

CHAPTER VI: Magic

Bow down: I am the emperor of dreams; I crown me with the million-colored sun Of secret worlds incredible, and take Their trailing skies for vestment when I soar, Throned on the mounting zenith, and illumine The spaceward-flown horizons infinite.

- **Clark Ashton Smith**

The Last Oblivion

Combined Spell Lists: These compile the spells from OSRIC along with the new spells presented in this chapter all listed in d% tables graded by rarity.

Arcane Spells: This section includes new Magic-User spells

Divine Spells: This section includes new Cleric spells

Druidic Spells: This section includes new Druid spells

Maleficent Spells: This section includes new spell for use with the Warlock NPC class as presented in Chapter I

Occult Spells: This section includes new spells for use with the Witch PC class as presented in Chapter I

Phantasmal Spells: This section includes new Illusionist spells

Variant Magic Rules (Optional)

Spellbook Assortments: These assortments of spellbooks allow the GM to quickly generate an NPC's spell book according to level.

Esoteric Tables: These tables allow the GM to generate additional magical flavour for his or her campaign.

COMBINED SPELL LISTS

A NOTE ON SPELL RARITY

Unmarked spells are common. "U" means the spell is uncommon. "R" means the spell is rare and VR "Very Rare". Broadly speaking, "common" means standard OSRIC spells, while "uncommon", "rare" and "very rare" spells include the new spells introduced in this supplement as well as other sources.

The GM may decide to alter spell rarity to suit their own campaigns. For instance, certain spells may be commonly available in one region or amongst a particular esoteric group while rare or even entirely unknown elsewhere. The GM may also decide to alter the gold piece and experience point values for spellcasting or scrolls and/or other treasure according to the rarity of the magic involved.

ARCANE SPELLS

Arcane Level 1 (d00: 01-50 Table 1; 51-00 Table 2)			
TABLE 1		TABLE 2	
3d12	SPELL	3d10	SPELL
3	<i>Light</i>	3	<i>Alarm</i> (U)
4	<i>Affect Normal Fires</i>	4	<i>Accuracy</i> (R)
5	<i>Know History</i>	5	<i>Light Step</i> (U)
6	<i>Magic Aura</i>	6	<i>Armour</i> (U)
7	<i>Mending</i>	7	<i>Buoyancy</i> (R)
8	<i>Melt</i>	8	<i>Beast of Burden</i> (R)
9	<i>Magic Missile</i>	9	<i>Bookworm Bane</i> (R)
10	<i>Burning Hands</i>	10	<i>Chameleon</i> (R)
11	<i>Message</i>	11	<i>Chime of Release</i> (R)
12	<i>Charm Person</i>	12	<i>Corpselight</i> (R)
13	<i>Mount</i>	13	<i>Protection from Avians</i> (R)
14	<i>Read Magic</i>	14	<i>Detect Undead</i> (R)
15	<i>Comprehend Languages</i>	15	<i>Cloud Ladder</i> (R)
16	<i>Precipitation</i>	16	<i>Empathic Projection</i> (R)
17	<i>Dancing Lights</i>	17	<i>Serpent Missile</i>
18	<i>Detect Magic</i>	18	<i>Eye of the Tiger</i> (R)
19	<i>Protection from Evil</i>	19	<i>Feeling Fingers</i> (R)
20	<i>Run</i>	20	<i>Firewater</i> (R)
21	<i>Enlarge</i>	21	<i>Smoky Sphere</i> (R)
22	<i>Erase</i>	22	<i>Flare</i> (R)
23	<i>Shield</i>	23	<i>Flash</i> (R)
24	<i>Feather Fall</i>	24	<i>Undead Mount</i> (R)
25	<i>Shocking Grasp</i>	25	<i>Grease</i> (U)
26	<i>Find Familiar</i>	26	<i>Ventriloquism</i>
27	<i>Sleep</i>	27	<i>Were-light</i> (U)
28	<i>Spider Climb</i>	28	<i>Wizard Mark</i>
29	<i>Taunt</i>	29	<i>Read Magic</i>
30	<i>Floating Disc</i>	30	GM's Choice
31	<i>Friends</i>		
32	<i>Unseen Servant</i>		
33	<i>Hold Portal</i>		
34	<i>Identify</i>		
35	<i>Jump</i>		
36	<i>Write</i>		

ARCANE SPELLS cont.

Arcane Level 2 (d00: 01-50 Table 1; 51-00 Table 2)		
TABLE 1		TABLE 2

3d12	SPELL	3d10	SPELL
3	<i>Magic Mouth</i>	3	<i>Adventurer's Luck</i> (R)
4	<i>Locate Object</i>	4	<i>Acid Arrow</i> (U)
5	<i>Audible Glamour</i>	5	<i>Magnify</i> (R)
6	<i>Mirror Image</i>	6	<i>Bind</i> (U)
7	<i>Pyrotechnics</i>	7	<i>Preserve</i> (U)
8	<i>Ray of Enfeeblement</i>	8	<i>Protection from Charm</i> (R)
9	<i>Rope Trick</i>	9	<i>Blackmote</i> (R)
10	<i>Scare</i>	10	<i>Bladethirst</i> (R)
11	<i>Stinking Cloud</i>	11	<i>Blazing Beam</i> (R)
12	<i>Strength</i>	12	<i>Boiling Bath</i> (R)
13	<i>Continual Light</i>	13	<i>Scent Mask</i> (R)
14	<i>Shatter</i>	14	<i>Scorch</i> (R)
15	<i>Darkness 15' Radius</i>	15	<i>Crystal Dagger</i> (R)
16	<i>Deep Pockets</i> (U)	16	<i>Silencing Hand</i> (R)
17	<i>Detect Evil</i>	17	<i>Skull Watch</i> (R)
18	<i>Detect Gate</i>	18	<i>Soothing Vibrations</i> (R)
19	<i>Detect Invisibility</i>	19	<i>Spectral Wings</i> (R)
20	<i>Web</i>	20	<i>Brawl</i> (R)
21	<i>Dispel Silence</i>	21	<i>Breath of Life</i> (R)
22	<i>Wizard Lock</i>	22	<i>Swift Mount</i> (R)
23	<i>ESP</i>	23	<i>Swim</i> (R)
24	<i>False Trap</i>	24	<i>Tones of Forgetfulness</i> (R)
25	<i>Flaming Sphere</i> (U)	25	<i>Uncontrollable Hideous Laughter</i> (U)
26	<i>Fool's Gold</i>	26	<i>Invisibility to Undead</i> (R)
27	<i>Forget</i>	27	<i>Dextrous Digits</i> (R)
28	<i>Gaseous Form</i>	28	<i>Whip</i> (U)
29	<i>Invisibility</i>	29	<i>Encompassing Vision</i> (R)
30	<i>Vocalise</i> (U)	30	<i>Improved Identify</i> (R)
31	<i>Zephyr</i> (U)		
32	<i>Irritation</i> (U)		
33	<i>Knock</i>		
34	<i>Know Alignment</i> (U)		
35	<i>Levitate</i>		
36	GM's Choice		

ARCANE SPELLS cont.

Arcane Level 3 (d00: 01-50 Table 1; 51-00 Table 2)			
TABLE 1		TABLE 2	
3d12	SPELL	3d10	SPELL
3	<i>Lightning Bolt</i>	3	<i>Iron Sack</i> (R)
4	<i>Acid Reflux</i>	4	<i>Acid Cloud</i> (R)
5	<i>Blink</i>	5	<i>Marvellous Shield</i> (R)
6	<i>Book Ward</i>	6	<i>Material</i> (U)

7	<i>Clairaudience</i>	7	<i>Meldaar's Curving Missile</i>
8	<i>Clairvoyance</i>	8	<i>Minute Meteors (U)</i>
9	<i>Cloudburst (U)</i>	9	<i>Crystal Rhythms (R)</i>
10	<i>Minute Meteors (U)</i>	10	<i>Deadly Strike (R)</i>
11	<i>Monster Hands</i>	11	<i>Mummy Touch (R)</i>
12	<i>Dancing Sword</i>	12	<i>Defence Against Lycanthropes (R)</i>
13	<i>Monster Summoning I</i>	13	<i>Protection from Evil 10' Radius</i>
14	<i>Phantasmal Force</i>	14	<i>Protection from Insects (R)</i>
15	<i>Protection from Normal Missiles</i>	15	<i>Defence Against Reptiles (R)</i>
16	<i>Water Walking</i>	16	<i>Pugnacious Pugilist (R)</i>
17	<i>Dispel Magic</i>	17	<i>Radiant Baton (R)</i>
18	<i>Elemental Turning</i>	18	<i>Revenance (R)</i>
19	<i>Slow</i>	19	<i>Secret Page (U)</i>
20	<i>Tiny Hut</i>	20	<i>Sepia Snake Sigil (U)</i>
21	<i>Explosive Runes</i>	21	<i>Expeditious Fire Extinguisher (R)</i>
22	<i>Feign Death</i>	22	<i>Force Umbrella (R)</i>
23	<i>Fireball</i>	23	<i>Sure-footed Shuffle (R)</i>
24	<i>Flame Arrow</i>	24	<i>Temporal Shield (R)</i>
25	<i>Fly</i>	25	<i>Eye of the Eagle (R)</i>
26	<i>Suggestion</i>	26	<i>Item (U)</i>
27	<i>Water Breathing</i>	27	<i>Ward Against Undead (R)</i>
28	<i>Gust of Wind</i>	28	<i>Golden Revelation (R)</i>
29	<i>Haste</i>	29	<i>Detect Illusion (U)</i>
30	<i>Hold Person</i>	30	<i>Zaragond's Trinket (R)</i>
31	<i>Identify Gate</i>		
32	<i>Infravision</i>		
33	<i>Invisibility 10' Radius</i>		
34	<i>Tongues</i>		
35	<i>Wind Wal (U)</i>		
36	GM's Choice		

ARCANE SPELLS cont.

Arcane Level 4 (d00: 01-50 Table 1; 51-00 Table 2)			
TABLE 1		TABLE 2	
3d12	SPELL	3d12	SPELL
3	<i>Minor Globe of Invulnerability</i>	3	<i>Master of Arms (R)</i>
4	<i>Mnemonic Enhancer</i>	4	<i>Memory Alteration (R)</i>
5	<i>Black Tentacles (U)</i>	5	<i>Mind Scan (R)</i>
6	<i>Monster Summoning II</i>	6	<i>Battering Gauntlets (R)</i>
7	<i>Charm Monster</i>	7	<i>Blacklight Burst (R)</i>
8	<i>Confusion</i>	8	<i>Brenzer's Baleful Beacon (R)</i>
9	<i>Plant Growth</i>	9	<i>Mortimor's Marvellous Mortician (R)</i>
10	<i>Dig</i>	10	<i>Construction Crew (R)</i>
11	<i>Polymorph Other</i>	11	<i>Dimensional Anchor (R)</i>

12	<i>Dimension Door</i>	12	<i>Drums of Despair (R)</i>
13	<i>Dispel Illusion (U)</i>	13	<i>Protection from Gas (R)</i>
14	<i>Polymorph Self</i>	14	<i>Protection from Slime (R)</i>
15	<i>Stoneskin</i>	15	<i>Faithful Shield Maiden (R)</i>
16	<i>Enchanted Weapon</i>	16	<i>Resilient Sphere (U)</i>
17	<i>Extension I</i>	17	<i>Running Warrior (R)</i>
18	<i>Remove Curse</i>	18	<i>Secure Shelter (U)</i>
19	<i>Fear</i>	19	<i>Shout (U)</i>
20	<i>Fire Charm</i>	20	<i>Instant Exit (R)</i>
21	<i>Fire Shield</i>	21	<i>Staff of Smiting (R)</i>
22	<i>Fire Trap</i>	22	<i>Steaming Sphere (R)</i>
23	<i>Wall of Bones</i>	23	<i>Electric Arc (R)</i>
24	<i>Ultravision (U)</i>	24	<i>Teleport Undead (R)</i>
25	<i>Fumble</i>	25	<i>Tin Soldiers (R)</i>
26	<i>Gatetrace</i>	26	<i>Tonal Attack (R)</i>
27	<i>Giant Strength (U)</i>	27	<i>Tool Box (R)</i>
28	<i>Hallucinatory Terrain</i>	28	<i>Force Sculpture (R)</i>
29	<i>Wall of Fire</i>	29	<i>Flaming Blade (R)</i>
30	<i>Ice Storm</i>	30	<i>Wall of Coral (R)</i>
31	<i>Spell Enhancer (U)</i>	31	<i>Handy Timepiece (R)</i>
32	<i>Wall of Ice</i>	32	<i>Lightburst (R)</i>
33	<i>Wizard Eye</i>	33	<i>Lignification (VR)</i>
34	<i>Magic Mirror (U)</i>	34-36	GM's Choice
35	<i>Massmorph</i>		
36	GM's Choice		

ARCANE SPELLS cont.

Arcane Level 5 (d00: 01-50 Table 1; 51-00 Table 2)			
TABLE 1		TABLE 2	
d00	SPELL	3d12	SPELL
3	<i>Lamentable Belabourment (U)</i>	3	<i>Aiming at the Target (R)</i>
4	<i>Airy Water</i>	4	<i>Grey Mantle (R)</i>
5	<i>Animal Growth</i>	5	<i>Enveloping Darkness (R)</i>
6	<i>Animate Dead</i>	6	<i>Mind Shield (R)</i>
7	<i>Avoidance (U)</i>	7	<i>Monster Summoning III</i>
8	<i>Sending (U)</i>	8	<i>Flying Feat (R)</i>
9	<i>Transmute Rock to Mud</i>	9	<i>Polar Screen (R)</i>
10	<i>Cloudkill</i>	10	<i>Primal Fury (R)</i>
11	<i>Cone of Cold</i>	11	<i>Private Sanctum (R)</i>
12	<i>Conjure Elemental</i>	12	<i>Radiant Arch (R)</i>
13	<i>Contact Other Plane</i>	13	<i>Radiant Screen (R)</i>
14	<i>Creeping Cloud</i>	14	<i>Replay of the Past (R)</i>
15	<i>Secret Chest</i>	15	<i>Disguise Undead (R)</i>
16	<i>Dismissal (U)</i>	16	<i>Catastrophe (R)</i>

17	<i>Wall of Stone</i>	17	<i>Shell Shape (R)</i>
18	<i>Distance Distortion</i>	18	<i>Sigil of Transmogrification (R)</i>
19	<i>Wall of Force</i>	19	<i>Skill Seed (R)</i>
20	<i>Stone Shape</i>	20	<i>Electrical Screen (R)</i>
21	<i>Magic Jar</i>	21	<i>Strangling Grip (R)</i>
22	<i>Extension II</i>	22	<i>Fantastic Fencers (R)</i>
23	<i>Fabricate</i>	23	<i>Telepathic Bond (R)</i>
24	<i>Dolour (U)</i>	24	<i>Gong of Isolation (R)</i>
25	<i>Telekinesis</i>	25	<i>Chill Touch (R)</i>
26	<i>Feeblemind</i>	26	<i>Transmute Water to Poison (R)</i>
27	<i>Flame Shroud</i>	27	<i>Unseen Servant Horde (R)</i>
28	<i>Passwall</i>	28	<i>Faithful Phantom Defenders (R)</i>
29	<i>Teleport</i>	29	<i>Dispelling Screen (R)</i>
30	<i>Mage's Faithful Hound</i>	30	<i>Hold Undead (R)</i>
31	<i>Hold Monster</i>	31	<i>Watchware (R)</i>
32	<i>Interposing Hand</i>	32	<i>Hold Vapour (R)</i>
33-36	GM's Choice	33-36	GM's Choice

ARCANE SPELLS cont.

Arcane Level 6 (d00: 01-50 Table 1; 51-00 Table 2)			
TABLE 1		TABLE 2	
3d12	SPELL	1d12	SPELL
3	<i>Anti-Magic Shell</i>	1	<i>Harden (R)</i>
4	<i>Protection from Scrying</i>	2	<i>Besieging Bolt (R)</i>
5	<i>Reincarnation</i>	3	<i>Beneficent Polymorph (R)</i>
6	<i>Chain Lightning (U)</i>	4	<i>Eyebite (U)</i>
7	<i>Contingency (U)</i>	5	<i>Faithful Phantom Guardian (R)</i>
8	<i>Control Weather</i>	6	<i>Diamond Screen (R)</i>
19	<i>Death Spell</i>	7	<i>Merciful Metamorphosis (R)</i>
10	<i>Spirit-Rack</i>	8	<i>Dimensional Lock (R)</i>
11	<i>Transformation</i>	9	<i>Transmute Water to Dust (U)</i>
12	<i>Disintegrate</i>	10	<i>Undead Regeneration (R)</i>
13	<i>Enchant an Item</i>	11	<i>Unicorn Steed (R)</i>
14	<i>Ensnarement (U)</i>	12	<i>Urgent Utterance (R)</i>
15	<i>Excruciating Screen (R)</i>		
16	<i>Extension III</i>		
17	<i>Repulsion</i>		
18	<i>Spectral Guard</i>		
19	<i>Forceful Hand</i>		
20	<i>Freezing Sphere</i>		
21	<i>Geas</i>		
22	<i>Glasseye</i>		
23	<i>Globe of Invulnerability</i>		
24	<i>Guards and Wards</i>		

25	<i>Project Image</i>		
26	<i>Imbue Undead (R)</i>		
27	<i>Invisible Stalker</i>		
28	<i>Legend Lore</i>		
29	<i>Lower Water</i>		
30	<i>Lucubration (U)</i>		
31	<i>Stone to Flesh</i>		
32	<i>Monster Summoning IV</i>		
33	<i>Move Earth</i>		
34	<i>Orb of Containment (R)</i>		
35	<i>Part Water</i>		
36	GM's choice		

ARCANE SPELLS cont.

Arcane Level 7		Arcane Level 8	
TABLE 1		TABLE 2	
2d20	SPELL	3d10	SPELL
2	<i>Banishment (U)</i>	3	<i>Antipathy / Sympathy</i>
3	<i>Cacodemon</i>	4	<i>Bind Spirit (U)</i>
4	<i>Charm Plants</i>	5	<i>Clenched Fist</i>
5	<i>Death Screen (R)</i>	6	<i>Clone</i>
6-7	<i>Delayed Blast Fireball</i>	7	<i>Demand (U)</i>
8	<i>Duo-dimension</i>	8	<i>Glass-steel</i>
9	<i>Fire and Ice (R)</i>	9-10	<i>Incendiary Cloud</i>
10	<i>Forcecage (U)</i>	11	<i>Irresistible Dance</i>
11	<i>Grasping Hand</i>	12	<i>Mass Charm</i>
12	<i>Instant Summons</i>	13	<i>Masterpiece Force Sculpture (R)</i>
13	<i>Limited Wish</i>	14-15	<i>Maze</i>
14	<i>Mage's Sword</i>	16	<i>Mind Blank</i>
15	<i>Magnificent Mansion (U)</i>	17	<i>Monster Summoning VI</i>
16-17	<i>Major Globe of Invulnerability</i>	18-19	<i>Permanency</i>
18	<i>Mass Invisibility</i>	20-21	<i>Polymorph Any Object</i>
19-20	<i>Monster Summoning V</i>	22	<i>Power Word, Blind</i>
21	<i>Penultimate Cogitation (R)</i>	23	<i>Sink (U)</i>
22	<i>Phase Door</i>	24	<i>Spell Immunity</i>
23	<i>Plane Truth (R)</i>	25	<i>Stolen Years</i>
24-25	<i>Power Word, Stun</i>	26	<i>Sunburst (R)</i>
26	<i>Prismatic Blade</i>	27	<i>Symbol</i>
27	<i>Reverse Gravity</i>	28	<i>Telekinetic Sphere (U)</i>
28	<i>Sequester (U)</i>	29	<i>Trap the Soul</i>
29	<i>Siege Sphere (R)</i>	30	<i>Unlife (R)</i>
30-31	<i>Simulacrum</i>		
32	<i>Statue</i>		
33-34	<i>Teleport Without Error (U)</i>		

35	Torment (U)		
36-37	Truename (U)		
38-39	Vanish		
40	Vingotsky's Vile Vessel (R)		
Arcane Level 9			
1d12+1d6	SPELL		
2	Astral Spell		
3	Astral Spell		
4	Control Undead (R)		
5	Crushing Hand		
6	Crystalbrittle (U)		
7	Disjunction (U)		
8	Energy Drain (U)		
9	Gate		
10	Imprisonment		
11	Meteor Storm		
12	Monster Summoning VII		
13	Power Word, Kill		
14	Prismatic Sphere		
15	Shape Change		
16	Succour (U)		
17	Temporal Stasis		
18	Time Stop		

DIVINE SPELLS

Divine Level 1		Divine Level 2	
3d12	SPELL	3d12	SPELL
3	Bless	3	Aid
4	Censure	4	Augury
5	Ceremony	5	Beguiling
6	Combine	6	Chant
7	Command	7	Corpse Fire
8	Correction of Gamchicoth	8	Detect Charm
9	Create Water	9	Detect Curse
10	Cure Light Wounds	10	Detect Life
11	Detect Disease	11	Divine Might
12	Detect Evil	12	Dust Devil
13	Detect Magic	13	Enthrall
14	Detect Poison	14	Find Traps
15	Endure Cold	15	Hold Person
16	Guardian's Sigil	16	Holy Symbol
17	Halo	17	Know Alignment
18	Hand Fire	18	Messenger
19	Invisibility to Undead	19	Resist Fire

20	<i>Light</i>		20	<i>Silence, 15' Radius</i>
21	<i>Magic Stone</i>		21	<i>Slow Disease</i>
22	<i>Penetrate Disguise</i>		22	<i>Slow Poison</i>
23	<i>Portent</i>		23	<i>Smite the Faithless</i>
24	<i>Precipitation</i>		24	<i>Snake Charm</i>
25	<i>Protection from Chaos</i>		25	<i>Speak With Animals</i>
26	<i>Protection from Evil</i>		26	<i>Spiritual Weapon</i>
27	<i>Purify Food and Drink</i>		27	<i>Stalk</i>
28	<i>Remove Fear</i>		28	<i>Translate</i>
29	<i>Repair</i>		29	<i>Vicissitude</i>
30	<i>Resist Cold</i>		30	<i>Withdraw</i>
31	<i>Sanctuary</i>		31	<i>Wyvern Watch</i>
32	<i>Scribe</i>	30	32	<i>Zaragond's Trinket</i>
33-36	GM's Choice		33-36	GM's Choice

DIVINE SPELLS cont.

