration, dispel magic, or caster's choice), creatures within the passage are ejected out the nearest exit.

Permanent Illusion

Illusionist 6   Range: 180'
                                         Duration: permanent

This spell functions much like **advanced illusion** except that the spell is permanent. The "script" for this spell simply repeats endlessly.

Phantasmal Force

Magic-User 2   Range: 180'
                                         Duration: concentration

This spell creates the visual illusion of an object, creature (or small group of creatures), or other effect, as visualized by the caster up to a maximum size of 20'x20'x20'. The illusion does not create sound, smell, texture, or temperature. The caster can animate the image within the limits of the area of effect. The image persists so long as the caster concentrates upon it.

If used to create the illusion of one or more creatures, they will have an Armor Class of 11 and will disappear if hit in combat. Damage done by monsters, spells, etc. simulated by this spell is not real; those "killed" or otherwise apparently disabled will wake up uninjured (at least from this spell) after 2d8 rounds. The illusory damage done will be equivalent to the normal damage for any attack form simulated. Attempting to animate more creatures than the caster's level grants viewing creatures with at least average Intelligence an immediate save vs. Spells to recognize the creatures as illusions; those making the save will be unaffected by any actions taken by the illusions from that point on. A similar save may be granted by the GM any time he or she feels the illusion is likely to be seen through, especially if the player describes an illusion which seems improbable or otherwise poorly conceived.

Phantom Messenger

Illusionist 3   Range: special
                                       Duration: special

When this spell is cast, it creates a quasi-real, birdlike creature. It may appear as a small hawk/falcon or as a large dove, and may be any shade of grey from nearly white to nearly black. It does not fight, but all normal animals shun it and only monstrous ones will attack. The messenger has an Armor Class of 18 and 2 hit points, plus 1 per level of the caster. If it loses all of its hit points, the messenger disappears.

The messenger flies at a movement rate of 120' per round. It can bear up to one ounce per five full levels of the caster (one ounce up to level 9, two ounces up to level 14, three ounces from levels 15 through 19, four ounces at level 20).

When created, the messenger must be given a specific destination, which can be any location on the same plane of existence to which the caster has been at least once (even if he or she was lost at the time). After the caster attaches any message or small item(s) to the legs of the bird, he or she releases it and it flies without error to the specified location.

The caster may additionally visualize a specific person whom the messenger will seek out near the target location. Note that this does not allow location of a person; the messenger will fly around the target area looking for the target creature.

The messenger will travel at its maximum movement from the caster to the target location. Distance is no object; the messenger will continue indefinitely until the target area is reached. If a target creature was specified, the messenger will then fly around up to one day per level of the caster looking, until the target creature is found; otherwise the messenger will immediately land in the target area. After it lands the messenger will wait patiently for the message or item(s) to be removed, and then disappear in a faint puff of smoke. If the item(s) or message are not removed immediately the messenger will disappear anyway after waiting one round per level of the caster, dropping the items on the spot; this will also happen if a target creature is specified and cannot be found (the messenger will land first before this happens so as not to drop any carried objects a great distance).

Phantom Steed

Illusionist 3   Range: touch
                                 Duration: 1 hour / level

The caster conjures a quasi-real horselike creature. The steed can be ridden only by the caster or by the one person for whom he or she specifically created the mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored insubstantial hooves that make no sound. It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it.

The mount has an AC of 18 and 12 hit points. If it loses all its hit points, the phantom steed disappears. A phantom steed has a speed of 40' per caster level. It can bear its rider's weight and what he or she carries (the steed cannot carry saddlebags or the like).

These mounts gain additional powers according to the caster's level:

8th level: Ability to ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

10th level: Ability to pass over water as if it were firm, dry ground.

12th level: Ability to travel in the air as if it were firm land instead, so chasms and the like can be crossed without benefit of a bridge. Note, however, that the mount can not casually take off and fly.

14th level: Ability to fly as if it were a pegasus.

A mount's abilities include those of mounts of lower caster levels; for example, a phantom steed created by a 13th level caster can pass over water, sand, or mud as well as cross chasms.

Phase Door

Magic-User 3, Illusionist 6 Range: touch
                                 Duration: 1 usage / 2 levels

This spell creates a magical passage through a wall, the floor, the ceiling, or even through a section of ground. The **phase door** is invisible and inaccessible to all creatures except the caster, who is the only one that can use the passage. The passage is 10' deep plus another 5' for every three caster levels. The caster disappears when entering the **phase door** and appears when he or she exits. If desired, the caster can take one other creature through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor it is possible to see through it without using it.

A **phase door** is subject to **dispel magic**, but only from someone who is of higher level than the caster. If anyone is within the passage when it is dispelled, he or she is harmlessly ejected (determine randomly in which direction).

It is possible to allow other creatures to use the **phase door** by setting a triggering condition for the door. This condition can be as simple or elaborate as desired. It can be based on a creature's name or identity, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points don't qualify.