Divine Level 3		Divine Level 4	
3d10	SPELL	3d10	SPELL
3	<i>Animate Dead</i>	3	<i>Abjure</i>
4	<i>Burden of Correction</i>	4	<i>Cloak of Fear</i>
5	<i>Champion's Sigil</i>	5	<i>Cure Serious Wounds</i>
6	<i>Chastisement of Gamchicoth</i>	6	<i>Detect Lie</i>
7	<i>Circle of Healing</i>	7	<i>Divination</i>
8	<i>Cloudburst</i>	8	<i>Exorcism</i>
9	<i>Continual Light</i>	9	<i>Footsore</i>
10	<i>Create Food and Water</i>	10	<i>Giant Insect</i>
11	<i>Cure Blindness</i>	11	<i>Hero's Sigil</i>
12	<i>Cure Disease</i>	12	<i>Imbue with Spell Ability</i>
13	<i>Death's Door</i>	13	<i>Log to Lizard</i>
14	<i>Delayed Cure Light Wounds</i>	14	<i>Lower Water</i>
15	<i>Detect Lycanthropes</i>	15	<i>Meteors</i>
16	<i>Dispel Magic</i>	16	<i>Minor Ward</i>
17	<i>Feign Death</i>	17	<i>Neutralise Poison</i>
18	<i>Flame Walk</i>	18	<i>Plague</i>
19	<i>Glyph of Warding</i>	19	<i>Protection from Evil, 10' Radius</i>
20	<i>Locate Object</i>	20	<i>Retribution of Gamchicoth</i>
21	<i>Magical Vestment</i>	21	<i>Speak with Plants</i>
22	<i>Meld into Stone</i>	22	<i>Spell Immunity</i>
23	<i>Negative Plane Protection</i>	23	<i>Spike Growth</i>
24	<i>Prayer</i>	24	<i>Sticks to Snakes</i>
25	<i>Quiet Dead</i>	25	<i>Sunburst</i>
26	<i>Raise Dead Temporarily</i>	26	<i>Tongues</i>
27	<i>Remove Curse</i>	27	<i>Water Walk</i>
28	<i>Remove Paralysis</i>	28-30	GM's Choice

29	<i>Speak With Dead</i>		
30	<i>Undead Vision</i>		

DIVINE SPELLS cont.

Divine Level 5		Divine Level 6	
1d20	SPELL	2d10	SPELL
1	<i>Air Walk</i>	2	<i>Aerial Servant</i>
2	<i>Animate Dead Monsters</i>	3	<i>Animate Object</i>
3	<i>Atonement</i>	4	<i>Blade Barrier</i>
4	<i>Commune</i>	5	<i>Command Earth</i>
5	<i>Cure Critical Wounds</i>	6	<i>Communicate</i>
6	<i>Dispel Evil</i>	7	<i>Conjure Animals</i>
7	<i>Ebony Tendrils</i>	8	<i>Enmeshment</i>
8	<i>Flame Strike</i>	9	<i>Find the Path</i>
9	<i>Golem</i>	10	<i>Forbiddance</i>
10	<i>Insect Plague</i>	11	<i>Fortunes of War</i>
11	<i>Magic Font</i>	12	<i>Heal</i>
12	<i>Major Ward</i>	13	<i>Heroes' Feast</i>
13	<i>Peace</i>	14	<i>Part Water</i>
14	<i>Plane Shift</i>	15	<i>Salvation</i>
15	<i>Quest</i>	16	<i>Scourge of the Infidel</i>
16	<i>Rainbow</i>	17	<i>Speak with Monsters</i>
17	<i>Raise Dead</i>	18	<i>Stone Tell</i>
18	<i>Spike Stones</i>	19	<i>Vengeance of Gamchicoth</i>
19	<i>Transmute Water to Blood</i>	20	<i>Word of Recall</i>
20	<i>True Seeing</i>		

Divine Level 7	
1d20	SPELL
1	<i>Astral Spell</i>
2	<i>Control Weather</i>
3	<i>Digit of Disruption</i>
4	<i>Earthquake</i>
5	<i>Entrails</i>
6	<i>Exaction</i>
7	<i>Gate</i>
8	<i>Holy Word</i>
9	<i>Regenerate</i>
10	<i>Restoration</i>
11	<i>Resurrection</i>
12	<i>Succour</i>
13	<i>Symbol</i>
14	<i>Wind Walk</i>
15	<i>Astral Spell</i>
16	<i>Control Weather</i>

17	<i>Digit of Disruption</i>
18	<i>Earthquake</i>
19	<i>Entrails</i>
20	<i>Exaction</i>

DRUIDIC SPELLS

Druidic Level 1		Druidic Level 2	
1d20	SPELL	1d20	SPELL
1	<i>Animal Friendship</i>	1	<i>Barkskin</i>
2	<i>Birth Charm</i>	2	<i>Charm Person or Mammal</i>
3	<i>Ceremony</i>	3	<i>Create Water</i>
4	<i>Detect Balance</i>	4	<i>Corrode</i>
5	<i>Detect Magic</i>	5	<i>Cure Light Wounds</i>
6	<i>Detect Pits and Snairs</i>	6	<i>Feign Death</i>
7	<i>Detect Poison</i>	7	<i>Fire Trap</i>
8	<i>Entangle</i>	8	<i>Flame Blade</i>
9	<i>Faerie Fire</i>	9	<i>Goodberry</i>
10	<i>Fire Dance</i>	10	<i>Heat Metal</i>
11	<i>Hunger</i>	11	<i>Locate Plants</i>
12	<i>Invisibility to Animals</i>	12	<i>Obscurement</i>
13	<i>Locate Animals</i>	13	<i>Produce Flame</i>
14	<i>Pass Without Trace</i>	14	<i>Reflecting Pool</i>
15	<i>Precipitation</i>	15	<i>Slow Poison</i>
16	<i>Predict Weather</i>	16	<i>Transmute Sticks to Arrows</i>
17	<i>Purify Water</i>	17	<i>Trip</i>
18	<i>Shillelagh</i>	18	<i>Vomit</i>
19	<i>Speak With Animals</i>	19	<i>Warp Wood</i>
20	<i>Thunderclap</i>	20	<i>Wild Champion</i>
Druidic Level 3		Druidic Level 4	
1d10+1d8	SPELL	2d8	SPELL
2	<i>Call Lightning</i>	2	<i>Animal Summoning I</i>
3	<i>Cloudburst</i>	3	<i>Call Woodland Beings</i>
4	<i>Cure Disease</i>	4	<i>Control Temperature 10' Radius</i>
5	<i>Hold Animal</i>	5	<i>Cure Serious Wounds</i>
6	<i>Know Alignment</i>	6	<i>Dispel Magic</i>
7	<i>Neutralise Poison</i>	7	<i>Hallucinatory Forest</i>
8	<i>Plant Growth</i>	8	<i>Hold Plant</i>
9	<i>Protection from Fire</i>	9	<i>Plant Door</i>
10	<i>Pyrotechnics</i>	10	<i>Produce Fire</i>
11	<i>Snare</i>	11	<i>Protection from Lightning</i>
12	<i>Spike Growth</i>	12	<i>Repel Insects</i>
13	<i>Starshine</i>	13	<i>Speak with Plants</i>
14	<i>Stone Shape</i>	14	<i>Thunderstrike</i>
15	<i>Summon Insects</i>	15	<i>Wall of Wood</i>

16	<i>Tame Lightning</i>	16	<i>Watermerge</i>
17	<i>Tree</i>		
18	<i>Water Breathing</i>		

DRUIDIC SPELLS cont.

Druidic Level 5		Druidic Level 6	
2d8	SPELL	2d8	SPELL
2	<i>Animal Growth</i>	2	<i>Animal Summoning III</i>
3	<i>Animal Summoning II</i>	3	<i>Anti-animal Shell</i>
4	<i>Anti-plant Shell</i>	4	<i>Conjure Fire Elemental</i>
5	<i>Commune with Nature</i>	5	<i>Create Spring</i>
6	<i>Control Winds</i>	6	<i>Cure Critical Wounds</i>
7	<i>Insect Plague</i>	7	<i>Earthquake</i>
8	<i>Moonbeam</i>	8	<i>Feeblemind</i>
9	<i>Pass Plant</i>	9	<i>Fire Seeds</i>
10	<i>Spike Stone</i>	10	<i>Liveoak</i>
11	<i>Sticks to Snakes</i>	11	<i>Phagocyte</i>
12	<i>Transmute Rock to Mud</i>	12	<i>Transmute Water to Dust</i>
13	<i>Volcanic Eruption</i>	13	<i>Transport via Plants</i>
14	<i>Wall of Fire</i>	14	<i>Turn Wood</i>
15-16	GM's Choice	15	<i>Wall of Thorns</i>
		16	<i>Weather Summoning</i>

Druidic Level 7	
1d12+1d6	SPELL
2	<i>Animate Rock</i>
3	<i>Changestaff</i>
4	<i>Chariot of Fire</i>
5	<i>Confusion</i>
6	<i>Conjure Earth Elemental</i>
7	<i>Control Weather</i>
8	<i>Creeping Doom</i>
9	<i>Finger of Death</i>
10	<i>Fire Storm</i>
11	<i>Reincarnate</i>
12	<i>Sunray</i>
13	<i>Transmute Metal to Wood</i>
14	<i>Animate Rock</i>
15	<i>Changestaff</i>
16	<i>Chariot of Fire</i>
17	<i>Confusion</i>
18	<i>Conjure Earth Elemental</i>

OCCULT SPELLS (c.f. Witch, Chapter I: New PC Classes)

Occult Level 1		Occult Level 2	
1d20+1d6	SPELL	1d20	SPELL
2	<i>Allure</i>	1	<i>Alacrity</i>
3	<i>Blithering</i>	2	<i>Barrier</i>
4	<i>Call Familiar</i>	3	<i>Beastform</i>
5	<i>Crop Ward</i>	4	<i>Cackle</i>
6	<i>Familiar Spirit</i>	5	<i>Call Image</i>
7	<i>Fertility</i>	6	<i>Corpse Walking</i>
8	<i>Fury of the Ancestors</i>	7	<i>Darkness</i>
9	<i>Grimalkin</i>	8	<i>Dowse</i>
10	<i>Heal Ailment</i>	9	<i>Forget</i>
11	<i>Make Poppet</i>	10	<i>Heal Affliction</i>
12	<i>Mystic Delving</i>	11	<i>Pain / Pleasure</i>
13	<i>Obedient Beast</i>	12	<i>Raven Spy</i>
14	<i>Pyrokinesis</i>	13	<i>Skeletal Steed</i>
15	<i>Regenerate</i>	14	<i>Speak With Animals</i>
16	<i>Sharp Ear</i>	15	<i>Stunning Allure</i>
17	<i>Snake's Tongue</i>	16	<i>Toadform</i>
18	<i>Spirit Servant</i>	17	<i>Vanquished Ward</i>
19	<i>Strength</i>	18	<i>Vulnerability</i>
20	<i>Stumbling Curse</i>	19	<i>Ward of Harm</i>
21	<i>Touch of Suggestion</i>	20	<i>Word of Hibernation</i>
22	<i>Ward of Flame</i>		
23	<i>Ward of the Undead</i>		
24	<i>Weird Whetstone</i>		
25	<i>Witch Candle</i>		
26	GM's Choice		
Occult Level 3		Occult Level 4	
1d20	SPELL	1d12+1d6	SPELL
1	<i>Animate Dead</i>	2	<i>Bog Man</i>
2	<i>Charm Person or Mammal</i>	3	<i>Cauldron of Rage</i>
3	<i>Clairsentience</i>	4	<i>Control Memory</i>
4	<i>Corpse Candle</i>	5	<i>Detect Lie</i>
5	<i>Decay</i>	6	<i>Dispel Magic</i>
6	<i>Fear</i>	7	<i>Effigy</i>
7	<i>Hopping Doom</i>	8	<i>Exorcise</i>
8	<i>Hover</i>	9	<i>Fangs of Alougah</i>
9	<i>Invisibility</i>	10	<i>Harmshield</i>
10	<i>Lifesteal</i>	11	<i>Heal Undead</i>
11	<i>Malice</i>	12	<i>Ordeal</i>
12	<i>Memory of Life</i>	13	<i>Ostia Tenebrosa</i>
13	<i>Remove Curse</i>	14	<i>Polymorph Other</i>
14	<i>Seeming</i>	15	<i>Polymorph Self</i>
15	<i>Speak With Dead</i>	16	<i>Rain of Spite</i>
16	<i>Speak With Plants</i>	17	<i>Troll's Blood</i>

17	<i>Suggestion</i>	18	GM's Choice
18	<i>Suppress Magic</i>		
19	<i>The Needle</i>		
20	<i>Water Breathing</i>		

OCCULT SPELLS cont.

Occult Level 5		Occult Level 6	
1d12	SPELL	1d12	SPELL
1	<i>Bonewarp</i>	1	<i>Call Barbicale</i>
2	<i>Call Imp</i>	2	<i>Call Succubus</i>
3	<i>Call Mephit</i>	3	<i>Chariot of the Dead</i>
4	<i>Confusion</i>	4	<i>Charm Undead</i>
5	<i>Conjure Elemental</i>	5	<i>Claws of Vengeance</i>
6	<i>Danse Macabre</i>	6	<i>Control Winds</i>
7	<i>Evil Eye</i>	7	<i>Crawling Swarm</i>
8	<i>Healing Sympathy</i>	8	<i>Hex</i>
9	<i>Lay to Rest</i>	9	<i>Horror</i>
10	<i>Soulbond</i>	10	<i>Surcease</i>
11	<i>The Brink</i>	11	<i>Under the Will</i>
12	<i>Ward of Magic</i>	12	<i>Wall of Thorns</i>

Occult Level 7	
1d12	SPELL
1	<i>Blight</i>
2	<i>Call Cornugon</i>
3	<i>Call Vrock</i>
4	<i>Control Weather</i>
5	<i>Dismiss Infernal</i>
6	<i>Dominate Infernal</i>
7	<i>Dreadful Sleep</i>
8	<i>Forbidding</i>
9	<i>Fuse Hybrid</i>
10	<i>Sacrifice</i>
11	<i>Taming Nature</i>
12	GM's Choice

PHANTASMAL SPELLS

Phantasmal Level 1		Phantasmal Level 2	
1d20+1d8	SPELL	1d20+1d8	SPELL
2	<i>Audible Glamour</i>	2	<i>Alter Self</i>
3	<i>Change Self</i>	3	<i>Blindness</i>
4	<i>Chromatic Orb</i>	4	<i>Blur</i>
5	<i>Colour Spray</i>	5	<i>Charm Person</i>
6	<i>Dancing Lights</i>	6	<i>Deafness</i>

7	<i>Darkness</i>	7	<i>Detect Magic</i>
8	<i>Detect Illusion</i>	8	<i>Doggro's Synesthesia</i>
9	<i>Detect Invisibility</i>	9	<i>Doggro's Voice of Reason</i>
10	<i>Gaze Reflection(U)</i>	10	<i>Dream Horse</i>
11	<i>Hypnotism</i>	11	<i>Erconfal's Impression</i>
12	<i>Light</i>	12	<i>Fascinate</i>
13	<i>Matador's Cloak (R)</i>	13	<i>Fog Cloud</i>
14	<i>Olfactory Glamour</i>	14	<i>Hakim's Unexpected Feint</i>
15	<i>Parlour Trick (U)</i>	15	<i>Hypnotic Pattern</i>
16	<i>Phantasmal Familiar (R)</i>	16	<i>Improved Phantasmal Force</i>
17	<i>Phantasmal Force</i>	17	<i>Invisibility</i>
18	<i>Phantasmal Projectile (U)</i>	18	<i>Invisibility to Undead</i>
19	<i>Phantom Armour (R)</i>	19	<i>Magic Mouth</i>
20	<i>Pyanpi's Camouflage(VR)</i>	20	<i>Mirror Image</i>
21	<i>Pyanpi's Tiptoe (VR)</i>	21	<i>Misdirection</i>
22	<i>Scent Mask</i>	22	<i>Ospmi's Phantasmal Circumvention</i>
23	<i>Spook (U)</i>	23	<i>Pyanpi's Enticement</i>
24	<i>Vertigo</i>	24	<i>Ventriloquism</i>
25	<i>Wall of Fog</i>	25	<i>Whispering Wind</i>
26	<i>Matador's Cloak</i>	26	<i>Ospmi's Phantasmal Circumvention</i>
27-28	<i>GM's Choice</i>	27	<i>Dream Horse</i>
		28	GM's Choice

Phantasmal Level 3		Phantasmal Level 4	
3d8	SPELL	2d10	SPELL
3	<i>Concussive Detonation</i>	2	<i>Confusion</i>
4	<i>Continual Darkness</i>	3	<i>Delay Illusion</i>
5	<i>Deceived Corpse</i>	4	<i>Dispel Exhaustion</i>
6	<i>Delude</i>	5	<i>Dispel Magic</i>
7	<i>Dispel Illusion</i>	6	<i>Emotion</i>
8	<i>Fear (Arcane 4)</i>	7	<i>Hakim's Dazzling Swordplay</i>
9	<i>Feign Death</i>	8	<i>Improved Invisibility</i>
10	<i>Hallucinatory Terrain</i>	9	<i>Massmorph</i>
11	<i>Illusionary Script</i>	10	<i>Minor Creation</i>
12	<i>Invisibility 10' Radius</i>	11	<i>Phantasmal Killer</i>
13	<i>Mendoza's Non-description</i>	12	<i>Rainbow Pattern</i>
14	<i>Non-detection</i>	13	<i>Shadow Monsters</i>
15	<i>Paralyzation</i>	14	<i>Silver Tongue</i>
16	<i>Phantom Steed</i>	15	<i>Solid Fog</i>
17	<i>Phantom Wind</i>	16	<i>Vacancy</i>
18	<i>Programmed Paracusia</i>	17	<i>Jibber Jabber</i>
19	<i>Psychosomatic Blast</i>	18	<i>Hakim's Oneric Tome</i>
20	<i>Rope Trick</i>	19	<i>Hakim's Dazzling Swordplay</i>
21	<i>Spectral Force</i>	20	GM's Choice
22	<i>Suggestion</i>		
23	<i>Wraithform</i>		
24	<i>Mendoza's Non-Description</i>		

PHANTASMAL SPELLS cont.

Phantasmal Level 5		Phantasmal Level 6	
1d20	SPELL	1d12+1d6	SPELL
2	<i>Advanced Illusion</i>	2	<i>Conjure Animals</i>
3	<i>Chaos</i>	3	<i>Death Fog</i>
4	<i>Demi-shadow Monsters</i>	4	<i>Demi-shadow Magic</i>
5	<i>Dream</i>	5	<i>False Flag</i>
6	<i>Dream Horses</i>	6	<i>Hakim's Ricasso Riposte</i>
7	<i>Magic Mirror</i>	7	<i>Mass Suggestion</i>
8	<i>Major Creation</i>	8	<i>Mirage Arcane</i>
9	<i>Maze</i>	9	<i>Mislead</i>
10	<i>Mendoza's Mass Non-description</i>	10	<i>Permanent Illusion</i>
11	<i>Project Image</i>	11	<i>Phantasmagoria</i>
12	<i>Shadow Door</i>	12	<i>Prismatic Blade</i>
13	<i>Shadow Magic</i>	13	<i>Programmed Illusion</i>
14	<i>Summon Shadow</i>	14	<i>Shades</i>
15	<i>Temporal Fugue</i>	15	<i>True Sight</i>
16	<i>Mendoza's False Castings</i>	16	<i>Veil</i>
17	<i>Mendoza's Mass Non-Description</i>	17	<i>False Flag</i>
18	<i>Dream Horses</i>	18	GM's Choice
19-20	GM's Choice		

Phantasmal Level 7	
1d12+1d6	SPELL
2	<i>Alter Reality</i>
3	<i>Arcane Spells, level 1</i>
4	<i>Astral Spell</i>
5	<i>Mass Invisibility</i>
6	<i>Mendoza's Stultifying Harem</i>
7	<i>Prismatic Spray</i>
8	<i>Prismatic Wall</i>
9	<i>Shadow Walk</i>
10	<i>Vision</i>
11	<i>Weird</i>
12	<i>Mendoza's Stultifying Harem</i>
13	<i>Alter Reality</i>
14	<i>Arcane Spells, level 1</i>
15	<i>Astral Spell</i>
16	<i>Mass Invisibility</i>
17	<i>Mendoza's Stultifying Harem</i>
18	<i>Prismatic Spray</i>

MALEFICENT SPELLS (c.f. Chapter I: Warlock, New NPC classes)

Warlock Level 1		Warlock Level 2		Warlock Level 3		
2d4	SPELL		1d8	SPELL	1d8	SPELL
2	Augury		1	Bone Warriors	1	Call Spirit
3	Command Spirit		2	Detect Magic	2	Conjure Least Elemental
4	Detect Portal		3	Detect Spirit	3	Dispel Magic
5	Offering		4	Divination	4	Hold Spirit
6	Protection from Evil		5	Elemental Warding	5	Planar Scrying
7	Sanctuary		6	Identify	6	Protection from Evil 10'
8	Shield Soul		7	Negotiate	7	Read Magic
		8	Reveal Plane		8	Speak with Dead
Warlock Level 4		Warlock Level 5		Warlock Level 6		
3d4	SPELL		3d4	SPELL	1d8	SPELL
3	Cacodemon		3	Bone Warriors	1	Call Spirit
4	Contact Other Plane		4	Detect Magic	2	Conjure Least Elemental
5	Exorcise		5	Detect Spirit	3	Dispel Magic
6	Minor Warding		6	Divination	4	Hold Spirit
7	Magic Warding		7	Elemental Warding	5	Planar Scrying
8	Possession		8	Identify	6	Protection from Evil 10'
9	Spirit-rack		9	Major Warding	7	Read Magic
10	Summon Demon / Devil		10	Negotiate	8	Speak with Dead
11	Summon Shadow		11	Reveal Plane		
12	GM's Choice		12	GM's Choice		
Warlock Level 7						
1d6	SPELL					
1	Dismiss Spirit					
2	Gate					
3	Legend Lore					
4	Summon Demonic/Diabolic Mob					
5	Entrap Spirit					
6	Summon Spirit Horde					

ARCANE SPELLS

Accuracy (Reversible)

Arcane Enchantment/Charm

Level: Magic-User 1

Range: 10'

Duration: 1 round/lvl

Area of Effect: 1 missile/lvl

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

The caster utters the spell and the next missile or missiles that he or she touches will be enchanted. For the purpose of this spell, "missiles" means a missile weapon listed (c.f. OSRIC); large missiles such as a ballista bolt or giant's boulder are unaffected. The enchanted missiles will give off a faint glow. For the duration of the spell, these missiles have all their range categories doubled, and may be fired from any surface as if the firer were standing still on flat ground.

The spell's reverse is called "inaccuracy" and is cast on a creature rather than a missile. All missiles fired at the creature are treated as if they were fired from one range category further away. Any missiles fired from short range count as medium range, from medium range count as long range, and if fired from long range, the firer will automatically miss.

Acid Arrow

Arcane Invocation/Evocation

Level: Magic-User 2

Range: 30'

Duration: Special

Area of Effect: 10' diameter globe

Components: V,S,M

Casting Time: 4 segments

Saving Throw: Only for items

With an brief chant and a vigorous gesture, the caster fires a glob of acid at a specific target within the spell's range. This has two effects.

The first effect applies only if the caster successfully rolls to-hit as if he or she were a Fighter of his or her current level. Creatures vulnerable only to +1 or better magical weapons will be affected by this spell, but those vulnerable only +2 or better weapons to-hit are immune. If the target is hit, then it suffers 1d4+1 hp of acid damage immediately.

The second effect applies whether the caster hits or misses. Everything within a 10' diameter of the impact point is splashed with acid. Each round, acid-splashed items must roll a Saving Throw vs Acid (c.f. OSRIC) or be spoiled or damaged; and each round, acid-splashed living creatures take 2d4 hp damage. The duration of this effect is determined on the following table:

CASTER LEVEL	DURATION in ROUNDS	TOTAL DAMAGE
3	1	2d4
4-6	2	4d4
7-9	3	6d4
10-12	4	8d4
13-15	5	10d4
16-18	6	12d4
19+	7	14d4

Of course, if the acid can somehow be wiped off or neutralised, then no further damage will be suffered.

Acid Cloud

Arcane Invocation/Evocation

Level: Magic-User 3

Range: 60'

Duration: 1 round/2 levels

Area of Effect: 30' radius

Components: V,S,M

Casting Time: 3 segments

Saving Throw: Special

When casting an acid cloud spell, the caster mutters words of power and points at a target, which is then engulfed in acid fumes. These fumes instantly cause 4d4 hp damage to all that breathes within the Area of effect, and then a further 1d4 hp damage per round thereafter until the spell expires. There is no Saving Throw for creatures. Objects do receive a Saving Throw vs. Acid, and if they fail they are ruined or spoiled by the acid. Wind or rain will clear the acid cloud, or it will dissipate harmlessly of its own accord when the spell expires.

Acid Reflux

Arcane Invocation/Evocation

Level: Magic-User 3

Range: 50' + 10'/lvl

Duration: Instantaneous

Area of Effect: 20' radius sphere

Components: V,M

Casting Time: 3 segments

Saving Throw: See below

Similar to the 2nd-lvl Druid spell *Vomit*, when this spell is cast, the Magic-User produces within his or her stomach up to a gallon of acidic bile.

The material component for this spell is 6 ounces of rancid milk, which must be mixed with sulphur and three oleander leaves, and consumed by the Magic-User. After consuming the material component, the contents of the Magic-User's stomach will belch forth a softball-sized mass of bile, which will travel up to the range of the spell, under the control of the spell caster. The ball will then erupt in a cataclysmic explosion of stomach acid and blood.

As with a *Fireball* spell, the ball of bile will fill the space it is cast into entirely, up to the Area of effect, and expand in all directions in an enclosed area, just as the fireball spell. All creatures therein must make a Saving Throw vs spell, or suffer 1d4+1 hit points of damage per caster level. Objects within the area of effect need not make a Saving Throw. However, objects within the area of affect will become impregnated with a noxious odour until such a time as a *Mending* spell can be cast on them.

Adventurer's Luck

Arcane Transmutation/Alteration

Level: Magic-User 2

Range: Touch

Duration: 3 turns

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

For the spell's duration, the recipient benefits from a bonus of +1 to all to-hit and Saving Throw rolls.

Aiming at the Target

Arcane Divination

Level: Magic-User 5

Range: Self

Duration: See below

Area of Effect: Caster

Components: S

Casting Time: 3 segments

Saving Throw: None

Casting this spell enhances a Magic-User's awareness of his surroundings while otherwise maintaining a spell that requires continuous concentration, or other similar task otherwise requiring total attention. This spell can be cast after another spell without breaking concentration on the first spell. This removes restrictions on normal movement, using Dexterity to increase Armour Class or Saving Throw chances, or even take damage, without losing concentration on the first spell cast.

The spell only assists the Magic-User with one specific action or spell; if an initial spell being supported by *Aiming at the Target* is allowed to lapse, this spell lapses also. Its maximum duration is two turns.

Alarm

Arcane Invocation/Evocation

Level: Magic-User 1

Range: 10'

Duration: 2d4 turns + 1 turn/lvl

Area of Effect: Up to 20 sq. ft./lvl

Components: V,S,M

Casting Time: 7 rounds

Saving Throw: None

With a brief ritual and incantation the caster creates both a trigger and a signal. The trigger is a surface, which could be a section of the ground, a door, a staircase, etc. If the trigger is touched, passed over or crossed by a living creature larger than a small rodent, the signal will go off. The signal is a clangour or tintinnabulation audible for 60'; it will last for one segment. The trigger is sensitive to all living things on the Prime Material plane, including invisible or flying ones, but it will not react to undead of any kind.

Alne's Ankle Snapper

Arcane Necromancy

Level: Magic-User 1

Casting Time: 1 segment

Range: 10'/lvl

Duration: Instantaneous

Area of Effect: One or more creatures in a 50 sq. ft. area

Components: V,S,M

Saving Throw: Special

Alne was apprenticed to a minor wizard that secretly experimented in the necromantic arts,

unknown to nearby villagers - or Alne, prior to entering his service. Experiences during his training left Alne with an intense phobia of skeletons; particularly their tendency to implacably pursue their quarry without hurry. The first spell that Alne researched allowed him to escape from skeletons that were otherwise resistant to his dagger, and typically encountered in quantities exceeding that able to be brought low by *Magic Missile*.

Alne's Ankle Snapper creates offset jaw foothold traps (resembling those used in trapping bears or other large animals) made of magical energy at a rate of 1/lvl, up to a maximum of five. These traps will streak away from the caster, at ground level, attacking designated targets. Skeletal undead of less than 3 HD get no Saving Throw; other skeletal or corporeal undead and living targets get a Saving Throw to avoid the effect. Affected skeletal targets take 1d3 damage and lose their foot at the ankle bone due to the strength of the trap-jaws. While they are able to pull themselves along the ground with their arms at a movement rate of 10', this usually allows the caster to escape at will.

If the undead are instead attacked, a counter-attack is only possible if the undead wins initiative. Otherwise, the attacker can attack and retreat before the undead can react.

If used on living creatures or corporeal undead, they also take 1d3 damage but do not suffer amputation. Their movement rate is instead reduced by half for 1 hour/lvl of the caster, and any subsequent melee is unaffected.

As the traps travel along the ground, They can be disrupted by increases in elevation exceeding 12 inches, or other significant obstructions. As an example, if cast by a wizard at a skeleton on a dais or stairway the skeleton would not be in danger, although if the locations were reversed the spell would work normally. Traps can flow around a small to medium obstruction such as a rock without difficulty, but would be stymied by the unbroken remains of foundation perpendicular to its course. The final determination of whether or not the spell is negated by obstacles belongs to the DM.

Avoidance (Reversible)

Arcane Abjuration

Level: Magic-User 5

Range: 10'

Duration: Permanent

Area of Effect: Maximum 3' x 3' x 3'

Components: V,S,M

Casting Time: 3 segments

Saving Throw: See below

This spell creates a field around an object that will pull living creatures toward it, or push them away from it, depending upon their relative mass and which form of the spell is used. Unless an object is in the possession of another, physically, at the time of the spell, there is no Saving Throw. Note that the effect is not an enchantment working on the mind(s) of affected beings, but instead a physical effect akin to magnetic polarities.

Objects of greater mass than one(s) approaching it will physically push away the offending being(s).

When mass is equal neither object nor person(s) will repel the other, but neither will living creatures be able to close the distance to the ensorcelled object. If the object's mass is the lesser (say, an ensorcelled sword attempting to be grasped by a titan), it will be pushed away from the being(s) as they attempt to close to it.

With the spell's reverse, *Attraction*, objects or creatures will be drawn to each other, again as dictated by their ratio of mass. Only a major test of Strength can separate two attracted objects.

The spell is permanent, although it may be dispelled. The material component is a lodestone.

Banishment

Arcane Abjuration

Level: Magic User 7

Range: 20'

Duration: Permanent

Area of Effect: 2 HD/lvls per level

Components: V, S, M

Casting Time: 7 segments

Saving Throw: See text

This spell forces a creature or creatures not native to the Prime Material plane to return to their own home plane. The banishment is instantaneous and the subject(s) will be incapable of returning to the Prime Material unless they are subsequently *gated* or summoned or possess some other special means of returning. Multiple subjects can be affected by banishment if they are all within the spell range and the caster is of sufficient level. Banishment requires the caster to name both the type of creature(s) to be affected and their true names and call upon power or powers opposed to them. In any case, the creature(s) are allowed both a Magic Resistance check and a Saving Throw vs. Spells. If the power(s) called upon are particularly or actively inimical to the creature(s) being banished the GM may grant a -1 to a -6 modifier to the Saving Throw.

The material components of the spell must be injurious or hostile to the creature(s) to be banished. For every additional such material used the creature(s) will suffer a -2 to their Saving Throw. Particularly pernicious and rare materials may, at the GM's judgment, grant a -3 or -4 penalty. If the creature(s) still manage to make the Saving Throw the spellcaster will be struck by a backlash of magical energy, inflicting 2d6 hp of damage and stunning them for 2d6 segments.

Battering Gauntlets

Arcane Invocation/Evocation

Level: Magic-User 4

Range: 180'

Duration: 1 rd/lvl

Area of Effect: See below

Components: V,S,M

Casting Time: 4 segments

Saving Throw: None

This spell is often employed by Magic-Users in the service of armies, as it evokes an eldritch battering ram with a clenched gauntlet as the apex. Typically it is 12' by 2', but the length can be modified to a minimum of 3'. The ram gets 1 attack/round against doors, gates or grates (only). It breaks an un-reinforced target in 1 round, a reinforced target in 3 rounds, and a stone or metal target in 5 rounds; against a metal target the ram is destroyed instead on a roll of 1-3 on 1d6. If the target is protected by strengthening magic (such as hold portal or wizard lock) the ram must roll a successful Saving Throw vs. Spells or be dispelled.

The material component is a figurine of a siege crew.

Beast of Burden

Arcane Transmutation/Alteration

Level: Magic-User 1

Range: 30'

Duration: 2 hours/lvl

Area of Effect: Special

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

The mystic pervulsions of this spell halve the burden on a mount (which for the purposes of this spell means a four-footed mammal carrying a load); the effect is to double the mount's carrying capacity. If the spell expires while the mount is carrying an extreme load, then it must stop immediately and will quickly collapse with exhaustion. Depending on the nature and weight of the load, the beast may be lamed or injured in the process.

Beneficent Polymorph

Arcane Transmutation/Alteration

Level: Magic-User 6

Range: Touch

Duration: 1 turn/lvl

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 6 segments

Saving Throw: None

This spell grants to another creature the power to alter its own form, exactly as the 4th-lvl Arcane spell *Polymorph Self*. No system shock test applies, and the creature may alter its own form as many times as it wishes for the spell's duration, taking 1 round per change. All the normal limitations and advantages of *Polymorph Self* apply.

Besieging Bolt

Arcane Invocation/Evocation

Level: Magic-User 6

Range: See below

Duration: 1 round/2 levels

Area of Effect: See below

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

This spell is a hugely enlarged version of the 1st-lvl Arcane spell *Magic Missile*. It creates and fires supernaturally accurate siege engine bolts over very long ranges.

CASTER LEVEL	RANGE	DMG S-M	DMG L	CAPABLE OF BREACHING
12-13	300'	2d6	3d4	Wooden/earthen structures only
14-15	400'	2d10	3d4	Stone structures
16-17	600'	2d12	4d4	Reinforced stone structures
18+	800'	3d10	3d6+2	Magically reinforced structures

The caster receives up to a maximum of one magic siege bolt per two levels (rounding halves in the caster's favour), and can fire them at the maximum rate of one bolt every two rounds. So for example a 13th-lvl caster receives up to seven bolts, and if he or she chooses to fire them all, will take fourteen rounds to do so.

Bind

Arcane Transmutation/Alteration

Level: Magic-User 2

Range: 30'

Duration: 1 round/lvl

Area of Effect: See below

Components: V,S,M

Casting Time: 2 segments

Saving Throw: None

The target of this spell must be a rope, chain, cord, string or similar object. Its maximum length is 50' plus 5' per level of the caster (if rope), or half that for chain or cable. The caster may cause the rope to coil itself neatly, spread itself untidily, loop or wrap around a creature or object, release the creature or object, knot itself, or untie itself. Each action takes one round. If used to climb, the rope counts as a rope of climbing, and if used to capture or entangle a victim, it counts as a rope of entanglement, except that firstly, the rope can only affect targets within a foot of itself, and secondly, it has an AC of only 8 and can take a mere 2 hp of slashing damage before being cut.

Bind Spirit

Arcane Enchantment/Charm

Level: Magic-User 8

Range: 10'

Duration: See below

Area of Effect: See below

Components: V, S, M

Casting Time: See below

Saving Throw: See below

This spell allows the spellcaster to secure a Lower Planar creature such as a daemon, demon or devil if the creature is already restrained by the appropriate summoning diagram (magic circle, pentagram or thaumaturgic triangle). The spell's duration is dependent upon the form of binding chosen, the spellcaster's level and the length of time the spellcaster spends uttering the binding chant. The components of the spell vary according to the form of binding but always require a copy of the binding chant in either a book or scroll, the appropriate somatic gestures, a diamond or corundum gem worth at least 1,000gp/HD of the subject and either a vellum depiction of the particular creature or a statuette of the same.

If the spellcaster's level is at least twice the HD of the subject no Saving Throw is necessary. If not, the creature is allowed a Saving Throw vs. Spells. If the subject is initially weakened by another spell modifiers will apply: -1 for *Dolour*, -2 for *Torment*, and -4 if both are successful. The spellcaster may employ Magic-User assistants to bolster their level for these purposes: each assistant of levels 9th or higher contributes 1/3 of their total level to the spellcaster while each assistant of levels 4th-8th contributes one level. No more than six assistants may aid in this manner. If the creature successfully makes their Saving Throw the binding fails and the creature may do as it pleases.

The types of binding possible are as follows:

Chaining: The creature is bound within the summoning diagram by thaumaturgic fetters which cause *Antipathy* (as the 8th-lvl Arcane spell) to all approaching the creature except the spellcaster. The

material component of the binding is a length of miniature chain wrought from the particular metal inimical to the creature to be bound (i.e. iron for demons, silver for devils, or nickel for daemons). The duration of chaining is one year per level of the spellcaster. The Saving Throw, if applicable, is as normal.

Slumber: The creature is bound into a comatose sleep within the summoning diagram for up to one year per level of the spellcaster. The material component is a powdered incense of black lotus. The Saving Throw is at +1.

Chained Slumber: This is a combination of both chaining and slumber. The duration is one month per level of the spellcaster and the material components from both types are required. The Saving Throw is at +2.

Imprisonment: The creature is transported to a particular area (up to 100 sq. ft.) and may not leave the area until freed, either by the spellcaster or other prescribed means (GM's discretion). The material component is a platinum cube inscribed and sealed with esoteric sigils worth at least 5,000gp. The Saving Throw is at +3.

Non-Corporeal Metamorphosis: The creature is trapped within a polished silver mirror within which only its face is visible. The bound creature will remain so until freed, either by the spellcaster or other prescribed means (GM's discretion). The material component is a large silver mirror in an inscribed ebony frame worth at least 5,000gp. The Saving Throw is at +4.

Miniature Containment: The creature is shrunk to 1" or less and imprisoned (see above). The bound creature will remain so until freed, either by the spellcaster or other prescribed means (GM's discretion). The material component of the spell is a miniature cage constructed of the particular metal inimical to the creature worth at least 5,000gp. The Saving Throw is at +5.

The first three types of binding can be renewed before the duration expires. If not, the creature may make a Saving Throw (as normal) to break free. Attempts to contact or touch the creature constitute a weakening of the binding and the creature will likewise be allowed a Saving Throw whenever the spellcaster attempts to renew the spell.

Black Tentacles

Arcane Conjuration/Summoning

Level: Magic-User 4

Range: 30'

Duration: 1 rd./lvl

Area of Effect: 30 sq. ft./lvl

Components: V,S,M

Casting Time: 8 segments

Saving Throw: None

This spell causes large black tentacles to erupt from a surface that threaten all within the Area of effect, randomly located, and one for each level of the caster. A tentacle attacks whatever it can

grasp (each tentacle is 10' in length). If a save is successful, the tentacle is disrupted upon contact and only does 1d4 damage. If failed, damage is 2d4 in the initial round, followed by an automatic 3d4 each succeeding round. Whatever is grasped will not be released for the duration unless the tentacle is killed; each is AC4 with hit points equal to the caster's level.

The material component is the tentacle of a carrion crawler and a scale from a giant constrictor snake. It is rumoured that if the tentacle of a Dreamlands creature is used as the material component for this spell, that the tentacles are AC 0 and otherwise doubled in all respects.

Blacklight Burst

Arcane Invocation/Evocation

Level: Magic-User 4

Range: 30'/lvl

Duration: Instantaneous

Area of Effect: 20' radius

Components: V,S,M

Casting Time: 4 segments

Saving Throw: See below

This spell opens a momentary conduit to the Negative Material Plane, where those energies envelop those within a sphere at the point targeted by the caster. Creatures take 1d4 damage per caster level, and are *Slow*-ed for 1d4 rounds. A successful Saving Throw reduces this to half damage only, no *Slow*-ing. Creatures native or connected to either the Positive or Negative Material Planes are affected differently: negative planar creatures, including all undead, are immune; those of the positive plane, including all natives of the Upper Planes, have a -2 penalty on Saving Throws and suffer 1d4+1 damage per level of the caster and are stunned instead of slowed. A successful Saving Throw still reduces the effect to half damage only.

It is difficult for the caster to control this spell precisely; there is always a 1-in-10 chance that a tendril of negative essence will snake from the area of effect and ensnare the caster, subjecting them to the spell's effects.

The material component for the spell is a scrap of clothing previously worn by a wight.

Blackmote

Arcane Conjuration/Summoning

Level: Magic-User 2

Range: 30' + 5'/lvl

Duration: Special

Area of Effect: Special

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

With this spell the caster calls into existence a speck of pure nullity, resembling a tiny Sphere of Annihilation. The caster must immediately roll a Saving Throw vs. Death. If he or she fails, that indicates that he or she has accidentally touched the mote as it emerges, and the caster will take 1 hp damage and be paralysed for 1d4 rounds. If the save is passed, then the caster must then concentrate for the rest of the round while the mote gathers to full strength.

Once at full strength, the mote flies off towards the target of the caster's choice. It will hit automatically and inflict 2d6 hp of damage plus one point per level of the caster. Undead and extraplanar creatures are immune to this effect.

Bladethirst

Arcane Transmutation/Alteration

Level: Magic-User 2

Range: Touch

Duration: 1 round

Area of Effect: 1 blade

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

This incantation magically sharpens a bladed weapon, such that it receives a temporary (one round only) bonus to-hit of +3.

Blazing Beam

Arcane Invocation/Evocation

Level: Magic-User 2

Range: 30' + 10'/lvl

Duration: Instantaneous

Area of Effect: 1 creature

Components: V,S

Casting Time: 2 segments

Saving Throw: Special

With a shout and a gesture, the caster calls forth a ray of bright light and fires it at a target. If the target is not undead, then it receives a Saving Throw vs. Spells for unlisted categories. If the save is passed, this indicates a near miss; the target will be partially dazzled and suffers a penalty of -2 to-hit and +2 to AC for 1d4 rounds. If the save is failed, the target is struck full on and fully dazzled, suffering a penalty of -4 to-hit and +4 to AC for 2d4 rounds.

If the target is undead then no Saving Throw is rolled. Instead, it suffers 4d6 hp of damage from the light, which resembles sunlight. Undead creatures are not dazzled in any way because they lack functioning eyes.

Boiling Bath

Arcane Conjuration/Summoning

Level: Magic-User 2

Range: 60'

Duration: 1 segment

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 2 segments

Saving Throw: Negates

This spell fires a gout of viscous, boiling liquid. The target gets a Saving Throw vs. Spells for unlisted categories to dodge the incoming missile. If it passes, no damage is taken, but if it fails it takes 3d4 hp damage.