Plant Growth

Druid 3   Range: special
                            Duration: permanent

This spell causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within 400 feet + 40 feet per caster level to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have brush and trees in it for this spell to take effect. An area up to 100 ' radius may be thus altered. Also, the caster may specify an area (a path, a clearing, etc.) within the given area of effect which is not so affected.

This spell has no effect on plant creatures, that is, any self-willed and/or animated plant.

Polymorph Other

Magic-User 4   Range: 30'
                            Duration: permanent

This spell allows the caster to change one target into another form of living creature. The assumed form can't have more hit dice than caster's level, or be incorporeal or gaseous. Unlike polymorph self, the transformed target also gains the behavioral and mental traits, any physical attacks, special, supernatural or spell-like abilities of the new form, in addition to the physical capabilities and statistics of such. If the new form is substantially less intelligent, the target may not remember its former life.

The target creature will have the same number of hit points it previously had, regardless of the hit dice of the form assumed. Incorporeal or gaseous creatures are immune to this spell, as noted above. A creature with shape changing abilities such as a doppleganger can revert to its natural form in one round.

Unwilling targets that successfully save against Polymorph are not affected. The spell is permanent until dispelled or the creature is slain, at which time the target reverts to his or her original form.

Polymorph Self

Magic-User 4   Range: self
                            Duration: 1 hour/level

This spell allows the caster to change into another form of living creature. The assumed form can't have more hit dice than the caster's level. The caster can't assume an incorporeal or gaseous form. If slain, the caster reverts to his or her original form.

The caster gains the physical capabilities and statistics of the new form but retains his or her own mental abilities. He or she also gains all physical attacks possessed by the form but does not gain any special, supernatural or spell-like abilities. Dragon breath is a special ability, for instance, so were the caster to assume the form of a dragon he or she could use the dragon's normal claw, bite, and tail swipe attacks, but not the dragon's breath.

The caster can remain transformed up to one hour per level of ability, or may choose to end the spell whenever he or she desires (up to one hour per level, of course).

Produce Flame/Cold

Druid 2

Range: 0 ft
Duration: 1 min./level

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment. Alternatively, a bluish, cold aura may be produced, which also sheds light as bright as torch-light.

In addition to providing illumination, the flames or cold aura can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire or cold damage respectively equal to 1d6 +1 point per caster level (maximum +5). Alternatively, you can hurl the flames or cold aura up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames or cold aura than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

Neither variation of the spell functions underwater.

Programmed Illusion

Illusionist 5

Range: 180'
Duration: special

This spell functions like **advanced illusion**, except that this spell activates when a specific condition occurs. The caster sets the triggering condition when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired, but must be based on an audible, tactile, olfactory, or visual trigger. The trigger cannot be based on some quality not normally obvious to the senses, such as religious belief or magical ability. For example, the spell could be set to trigger when a character wearing robes and a pointed hat enters an area, but not when a Magic-User enters the area.

The spell remains ready indefinitely. When triggered, the spell will last at most 1 round per caster level.

Projected Image

Magic-User 6

Range: 240'
Duration: 6 turns

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

Protection from Evil*

Cleric 1, Magic-User 1   Range: touch
                                      Duration: 1 turn/level

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects. First, the subject gains a +2 bonus to AC and a +2 bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures. Note that the definition of "evil" is left to the individual GM to decide.

Second, the barrier blocks any attempt to possess the warded creature (by a magic jar attack, for example) or to exercise mental control over the creature (including charm spells or effects). The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the protection from evil effect. If the protection from evil effect ends before the effect granting control does, the would-be controller would then be able to command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast.

Third, the spell prevents bodily contact by summoned creatures (regardless of whether they are "evil" or not). This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature.

Reversed, this spell becomes protection from good. It functions in all ways as described above, save that "good" creatures are kept away, rather than "evil" creatures.

Protection from Evil 10' Radius*

Cleric 4, Magic-User 3   Range: touch
                                      Duration: 1 turn/level

This spell functions exactly as protection from evil, but with a 10' radius rather than a 1' radius. All within the radius receive the protection; those who leave and then re-enter, or who enter after the spell is cast, receive the protection as well.

Reversed, this spell becomes protection from good 10' radius, and functions exactly as the reversed form of protection from evil, except that it covers a 10' radius around the target rather than the normal 1' radius.

Protection From Fire

Druid 3
Range: Touch
Duration: special

If the caster touches himself or herself, this spell grants temporary immunity to fire (normal and magic). When the spell absorbs 12 points per caster level of magical fire damage, it is discharged. Otherwise the spell lasts for 1 turn per caster level.

If the spell is cast upon another creature than the caster, *protection from fire* grants temporary immunity against normal fire. The spell also offers a +4 bonus to saving throws against magical fire and if the save is successful, the creature suffers no damage (and only 25% if the save fails). This version of the spell lasts for 1 turn per caster level.

Protection From Lightning

Druid 4
Range: Touch
Duration: special

This spell functions exactly like *protection from fire*, except that that it protects against any sort of electrical or lightning damage.