Book Ward

Arcane Abjuration

Level: Magic-User 3

Range: Touch

Duration: Permanent

Area of Effect: One book

Components: V,S,M

Casting Time: 1 turn

Saving Throw: None

This spell was developed by a Magic-User to prevent his apprentices from tampering with his spell books. The spell acts like a *Wizard Lock* for books, preventing a lower level Magic-User from even opening the book. No matter how much physical force is applied to the book, the covers cannot be opened, and the pages cannot be turned. Magic-Users of equal or higher level than the caster can

read the book normally.

Excessive application of force will tear bits and pieces of the book away, ruining the book, but even these “chunks” of paper will be stuck together and impossible to separate. The spell also provides an additional +4 Saving Throw to any effects that the warded book may experience (such as fire, acid, etc.).

The material component is a strip of leather and a small lock.

Bookworm Bane

Arcane Invocation/Evocation

Level: Magic-User 1

Range: 20'

Duration: 1 turn/lvl

Area of Effect: Special

Components: V,S,M

Casting Time: 1 segment

Saving Throw: None

The caster incants this spell and touches a leather glove or gauntlet, and the glove is ensorcelled. It will animate and begin to thumb through books, scrolls, and other volumes, starting with the nearest, at a furious rate (say up to one thousand such volumes per turn). Each bookworm within the volumes will be detected unless it rolls a 20 on its Saving Throw. The glove then tries to crush the bookworm at the rate of one attempt per round; its chance of doing so in any given round is 50% plus 5% per level of the caster.

Brawl

Arcane Transmutation/Alteration

Level: Magic-User 2

Range: Touch

Duration: 1 round/lvl

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 2 segments

Saving Throw: None

Upon casting a *Brawl* spell, the caster touches the target, who then receives a bonus of +2 to-hit and damage rolls with bare-handed attacks for the spell's duration. This will enable him or her to strike

lycanthropes, insubstantial undead and other creatures normally needing magical weapons to hit them.

Breath of Life

Arcane Transmutation/Alteration

Level: Magic-User 2

Range: 100'

Duration: 5 turns

Area of Effect: 1 creature/lvl

Components: V

Casting Time: Less than 1 segment

Saving Throw: None

Like *Feather Fall*, this spell is extremely fast to cast. It empowers one or more creatures selected by the caster to hold their breath for five turns, thereby surviving gas, vacuum, or underwater situations. It can be cast even if the caster themself is underwater, using the breath that remains in the caster's lungs.

Brenzer's Baleful Beacon

Arcane Transmutation/Alteration

Level: Magic-User 4

Range: 10'/lvl

Duration: 1 day/lvl

Area of Effect: See below

Components: V,S,M

Casting Time: 4 segments

Saving Throw: See below

This spell allows a Magic-User to place a form of *Wizard Mark* onto a person or object which identifies allows him to sense its direction relative to himself, as well as an approximation of distance as the sensation grows weaker the farther the beacon is from the spellcaster. The beacon can be used as a focus for scrying or teleportation, and is the equivalent of a person known closely, or a location studied carefully. If used to guide teleportation, the caster and any able to travel with him arrive within 10+1d10' of the beacon, subject to available and sufficient free space. If this is not available, the caster is aware of the lack upon initiating spell casting but the *Teleport* spell is wasted.

If placed upon a creature, or item held by a creature, a Saving Throw is allowed to negate the spell. A beacon is invisible and subject to *Detect Invisibility* spell, or more powerful divination magic which

does so. If in the area of an operating *Detect Magic* spell, the beacon is granted a Saving Throw as per its caster; failure indicates that the person or object upon which the beacon is marking detects as magical but the beacon itself does not appear. A beacon does not effect in any way attempts to detect the scrying of its caster, and is itself unrevealed by such magic. It is not considered a curse. A beacon dissolves upon the death of its host, or the breaking of an object.

The material component is a sapphire worth at least 1,000gp carrying the *Wizard Mark* of the caster.

Buoyancy

Arcane Transmutation/Alteration

Level: Magic-User 1

Range: 20'/lvl

Duration: 1 turn/lvl

Area of Effect: 100 lbs./lvl

Components: V,S,M

Casting Time: 1 segment

Saving Throw: None

Except as noted above, and except for the fact that it only works underwater, this spell duplicates the 2nd-lvl Arcane spell *Levitation*.

Catastrophe

Arcane Enchantment/Charm

Level: Magic-User 5

Range: 10'/lvl

Duration: 5 segments

Area of Effect: 1-4 beings

Components: V,S,M

Casting Time: 5 segments

Saving Throw: See below

This spell severely inhibits the actions of between 1 to 4 beings, at the choosing of the caster, within range. A Saving Throw is allowed, modified as follows: if cast at only one being, its Saving Throw is penalized by -3; two beings save at -2; three beings at -1; and four make normal Saving Throws. Even on successful saves, targeted beings still suffer effects of a slow spell (*OSRIC* pg. 99). The caster must be able to see everyone targeted, but that and the maximum range are the only restrictions on targeting.

Those who fail saves are unable to hold on to items or perform tasks requiring high degrees of precision or balance: swords or maces are dropped, falls are taken from precarious positions, spell components fumbled etc. Missile attacks are impossible under the full effects of this spell, and melee attacks are reduced to unarmed attacks (player's choice of type) which suffer a penalty of -2.

The effect does not persist if a target subsequently moves beyond 60' from the caster, but the latent condition remains, and if the target comes again within range the effect is automatically re-established.

The material component is a bell from a fool's hat.

Chain Lightning

Arcane Invocation/Evocation

Level: Magic-User 6

Range: 40' + 10'/lvl

Duration: Instantaneous

Area of Effect: See below

Components: V,S,M

Casting Time: 6 segments

Saving Throw: Half

This spell begins as a *Lightning Bolt*, and against the first target struck it is treated exactly as the 3rd-lvl Arcane spell of that name. Having struck its first target, however, it will arc to the next nearest creature or object. If several targets are equidistant, it will arc to the most electrically conductive (so for example, it would strike an armoured person in preference to an unarmoured one). This target receives a Saving Throw vs. Spells, and if it passes, the spell arcs to the next-nearest target instead.

Each subsequent target struck after the first takes 1d6 less damage than the original target, and the spell trains away without further effect if the maximum range limit is reached.

For example, *Chain Lightning* is cast by a 12th-lvl spellcaster at a group of nine trolls. Troll #1 takes 12d6 damage, or 44 damage as shown on the dice, but it passes its Saving Throw and this is halved to 22. Troll #2 passes its Saving Throw so the spell arcs to troll #3. Troll #3 fails its Saving Throw and is struck for 11d6 damage, or 41 damage as shown on the dice. Troll #3 dies. The spell tries to arc back to troll #2 but again it passes its Saving Throw, so it arcs to troll #4, which fails its Saving Throw and is struck for 10d6 damage. This continues until the spell does 1d6 damage and dissipates, or until it reaches a distance of 160' from the caster.

Chameleon

Arcane Illusion/Mirage

Level: Magic-User 1

Range: Touch

Duration: 2 rounds/lvl

Area of Effect: One creature

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

This spell causes the creature touched to change colour so as to blend in with its background. Colour changes are almost immediate if the background changes, with the most radical changes taking at most one round. This has three effects:- Firstly, the affected creature cannot be seen from more than 100' away (indoors) or 300' away (outdoors). Second, its *Hide in Shadows* skill is enhanced by +20%, and creatures that cannot normally hide in shadows may do so with a 20% chance of success while affected by this spell. Thirdly, the affected creature gains +4 on its AC vs missile fire because the firers will find the creature hard to make out.

Chill Touch

Arcane Necromancy

Level: Magic-User 5

Range: Touch

Duration: 1 round/lvl

Area of Effect: See below

Components: V,S,M

Casting Time: 5 segments

Saving Throw: None

This spell provides the Magic-User with protection from the attack types used by liches: fear and paralysis (all forms), as well as the cold touch attack specific to liches. It also imbues the caster with the liches cold attack to be used offensively. Subsequent touching of others (touch attack to-hit roll required for hostile creatures) inflicts 1d10 points of damage with a successful Saving Throw required vs. breath weapons to avoid paralysis lasting 3d8 turn. A Magic-User can't choose to not apply the touch attack if necessary to come into contact with an ally, although the power can only be used a maximum of once a round, so if previously used it is not active until the following round. Undead are immune to the effects of this spell.

The material component is a drop of blood from a winter wolf, a square of a lich's robe, and the caster's spittle.

Cloud Ladder

Arcane Transmutation/Alteration

Level: Magic-User 1

Range: Nil

Duration: 1d4 rounds + 1 round/lvl

Area of Effect: 10' per level

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

The caster lights a fire from some smoky material and, with hands enchanted by this spell, shapes the smoke into a ladder or staircase. The ladder is anchored to the fire beneath, and will be rigid and secure (even if not leaning against anything above). Its maximum height is 10' per level of the caster. The caster may cancel this spell at will, causing the smoke to dissipate. In this case anything on the ladder will fall.

Cloudburst *Arcane Conjuration/Summoning*

Level: Magic-User 3

Range: 10'/lvl

Duration: 1 round

Area of Effect: 30' diameter

Components: V,S,M

Casting Time: 3 segments

Saving Throw: None

Except as may be noted above, this spell is identical to the 3rd-lvl Divine spell of the same name.

Construction Crew

Arcane Conjuration/Summoning

Level: Magic-User 4

Range: 360'

Duration: 12 hours

Area of Effect: See below

Components: V,S,M

Casting Time: 1 turn

Saving Throw: None

This spell creates one specialised *Unseen Servant* per level of the caster, able to perform journeyman

work in carpentry, masonry, mining or sapping. These servants are unable to enter into combat in any way, and are only vulnerable to magical attacks. They are destroyed if taking an amount of damage equal to the level of the caster.

The material components are tools appropriate to the work the caster wishes the construction crew to perform.

Contingency

Arcane Abjuration

Level: Magic-User 6

Range: Self

Duration: 1 day/lvl

Area of Effect: Caster

Components: V,S,M

Casting Time: 1 turn

Saving Throw: None

This spell must be cast together with another spell ("the triggered spell"). The *Contingency* spell's effect is to hold the triggered spell in abeyance until a particular condition obtains, the said condition being specified by the caster when the *Contingency* is cast. The triggered spell must be one that affects the caster's own body, and cannot exceed a spell level determined on the following table:

CASTER LEVEL	TRIGGERED SPELL LEVEL
12-14	4 th or less
15-17	5 th or less
18-24	6 th or less

Typical uses of the spell include casting *Feather Fall* on the caster if more than a certain distance is fallen, casting *Water Breathing* if the caster is plunged into deep water, or casting *Stone to flesh* if the caster is petrified.

The casting of a contingency spell automatically erases any previous contingency spells that might be in effect on that being, so only one such spell may be in effect on a creature at a time. Material components for the spell cost 100gp.

Control Undead

Arcane Necromancy

Level: Magic-User 9

Range: 10'/lvl

Duration: 1 round/lvl

Area of Effect: See below

Components: V, S, M

Casting Time: 2 segments

Saving Throw: See below

This spell enables the spellcaster to exercise control over undead creatures as if they were under the effect of a Charm Person spell. Controlled undead can be ordered to perform tasks such as unlocking and opening doors or chests, climbing, binding wounds, standing guard, engaging in melee and so on. Controlled undead cannot be ordered to cast spells or use class abilities that the spellcaster themselves does not possess. Undead, unlike intelligent living creatures, will not be freed from control by being ordered to perform tasks harmful to themselves.

When the spell is cast the Magic-User will become instantly aware of any and all undead within range. If any undead are present they must all make a Saving Throw vs. Spells at -6 to resist control. A number of undead can be affected up to the spellcaster's level. If more are present the GM should randomly determine which are affected.

On the third round after casting, any controlled undead will gain a Saving Throw vs. Spells at -5 to break free of the control. On the fourth round they Save at -4 and so on until the duration of the spell expires or all controlled undead have broken free. After 15 rounds controlled undead will Save at +1, gaining a further +1 every round thereafter. Once a particular undead creature has broken free control cannot be reestablished by any means. If the spellcaster dies, becomes unconscious, leaves the area or casts another spell control will be lost.

Corpselight

Arcane Necromancy

Level: Magic-User 1

Range: 10'/lvl

Duration: 1 round + 1 round/lvl

Area of Effect: Special

Components: V,S,M

Casting Time: 1 segment

Saving Throw: None

This eerie enchantment makes the dead shed light. Any cadaver, any part of a cadaver or any ectoplasmic entity (such as a ghost or wraith) may be affected, up to one such thing per level of the caster. The light may be as bright as a lantern or as dim as moonlight, and can be of any colour. The caster can dim or brighten the light at will, or change its colour, during the spell's duration.

Creeping Cloud

Arcane Conjuration/Summoning

Level: Magic-User 5

Range: 240'

Duration: 3 rounds/lvl

Area of Effect: 30 cubic feet

Components: V,S,M

Casting Time: 5 segments

Saving Throw: None

Upon casting, a pitch-black cloud appears that is under the caster's control as to its shape (subject to the limitations of the area of effect) and locomotion. The caster must continually concentrate on the cloud, and can move it up to 60'/round. During concentration, the caster can move no more than 30'/round, and take no other actions.

The cloud blinds those not possessing true sight or its equivalent, and also silences those within its area of effect. The caster can direct it through the tiniest of openings, providing that it remains within 240' of his or her person. The spell is vulnerable to wind, normal or magical, and is diminished by 1 cubic foot and shortened by a round for every 5 miles of windspeed it is subjected to.

The material component is a cotton ball soaked in pitch on a night with a new moon.

Crystal Dagger

Arcane Conjuration/Summoning

Level: Magic-User 2

Range: Touch

Duration: 2 rounds + 1 round/lvl

Area of Effect: Special

Components: V,S,M

Casting Time: 2 segments

Saving Throw: None

The caster mutters a spell and a dagger of clear crystal is called from one of the weirder planes. The dagger counts as a +2 magical weapon, except against undead and extraplanar creatures, against which it counts as +3. Each time it strikes an undead or extraplanar creature, there is a 25% chance that the creature will be paralysed for 1 round, but if this happens the dagger will instantly disappear.

Crystal Dirk

Arcane Conjuration/Summoning

Level: Magic-User 3

Range: Touch

Duration: 3 rounds + 1 round/lvl

Area of Effect: Special

Components: V,S,M

Casting Time: 3 segments

Saving Throw: None

This spell conjures a dagger outwardly resembling that described in the second level spell *Crystal Dagger*. It has a bonus of +1 to-hit and +2 to damage, except against undead and extraplanar creatures against which it counts as a +3 magical weapon. Furthermore, with each hit scored, there is a 25% chance that the dagger's target will be paralysed for 1 round.

Crystal Rhythms

Arcane Enchantment/Charm

Level: Magic-User 3

Range: 10'/lvl

Duration: 2 rounds/lvl

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 3 segments

Saving Throw: Negates

The target creature hears beautiful, strangely crystalline music. It must save vs spells. If it passes the spell has no effect, but if it fails it must drop anything in its hands and begin to clap. This prevents it from using its hands for any other purpose for the spell's duration.

Crystalbrittle *Arcane Transmutation/Alteration* **Level:** Magic-User 9 **Range:** Touch **Duration:** Permanent **Area of Effect:** 2 cubic feet/lvl **Components:** V, S **Casting Time:** 9 segments **Saving Throw:** Special

This spell causes metal, ranging from as soft as lead to as hard as steel or even adamant, to transform into a brittle crystalline substance. The spell can change a sword, a metal shield, metal armor, or even a magical construct like an iron golem into a fragile glass-like substance easily shattered by a single blow. This transformation is unalterable by any method short of a *Wish* spell; i.e. *Dispel Magic* and similar spells will not reverse the effects of the spell.

The caster must touch the target item to transform it. A successful to-hit roll is required to effect an item being wielded or worn by a target subject, or if the subject is a monster. Any single item can be affected. For example, the caster can target a subject's armor or the subject's shield, but not both. Any magic item targeted by the spell gains a Saving Throw equal to its magical bonus/protection value equal to +5%/bonus value; i.e. a +1 sword gets a 5% chance to save, a +2 shield gets a 10%

chance to save, etc. A +1/+3 sword gets a 10% chance to save (average of the two magic bonuses). An iron golem gets a 15% chance to save (due to its +3 or better weapons to hit defense). Artifacts and relics get a 95% chance to save. Any item making a successful save is not affected. Affected items not safely secured will be shattered and irrevocably destroyed by a normal blow from a metal tool or a weighty weapon, including a wooden staff.

Dancing Sword

Arcane Conjuration/Summoning

Level: Magic-User 3

Range: See below

Duration: 4 rounds

Area of Effect: 1 sword

Components: V,S,M

Casting Time: 3 segments

Saving Throw: None

This spell allows a Magic-User to mimic, but not duplicate, the dancing properties of the magical **dancing sword** (c.f. OSRIC). The Magic-User casts the spell upon a normal sword which he or she must be holding at the time of casting. The caster then tosses the blade into the air. It will dance and attack a single opponent, striking as a Fighter of a level equal to the caster's level, although the sword does not gain multiple attacks if the Magic-User is level 7 or higher. The sword will attack one target, and one target only, and can continue to pursue that target a maximum distance of 30' + 10'/caster level, moving at a speed of 120'.

On the first round the sword fights as a +1 weapon (including to hit, damage, and to determine what kind of creatures it can affect). On the second round it fights at +2, on the third round +3, and on the fourth round it is +4. At the end of the 4 round spell duration, the sword falls to the ground undamaged. Thereafter the sword may be used normally, or used as a material component in a *Dancing Sword* spell in the future.

This spell has no effect if cast upon a magical weapon.

Deadly Strike

Arcane Transmutation/Alteration

Level: Magic-User 3

Range: Self

Duration: 1d6+3 rounds

Area of Effect: Caster

Components: V,S,M

Casting Time: 3 segments

Saving Throw: None

For the spell's duration, any melee or hurled missile attack made by the caster will cause maximum damage. The caster must still roll to-hit as normal.

Death Screen

Arcane Evocation/Alteration

Level: Magic User 7

Range: 5' level

Duration: 1 round/lvl

Area of Effect: 20' square

Components: V, S, M

Casting Time: 7 segments

Saving Throw: See text

This spell creates a misty, ash-coloured screen that is shaped as the spellcaster desires. Any living being that passes through the screen will be entrapped in a nebulous extra-planar space and subjected to energies from the Negative Material plane. For each round a creature is so entrapped it will lose 25% of its total hit points, reaching zero hp by the end of the fourth round unless it manages to escape. By the end of the fifth round, the creature will die after reaching -10hp.

For each round a creature is entrapped it is entitled to a Saving Throw vs. Death Magic with success indicating escape back to the Prime Material, on the other side the screen. On the first round the Saving Throw has a -1 penalty, on the second -2, on the third -3 and on the fourth -5. If the spell duration ends or the creature dies before escaping, it (or its corpse) will be immediately ejected to the Prime Material just as if it had escaped. Living creatures that re-appear on the Prime Material plane will be stunned for 1d4 rounds as they re-adjust to normal reality. Entrapped creatures may cast spells (i.e. healing) or use other magic but may only escape by making the Saving Throw as described above.

The material component of the spell are a small sheet of lead, a sample of soil from the coffin of a vampire, and a hollow, vacuum-sealed glass sphere.

Deep Pockets

Arcane Enchantment/Charm

Level: Magic-User 2

Range: Touch

Duration: 4 hours + 1 hour/lvl

Area of Effect: 30' diameter

Components: V,S,M

Casting Time: 2 segments

Saving Throw: Special

This spell can only affect a specially-made robe or gown, which must be made of silk and embroidered with mystic patterns in gold thread; such a garment will cost no less than 300gp. By means of a *Deep Pockets* spell, the garment is enchanted such that its pockets can contain 100lbs. of material, but only weigh and encumber 10lbs.; material in the pockets will also lose its visible bulk, so the wearer will appear as unencumbered as he or she really is.

Material stored within the pockets is partly in some unimaginable alternative plane or dimension. If the spell expires while the material is still in the pockets, then it will be expelled into this plane or dimension. Most objects will be lost forever by this process, although certain kinds - including but not limited to cursed magical items, demons' amulets, liches' phylacteries, artifacts or relics - do have a way of returning to the bearer.

If the garment is affected by a *Dispel Magic* spell then the wearer must Save vs. Spells. If he or she succeeds, then material in the deep pockets resumes its natural bulk, shredding the garment to tatters in the process. If he or she fails, then the material is expelled into an alternative plane or dimension as noted above.

Defence Against Lycanthropes

Arcane Abjuration

Level: Magic-User 3

Range: Touch

Duration: 2 rounds/lvl

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 3 segments

Saving Throw: None

A creature protected by this spell gains a +2 bonus to AC against lycanthropes, and will not contract lycanthropy.

Defence Against Reptiles

Arcane Abjuration

Level: Magic-User 3

Range: Touch

Duration: 2 rounds/lvl

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 3 segments

Saving Throw: None

A creature protected by this spell gains a +2 bonus to AC against non-magical reptiles and amphibians, and a +4 bonus to Saving Throws against their venom if any. This definition is broadly construed, so for example it would include dinosaurs and sea serpents, but any creature with a magical ability, such as a dragon, basilisk or behir, would be unaffected.

Demand *Arcane Enchantment/Charm* **Level:** Magic-User 8 **Range:** See below **Duration:** See below
Area of Effect: 1 creature **Components:** V,S **Casting Time:** 1 turn **Saving Throw:** See below

This spell allows the caster to send a message to any creature of animal Intelligence or higher personally known to him. The message may be phrased to contain a *Suggestion* spell and if the subject fails to make its Saving Throw vs. Spells, it will do its best to carry out the suggestion contained in the message delivered by the spell. If the message is not relatively understandable to the subject given the circumstances at the time the *Demand* is received, no Saving Throw is required and the *Suggestion* is not effective.

Success of the *Demand* spell's transmission is automatic unless the two parties are not on the same plane of existence; in that case, there is a 5% chance of failure for each plane separating the two parties.