Protection from Normal Missiles

Magic-User 3
Range: self
Duration: 1 turn/level

The caster is completely protected from small sized, non-magical missile attacks. Therefore, magic arrows, hurled boulders, or other such are not blocked, but any number of normal arrows, sling bullets, crossbow bolts, thrown daggers, etc. will be fended off. Note that normal missiles projected by magic bows count as magical missiles for the purposes of this spell.

Purify Food and Water

Cleric 1
Range: 10'
Duration: instantaneous

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. 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 magic potions.

Quest*

Cleric 5
Range: 5'/level
Duration: special

Quest places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by the caster. The target creature must be able to understand the caster for this spell to take effect. While a quest cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

A saving throw vs. Spells will allow an unwilling target to resist a quest when it is first cast. However, the target may choose to accept the quest, typically as part of a bargain with the caster to perform some service.

The affected creature must follow the given instructions until the quest is completed, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through his own actions the spell remains in effect for a maximum of one day per caster level. A clever recipient can subvert some instructions.

If the subject is prevented from obeying the quest for 24 hours, it takes 3d6 points of damage each day.

A quest (and all effects thereof) can be ended by a remove curse spell from a caster two or more levels higher than the caster of the quest, or by a wish, or by the reverse of this spell. Dispel magic does not affect a quest spell.

Raise Dead*

Cleric 5   Range: touch
                                  Duration: instantaneous

This spell restores life to a deceased human, demi-human or humanoid. The caster can raise a creature that has been dead for no longer than one day per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work.

Coming back from the dead is an ordeal. The subject of the spell loses one level (or 1 hit die) when it is raised, permanently (i.e. it does not accrue a negative level, but rather loses an actual level, being reduced to the minimum number of experience points required for the previous level). If the subject is 1st level, it loses 1 point of Constitution instead (if this would reduce its Constitution to 0 or less, it can't be raised). This level, hit dice, or Constitution loss cannot be repaired by any means, though of course the character may gain levels and hit dice in the normal fashion. Also note, a character who died with spells prepared has none prepared upon being raised.

A raised creature has a number of hit points equal to its current hit dice. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature which has become undead can't be raised by this spell. Constructs and elementals cannot be raised. The spell cannot bring back a creature that has died of old age.

The reverse of this spell, slay living, will kill instantly the creature touched (which may be of any sort, not just a human, demi-human or humanoid) unless a save vs. Spells is made. If the saving throw is successful, 2d6 damage is dealt to the victim instead. An attack roll is required to apply this spell in combat.

Read Languages

Magic-User 1   Range: 0
                                      Duration: special

This spell grants the caster the ability to read almost any written language. It may be cast in one of three modes:

In the first mode, the spell allows the caster to read any number of written works in a variety of languages. This mode lasts for 1 turn per caster level.

In the second mode, the spell allows the caster to read any one book or tome; this mode lasts 3 hours per caster level.

In the third mode, the spell allows the caster to read any one non-magical scroll or other single-sheet document; this mode is permanent.

This spell does not work on any sort of magical text, such as spell scrolls or spellbooks; see **read magic**, below, for the correct spell to use in such cases.

The spell grants the ability to read the texts, but does not in any way hasten the reading nor grant understanding of concepts the caster doesn't otherwise have the ability to understand. Also, for this spell to function, there must be at least one living creature that can read the given language somewhere on the same plane. The knowledge is not copied from that creature's mind; rather, it is the existence of the knowledge that enables the spell to function.

Read Magic

Magic-User 1   Range: 0
                                        Duration: permanent

When cast upon any magical text, such as a spellbook or magic-user spell scroll, Read Magic enables the caster to read that text. Casting this spell on a cursed text will generally trigger the curse. All Magic-Users begin play knowing this spell, and it can be prepared even if the Magic-User loses access to his or her spellbook.

Regenerate

Cleric 6   Range: touch
                                       Duration: permanent

This spell causes the subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs to grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. Otherwise, a full turn is required for the regeneration to complete.

This spell also heals 3d8 points of damage. Regenerate has no effect on nonliving creatures or constructs (including undead).

Reincarnate

Magic-User 6   Range: touch
                                       Duration: instantaneous

With this spell, the caster brings back a dead character (or humanoid creature) in another body, provided that its death occurred no more than one week before the

casting of the spell and the subject's soul is free and willing to return. If the subject's soul is not willing to return, the spell does not work.

Roll on the following table to determine what sort of creature the character becomes:

d~	Incarnation
01-02	Bugbear
03-17	Dwarf
18-28	Elf
29	Gnoll
30-39	Gnome
40-44	Goblin
45-63	Halfling
64-88	Human
89-92	Kobold
93	Lizard Man
94-98	Orc
99	Troglodyte
100	Other (GM's choice)

Since the dead character is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the character's body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the character's body at the time of death. The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand. This process takes one hour to complete. When the body is ready, the subject is reincarnated.

A reincarnated character recalls the majority of its former life and form. Its class is unchanged, as are the character's Intelligence, Wisdom, and Charisma. Strength, Dexterity, and Constitution scores should be rerolled. (If the character's ability scores are outside the allowable range for the new form, they should be adjusted up or down by the GM as needed.) The subject's level (or Hit Dice) is reduced by 1; this is a real reduction, not a negative level, and is not subject to magical restoration. Roll one hit die and subtract the total from the character's original hit point total; this is the new form's hit points. If the subject was 1st level, instead of a hit point reduction, its new Constitution score is reduced by 2.

A character that has been turned into an undead creature or killed by a death effect can't be returned to life by this spell. Constructs, elementals, and undead creatures can't be reincarnated. The spell cannot bring back a creature who has died of old age.

The reincarnated creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like, but it doesn't automatically speak the language of the new form.

Remove Curse*

Cleric 3, Magic-User 4   Range: 30'
                                Duration: instantaneous

Remove curse instantaneously removes all curses on an object or a creature. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the creature afflicted with any such cursed item to remove and 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 higher.

The reverse of this spell, bestow curse, allows the caster to place a curse on the subject. A save vs. Spells is allowed to resist. The caster must choose one of the following three effects:

> –4 decrease to an ability score (minimum 1).
> –4 penalty on attack rolls and saves.
> Each round of combat, the target has a 50% chance to act normally; otherwise, it takes no action.

The caster may also invent his or her own curse, but it should be no more powerful than those described above. The curse thus bestowed cannot be dispelled, but it can be removed with a **remove curse** spell.

Remove Fear*

Cleric 1   Range: touch (120')
                                Duration: instantaneous (2 turns)

This spell will calm the creature touched. If the target creature is currently subject to any sort of magical fear, it is allowed a new save vs. Spells to resist that fear, at a bonus of +1 per level of the caster.

The reverse of this spell, cause fear, causes one target creature within 120' to become frightened; if the target fails to save vs. Spells, it flees for 2 turns. Creatures with 6 or more hit dice are immune to this effect.

Resist Cold

Cleric 1   Range: touch
                                Duration: 1 round/level

This abjuration grants a creature temporary immunity to cold. Minor cold (such as exposure to winter weather in inadequate clothing) is ignored by the affected creature. Against more significant cold (such as the breath of a White Dragon), the affected creature gains a bonus of +3 on saving throws, and all damage from such attacks is reduced by half (round up).

Resist Fire

Cleric 2   Range: touch
                                               Duration: 1 round/level

This abjuration grants a creature temporary immunity to fire and heat. Minor heat or
fire (such as exposure to normal flames) is ignored by the affected creature. Against
more significant heat or fire (such as a fireball), the affected creature gains a bonus of
+3 on saving throws, and all damage from such attacks is reduced by half (round
up).

Restoration

Cleric 6   Range: touch
                                               Duration: permanent

Each casting of the spell removes a single negative level from a creature who has
suffered energy drain. At 16th level, two negative levels may be removed. See the
rules for Energy Drain (in the Encounter section) for more details.
Alternately, this spell can be used to restore drained ability score points. If applied to
a character who has suffered temporary loss of ability points, it will restore up to 1d4
lost points to any one drained ability immediately. If applied to a character who has
suffered permanent loss of ability points, 1 point can be restored.
Restoration does not restore levels lost due to death (as described for the spell raise
dead).

Rock to Mud*

Druid 5

Range: 150 ft
Duration: permanent

This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud; up to two 10 foot cubes per caster level may be so transformed. Magical stone is not affected by this spell. The depth of the mud created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 feet and causing it to suffer a -2 penalty to attack rolls, saving throws, and AC. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet, suffering none of the other penalties given.

If transmute rock to mud is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool to a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of damage to anyone caught directly beneath the area, or half damage to those who succeed at a save vs. Death Ray.

Castles and large stone buildings are generally immune to the effect of the spell, since transmute rock to mud cannot affect worked stone and doesn't reach deep enough to undermine such a buildings' foundation. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a successful dispel magic or transmute mud to rock spell restores its substance (though not necessarily its form). Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Rope Trick

Illusionist 2

Range: touch
Duration: 1 hour / level

When this spell is cast upon a piece of normal, non-magical rope from 5' to 30' long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space, similar to a **Bag of Holding**. Creatures in the space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes.

The space holds as many as eight creatures of man-size or smaller (larger creatures cannot fit through the invisible opening at the top of the rope). Creatures in the space can pull the rope up into the space, making the rope "disappear." Otherwise, the rope simply hangs in air.

Spells cannot be cast through the extradimensional opening, nor can area effects cross it. Those in the extradimensional space can see out of it as if a 3' square window were centered on the rope. The window is present on the Material Plane, but is invisible, and even creatures that can see the window can't see through it.

The rope can be climbed by only one person at a time. The rope trick spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.

When the spell ends, creatures or objects within the extradimensional space are ejected through the window. The rope, if still attached, drops free at the same moment.