Detect Illusion

Arcane Divination

Level: Magic-User 3

Range: Touch

Duration: 2 rounds + 1 round/lvl

Area of Effect: Corridor 10' wide

Components: V,S,M

Casting Time: 3 segments

Saving Throw: None

Except as may be noted above, this spell is identical to the 1st-lvl Phantasmal spell of the same name.

Detect Undead

Arcane Necromancy

Level: Magic-User 1

Range: 10'/lvl

Duration: 1 round/lvl

Area of Effect: 10' radius/lvl

Components: V,S

Casting Time: 1 segment

Saving Throw: None

While under this spell's influence the caster knows the direction and distance to all undead within the area of effect, even if they would otherwise be hidden by interposing objects or even invisible. The spell can be reversed to *Conceal Undead* within a certain radius of the caster, rendering them invisible until they attack, but the globe of invisibility moves with the caster so he or she must remain present.

Dextrous Digits

Arcane Conjuration/Summoning

Level: Magic-User 2

Range: 90'

Duration: 3 turns/lvl

Area of Effect: Special

Components: V,S,M

Casting Time: 2 segments

Saving Throw: None

Resembling the 1st-lvl Arcane spell *Unseen Servant*, *Dextrous Digits* conjures a mindless magical force to perform tasks. Unlike an *Unseen Servant*, the *Dextrous Digits* are visible, and bear a strong physical resemblance to a pair of hands. An *Unseen Servant* can perform only basic tasks, but the *Dextrous Digits* can do anything the Magic-User could do with his or her hands, except for casting spells. They can carry a total of 50lbs. weight at most. They can never be more than 90' from the caster, and move at the same speed as him or her.

Diamond Screen

Arcane Conjuration/Summoning

Level: Magic-User 6

Range: 5'/lvl

Duration: 2 rounds/lvl

Area of Effect: 20 sq. ft./lvl

Components: V,S,M

Casting Time: 6 segments

Saving Throw: None

The caster intones an eldritch phrase and brandishes a fistful of diamonds. The spell conjures a lucent, shimmering curtain of mystic and deadly force. Any creature passing through the curtain suffers 6d10 damage, no Saving Throw. By default, the spell forms a vertical square, but the caster may designate any other two-dimensional configuration he or she wishes.

Material components for this spell (diamonds, obviously) cost 5,000gp, and they are consumed in the spell's casting.

Dimensional Lock

Arcane Abjuration

Level: Magic-User 6

Range: 0

Duration: 1 day/lvl

Area of Effect: 30 sq. ft./lvl

Components: V,S

Casting Time: 1 round

Saving Throw: None

A *Dimensional Lock* isolates the affected area from extradimensional travel. This includes *Teleportation*, *Blink*, *Shadow Walk*, *Transport via Plants*, and any other similar effect. It also prevents entry to and egress from alternative planes. While within the dimensional lock, extradimensional spaces cannot be accessed, including but not limited to any ***bags of holding***, ***portable holes***, *Secret Chests* etc. These items will not be destroyed or disabled, but creatures within the lock will not be able to open them. Spells that summon or conjure creatures or objects from elsewhere will not function.

The dimensional lock cannot be dispelled, and even a *Limited Wish* will not disable it. A full *Wish*, an artifact or relic, and/or a being of demigod status or higher may be able to overcome the lock. In this case the chance of success is to be determined by the GM.

It is possible to make the Dimensional Lock permanent by casting the Arcane spells *Permanency*, *Enchant an Item* and *Wish*. This use of the spell is an arduous and time-consuming ritual taking 1 turn per square foot to be affected, and it requires material components costing 1,000gp per square foot.

Disguise Undead

Arcane Illusion/Delusion

Level: Magic-User 5

Range: 10'/lvl

Duration: 1 turn/lvl

Area of Effect: 1 being/lvl

Components: V,S,M

Casting Time: 1 turn

Saving Throw: None

This spell alters the appearance, and some aspects of the nature, of undead. It is often used by Magic-Users who do not wish to alarm those who come into contact with undead servants they employ. Affected undead gain the appearance of living people - even receiving a type of flesh if otherwise lacking it. They look, and smell completely normal, and even feel warm, as they did while alive. They are also immune to turning or destruction.

Other underlying characteristics are unchanged. While they are clothed in flesh, biological processes are not restarted; blood does not circulate, for example. The spell does not grant the ability to speak, nor Intelligence, if not already possessed in the undead's normal form. If Divination magics are used on them they will not show any alignment, although the alignment specific to the type of undead remains unchanged. Attack methods are unchanged: a wight affected by *Disguise Undead* could still drain levels by touch; a spectre could still fly.

The material components are a pound of unrotted flesh, a vial of fresh air, six droplets of the Magic-User's blood and hair from men, women, or both, as applicable to the sexes of the targeted undead.

Disjunction *Arcane Transmutation/Alteration* **Level:** Magic-User 9 **Range:** 0 **Duration:** Permanent **Area of Effect:** 30' radius **Components:** V **Casting Time:** 9 segments **Saving Throw:** Special

This spell disjoins all magic and magic items within the spell radius, except those either on the caster's person or being touched by the caster. All spell magic within the radius of the spell, including spells being cast, are separated into individual components and spoiled. Items and creatures enchanted by a *Permanency* spell must make a Saving Throw (Save vs. Spell if cast on a creature, Save vs. *Dispel Magic* for items) or the magic is disjoined, permanently. All magic items are affected including potions, scrolls, rings, rods, staves, wands, miscellaneous magic, and magical armor, swords, and miscellaneous weapons. These items must save versus dispel magic or lose all their magical properties, permanently. Even artifacts and relics within the radius of this spell can be affected. There is a 1%/lvl of the spell caster chance an artifact or relic loses all of its magical properties. The destruction of an artifact through the use of this spell can cause serious repercussions for the spell caster. If the caster's spell destroys an artifact, the magic-user must save versus spell at -4 or permanently lose all spell casting abilities. Additionally, there is a 95% chance the destruction of an artifact will attract the attention of a powerful being or deity connected to the destroyed item.

Dismissal (Reversible)

Arcane Abjuration

Level: Magic-User 5

Range: 10'

Duration: Permanent

Area of Effect: Single being

Components: V,S,M

Casting Time: 1 round

Saving Throw: Negates

This spell attempts to return willing (or unwilling) non-native beings from the Prime Material plane to their place of origin. The caster must know the kind, or species, of the spell target along with its full common name; use of a truename may increase the chance of success at the discretion of the GM. Otherwise, the success depends upon the creature failing its magic resistance roll, and failing a Saving Throw vs. spells. The save roll has a bonus (or minus) for every hit die or level possessed by the creature that exceeds (or is less than) the caster's level or HD. Willing recipients of the spell may forego any such bonus to its Saving Throw. A material component the being considers anathema must also be used. The spell is 80% likely, if successfully cast, to return a being to its home plane; otherwise the being is dismissed into a different random plane.

When the reverse, *Beckon*, is cast, an attempt to summon an extraplanar creature is made. Success is determined as above, and, in such cases the called being is brought to the location of the Magic-User. A material component the being covets must be used. Note that the spell by itself grants no protections to the caster or restraints upon the being summoned. Wise casters will use this spell in conjunction with other magicks.

For either variety, the being must be wholly alien to the Prime Material plane; creatures such as demonettes (c.f. OSRIC) would be unaffected.

Dispel Illusion

Arcane Abjuration

Level: Magic-User 4

Range: 5'/lvl

Duration: Instantaneous

Area of Effect: One illusion

Components: V,S

Casting Time: 4 segments

Saving Throw: None

This spell disrupts an illusion within range. If cast by another Magic-User, chance of success is as per *Dispel Magic*; 50% base chance, +/- 5% based upon difference in levels between the casters. Magic-Users attempting to dispel illusions cast by Illusionists do so as if two levels below their actual level.

Dispel Silence

Arcane Abjuration

Level: Magic-User 2

Range: Touch

Duration: 1 round/lvl

Area of Effect: 10' radius/lvl

Components: S,M

Casting Time: 2 segments

Saving Throw: None

With a complex series of gestures the caster cancels any and all *Silence* effects within the spell's radius, and prevents any new ones taking effect for the spell's duration. The *Dispel Silence* can itself be removed by *Dispel Magic*, but any *Silence* effect will not recur of its own accord; it must be recast or recreated. Material components for this spell are costly, at a minimum of 50gp per casting.

Dispelling Screen

Arcane Abjuration

Level: Magic-User 5

Range: 25'/lvl

Duration: 1 round/lvl

Area of Effect: 400 sq. ft.

Components: V,S,M

Casting Time: 5 segments

Saving Throw: None

Using this spell, a Magic-User puts in place an energy field that dispels magic or illusion that enters into it, with chances of success equal to a dispel magic spell (OSRIC pg. 43); illusions are dispelled as if the caster were two levels lower than actual. The caster can determine the exact dimensions of the screen, although once set at casting it cannot be changed. The field is visible, with a purplish tint. Each magical effect entering into the screen is subject to dispelling only upon entry, and not again on subsequent rounds if still within the screen.

The material component is a purple corundum gem worth a minimum of 1,000gp and a fine metal mesh.

Dolour

Arcane Enchantment/Charm

Level: Magic-User 5

Range: 10'

Duration: 2 rounds

Area of Effect: 1 creature

Components: V,S

Casting Time: 5 segments

Saving Throw: See below

This spell is used to compel a hostile being into submission. The being must be non-native to the caster's plane. During the casting of the spell, the being becomes increasingly uncomfortable and ill-at-ease. For two rounds after its casting this effect increases, causing the being to be increasingly vulnerable to spells that are non-damaging in nature (i.e., no *Fireballs*, *Magic Missiles*, etc.), such as *Charms*, *Suggestions*, *Torments*, *Spirit-rack*, etc. The penalty to Saving Throws made during the spell casting is -1 (although spells cast at this time must be cast by someone else), -2 on the first round of the spell duration and -3 on the second. The creature regains its composure after the duration expires with no further negative effects. If the caster has a lower Intelligence than the target, he is subject to possible domination, determined by a contest of wills. The chance of domination is 5% per point of difference between the caster's lower Intelligence and the spell's target. Even if of higher Intelligence than the target, the caster must take great precautions during the spell's casting, for if it is interrupted in any way the target may automatically dominate the caster.

The spell presumes a great deal of knowledge on the part of the Magic-User pertaining to the type of creature targeted, as this is recited during the casting. If the Magic-User is unfamiliar with the creature in question the spell will either be seriously reduced, or automatically fail, at the discretion of the GM.

Drums of Despair (Reversible)

Arcane Enchantment/Charm

Level: Magic-User 4

Range: 60'/lvl

Duration: 2 rds/lvl

Area of Effect: 400 sq. ft/lvl

Components; V,S,M

Casting Time: 4 segments

Saving Throw: See below

Using this spell, the caster fills an area with ominous, rhythmic drumming sound that lessens the ability and will to fight of creatures in combat with the Magic-User or his allies. The caster can tailor the exact dimensions of the area of effect so long as the total equals an amount equal to that appropriate for his level; i.e., a 7th level caster could have an area of effect of 70' by 40', or 50' by 56', etc. Whether or not a creature gets a Saving Throw depends on its level if classed, or HD otherwise. There is no save for creatures of 2 HD/lvl or less; 2+1 to 4 HD/lvl receive a penalty of -2 to save, and creatures of 4+1 HD or 5th level save normally. Those that do not save have a -2 penalty on to-hit, damage and Saving Throw rolls and a -10% penalty to morale.

The spell can be memorised in reverse form, *Pipes of Resolve*, to aid those allied to the Magic-User; in this case there is no Saving Throw and allies gain a +1 bonus on to hit, damage and Saving Throw rolls as well as a 10% bonus to morale. The sound heard will be that of an invigorating piping.

The material component is a figurine of a golden kettle drum worth 100gp, or, for the reversed version, a miniature set of pipes worth 500gp.

Electric Arc

Arcane Invocation/Evocation

Level: Magic-User 4

Range: 15'/lvl

Duration: Instantaneous

Area of Effect: see below

Components: V,S,M

Casting Time: 4 segments

Saving Throw: Half

Completing this spell creates electric arcs between the tips of the caster's fingers and targeted creatures. For every three levels of experience, the caster gets another arc. Each does 1d6 points of damage, +1 point per Magic-User level. Wise Magic-Users target multiple creatures as any creature is only damaged by one arc in any round; any extra striking are wasted.

The material component of this spell is the tip of an electric eel's tail.

Electrical Screen

Arcane Invocation/Evocation

Level: 5

Range: 25'/lvl

Duration: 5 rounds/lvl

Area of Effect: 400 sq. ft./lvl

Components: V,S,M

Casting Time: 5 segments

Saving Throw: See below

Using this spell, the caster creates a crackling field of electrical force. The caster sets the dimensions of the field at casting, subject to the overall limit of the area of effect; after casting the field is immobile.

The field shocks creatures passing into it, requiring a Saving Throw vs. Spells; if wearing metal armour

the save is at a -4 penalty. If failed, 1d4 points of damage is taken, to-hit rolls suffer a -2 penalty, and AC adjustments, missile bonuses, and surprise bonuses are lost. If the Saving Throw is made, no damage or Dexterity penalties are taken but to-hit rolls suffer a -1 penalty. All effects last 1d4+1 rounds.

The material component is a piece of skin from an electric eel and a crystal sphere.

Elemental Turning

Arcane Abjuration

Level: Magic-User 3

Range: 0

Duration: 4 rds + 1d4 rds

Area of Effect: 60' radius

Components: V,S,M

Casting Time: 4 segments

Saving Throw: None

Completing this spell creates a mystical circle of protection centred on, and moving with, the Magic-User, that physically excludes an elemental type chosen at casting. Each elemental within the areas of effect on completion is allowed a Saving Throw; success means that elemental is unaffected and failure indicates immediate flight out of the protected zone. If the Magic-User can manoeuvre an elemental into an area preventing flight the elemental is returned to its native plane. If the elementals are under the control of another caster, their turning does not indicate a loss of concentration on the part of that caster, only an overridden control that returns once an elemental is outside the spell's area of effect.

The casting must include a form of the element in opposition to the native plane of the chosen elemental type.

Empathic Perception

Arcane Divination

Level: Magic-User 1

Range: 5'/lvl

Duration: 3 rounds/lvl

Area of Effect: 1 creature/5 rounds

Components: V,S,M

Casting Time: 1 segment

Saving Throw: Negates

By casting this spell the caster is empowered to sense a creature's current emotional state. Extraplanar creatures, the undead, and programmed creatures such as golems do not have emotions detectable by this spell. The GM will give basic drives, usually as a single word (e.g. "hunger", "fury", "or lust").

Encompassing Vision

Arcane Transmutation/Alteration

Level: Magic-User 2

Range: Touch

Duration: 1 hour/lvl

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

The target of this spell has all-around vision for the spell's duration, making him or her immune to surprise by anything short of an invisible creature. If the spell's target has special vision (including but not limited to darkvision, *Detect Magic*, *Detect Invisible* etc.) then this effect also becomes 360°. By combining *Encompassing Vision* and *Detect Invisible*, it is possible to make the target completely immune to surprise for the spell's duration.

Energy Drain *Arcane Invocation/Evocation* **Level:** Magic-User 9 **Range:** Touch **Duration:** Permanent
Area of Effect: One creature **Components:** V, S, M **Casting Time:** 3 segments **Saving Throw:** None

When this spell is cast, the magic-user becomes a conductor between his or her own plane and the Negative Material Plane. As soon as the caster touches a living creature, the victim loses two energy levels. A successful to-hit roll is necessary if melee is involved. A monster loses two hit dice. Hit points and attack ability are reduced accordingly. A character loses two levels, hit points, and abilities permanently (unless regained through earning experience and advancing in level). The material component of the spell is the essence of a spectre or vampire ash. There is a 5% chance the caster will also be affected by the energy drain, losing one energy level at the same time the victim is drained of two levels. Humans or humanoids that are reduced to zero energy levels as a result of this spell become juju zombies.

Ensnarement

Arcane Conjuration/Summoning

Level: Magic-User 6

Range: 70'

Duration: One task

Area of Effect: One extraplanar creature

Components: V,S,M**Casting Time:** 1 turn**Saving Throw:** Negates

By means of *Ensnarement*, the caster tries to tempt a creature from one of the Outer Planes into a trap on the Prime Material. The nature of the trap is that the creature lured to this plane cannot escape unless it agrees to perform a service and then depart.

If the creature has a true name (c.f. the 7th-lvl Arcane spell *Cacodemon*), then before the spell may be attempted, the caster must know it. Otherwise the caster must know the name of the type of creature to be summoned. When the spell is cast, the target creature will sense the appearance of a gateway to the Prime Material Plane. This appears to an innocuous passage, but there is a chance that the creature will perceive that the gateway is a trap, depending on its Intelligence:

INTELLIGENCE CATEGORY	CHANCE DECEPTION IS DETECTED
Non-	1%
Animal	5%
Semi-	15%
Low	40%
Average	50%
Very	60%
High	70%
Exceptional	85%
Genius	95%
Supra-Genius	99%

If the creature recognises that the gateway is a trap, it will not go through. However, it may well look through and try to see what insolent mortal has learned its true name. In this event it will begin whatever plots against the caster that the GM thinks fit, according to its abilities.

If the creature fails to spot the *Ensnarement*, then it will come through. Nothing in the spell itself constrains the creature from attacking the caster at this point, so as with the *Cacodemon* spell, a wise caster will have prepared two appropriate magic circles (typically a pentacle to trap the creature and a magic circle around the caster's standing-spot to protect the caster if the pentacle fails). There is a risk that the creature will break free of the pentacle, as follows:

PENTACLE IS:	CHANCE TO BREAK FREE
Hand drawn (chalk, charcoal, etc.)	20%
Inlaid with silver (10,000gp cost)	10%*
Inlaid with mithril (50,000gp cost)	1%*

*Check only once, when the spell is first cast. If the target creature cannot break free, then the pentacle has been well-drawn and will always be effective unless it is damaged.

The creature will be enraged and will spend an amount of time determined by the GM in a blind fury. In due course it will calm down and the caster can negotiate with it. Its choices are to agree to perform a service for the caster, or to appeal to its own masters for release. Its own masters will have a high price (they will probably demand several souls!), so if the creature feels the caster's demands are more reasonable than this, it is likely to agree. If it does appeal to its own masters, then as soon as they have released it it will be able to attack the caster, so it is wise for the caster to select a task

the creature will not find too objectionable.

Enveloping Darkness

Arcane Invocation/Evocation

Level: Magic-User 5

Range: 0

Duration: 2 rounds/lvl + 5 rounds

Area of Effect: 20' radius sphere

Components: V,S,M

Casting Time: 5 segments

Saving Throw: None

Using this spell, a sphere of absolute darkness is created centred on the Magic-User. It does not affect his or her vision within or without of the globe, but others' vision (including darkvision and ultravision) cannot penetrate it. Also, if the Magic-User is melee attacked, a disorientation effect specifically regarding his expected position is experienced by all within the globe, causing an additional penalty of -2 on to-hit rolls targeting him on top of any applicable darkness modifiers.

The material component is an onyx globe worth 50gp.

Excruciating Screen

Arcane Invocation/Evocation

Level: Magic-User 6

Range: 5'/lvl

Duration: 3 rounds/lvl

Area of Effect: 20 sq. ft./lvl

Components: V,S,M

Casting Time: 6 segments

Saving Throw: See below

The excruciating screen can take one of three shapes: a wall, a dome or a globe. This shape is selected by the caster at the time of casting. Any creature passing through the excruciating screen is affected by the negative material plane. It will suffer 4d4hp of damage and must make two Saving Throws. The first is a Saving Throw vs. Spells (unlisted categories), and if the creature fails it will be stunned for 1d4 rounds. The second is a Saving Throw vs. Death, and if the creature fails it loses a life energy level.

Extraplanar creatures, golems, and undead are immune to the excruciating screen's effects, as is the

spell's caster.

Expeditious Fire Extinguisher

Arcane Invocation/Evocation

Level: Magic-User 3

Range: 20'/lvl

Duration: 1 segment

Area of Effect: Special

Components: V,S,M

Casting Time: 1 segment

Saving Throw: None

This spell rapidly snuffs fire. Non-magical fire covering up to 100 sq. ft. per caster level will be put out at once. Magical fire of up to half this size may be put out, but in this case the fire gets a Saving Throw of 13+ on a d20, and if it passes it will be unaffected. The spell has no effect on fire emanating from a creature, so for example fire elementals and red dragons would be unharmed by the spell even though any fire they had started might be put out.

Eye of the Eagle

Arcane Conjuration/Summoning

Level: Magic-User 3

Range: Touch

Duration: 1 turn/lvl

Area of Effect: Creature touched

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

The creature touched gains much-improved eyesight, doubling his or her visual range and granting a bonus of +2 to-hit with missile weapons.

Eyebite

Arcane Enchantment/Charm

Level: Magic-User 6

Range: 20'

Duration: See below

Area of Effect: One creature

Components: V,S

Casting Time: 1 segment

Saving Throw: See below

To cast *Eyebite*, the Magic-User must meet the target's gaze and speak a single word. The spell has four possible effects (charm, fear, sicken or sleep), and which effect applies is selected by the caster at the time of casting.

Charm: The charm effect is more powerful than *Charm Person* or *Charm Monster*. It causes the target to become fanatically obedient to any order the caster gives that it understands, and it will be willing to risk its life. The target gets a Saving Throw vs. Spells at -1 to avoid the effect. This use of the spell lasts for one hour. Extraplanar creatures are immune, and elves and half-elves may roll their charm resistance to be unaffected.

Fear: The target will drop whatever it is holding and flee in terror, taking the most logical escape route it knows of, as if the caster were a hostile creature of enormous power. The target gets a Saving Throw vs. Spells at -3 to avoid the effect. This use of the spell lasts for three turns. Undead and extraplanar creatures are immune.

Sicken: The target becomes feverish. Any damage it inflicts in melee is halved owing to its weakness. The target gets a Saving Throw vs. Spells to avoid the effect. This use of the spell lasts for one turn. Undead, golems, extraplanar creatures, and anything immune to disease (e.g. Paladins) are immune.