Shadow Door

Illusionist 3   Range: 10'

             Duration: 1 round / level

The caster creates the illusion of a door, which he or she will appear to pass through and close. In reality, the caster becomes **invisible** (as the spell) when the spell is cast. Any creatures opening the "door" will see an empty 10' square room of similar style to the surrounding area. The caster remains **invisible** for the duration of the spell, unless, as with an **invisibility** spell, he or she attacks any creature or casts a spell.

Shadow Walk

Illusionist 6   Range: touch (see text)

             Duration: 1 hour / level

Shadow walk can only be cast in an area of heavy shadows. The caster and up to one willing creature per level are transported to the edge of the Material Plane where it borders the Plane of Shadow. In the region of shadow, the caster (and all the creatures that accompany him or her) moves at an effective rate of 50 miles per hour. Because of the blurring of reality between the Plane of Shadow and the Material Plane, the caster can't make out details of the terrain or areas he or she passes over during transit, nor can he or she predict perfectly where the travel will end. When the spell effect ends, the caster and any creatures accompanying him or her arrives 1d10 x 100' in a random horizontal direction from the desired endpoint. The caster and his or her companions always arrive at ground level, except if the landing area is in a body of water (in which case they arrive at the water level) or underground. If arriving underground, the altitude of arrival should be as close as possible to the same altitude as the intended endpoint location.

Shield

Magic-User 1   Range: self

             Duration: 5 rounds+1/level

Shield creates an invisible, shield-like mobile disk of force that hovers in front of the caster. It negates magic missile attacks directed at the caster, and improves the caster's Armor Class by +3 vs. melee attacks and +6 vs. missile weapons. The Armor Class benefits do not apply to attacks originating from behind the caster, but magic missiles are warded off from all directions.

Silence 15' Radius

Cleric 2

Range: 360'
Duration: 2 rounds/level

Upon the casting of this spell, complete silence prevails within a 15' radius around the target. All sound is stopped: Conversation is impossible, spells cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, making the effect stationary, or it may be cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature receives a save vs. Spells to negate the spell. If an item in another creature's possession is targeted, that creature also receives a save vs. Spells to negate. This spell provides a defense against sonic or language-based attacks or spells.

Sleep

Magic-User 1

Range: 90'
Duration: 5 rounds/level

This spell puts several creatures of 3 or fewer hit dice into a magical slumber. Creatures of 4 or more hit dice are not affected. The caster chooses a point of origin for the spell (within the given range, of course), and those creatures within 30' of the chosen point may be affected. Each creature in the area of effect is allowed a save vs. Spells to resist the effect.

Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Sleep does not affect unconscious creatures, constructs, or undead creatures, and such creatures in the area of effect are ignored.

When the duration elapses, the sleeping creatures normally wake up immediately; however, if they are made very comfortable and the surroundings are quiet, the affected creatures may continue sleeping normally, at the GM's option.

Slow Poison

Druid 2

Range: Touch
Duration: 1 hour/level

The creature touched by the caster becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Slow poison does not cure any damage that poison may have already done, with exception of the following circumstances.

If cast on a character who received lethal damage from poison the previous round, the spell will remove that round's poison damage only, and delay it for the duration of the spell. Prior poison damage will remain unaffected, but, as noted above, no further damage is accrued until the spell lapses, and will never accrue if the poison is neutralized while this spell is in effect. This will give the poisoned victim an opportunity to seek a cure to neutralize the poison before it is fatal.

Speak with Animals

Cleric 2   Range: special
                          Duration: 1 turn/4 levels

The caster can comprehend and communicate with any one animal (normal or giant sized, but not magical or monstrous) that is in sight of the caster and able to hear him or her. The caster may change which animal he or she is speaking with at will, once per round. The spell doesn't alter the animal's reaction or attitude towards the caster; a standard reaction roll should be made to determine this. Furthermore, more intelligent animals are likely to be terse and evasive, while less intelligent ones make inane comments. However, if an animal is friendly toward the caster, it may be willing to grant some favor or service.

Speak with Monsters

Cleric 6   Range: special
                          Duration: 1 turn/5 levels

The caster can comprehend and communicate with any one monster that is in sight of the caster and able to hear him or her. The caster may change which monster he or she is speaking with at will, once per round. Others able to understand the language spoken by the target monster (if any) will be able to understand the caster. The spell doesn't alter the monster's reaction or attitude towards the caster. Furthermore, more intelligent monsters are likely to be terse and evasive, while less intelligent ones make inane comments. If a monster is friendly toward the caster, it may decide to do some favor or service for him or her. Mindless monsters, plant creatures and undead are unaffected by this spell.

Speak with Plants

Cleric 4   Range: 20'
                          Duration: 1 turn

The caster can comprehend and communicate with both normal plants and plant creatures. A normal plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity. The spell doesn't alter the plant's reaction or attitude towards the caster; however, normal plants will generally communicate freely with the caster, as they have nothing else of importance to do. Intelligent plant creatures are more likely to be terse and evasive, behaving in much the same fashion as any other monster. If a plant creature is friendly toward the caster, it may decide to do some favor or service for him or her. Normal plants are usually not animate, and thus cannot generally perform "services" other than to answer questions.