Sleep: The sleep effect is more powerful than a *Sleep* spell. It causes the target to fall into a helpless coma, from which it cannot awake or be awakened for two turns. The target gets a Saving Throw vs. Spells at -2 to avoid the effect. Extraplanar creatures, golems and undead are immune, and elves and half-elves may roll their sleep resistance to be unaffected.

Fabricate

Arcane Transmutation/Alteration

Level: Magic-User 5

Range: 5'/lvl

Duration: Permanent

Area of Effect: 1 cubic yard/lvl

Components: V,S,M

Casting Time: See below

Saving Throw: None

This spell allows the Magic-User to derive a useful item from relevant raw materials; for example, a cloak could be made from sheared wool, paper from wood or reeds, or a table surface from slate. One

consideration is that when using the spell with minerals, cubic yards become cubic feet.

Only mundane, common items may be constructed by the Magic-User - in other words, no rings, swords, or other intricate items of difficult craftsmanship (unless the caster possesses the skill to create such items apart from this spell).

Faithful Phantom Defenders

Arcane Conjuration/Summoning

Level: Magic-User 5

Range: 180'

Duration: 1 round/lvl

Area of Effect: See below

Components: V,S,M

Casting Time: 5 segments

Saving Throw: None

Casting this spell, the Magic-User summons one of four types of defenders (chosen by the caster) to defend him from his enemies. The four types are:

Three soldiers: AC 4; Mv 90'; HD 4; hp 24; attack as F6; #AT 1; dmg 1d8; SA can hit creatures requiring +1 magical weapons; SD none; MR Standard; Size M; Int Avg; AL N

Two centaurs: AC 5; Mv 180'; HD 4; hp 28; attack as F6 ; #AT 1; dmg 1d6; SA can hit creatures requiring +2 magical weapons; SD none; MR standard; Size L; Int Avg; AL N

Eight giant bats: AC 8; Mv 30', 180' flying (AA: level IV); HD 2+2; hp 12; attack as F5; #AT 1; dmg 1d4; SA can hit creatures requiring +3 magical weapons; SD none; MR standard; Size S; Int animal; AL N

Five sharks: AC 6; Mv 240' (swimming); HD 3; hp 15; attack as F5 ; #AT 1; dmg 1d4+1; SA can hit creatures requiring +1 magical weapons; SD none; MR standard; Size L; Int animal; AL N

These creatures appear transparent to the caster, but normal in all respects to opponents. Their primary objective is to maintain a line between the caster and his enemies so that he can cast spells. Spells cast by the Magic-User do not affect the defenders in any way; *Fireballs* do them no damage, *Magic Missiles* can pass directly through them, etc. The defenders are not illusions and cannot be disbelieved.

The material component is a small sculpture of the type of defender to be summoned, of materials and craftsmanship equal in value to 100gp.

Faithful Phantom Guardian

Arcane Conjuration/Summoning

Level: Magic-User 6

Range: Touch

Duration: One day

Area of Effect: One creature

Components: V,S,M

Casting Time: 3 turns

Saving Throw: None

The faithful phantom guardian is an extraplanar creature that protects the caster. When the casting is complete, the guardian appears in the astral plane in a place corresponding to the caster's location on the Prime Material. It can see the Prime Material plane, but is imperceptible to creatures that cannot see into the astral. From this vantage point, it watches over the caster until he or she is attacked. At that moment, the guardian enters the Prime Material and tries to intercept the attack. It will then fight against the caster's foes for up to 1 round for each of the caster's experience levels or until it is killed.

For combat purposes, treat the faithful phantom guardian as a hell hound, except that it is neither good nor evil.

Material components for this spell cost 1,000gp.

Faithful Shield Maiden

Arcane Conjuration/Summoning

Level: Magic-User 4

Range: 150'

Duration: 3 rds/lvl

Area of Effect: See below

Components: V,S,M

Casting Time: 4 segments

Saving Throw: None

Casting this spell conjures two iridescent force-beings that flank a Magic-User, protecting him and fighting against his enemies. They vaguely appear as valkyries fighting with shield and spear. Each being has the following statistics: AC 4, Mv 120', HD 3 and 20 hp. Their spears do 1d6 damage, and, unless ordered to leave the Magic-Users side, their large shields are considered to improve the AC of the Magic-User by 1. If both maidens are ordered to protect the same side of a Magic-User this bonus increases to 2. The maidens move with the caster, and can be ordered no further than 50' distant.

The material component of this spell is two tufts of blonde hair taken from a large woman while she is singing.

False Trap

Arcane Illusion/Delusion

Level: Magic-User 2

Range: Touch

Duration: Permanent

Area of Effect: One object

Components: V,S,M

Casting Time: 3 rounds

Saving Throw: None

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

Fantastic Fencers

Arcane Invocation/Evocation

Level: Magic-User 5

Range: 180'

Duration: 1 round/lvl

Area of Effect: See below

Components: V,S,M

Casting Time: 5 segments

Saving Throw: None

Using this spell, a Magic-User evokes one disembodied hand wielding a sword for every three levels possessed. Continual concentration on the part of the Magic-User is not required; the hands will respond to verbal directions. They attack as Fighters of half the Magic-User's level, doing damage as per a long sword on each successful hit. If the to-hit roll is 4 higher than the minimum number required, the hand's opponent is disarmed. Likewise, if an opponent's to-hit roll against a hand is 4 better than the minimum required, that hand is automatically destroyed. Each hand is AC 2 due to its agility and size, with 15 hit points.

The material components are one small figurine of a fencer for each hand the Magic-User can create. The figurines should be of fine materials and workmanship, worth a minimum of 50gp each.

Feeling Fingers

Arcane Conjuration/Summoning

Level: Magic-User 1

Range: 20'

Duration: 1 hour + 1 turn/lvl

Area of Effect: Special

Components: V,S,M

Casting Time: 1 segment

Saving Throw: None

The feeling fingers are invisible tendrils of force, with sensation, that spring up to 20' out from the caster's hands. They enable him or her to locate concealed or secret entrances with a 50% chance of success, searching 10 square feet per turn, and set off mechanical traps.

Fire and Ice

Arcane Evocation

Level: Magic User 7

Range: 50'

Duration: Instantaneous

Area of Effect: 30' radius sphere

Components: V, S, M

Casting Time: 7 segments

Saving Throw: See below

When this spell is cast, a fiery crystal sphere pops into existence before the spellcaster and then hurtles toward the target area. Immediately thereafter, an icy crystal sphere similarly appears and follows the first. When the first sphere reaches the target area it explodes as a Fireball in a 30' radius, inflicting 4d4 hp of fire damage to everything within the area of effect. A successful Saving Throw will reduce this damage by half. One segment later the second sphere will explode in the same area, causing 4d4 hp of cold damage in a 30' radius. Those creatures that succeeded their Saving Throw vs. the first sphere will only take half damage from the second. Those that failed the Saving Throw will suffer the full effects.

The most efficacious use of this spell is upon inanimate objects which are particularly susceptible to radical changes in temperature. Any items caught within the blast radius must make a Saving Throw as non-magical items with failure indicating that they crack and shatter.

The material components of this spell are a pinch of sulphur and small crystal.

Firewater

Arcane Transmutation/Alteration

Level: Magic-User 1

Range: 10'

Duration: 1 round

Area of Effect: 1 pint/lvl

Components: V,S,M

Casting Time: 1 segment

Saving Throw: None

Firewater is a volatile, flammable liquid that floats on water. A Magic-User creates it from water using this spell. It is easily ignited by a spark or similar, inflicting 2d6 hp damage to any creature within it. The firewater always evaporates the round after it has been created, irrespective of any measures used to contain it.

Flame Arrow

Arcane Invocation/Evocation

Level: Magic-User 3

Range: Touch

Duration: 1 segment/lvl

Area of Effect: Arrows or bolts

Components: V,S,M

Casting Time: 3 segments

Saving Throw: None

By means of this spell, the Magic-User may enchant one arrow per segment, causing it to burst into normal flame. The enchanted arrows have no bonus to hit, and the enchantment is not powerful enough to hit a creature that can be damaged only by magical weapons. Each arrow causes 1 hp of fire damage in addition to its normal damage. The arrows (or crossbow bolts) will burn up in one round, so they must be shot before this time. (c.f. OSRIC)

Flame Shroud

Arcane Transmutation/Alteration

Level: Magic-User 5

Range: 10'

Duration: See below

Area of Effect: One being

Components: V,S,M

Casting Time: 5 segments

Saving Throw: Special

This spell engulfs a single target in flames which form (and persist) tightly around it. A target's initial save is at -4; if this succeeds the spell is entirely prevented from forming. A failure results in 2d6 damage; the necessity of item Saving Throws for all combustible possessions (cloaks, maps, etc.); and the possibility of additional damage from any flammable oils carried which also fail any applicable item Saving Throws against magical fire. Each round the target may make another Saving Throw, with the penalty being reduced by 1 (to -3, then -2, etc. - someone attempting a 7th Saving Throw would do so with a +2 to the roll). The spell persists until a successful Saving Throw is rolled, and new item Saving Throws are required for each round of failure.

The spell also threatens those within 10' of the target, as ejections of flame whip out from the whole. Saving Throws are required to avoid 1d4 damage, and, if failed, item Saving Throws (and possible additional damage) are required in this instance as well (although such fires do not create a magical "shroud" around the victim which persists as the main spell does).

The spell component is a small, naptha-soaked net.

Flaming Blade

Arcane Transmutation/Alteration

Level: Magic-User 4

Range: 20'

Duration: 3 rds + 1 rd/lvl

Area of Effect: One item

Components: V,S,M

Casting Time: 4 segments

Saving Throw: None

Casting this spell allows the Magic-User to imbue a dagger with characteristics of either fire or ice. If fire is chosen, the blade puts forth flame equal to a lit torch, including light radius, that can set combustible objects afire. The dagger remains a non-magical weapon for combat considerations, but the fire does an additional point of damage. If used against cold-based creatures the damage bonus is +3. If Ice is chosen the dagger blade turns frigid, glowing with a soft azure light that has a 10' radius. It also is non-magical although doing an additional point of cold damage per hit, with a +3 damage bonus to heat-based creatures. If touching water, the blade will freeze one cubic foot of water per round.

If a weapon already has characteristics relating to heat, fire, cold or ice, the spell has no effect. The

material component is a torch stub for fire, or a drawing of a snowflake for ice.

Flaming Sphere

Arcane Invocation/Evocation

Level: Magic-User 2

Range: 10'

Duration: 1 round/lvl

Area of Effect: 3' radius sphere

Components: V,S,M

Casting Time: 2 segments

Saving Throw: Negates

This spell creates a sphere of flame within the spell's range. The sphere need not remain within that range thereafter. It moves in any direction indicated by the caster, at a maximum of 10' per round. If the sphere touches a flammable object or substance, it will be ignited. If it comes within 5' of a creature, then the creature receives a Saving Throw vs. Spells. If the Saving Throw is passed then the sphere evaporates; otherwise the creature takes 2d4 hp of damage.

Flare

Arcane Invocation/Evocation

Level: Magic-User 1

Range: 100' (straight up from caster)

Duration: 1 segment

Area of Effect: Special

Components: V,S

Casting Time: 1 segment

Saving Throw: None

This spell creates an intense flash of light and puff of smoke that appears 100' in the air, directly above the caster, and then falls slowly to earth, going out after 6 seconds. Day or night, the light or the smoke will be visible against the sky within a radius of five miles plus one mile for each of the caster's experience levels. The caster may select the colour of the light or smoke.

Flash

Arcane Invocation/Evocation

Level: Magic-User 1

Range: 30' + 5'/lvl

Duration: 1 segment

Area of Effect: Special

Components: V,S

Casting Time: 1 segment

Saving Throw: Special

With a dramatic gesture, the caster of a flash spell causes an intense lightburst in the direction of his or her choice. Creatures within 10' of the burst must save against spells. If they fail they are blinded for 1d4 rounds. If they pass they will be blinking and staggering for 1d4 rounds; affected creatures can act normally, but if they fight they attack at -2 to-hit and suffer a -2 penalty to their armour class. Creatures outside the 10' area are unaffected even if they are looking directly at the flash. Eyeless creatures, such as golems or slimes, are always unaffected by this spell.

Flying Feat

Arcane Transmutation/Alteration

Level: Magic-User 5

Range: 30'

Duration: 3 turns/lvl

Area of Effect: See below

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

This spell allows the caster to imbue an object with the capability of flight. This object can be ridden and/or carry cargo. An object weighing up to 50 lbs./lvl can be imbued, and this object can carry up to 100 lbs./lvl, provided that it could structurally support that weight normally. While flying, its movement rate will be 180' with aerial agility of level IV. The caster must maintain concentration at all times or the object will fall from the sky.

The material components are straw from a broom and a feather from a giant eagle.

Force Sculpture

Arcane Invocation/Evocation

Level: Magic-User 4

Range: 90'

Duration: 1 turn/lvl

Area of Effect: 1 cubic ft/lvl

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

This spell allows the Magic-User to use a sheet of magical force to create an emulation of anything the caster wishes, so long as it meets the following characteristics: generally rigid, lacking keen edges or points (as many weapons), lacking movable parts, and fine detail as found on art objects or the like. Examples of objects able to be created with the spell include a quarterstaff, bridge, chair, bath or mallet. Once shaped, the object created can not be reshaped.

Such objects are immune to normal attacks, but can be destroyed if magical damage greater than the caster's hit point total at full health. The material component is a piece of putty and a pinch of ground crystal.

Force Umbrella

Arcane Invocation/Evocation

Level: Magic-User 3

Range: Self

Duration: 1 turn/lvl

Area of Effect: See below

Components: V,S,M

Casting Time: 3 segments

Saving Throw: None

With an incantation and a protective gesture, the caster calls upon elemental forces to create a hemisphere of force above his or her head. The hemisphere is 10' in radius and moves with the caster, protecting him or her from attacks from above. Anything beneath the force umbrella gets +5 to its AC and Saving Throws vs any attack originating from above. The spell will mould itself to fit into a confined area, so the caster can move along dungeon corridors, through doors etc. as normal.

Forcecage / Forcecube

Arcane Evocation

Level: Magic User 7

Range: 10'/2 levels

Duration: 6 turns + 1 turn/lvl

Area of Effect: 20'x20'x20' cube

Components: V, S + see text

Casting Time: 3-4 segments

Saving Throw: None

This spell creates a cage made of magical force similar in most respects to the **cube of force** magical item. The floor and ceiling of the cage are solid while the walls are made of alternating bars with 6" gaps. All creatures caught within the area of effect of the forcecage will be contained within unless they have some method or ability to pass between a gap in the walls. Creatures with magic resistance are allowed a single attempt to apply their resistance to pass through the wall of the forcecage, otherwise they will be caged within. Spells and breath weapons can pass through normally.

A forcecage can only be eliminated by use of a dispel magic spell or expiration of the forcecage's duration.

If desired, a spellcaster may specify a forcecube when casting the spell. A forcecube is 10' square cube with no gaps in its walls. Otherwise it is similar in all respects to a forcecage.

The material component of the spell is a powdered diamond worth at least 1,000gp. During memorization the spellcaster must trace the outline of either a forcecage or forcecube and later, when casting the spell, blow the dust into the air whereupon it disappears.

Gaseous Form

Arcane Transmutation/Alteration

Level: Magic-User 2

Range: Touch

Duration: 1 turn/lvl

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 1 round

Saving Throw: Negates

Except as may be noted above, this spell has the same effect as imbibing a **potion of gaseous form**. Unwilling targets get a Saving Throw, but willing targets may forego it.

Giant Strength

Arcane Transmutation/Alteration

Level: Magic-User 4

Range: Touch

Duration: 3 turns/lvl

Area of Effect: One being

Components: V,S,M

Casting Time: 1 turn

Saving Throw: None

This spell increases Strength to a score determined by the caster's level. If the recipient's Strength is greater than the applicable score, than the spell increases its Strength by 1 point, or, if a Fighter possessing exceptional Strength, to the next higher threshold. The spell will grant exceptional Strength to classes not otherwise eligible for it. The increases can not be made permanent by any other magic.

Magic-User Level	New STR Score
7	16
8	17
9	18
10	18/01
12	18/51
13	18/76
14	18/91
15	19
16+	20

The material component of this spell is a bit of meat that has been stored in a giant's sack.

Golden Revelation

Arcane Transmutation/Alteration

Level: Magic-User 3

Range: Self

Duration: 5 rounds/lvl

Area of Effect: Cone 30' diameter, 60' long

Components: V,S,M

Casting Time: 3 segments

Saving Throw: None

This spell finds invisible or hidden creatures within the area of effect, limning them with a mystical radiance. The caster can turn on the spot to reveal all invisible or hidden creatures within 60' by taking one round to do so.

Gong of Isolation

Arcane Enchantment/Charm

Level: Magic-User 5

Range: 30'/lvl

Duration: 1 turn/lvl

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 5 segments

Saving Throw: Negates

Casting this spell causes a creature to internally hear the tolling of a gigantic gong, stunning it into almost total sensory deprivation. The Saving Throw is made at a penalty of -2; if failed, the effects of the gong are so overwhelming that all other sensory input (vision, hearing, touch, taste and smell) to the brain is displaced by the sound of the gong only the targeted being is able to hear. No reactions will be made to any external stimuli. If the affected being attempts to blindly lash out with weapons, to-hit rolls are made at a -6 penalty, with the target to be randomly determined by the GM and the results of the attack not being known by the affected being. The only possible avenue to communicating is telepathy. If the Saving Throw is made, the creature is stunned for a single round. The only means to remove the condition magically are *Heal*, *Restoration* or *Wish* spells.

The material components are a small but functioning gong that has been carried by a kung-fu monk for the period of a sunrise to a sunset, which is consumed in the casting.

Grease

Arcane Conjuration/Summoning

Level: Magic-User 1

Range: 10'

Duration: Permanent

Area of Effect: 1 ft²/lvl

Components: V,S,M

Casting Time: 1 segment

Saving Throw: Special

This spell coats an area or object with a highly slippery substance. Any creature trying to stand on the greased area must pass a Saving Throw vs. Petrification or fall to the ground; any creature trying to grasp a greased object must save vs petrification or drop it. If the object or surface to be affected is being touched by a creature, then the creature gets a Saving Throw vs. Spells to nullify the effects. Otherwise, the magic takes effect automatically.

Grey Mantle

Arcane Necromancy

Level: Magic-User 5

Range: Touch

Duration: 1 round/lvl

Area of Effect: One being

Components: V,S,M

Casting Time: Six segments

Saving Throw: Negates

This spell inhibits the ability of a creature to regenerate or receive magical healing, curing of disease, poison neutralization, etc. After casting, a grey glow surrounds the caster's hand, or weapon held in that hand. A subsequent touch attack is allowed in the same round, or, if missed, in the next round as well. The target is allowed normal magic resistance and a Saving Throw vs. Spells to negate the effect even after a successful touch attack.

If successful, the grey glow is transferred to, and surrounds, the creature (regardless of size). Healing by potion or magical item is entirely prevented during this time, and any such attempts are wasted with lost charges, etc. Healing by spell or laying on of hands is held in abeyance, not taking effect until the spell expires (and only if the target is can still be healed - if killed in the interim, a pending *Cure Critical Wounds* spell would have no effect). Regeneration is stopped for the duration, but begins automatically upon expiration. The caster can't lift the condition prior to its normal expiration, although it is subject to dispel magic.

If the caster can't successfully attack its target within one full round after casting the spell, the effect transfers to him instead and he is subject to the effects for the full duration unless dispelled.

Handy Timepiece

Arcane Conjuration/Summoning

Level: Magic-User 4

Range: Self

Duration: As per affected spell

Area of Effect: Caster

Components; V,S,M

Casting Time: 1 hour

Saving Throw: None

This spells function is to warn the caster of the imminent ending of another spell cast immediately subsequently. When that spell has only 1 round of duration remaining, the image of a set of chimes appears in front of the caster and quietly sounds. The duration of the spell being timed must be less than 48 hours.

The material component is a figurine of a sundial worth at least 100gp.

Harden (Reversible)

Arcane Transmutation/Alteration

Level: Magic-User 6

Range: Touch

Duration: Permanent

Area of Effect: 10 cu. ft./lvl

Components: V, S

Casting Time: 1 round

Saving Throw: None

This spell will transform a soft substance into a denser, harder version of the same substance according to the table below. The reverse, *Soften*, will turn a hard substance into a less, dense, more fragile version of the same substance. Substances enchanted with these spells will receive the appropriate Saving Throw bonus or penalty of their new equivalent substance.

Neither spell is capable of altering the shape, appearance or basic makeup of a substance. A scroll, for example, would attain the hardness of wood but would still be parchment in all other respects. Only mundane, non-magical substances can normally be enchanted with this spell. Magic items can only be enchanted with Harden/Soften when initially created.

Original Hardness	Equivalent Hardness
Paper, Glass	Leather
Leather	Wood
Wood	Stone
Stone	Soft Metal (copper, bronze, silver, etc.)
Soft Metal (copper, bronze, silver etc.)	Hard Metal (steel)
Hard Metal	Hard Mineral (diamond)

Hold Undead

Arcane Necromancy

Level: Magic-User 5

Range: 60'

Duration: 1 round/lvl

Area of Effect: 1-3 beings

Components: V,S,M

Casting Time: 5 segments

Saving Throw: Negates

This spell holds from between one and three undead immobile, as per the Hold Person spell. One exception is that physical attacks against a held undead free it from the spells effects (although the first such attack automatically succeeds). If only one is targeted, it Saves vs. Spells with a penalty of -2; if two are targeted, the penalty is -1; if three are targeted saves are made normally. The caster need not visually identify his or her targets; he or she can specify a number of undead in the area of effect to be held, and the spell can take effect even if he or she is unaware of the exact location or even undead nature of the targets. While under the effects of the spell undead are immune to turning or destruction by Clerics or Paladins.

Hold Vapour

Arcane Transmutation/Alteration

Level: Magic-User 5

Range: 10'/lvl

Duration: See below

Area of Effect: 20' + 10'/lvl radius globe

Components: V,S,M

Casting Time: 5 segments

Saving Throw: Special

By casting this spell, a Magic-User can hold a cloud of vapour motionless for as long as he wishes to continue speaking the verbal component and concentrate upon the cloud. Thus, a green dragon's breath weapon could be halted in place, or a cloudkill spell restrained. Once achieved, the hold can't be broken by other disturbances to the surrounding air such as normal or magical winds, unless they somehow indirectly break the ability of the Magic-User to either concentrate or continue speaking the verbal component. The spell does not affect the movement or interaction of normal air in the area of affect, and so explosive vapours can be held and detonated from a distance. A Magic-User cannot move vapours he or she is holding.

Creatures in a vaporous form (such as a vampire) can also be held by this spell, although a heavily penalised Saving Throw is allowed each round. The initial save is at -6, and that improves by one step each round to a maximum modified Saving Throw of +6. While held, such creatures cannot change to a new form to escape the spell. Æthereal (and many other insubstantial) creatures are not subject to this spell, as their insubstantiality is not vaporous in nature.

The material component of this spell is a spot of tree sap.

Imbue Undead

Arcane Necromancy

Level: Magic-User 6

Range: Touch

Duration: 1 day/lvl

Area of Effect: One undead creature

Components: V,S,M

Casting Time: 1 turn

Saving Throw: None

By means of *Imbue Undead*, the caster bestows one of his or her spell “slots” on an undead creature. The spell must be one that is known to the caster at the time of casting, and while the undead creature has it, that spell “slot” is unavailable to the caster. When the undead employs the spell, or when the *Imbue Undead* spell's duration expires, the caster regains the use of that “slot”.

The material components of both spells - the *Imbue Undead* spell and the spell which is imbued - are used when the *Imbue Undead* is cast, so there is no need for the undead creature to carry spell components.

For example, Glamrax the 12th-lvl wizard animates a zombie and imbues it with the power to cast *Fireball*. Glamrax must have *Fireball* memorised in order to do this, and he loses access to that spell. Glamrax can now only cast three 3rd-lvl spells per day, and the zombie will cast a 12-die *Fireball*. (Since the zombie is unintelligent, Glamrax must give it instructions about when to cast the spell. If Glamrax had used a ghoul, he could have let the creature use its discretion).

Improved Identify

Arcane Divination

Level: Magic-User 2

Range: Touch

Duration: Instantaneous

Area of Effect: 1 object

Components: V,S

Casting Time: 1 round

Saving Throw: None

This spell significantly improves on the 1st-lvl Arcane spell *Identify*. For any item the caster holds, it gives the name, enchantment, and approximate number of charges. There is no limitation on how recently the item was acquired, no material component and no loss of Constitution for casting the spell.

Instant Exit

Arcane Transmutation/Alteration

Level: Magic-User 4

Range: 10'

Duration: 1 rd

Area of Effect: See below

Components: V,S,M

Casting Time: 1 segment

Saving Throw: None

This variant of *Teleportation* is a last resort spell used by adventuring Magic-Users when current circumstances are dire enough to risk jumping to a random location. Upon casting, a portal will open on a flat surface within 10' of the Magic-User; beyond is an unknown demi-plane lacking any feature or form. One being per segment can enter the portal, which stays open for a maximum of 10 segments although it can be closed by the caster at any time. Upon closing the door there is a 5% chance the party will be randomly deposited in the Æthereal plane; otherwise they appear at a random location within 250 yards on their back path. The spell can not deliver them to a location unless it is previously travelled.

The material component is platinum loop inlaid with pearls worth a minimum of 1,000 gp that disappears with the casting.

Interposing Hand

Arcane Invocation/Evocation

Level: Magic-User 5

Range: 10'/lvl

Duration: 1 round/lvl

Area of Effect: Magical disembodied hand

Components: V,S,M

Casting Time: 5 segments

Saving Throw: None

This spell creates a magical hand with the same number of hit points as the caster. The Magic-User can cause the hand to be as small as his or her own, or as large as a shield. The caster selects a foe, and the hand will place itself between the Magic-User and that particular enemy, moving so rapidly that it cannot be avoided. It is strong enough to hold back any creature weighing 200 lbs. or less and will slow heavier opponents to half movement. The movement rates of opponents of truly massive size (such as dragons) will be adjudicated by the GM, being slowed to a quarter movement rate or pushing the hand aside entirely.

Invisibility to Undead

Transmutation/Alteration

Level: Magic-User 2

Range: Touch

Duration: 1 round/lvl

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 2 segments

Saving Throw: Negates

For the spell's duration, undead of any kind cannot sense (see, hear, smell, taste or feel) the spell's target. If the spell's target attacks an undead creature with a missile or in melee, then spell will stop working but only with respect to the particular undead creature that was attacked. If the spell's target attempts to turn undead, the attempt will automatically fail, and if the spell's target casts another spell, then the *Invisibility to Undead* will be fully dispelled.

Undead of type 6 and lower receive no Saving Throw. Other undead do get one and if passed, that particular undead is unaffected by the spell.

Note: The Arcane version of this spell is not the same as the Divine version.

Iron Sack

Arcane Transmutation/Alteration

Level: Magic-User 3

Range: Touch

Duration: 6 hours + 2 hours/lvl

Area of Effect: 1 bag, sack or similar

Components: V,S,M

Casting Time: 3 segments

Saving Throw: None

This spell defends a bag, sack or pack, protecting it as if encased with steel armour an inch thick. The sack's weight, flexibility and other properties do not change, only its item Saving Throw. Items within the sack need make no Saving Throw unless the sack itself fails.

Irritation

Arcane Transmutation/Alteration

Level: Magic-User 2

Range: 10'/lvl

Duration: Special

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 2 segments

Saving Throw: Negates

This spell affects the target creature's skin. If the creature has scales or thick hide instead of skin, then it will be unaffected. Undead and creatures of extraplanar origin are completely immune to the *Irritation* spell. The spell can take two forms, and the caster may choose which form applies at the time of casting.

The first variation causes the target's skin to be disfigured, as if by burns or disease. The target creature will lose 4 points of Charisma over the course of four days, and after the first week will lose a point of a physical attribute (Strength, Dexterity or Constitution). The disfigurement may be removed by *Dispel Magic*, *Cure Disease* or *Remove Curse*.

The second variation causes the target's skin to itch intensely. It must choose: spend one round doing nothing but scratch itself, or spend three rounds suffering the itch, which will make it squirm and move awkwardly (preventing spell casting and lowering its AC and to-hit rolls by -2).

Item

Arcane Transmutation/Alteration

Level: Magic-User 3

Range: Touch

Duration: 4 hours/caster level

Area of Effect: 2 cubic feet/lvl

Components: V,S,M

Casting Time: 3 segments

Saving Throw: Special

This spell affects normal, non-magical items, reducing them to 10% of their normal weight and volume and transforming them into a kind of magical fabric resembling silk. Virtually anything non-magical can be affected up to the volume limit, including lit fires, waterfalls, etc. Once transformed they will return to their original volume, weight and composition at the caster's command. It is also possible to transform creatures using this spell, but they must be touched, they receive a Saving Throw vs spells at +4, and if anything living is itemised, the spell's duration is reduced to 25% of normal.

Know Alignment (Reversible)

Arcane Divination

Level: Magic-User 2

Range: 10'

Duration: 1 round/lvl

Area of Effect: 1 creature per 2 rounds

Components: V,S

Casting Time: 1 round

Saving Throw: None

Except as may be noted above, this spell, and the reverse, *Conceal Alignment*, are the same as the 2nd-lvl Divine spell of the same name.

Know History

Arcane Divination

Level: Magic-User 1

Range: 120'

Duration: Instantaneous

Area of Effect: One creature or object

Components: V,S

Casting Time: 1 round

Saving Throw: Special

This spell may be cast on a creature or an object. Cast on a creature, it will reveal its name, ancestry and reputation. Cast on an object, it will reveal its name, origin, purpose and any important events with which it may have been involved. However, the spell cannot tell whether an object is magical, divine, or cursed, nor will it tell any command words. If cast on a creature, the creature may roll a Saving Throw vs. Spells, and if it passes then the spell will reveal only common knowledge, not any secrets.

Lamentable Belabourment

Arcane Invocation/Evocation

Level: Magic-User 5

Range: 10'

Duration: See below

Area of Effect: 10' radius

Components: V

Casting Time: 5 segments

Saving Throw: See below

This spell enables the Magic-User to enthrall those within the area of effect, providing that common language is known between the caster and the targets. The duration of the spell is dependent upon how long the Magic-User maintains the discussion, although the most potent effects are not realized for several rounds. If at any point the caster ceases maintaining the spell, or is successfully attacked or otherwise disrupted, then there is no further progression or required saves, although already-effected targets will carry on discussion for another round if left alone.

Immediately upon completion, the caster enters into discourse with the subjects upon a topic they are familiar with. A Saving Throw is allowed, and if failed, all beings stop their actions and, if not themselves attacked during this time, ignore their surroundings to partake in the conversation, with the utmost courtesy. The Saving Throw is modified by the target(s) Intelligence; a minimum score of 3 is required to be affected at all, but between 3 and 7 there is a penalty of -1 to the save, with a bonus to the save of +1 if Intelligence is between 11 and 14, or +2 if higher than 14. This is cumulative with any modifiers for Wisdom.

Starting on the 4th round after casting, affected creatures must make another Saving Throw as described above or be confused as per spell for 3d4 rounds. Even if initially successful, each round requires a new save. Those making their continue conversing as above. On the 7th round after casting, a final Saving Throw is made as above; those failing it become enraged with their fellow debaters (excluding the Magic-User) and attempt to kill them through melee for 1d4+1 rounds. If only one being is the target of the spell it will become enraged at itself and attempt self-inflicted wounds. Even if a Saving Throw on the 7th round is made, the targets realise they've been had and fall prone wailing of their gullibility for 1d4 rounds, if left alone and undisturbed.

Light Step

Arcane Transmutation/Alteration

Level: Magic-User 1

Range: Touch

Duration: 5 rounds/lvl

Area of Effect: One creature

Components: V,S,M

Casting Time: 1 segment

Saving Throw: None

This spell helps bear the touched creature's weight, reducing its impact on the ground to near-zero, such that it leaves no tracks. The creature touched may walk across thin ice, or even still liquid, at half its normal movement speed for the spell's duration. The spell is cancelled by any attempt to jump or any fall of more than one yard.

Lightburst

*Arcane Invocation/Evocation***Level:** Magic-User 4**Range:** 30'/lvl**Duration:** Instantaneous**Area of Effect:** 20' radius**Components:** V,S,M**Casting Time:** 4 segments**Saving Throw:** Special

This spell opens a momentary conduit to the Positive Material plane, where those energies envelope those within a sphere at the point targeted by the caster. If within or looking towards the area of effect, creatures possessing sight are made blind without a Saving Throw. Creatures native or connected to either the Positive or Negative Material planes are affected differently: those of the Positive plane, including all natives of the Upper Planes, are immune; Negative or Lower planar creatures, including all undead, have a -2 penalty on Saving Throws and suffer 1d4+1 damage per level of the caster and are stunned instead of slowed. A successful Saving Throw reduces the effect to half damage only but the blindness remains. This blindness affects even undead; whatever method they use for "sight" is disrupted from the positive energies.

The material component for the spell is an ingot of absolutely pure gold of 500gp weight.

Lignification*Arcane Transmutation/Alteration* **Level:** Magic-User 4**Range:** 10'**Duration:** 4 rounds + 1round/lvl**Area of Effect:** 10 foot radius**Components:** V, S, M **Casting Time:** 4 segments **Saving Throw:** None

Similar in most respects to the 2nd-lvl Druid spell, *Barkskin*, this 4th-lvl Magic-User spell is castable at a small distance and affects all creatures within a 10' radius of the target location. Handy for preparing a number of troops for battle, this spell permanently turns an affected creature's skin to bark if the being dies while still under the spell's effect. Thus, if cast upon a fresh corpse within an amount of time equal to the duration of the spell the alteration will lignify the recipient's tissues permanently.

Lucubration*Arcane Transmutation/Alteration***Level:** Magic-User 6**Range:** Self

Duration: Instantaneous

Area of Effect: Caster

Components: V,S

Casting Time: 1 segment

Saving Throw: None

The Magic-User pronounces an arcane formula, and the memory of any one spell of 1st to 5th level that he or she has cast comes back. The affected spell must have been in the caster's memory that day, and must have been already used when the lucubration is cast. The affected spell can then be re-cast as normal. Of course, the appropriate material components to re-cast the spell must be available.

Magic Mirror

Arcane Divination

Level: Magic-User 4

Range: Touch

Duration: 1 rd./lvl

Area of Effect: 1 mirror

Components: V,S,M

Casting Time: 1 hour

Saving Throw: None

Using a specially prepared mirror worth at least 500gp per 2 sq. ft., which remains after the casting, the Magic-User can create an effect similar to that of a **crystal ball** (c.f. OSRIC). Additionally, spells may be cast through the mirror: *Comprehend Languages*, *Darkvision*, *Read Magic* and *Tongues* are automatically successful while *Detect Evil*, *Detect Illusion*, *Detect Good*, *Detect Magic* and *Message* have a 5% chance per level of the caster of working correctly.

The spell also requires the eye of a raptor, which is destroyed in the process of casting.

Magnificent Mansion

Arcane Alteration-Conjuration

Level: Magic-User 7

Range: 10'

Duration: 1 hour./lvl

Area of Effect: 300 sq. ft./lvl

Components: V, S, M

Casting Time: 7 rounds

Saving Throw: None

This spell creates a magical dwelling in an extra-dimensional pocket which can be entered only from a single spot on the plane where the spell was initially cast. From the entrance point viewers will see a faintly glowing 4' x 8' doorway. The entranceway is controlled by the spellcaster and will close and become invisible when he or she enters. The spellcaster may open the entrance from inside at will.

Inside, observers will see a marvellously appointed lobby with several rooms leading from it designed according to the spellcaster's will. The atmosphere within is clean, fresh and comfortably warm. The magnificent mansion is completely furnished and supplied with a rich banquet of foodstuffs capable of feeding a dozen people per level of the spellcaster. A complete staff of nearly invisible servants await to serve all those within the mansion, attired according to the wishes of the spellcaster.

As a *Magnificent Mansion* can be entered only through its magical doorway, conditions outside of the Mansion, and conditions inside cannot affect the plane beyond. Rest, healing and spellcasting with a *Magnificent Mansion* are as normal, but the magical food consumed is not. While it seems delicious and filling while within the Mansion, once outside those effects will immediately disappear as if nothing had been eaten at all. For each magical meal consumed inside the mansion, a creature must spend at least 6 turns eating normal food or suffer the effects of extreme hunger, losing as many Strength points as imaginary meals eaten. Strength lost this way will be replenished by eating normal food as described above unless 6 hours pass at which point the loss will become permanent.

The material components for the spell are a miniature ivory replica of a doorway, a small glazed mosaic tile, and a tiny silver set of eating utensils. These will all be consumed by the spell's casting.

Magnify

Arcane Transmutation/Alteration

Level: Magic-User 2

Range: Self

Duration: 1 round/lvl

Area of Effect: Caster's eyes

Components: V,S

Casting Time: 2 segments

Saving Throw: None

This spell can take two forms, and the caster may choose which form applies at the time of casting. The first variation magnifies objects at a distance, as if the caster were looking through a telescope, and the second variation magnifies objects close up, as if the caster were looking through a microscope. In either case the degree of magnification achievable is determined according to the following table:

CASTER'S LEVEL	MAGNIFICATION
----------------	---------------

3	Up to 4x
4	Up to 8x
5	Up to 16x
6	Up to 32x
7	Up to 64x
8	Up to 128x
9	Up to 256x
10	Up to 512x
11+	Up to 1024x (maximum)

Major Globe of Invulnerability

Arcane Abjuration

Level: Magic-User 7

Range: 0'

Duration: 1 round/lvl

Area of Effect: 10' sphere

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

This spell is identical to the 4th-level Arcane spell *Minor Globe of Invulnerability* except for the casting time and the prevention of 1st-6th level spells affecting the spellcaster inside the globe. The affected spellcaster can still cast spells through the globe as normal.

Marvellous Shield

Arcane Conjuration/Summoning

Level: Magic-User 3

Range: Self

Duration: 1 turn/lvl

Area of Effect: Caster

Components: V,S

Casting Time: 3 segments

Saving Throw: None

While protected by a *Marvellous Shield*, the caster has an AC of 0 against hurled missiles, 1 against propelled missiles such as those from a sling or bow, and 2 against all other attacks.

Master of Arms

Arcane Transmutation/Alteration

Level: Magic-User 4

Range: Touch

Duration: 1 turn/lvl

Area of Effect: One being

Components: V,S,M

Casting Time: 4 segments

Saving Throw: None

Fighters or their sub-classes which receive this spell have their skill with a single melee weapon enhanced. A target becomes proficient with previously unknown weapons, or, if already proficient, gains the benefits of specialization with that weapon. If already specialized no benefit is gained, as the spell can't bestow the benefits of double specialization. Fighter sub-classes not otherwise eligible for specialization may receive those bonuses by virtue of this spell.

The material component of this spell is a dagger that has been held by a hero, which is not consumed in the casting.

Masterpiece Force Sculpture

Arcane Invocation/Evocation

Level: Magic-User 8

Range: 30'

Duration: 6 turns + 1 turn/lvl

Area of Effect: Special

Components: V, S, M

Casting Time: 1turn

Saving Throw: None

This is an improved version of the 4th-lvl Arcane spell *Force Sculpture*. The magic-user can fashion any kind of highly complex object including siege machines or a seagoing vessel. Individual parts can be as flexible or stiff as desired although fine and accurate details will require an additional 2-4 rounds to create (as well as the requisite artisan skill).

Up to one cubic yard of material per spellcaster level can be created. The material component of the spell is a ball of clay mixed with 1,000gp worth of gold dust which will be consumed by casting.

Meldaar's Curving Missile

Arcane Transmutation/Alteration

Level: Magic-User 3

Range: Touch

Duration: Special

Area of Effect: One missile

Components: V,S,M

Casting Time: 3 segments

Saving Throw: None

By using this spell the caster enchants one missile to hit specified targets around corners, through curves, over walls, and other obstructions. Only normal missiles can be affected, so for example sling stones and bullets, crossbow quarrels, arrows, darts, spears and javelins, but not magical spells, siege engine projectiles, or giant-thrown boulders. The missile must be able to reach a target through the air, so a target is unreachable if it is shut up in a closed room with shuttered windows, for example, unless there is a chimney, mail slot, etc. where the missile can travel to reach the target. The missile may make one curve for each level of caster, and travels the full range of the particular missile. The caster has to name the target in a way that differentiates it from other objects of similar shape and description, so in a space with one dwarf and five elves saying "the dwarf" is enough, while if one of the elves was to be targeted it might need something like, "The dark haired male elf dressed in orange with the hand axe." True names for living creatures will always result in a hit. The guiding principle is if the GM can determine clearly which target the caster desires to hit.

The material component is the missile and a piece of string made of spider silk tied to the missile. The spell imparts no other bonuses to the missile.

Melt

Arcane Transmutation/Alteration

Level: Magic-User 1

Range: 30'

Duration: 1 round/lvl

Area of Effect: Special

Components: V,S,M

Casting Time: 1 segment

Saving Throw: Special

A *Melt* spell instantly thaws up to 1 cubic yard of ice or 2 cubic yards of snow per level of the caster. The affected substance is converted to water and will flow away. Against creatures made of ice, the spell inflicts 2 hp damage per level of the caster (Save vs. Spells for half damage).

Memory Alteration

Arcane Enchantment/Charm

Level: Magic-User 4

Range: 180'

Duration: See below

Area of Effect: One being

Components: V,S

Casting Time: 1 round

Saving Throw: Negates

Casting this spell allows a Magic-User to modify the memory of one creature of an event it experienced or implant a false memory that never occurred. Any event that actually took place can't be completely erased, only changed. Any event in the targets life may be affected regardless of time elapsed, but if modifying an existing memory the caster must also have knowledge of the event; i.e., the spell does not allow the caster to use a targets memories to look into the past and see events the caster did not previously know about. A successful Saving Throw will negate the spell. Altered memories are only removed and/or restored by *Heal*, *Restoration*, *Wish*, or similarly powerful magic.

Merciful Metamorphosis

Arcane Transmutation/Alteration

Level: Magic-User 6

Range: 10'/lvl

Duration: Permanent

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 6 segments

Saving Throw: Negates

This spell is typically deployed to neutralise a foe the Magic-User does not wish to kill. It functions like *Polymorph Other*, except that the target can only be converted into a natural animal of any size between a hummingbird and a horse. The target's Saving Throw is at -2, and if it fails it loses all memory of its former life and becomes a neutral creature of typical Animal Intelligence. It can be returned to its normal form by *Wish*, *Limited Wish* or *Dispel Magic*, in which case its memory will take 1d3+1 days to return. Material components for this spell cost 300gp.

Mind Scan

Arcane Divination

Level: Magic-User 4

Range: 30'/lvl

Duration: 5 rds/lvl

Area of Effect: One being

Components: V,S,M

Casting Time: 4 segments

Saving Throw: See below

Using this spell a Magic-User can learn a target's innermost secrets, even subconscious desires the target itself may only be dimly aware of. The spell functions in many ways similarly to *ESP*, including its limits regarding materials that may shield a target's thoughts. No Saving Throw is allowed the target if surface thoughts and feelings only are scanned, of which only one round of contact must be made to begin scanning at this level, but when moving deeper into a target's thoughts a Saving Throw applies which negates the spell if successful. If failed, more intimate thoughts not otherwise at the forefront of the target's conscious mind beginning on the second round at the earliest. After a minimum of three rounds in this portion of the mind, all of a creature's innermost thoughts, beliefs and base desires are penetrable by the Magic-User, at the rate of one per round.