Speak with Dead

Cleric 3

Range: 10'

Duration: 3 rounds/level

This spell grants the semblance of life and intellect to a corpse, allowing it to answer several questions that the caster puts to it. The caster may ask one question per two caster levels. Unasked questions are wasted if the duration expires. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are often brief, cryptic, or repetitive.

If the corpse has been subject to speak with dead within the past week, the new spell fails. The caster can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all.

This spell does not let the caster actually speak to the person (whose soul has departed). It instead draws on the imprinted knowledge "stored" in the corpse. The partially animated body retains the imprint of the soul that once inhabited it, and thus it can speak with all the knowledge that the creature had while alive. The corpse, however, cannot learn new information. Indeed, it can't even remember being questioned.

This spell does not affect a corpse that has been turned into an undead creature.

Spectral Force

Illusionist 3

Range: 180'

Duration: special

This spell functions like **phantasmal force**, except for the following: sound, smell, and thermal effects are included; creatures created do not necessarily disappear when touched, assuming the caster causes the illusion to react appropriately. For instance the caster displays illusory wounds when the image is attacked. The spell will last for 3 rounds after concentration ceases.

Spiritual Hammer

Cleric 2

Range: 30'

Duration: 1 round/level

This spell causes a warhammer made of pure force to spring into existence, attacking any foe chosen by the Cleric within range once per round. It deals 1d6 hit points of damage per strike, +1 point per three caster levels (maximum of +5). It uses the caster's normal attack bonus, striking as a magical weapon, and thus can inflict damage upon creatures that are only hit by magic weapons. If the hammer goes beyond the spell range, the Cleric loses sight of it, or the caster ceases to direct it, the hammer disappears. The hammer cannot be attacked or harmed by physical attacks, but dispel magic, disintegrate, or a rod of cancellation will dispel it.

Sticks to Snakes

Cleric 4   Range: 120'
                                  Duration: 6 turns

This spell transforms normal wooden sticks into 1d4 hit dice worth of normal (not giant) snakes per every four caster levels. (See the Monsters section for details on types of snakes.) The snakes follow the commands of the caster. When slain, dispelled, or the spell expires, the snakes return to their original stick form. Magical "sticks" such as enchanted staves cannot be affected.

Striking

Cleric 3   Range: touch
                                  Duration: 1 round/level

This spell bestows upon one weapon the ability to deal 1d6 points of additional damage. This extra damage is applied on each successful attack for the duration of the spell. It provides no attack bonus, but if cast on a normal weapon, the spell allows monsters only hit by magical weapons to be affected; only the 1d6 points of magical damage applies to such a monster, however.

Suggestion

Illusionist 4   Range: 30'
                                  Duration: up to 1 hour / level

The caster influences a target creature by suggesting a course of activity limited to a sentence or two. The **suggestion** must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes the activity. The caster can specify conditions that will trigger an activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

If the recipient creature makes its saving throw, the spell has no effect. A very reasonable suggestion causes the save to be made with a penalty (-1 or -2 is recommended).

The creature to be influenced must, of course, be able to understand the **suggestion**, i.e., it must be spoken in a language which the spell recipient understands. Undead are not subject to **suggestion**.

Summon Animals I

Druid 4   Range: 40'/level
                                         Duration: One hour

This spell summons 1d8 ordinary animals (including giant ones) of no more than 4 HD each if they are within range. The druid must name the type of animal summoned, and can have up to three choices. If none of the three species are found within range, the spell fails. The animals will be friendly when summoned and aid the druid's current task, including combat, in whatever way they can (to the best of their understanding). The druid may dismiss any animals called by this spell at any time.

Summon Animals II

Druid 5   Range: 60'/level
                                         Duration: One day

This spell is a more powerful version of *Summon Animals I*. Up to 3d4 animals of 4HD or less can be summoned, or 1d6 animals of 8 HD or less.

Telekinesis

Magic-User 5   Range: self
                                       Duration: 3 turns

This spell permits the caster to move objects or creatures by concentration alone. An object weighing no more than 50 pounds per caster level can be moved up to 20 feet per round. A creature can negate the effect on itself or an object it holds or has on its body with a successful save vs. Death Ray. In order to use this power, the caster must maintain concentration, moving no more than normal movement (no running), making no attacks and casting no spells. If concentration is lost (whether intentional or not), the power may be used again on the next round, but the subject of the effect is allowed a new saving throw.

Teleport

Magic-User 5   Range: self
                                       Duration: instantaneous

This spell instantly transports the caster to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. The caster can bring along objects or creatures, not to exceed 300 pounds plus 100 pounds per level above 10th. The caster must be in contact with all objects and/or creatures to be transported (although creatures to be transported may be in contact with one another, with at least one of those creatures in contact with the caster). Unwilling creatures are allowed a saving throw vs. Spells to resist the spell, and the caster may need to make an attack roll to make contact with such a creature. Likewise, a creature's save vs. Spells prevents items in its possession from being teleported. The caster must have some clear idea of the location and layout of the destination. The clearer the mental image, the more likely it is that the teleportation will work. Areas of strong magical energy may make teleportation more hazardous or even impossible.

To see how well the teleportation works, roll d% and consult the table below. Refer to the following information for definitions of the terms on the table.

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01-97	98-99	100	-
Studied carefully	01-94	95-97	98-99	100
Seen casually	01-88	89-94	95-98	99-100
Viewed once	01-76	77-88	89-96	97-100
False destination	-	-	81-92	93-100

Familiarity: "Very familiar" is a place where the caster has been very often and feels at home. "Studied carefully" is a place the caster knows well, either because it can currently be seen, the caster has been there often, or other means (such as scrying) have been used to study the place for at least one hour. "Seen casually" is a place that the caster has seen more than once but with which he or she is not very familiar. "Viewed once" is a place that the caster has seen once, possibly using magic. "False destination" is a place that does not truly exist or if the caster is teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar. When rolling on this row, use 1d20+80.

On Target: The caster appears exactly where desired.

Off Target: The caster appears safely a random distance away from the destination in a random direction. Distance off target is 1d10x1d10% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: The caster winds up in an area that's visually or thematically similar to the target area. This means that the caster appears in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

Mishap: The caster and anyone else teleporting with the caster have gotten "scrambled." Each takes 1d10 points of damage; then reroll on the chart to see where they wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

Tree Sanctuary

Druid 4   Range: Touch
                                         Duration: 1 turn/level

This spell enables a druid to create an invisible door in the trunk of a tree that is visible only to dryads and other druids. The tree must be at least 10' tall, planted into the earth for this spell to work. Once the spell is complete, the druid may enter the tree, effectively disappearing from sight. Only one tree may be effected by Tree Door at a time. Furthermore, this spell may only be cast on a tree occupied by a dryad if the dryad allows it.

The druid is completely aware of his surroundings while in the tree, gaining the bonus of 360-degree vision and hearing, as well as being able to detect changes in the immediate temperature surrounding the tree. The druid may meditate to memorize spells in the tree. Another benefit of this spell is that each turn the druid sleeps inside the tree counts as a full hour of sleep. Also, if the tree is an oak, the druid heals 1d4 hp per turn spent inside the tree.

The druid however loses the senses of taste, smell, and touch and may not speak or cast spells while inside the tree. The druid takes 1/2 of any damage the tree suffers, and if the tree is destroyed or cut down, the druid is cast out into the nearest available space.

True Seeing

Cleric 5   Range: touch
                                           Duration: 1 round/level

This spell confers on the target the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors, sees the exact locations of displaced creatures or objects, sees through normal or magical disguises, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. The range of true seeing conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with clairvoyance.

Ventriloquism

Magic-User 1   Range: 60'
                                           Duration: 1 turn/level

This spell allows the caster to cause his or her voice to sound from someplace else within range, for example, from a dark alcove or statue.

Wall of Fire

Cleric 5, Magic-User 4   Range: 180'
                                     Duration: 1 round/level (or special)

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by the caster, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those beyond 10 feet but within 20 feet. The wall deals this damage when it appears and on the caster's turn each round to all creatures in the area. In addition, the wall deals 2d6 points +1 point per caster level of fire damage to any creature passing through it. The wall deals double damage to undead creatures.

The wall is either a sheet of flame up to 20' in length per caster level, or a ring with a radius up to 5' per caster level. The caster may choose to make the wall smaller if desired. The wall may be up to 20' tall (as desired by the caster and/or constrained by the ceiling).

If the caster evokes the wall so that it appears where creatures are, each creature takes damage as if passing through the wall; a save vs. Spells is allowed, with success indicating that damage is rolled as if the creature is within 10' of the wall.

The caster may choose to maintain the spell indefinitely (within reasonable limits of endurance) by concentration, or may cast it with the standard duration of 1 round per level, at his or her option.

Wall of Iron

Magic-User 6   Range: 90'
                                     Duration: permanent

This spell causes a flat, vertical iron wall to spring into being. The wall is composed of up to one 10'x10' square section, one inch thick, per caster level. If the caster so desires, the wall can bond itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. The wall must always be a flat plane, though the edges can be shaped to fit the available space, and it must always be conjured in contact with the ground.

The caster can increase the thickness of the wall with a proportionate reduction in the area; for example, doubling the thickness halves the area. The wall may not be made less than one inch thick. The caster can create the wall vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left un-pushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature with 13 Strength (or 4 or more Hit Dice) can push the wall over; or several creatures can work together to do so. (If the optional Ability Roll rule is being used, a Strength roll at -3 is sufficient to topple the wall.) Creatures with room to flee the falling wall may do so by making successful saves vs. Death Ray (with Dexterity bonus added). Any creature of Ogre-size or smaller that fails the save takes 10d6 points of damage. The wall cannot crush larger creatures.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

Wall of Stone

Magic-User 5   Range: 15' per level
                                      Duration: permanent

This spell creates a wall of rock that merges into adjoining rock surfaces. The wall is composed of up to one 10'x10' square section, 1' thick, per caster level. The caster can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

The caster can create a wall of stone in almost any shape he or she desires. The wall created need not be vertical, nor rest upon any firm foundation; 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, reducing the spell's area by half. The wall can also be crudely shaped to create crenelations, battlements, and so forth by similarly reducing the area.

Like any other stone wall, this one can be destroyed by a disintegrate spell or by normal means such as breaking and chipping.

It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful saves vs. Death Ray.

Warp Wood*

Druid 2   Range: 50 ft
                                      Duration: instantaneous

The caster causes non-magic wood in a 20' radius to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open or becomes stuck. A boat or ship springs a leak. Warped weapons (like bows and arrows) are useless. The caster may warp wood object(s) up to 1' in all side or its equivalent per caster level.

Alternatively, the caster can "unwarp" non-magic wood (effectively warping it back to normal), straightening wood that has been warped by this spell or by other means. The caster can combine multiple consecutive warp wood spells to warp (or unwarp) an object that is too large to warp with a single spell.

Water Breathing

Magic-User 3   Range: touch
                                      Duration: 2 hours/level

The affected creatures can breathe water freely. Divide the duration evenly among all the creatures the caster touches. The spell does not make creatures unable to breathe air.

Weather Summoning

Druid 6   Range: 10 miles
                                 Duration: 5 turns/level

The caster is able to summon nearby weather conditions. The caster must be aware of the weather condition to summon it. This spell does not grant control of the weather to the caster.

Web

Magic-User 2   Range: 10' per level
                                 Duration: 2 turns/level

Web creates a many-layered mass of strong, sticky strands, filling a volume of 8,000 cubic feet (equivalent to eight 10'x10'x10' cubes). The strands are similar to spider webs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears; within this limitation, the caster may choose any arrangement of webs he or she wishes, up to the limit of range and the given 8,000 cubic foot volume. The caster may choose to create a smaller volume if he or she wishes. Creatures caught within a web become entangled among the gluey fibers. Attacking a creature in a web won't cause the attacker to become entangled, but moving through the affected area will.

Anyone in the area of effect when the spell is cast must make a save vs. Death Ray. If this save succeeds, the creature is entangled, but not prevented from moving, though moving is reduced to one-half normal movement rate. Such entangled creatures may not cast spells or perform normal attacks; whether other actions are possible is left to the GM to decide. Once an entangled creature leaves the area of effect of the web, it will be able to act normally again.

If the save fails, the creature is entangled and can't move or perform any other physical action. Speech remains possible, however. Creatures with Strength of 13 or higher (or 4 or more hit dice) may be able to break loose, however; each round, such creatures are allowed another save vs. Death Ray with results as given above. Creatures failing the initial save and having Strength of 12 or less (or fewer than 4 hit dice) are trapped until the duration expires or the webs are otherwise removed.

The strands of a web spell are flammable. Any fire can set the webs alight and burn away a 10' cube in 1 round; the fire will spread to adjacent 10' cubes each round until all the webbing is consumed (or the fire is put out by some means). All creatures within flaming webs take 2d4 points of fire damage from the flames, but if they survive they are completely free afterwards.

Wizard Eye

Magic-User 4

Range: 240'
Duration: 6 turns

With this spell the caster creates an invisible magical "eye" through which he or she can see. The eye has Darkvision, but otherwise sees exactly as the caster would. It can be created in any place the caster can see, up to a range of 240' away, and thereafter can move at a rate of 40' per round as directed by the caster. The eye will not move more than 240' feet away from the caster under any circumstances. The eye cannot pass through solid objects, but as it is exactly the size of a normal human's eye, it can pass through holes as small as 1 inch in diameter. The caster must concentrate to use the eye.

Wizard Lock

Magic-User 2

Range: 20'
Duration: permanent

A wizard lock spell cast upon a door, chest, or portal magically locks it. The caster can freely pass his or her own wizard lock without affecting it, as can any Magic-User 3 or more levels higher than the caster of the wizard lock; otherwise, a door or object secured with this spell can be opened only by breaking in or with a successful dispel magic or knock spell.

Word of Recall

Cleric 6

Range: self (special)
Duration: instantaneous

Word of recall teleports the caster instantly back to his or her sanctuary when a single word is uttered. The caster must designate the sanctuary when he or she prepares the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. The caster can be transported any distance within a plane but cannot travel between planes. The caster can bring along objects or creatures, not to exceed 300 pounds plus 100 pounds per level above 10th. The caster must be in contact with all objects and/or creatures to be transported (although creatures to be transported may be in contact with one another, with at least one of those creatures in contact with the caster).

An unwilling creature can't be teleported by word of recall. Likewise, a creature's save vs. Spells prevents items in its possession from being teleported.

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