Mind Shield

Arcane Abjuration

Level: Magic-User 5

Range: Touch

Duration: 3 turns/lvl + 1 hour

Area of Effect: Single creature

Components: V,S

Casting Time: 1 round

Saving Throw: None

This spell is proof against all forms of mind reading or mind probing. Additionally, it grants enhanced Saving Throws against spells that can alter personality or choices of action, such as *Charm Person*, *Suggestion*, *Emotion*, *Forget* and others. Lastly, this spell allows a Saving Throw with a penalty of -2 against a *Geas* spell.

Minute Meteors

Arcane Invocation/Evocation

Level: Magic-User 3

Range: 10'/lvl

Duration: See below

Area of Effect: See below

Components: V,S,M

Casting Time: 5 segments

Saving Throw: None

The *Minute Meteors* spell takes one of two forms. The caster may select which form applies at the time of casting. Both forms involve conjuring a number of red, glowing rocks which the caster throws. The caster rolls to hit, and even if the caster misses his or her target, the GM should keep track of where the *Minute Meteors* fall, because they will do 1d4 damage to any creature they hit or ignite any object they strike if it fails a Saving Throw vs. Normal Fire.

The *Minute Meteors* appear in the caster's hand at the rate of one every two segments (i.e. five meteors per full round). The caster throws them when they appear, thus gaining actions outside the usual initiative sequence. The total number of meteors is 1 per experience level of the caster.

Monster Hands

Arcane Transmutation/Alteration

Level: Magic-User 3

Range: Caster

Duration: 2 rounds/caster level

Area of Effect: Caster

Components: V

Casting Time: 3 segments

Saving Throw: None

When this spell is cast, the Magic-User transforms his hands into any of a number of alternative appendages, at the discretion of the spell caster;

Bear pads: The spell caster's hands transform into a pair of large, bear-like paws, equipped with long dagger-like claws. The spell caster can only attack a single opponent, each claw inflicting 1d4 hit points of damage on a successful to-hit roll. However, if the caster successfully strikes her victim with both claws, she will have hugged the victim (much like a black bear), and will automatically inflict an additional 1d6 hit points of damage in that round, and every round thereafter. The hug will last either until released by the caster, or to the end of the spell duration. A successful attack against the spell-caster will cause them to release a hug attack.

Lobster Claws: The spell caster's hands transform into a pair of massive lobster-like claws. The spell caster is able to attack one opponent twice per round (or two opponents once per round) for the duration of the spell. Each claw inflicts 1d4+2 hit points of damage on a successful 'to hit' roll. The caster can also grasp objects within both claws, and snap them in half, such as; wooden pole up to 4-in thick, metal rods up 1-1/2-in thick, etc.

Lion Paws: The spell caster's hands transform into the large, fur-covered paws of a cougar. The spell caster is able to attack one opponent twice per round (or two opponents once per round) for the duration of the spell. Each claw inflicts 1d4 hit points of damage on a successful to-hit roll. The caster is also able to climb trees, and similar objects, at a rate 10' per round.

Mortimor's Marvellous Mortician

Arcane Necromancy

Level: Magic-User 4

Range: Touch

Duration: 1 yr/lvl

Area of Effect: One being

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

Casting this spell prevents or arrests decay of a corpse. Typically it is used to allow the means necessary to raise someone from the dead to be located, for as long as the spell is in effect only the period of time between the death and the casting of the spell is used to determine whether or not a particular item, spell or spellcaster is of sufficient power to return the body to life. While under the effects of the spell a body will not desiccate, rot or rigour in normal temperatures or conditions, even extreme ones, although the body is not otherwise protected against damage. A protected body placed on a burning funeral pyre will still be reduced to ash, beyond the powers of a 9th-level Cleric with a *Raise Dead* spell to return.

The material component depends upon the alignment of the deceased irrespective of Law or Chaos: if good, a vial of holy water; if evil, unholy water - either sprinkled over the corpse. If neutral, a handful of holly berries is placed in the corpse's mouth.

Mount

Arcane Conjuration/Summoning

Level: Magic-User 1

Range: 10'

Duration: 12 turns + 6 turns/lvl

Area of Effect: One creature

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

With coaxing words and a winning smile, the caster calls to his or her service a steed. Before the caster reaches 4th experience level, he or she may only summon a pony or mule. Above 3rd level, he or she may call a draught horse or warhorse. When the caster reaches 8th level, he or she may call a camel, and from 13th level elephants or mammoths may be called. If the caster calls the highest available creature, it will be unshod and bare-backed, but if he or she calls a creature in a lower grouping, it will come shod and with saddle and harness. The mount disappears if slain or on the spell's expiry.

Mummy Touch

Arcane Necromancy

Level: Magic-User 3

Range: Touch

Duration: 1 round/lvl

Area of Effect: Creature touched

Components: V,S,M

Casting Time: 3 segments

Saving Throw: None

This spell makes the caster immune to the effects of a mummy's touch. For the spell's duration, the caster's fingertips have the same effect as a mummy's, causing the same wasting disease. The caster can cancel the spell early if desired. The spell requires a scrap of bandage from a mummy as a material component.

Orb of Containment

Arcane Invocation/Evocation

Level: Magic-User 6

Range: 30'

Duration: 1 day

Area of Effect: 30' radius sphere

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

The *Orb of Containment* encapsulates an object or substance - typically a dangerous one - in an extra-dimensional space. It does not work on anything with a mind, so if something with animal or greater Intelligence is within the area of effect the spell will fail. Time does not pass for the object or substance within the Orb, so when it returns to the Prime Material Plane 24 hours later, it will be exactly as it was when the spell was cast.

Penultimate Cogitation

Arcane Transmutation/Alteration

Level: Magic-User 7

Range: 0'

Duration: Instantaneous

Area of Effect: Spellcaster

Components: V, S

Casting Time: 1 round

Saving Throw: None

This spell allows the spellcaster to call to memory one spell from the spellcaster's personal spellbook(s), provided the particular book is within 1 mile of the spellcaster. The spell to be called must be one that the spellcaster knows and is capable of casting as per OSRIC, p. 35. Spells cannot be called from a scroll or another spellcaster's book and must be from 1st to 6th level and must be counted toward the spellcaster's total number of allowed memorization slots. The called spell can then be cast on any succeeding round as normal. There is a flat 10% chance that any spell called forth by Penultimate Cogitation will be magically and permanently erased from the spellbook.

Plane Truth

Arcane Divination

Level: Magic User 7

Range: see text

Duration: 3 rounds + 1 round/lvl

Area of Effect: One creature / 2 rounds

Components: V, S

Casting Time: 1 turn

Saving Throw: None

This spell functions as more informative and specific version of the 2nd-lvl Arcane spell, *Know Alignment*. It reveals the exact alignment of any single creature within one round. With an additional round of concentration and study the creature's home plane will be revealed as well as any deity or deities worshipped by the creature. One creature may be studied for every 2 rounds of the spell's duration.

Polar Screen

Arcane Invocation/Evocation

Level: Magic-User 5

Range: 25'/lvl

Duration: 5 rounds/lvl

Area of Effect: 400 sq. ft. per level

Components: V,S,M

Casting Time: 5 segments

Saving Throw: See below

This spell evokes a field of bluish energy of extreme cold. The caster can determine the exact shape of the field subject to the overall area limitation for his level. If a being passes through the field a Saving Throw must be made vs. Spells; if failed, it is covered by sleet and ice for 1d4+1 rounds. Each round damage equal to the level of the caster is taken, and the extreme cold penalizes to-hit rolls by -4. If the Saving Throw is made then the effects last only 1 round.

A *Melt* spell (q.v.) cast upon an afflicted creature will end the negative effects for them only. The screen can be dispelled, or alternatively a *Fireball* spell (only) will collapse the screen entirely.

The material components are a drop of cold water and a fan.

Precipitation

Arcane Transmutation/Alteration

Level: Magic-User 1

Range: 10'/lvl

Duration: 1 segment/lvl

Area of Effect: 30' diameter, up to 120' high

Components: V,S,M

Casting Time: 1 segment

Saving Throw: None

Except as noted above this spell exactly resembles the 1st-lvl Divine spell of the same name.

Preserve

Arcane Abjuration

Level: Magic-User 2

Range: Touch

Duration: Permanent

Area of Effect: $\frac{1}{2}$ ft³/lvl

Components: V,S,M

Casting Time: 2 rounds

Saving Throw: None

This spell preserves non-magical perishable substances such as meat or milk, preventing them from decaying. It will not work on magical substances such as potions, or on poisons of any kind whether magical or non-magical. It will preserve a corpse, but will not extend the time available for a *Raise Dead* spell to be cast, since this depends on the time elapsed since the soul's departure.

Primal Fury

Arcane Transmutation/Alteration

Level: Magic-User 5

Range: 60'

Duration: 1 round/lvl

Area of Effect: One Fighter

Components: V,S,M

Casting Time: 5 segments

Saving Throw: None

This spell brings about a berserking fury in a Fighter or associated sub-class. Such individuals are immune to natural or magical fear, never checking morale. Their attacks are enhanced: the number of attacks allowed per round increases by one step, so 3/2 becomes 2/1, or 2/1 becomes 5/2, and so on; and, they receive a bonus of +2 to to-hit and damage rolls. Lastly, 4d4 temporary hit points are gained, which are depleted prior to any regular hit points being lost.

A drawback of the spell is that its duration cannot be ended early unless dispelled. So if there are no further enemies left to attack, an affected Fighter will turn on its friends and allies making melee attacks until the expiration of the spell. An enraged Fighter will forego the use of missile weapons excepting the hurling of a weapon such as a spear or hammer while closing for melee.

The material component is a cloth upon which is the spittle of a rabid animal.

Prismatic Blade

Arcane Conjuration/Summoning

Level: Magic-User 7

Range: Touch

Duration: See below

Area of Effect: See below

Components: V,S,M

Casting Time: 7 segments

Saving Throw: See below

A modification of the *Prismatic Spray* spell, this spell calls into being a blade like shaft of scintillating light. Only the spell caster may wield the *Prismatic Blade*.

For a spell effect to take place, a successful strike is necessary. The prismatic blade strikes at +3 to hit, and strikes at all targets as if they were AC 10, adjusted only by magical protection and Dexterity bonuses.

On a successful strike the target suffers one of the prismatic effects, as determined by the spell caster. Once a given effect has been expended, the "colour" is lost from the prismatic blade. One strike per colour is possible (7 strikes total), at which point the spell ends. The *Prismatic Blade* also vanishes after 1 turn, regardless of how many colours are remaining. Multiple strikes per round are possible if the magic- user has multiple attacks. The colours and offensive effects are as follows:

COLOUR	EFFECT
Red	10hp damage
Orange	20hp damage
Yellow	40hp damage
Green	Save vs. Poison or die
Blue	Save vs. Petrification or turn to stone
Indigo	Save vs. Wands or go insane
Violet	Save vs. Spells or be sent to another plane

The material component is a prism, consumed in the casting.

Private Sanctum

Arcane Abjuration

Level: Magic-User 5

Range: 0

Duration: 1 hour/|vl

Area of Effect: Up to 1,600 sq. ft.

Components: V,S,M

Casting Time: 2 turns

Saving Throw: None

Magic-Users who enjoy their privacy value this spell, for it provides proof against many detection spells and forms of information gathering. Windows are blackened, preventing normal, infra-, and ultra-vision from working to see into the room, while allowing those inside to look outside as usual.

The room is made absolutely sound-proof and scrying-proof (including *ESP* and *Wizard Eye*). The protection persists in the event the Magic-User leaves the location.

The material components are a bit of wax, vial of ink, and lead powder.

Protection from Avians

Arcane Abjuration

Level: Magic-User 1

Range: Touch

Duration: 5 rounds/lvl

Area of Effect: Special

Components: V,S,M

Casting Time: 1 segment

Saving Throw: None

This spell protects the recipient from avian creatures, granting a bonus of -2 to Armour Class and +2 to Saving Throws against their attacks.

Protection from Charm

Arcane Abjuration

Level: Magic-User 2

Range: Touch

Duration: 1 round/lvl

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 2 segments

Saving Throw: None

By casting this spell, the mage grants a Saving Throw bonus against charm effects. The bonus is determined according to the following table:

CASTER LEVEL	BONUS GRANTED
3	+1
4 to 6	+2
7 to 9	+3
10 to 12	+4
13+	+5

Charm effects that do not have a Saving Throw are unaffected.

Protection from Gas

Arcane Abjuration

Level: Magic-User 4

Range: 0

Duration: 5 rds/lvl

Area of Effect: 20' radius sphere

Components: V,S,M

Casting Time: 2 segments

Saving Throw: None

The magical protection this spell establishes is centred upon, and moves with, the caster, and all normal gas or foul air is made fresh upon contact. Although the spell will not function underwater or in an airless void, it will maintain a healthy atmosphere within the sphere in most any other circumstance. The protection collapses if contacting magical gasses, or if the caster uses magic to alter their position or movement.

The material component is a fine silk mask.

Protection from Insects

Arcane Abjuration

Level: Magic-User 3

Range: Touch

Duration: 1 turn/lvl

Area of Effect: Creature touched

Components: V,S,M

Casting Time: 3 segments

Saving Throw: None

For the spell's duration, insects (including insect-like arthropods such as spiders and scorpions, and including giant-sized versions) are at -2 to hit the spell's recipient. The recipient also gains a +4 bonus on Saving Throws against insect or arachnid venom.

Protection from Scrying

Arcane Abjuration

Level: Magic-User 6

Range: Touch

Duration: 1 hour + ½ hour/lvl

Area of Effect: Creature touched

Components: V,S,M

Casting Time: 1 turn

Saving Throw: None

This spell blocks all divination magic (including divination by spell or by magic item such as a **crystal ball**, but not including divination which is psionic rather than magical in nature). The creature touched will be aware that a scrying attempt has been made. Further, if the creature touched has an Intelligence score of 12 or more (or greater than average Intelligence), then it may be able to determine the identity of the would-be scryer. In this case the creature attempting the scrying should roll a Saving Throw vs. Spells (unlisted categories), and if it fails this Saving Throw then its identity is revealed to its target.

Note: This effect gives no information as to the scryer's location, merely its identity; and if it is a creature with a true name, then there is only a 1% chance that the true name will be revealed. Otherwise, the recipient will glean its identity but not its name, so for example the GM might say: "You're being scried by a Class E Demon with brunette hair and a diamond pattern on its snake body" instead of "You're being scried by the Class E Demon Lamashtu".

Protection from Slime

Arcane Abjuration

Level: Magic-User 4

Range: Touch

Duration: 2 rds/lvl

Area of Effect: One creature

Components: V,S,M

Casting Time: 4 segments

Saving Throw: None

This spell greatly assists in the exploration of the underworld where many such creatures are found. Its protection is not expressly limited to slimes, but covers any other broadly similar creatures such as yellow moulds, gelatinous cubes, grey oozes, black puddings, etc. In protection against their various special attack forms, the target's skin is changed to have the properties of stone, and magically absorbs the first 10d4 points of corrosion after considering this modification. The protective magic also penalizes such monsters to hit rolls by 2, while granting a +2 bonus to the Saving Throws of the target.

The material component is salt poured in a circle around the protected being.

Pugnacious Pugilist

Arcane Conjuration/Summoning

Level: Magic-User 3

Range: 60'

Duration: 2 rounds/lvl

Area of Effect: 1 summoned creature

Components: V,S,M

Casting Time: 3 segments

Saving Throw: None

From some unimaginable place, the caster conjures a shadowy, semi-visible, vaguely man-shaped entity that attacks any target designated by the Magic-User with its fists. The pugilist is AC4, Mv 120', HD 1/caster level, hp 3/caster level, #AT 2, dmg 1d4+2/1d4+2. If it runs out of hit points or the spell expires, it dissipates and returns to its place of origin, whatever that might be.

Radiant Arch

Arcane Transmutation/Alteration

Level: Magic-User 5

Range: 10'/lvl

Duration: Instantaneous

Area of Effect: Single being

Components: V,S,M

Casting Time: 1 round

Saving Throw: Half (damage only)

This spell causes a burst of light in all the colours of a prism to flash between the caster's hands. The various colours and their effects are as described in the 3rd-lvl Arcane spell *Radiant Baton*. The caster may choose a colour of the prism to shoot as a beam at any target within range, doing a base of 1d6 points of damage per level of the caster, further modified for the effects of its colour. If a green ray is chosen, no damage is done but the target has any poisons in its systems neutralized. If applicable, a Saving Throw is allowed for half damage.

The material component is a crystal sling bullet

Radiant Baton

Arcane Conjuration/Summoning

Level: Magic-User 3

Range: Self**Duration:** 1 round/lvl**Area of Effect:** 1 baton**Components:** V,S,M**Casting Time:** 3 segments**Saving Throw:** None

This spell conjures a slim, wand-like object made of some weird non-terrene matter. The kind of baton the caster can conjure, and its effects, vary as follows:

CASTER LVL	BATON COLOUR	DAMAGE	EFFECT
5+	White	2d4 cold damage	+1 damage vs. fire-based creatures, -1 damage vs cold-based ones
6+	Red	2d4 fire damage	+1 damage vs. cold-based creatures, -1 damage vs fire-based ones
7+	Amber	2d4 lightning damage	+1d6 damage vs. enemies in metallic armour
8+	Black	2d4 acid damage	Can cut through almost any kind of organic matter at the rate of 1 round per foot
9+	Green	2d4 damage	<i>Neutralise Poison</i> (as the divine spell) on any venomous creature or toxic substance
10+	Glowing	2d4 damage	Baton is from Positive Material plane, double damage vs. undead

The baton gets a damage bonus equal to the caster's experience level, so for example a 10th -lvl caster can conjure a glowing baton that does 2d4+10 damage, or 4d4+10 vs. undead creatures.

If the caster lets go of the baton, it vanishes and the spell expires.

Radiant Screen

*Arcane Invocation/Evocation***Level:** Magic-User 5**Range:** 25'/lvl**Duration:** 2 rounds/lvl**Area of Effect:** 400 sq. ft.**Components:** V,S,M**Casting Time:** 5 segments**Saving Throw:** None

This spell creates an energy field whose exact dimensions can be chosen by the caster, subject to the

limit of the area of effect. The field's energy hue is that of one of the seven colours of the rainbow, chosen at casting and changeable every round, with effects as per the 3rd-lvl Arcane spell *Radiant Baton* except as otherwise noted.

The field does a base of 2 points of damage per level of the Magic-User, for applicable colours, with appropriate modifications depending upon the characteristics and/or equipment of those affected. The field affects any and all passing through it.

The material components are seven fancy (50 gp) gemstones, one of each colour of the rainbow.

Remove Curse

Arcane Abjuration

Level: Magic-User 4

Range: Touch

Duration: Permanent

Area of Effect: See below

Components: V,S

Casting Time: 4 segments

Saving Throw: See below

Other than as noted above, this spell is identical to the 3rd-lvl Divine spell *Remove Curse*. The Arcane version of this spell has no reverse.

Replay of the Past

Arcane Divination

Level: Magic-User 5

Range: See below

Duration: See below

Area of Effect: See below

Components: V,S

Casting Time: 1 turn

Saving Throw: None

This spell provides knowledge of the most traumatic event having occurred at the location of the casting. The caster can choose to either have the event be shown only to himself mentally, or externally as an illusion viewable by others in the immediate area (25' radius of the Magic-User) who are present at the casting of the spell, although the area envisioned by this group may exceed this radius.

If the second option is taken, the area will appear as it was during the event in question, even if significant changes have occurred since that time. The event is relayed to participants in the same amount of time as it actually occurred; in unusual circumstances, it is possible this may leave viewers fatigued, hungry or thirsty, or unaware of current activities taking place around them so long as they are not disturbed by them in any way. This is also true if the caster elects to only receive the information mentally, although he would then be able to be awakened by others if necessary. If the caster is awakened prematurely, the remainder of the reading is lost. If others are brought out of the reading prematurely but the caster isn't, then the remainder is lost only for those persons. A caster may choose to end a reading at any time. The participant(s) will retain the memory and any knowledge gained by the reading normally after it ends.

If a subsequent spells are cast at the same location by the same person, previous readings will not be re-seen, but instead the next most traumatic event occurring in that location would be seen. Attempting to use the alternate viewing method in a subsequent casting does not change this.

Resilient Sphere

Arcane Invocation/Evocation

Level: Magic-User 4

Range: 20'

Duration: 1 rd/lvl

Area of Effect: 1' diameter/lvl

Components: V,S,M

Casting Time: 4 segments

Saving Throw: Negates

This spell invokes a spherical field of force which will contain any creature small enough to fit within. Unwilling creatures receive a Saving Throw to leap free as the sphere is forming. The sphere is almost impervious - only affected by dispel magic and disintegrate spells, or a rod of cancellation or wand of negation. It is sovereign against all other forces whether from inside or out. The sphere can be rolled either by those outside or, if otherwise unattended by exterior personages, the creature caught within.

Material components are pieces of diamond (any grade) and a small ball of mimic adhesive, which disappear with the casting.

Revenance

Arcane Necromancy

Level: Magic-User 3

Range: Until discharged

Duration: See below

Area of Effect: 1 creature/lvl, within a 40' radius

Components: V,S,M

Casting Time: 3 segments

Saving Throw: None

This spell protects undead creatures from the turning powers of Clerics and Paladins, such that the Cleric or Paladin rolls 1d12 instead of 1d20 on the turning undead table. The spell's protection will last until the end of the next combat the undead creature is in.

This spell involves contact with the Positive Material plane as well as the Negative, so it can only be cast by living creatures. Neither liches, magic-using vampires nor any other undead may cast it.

Run

Arcane Enchantment/Charm

Level: Magic-User 1

Range: Touch

Duration: 1d4+4 hours

Area of Effect: One creature

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

This spell affects only humans, demi-humans and humanoids. The target of the spell doubles its normal movement rate. When the spell expires the target will be exhausted and must rest, eat and drink for eight hours. The number of targets that can be affected is as follows:

CASTER LEVEL	# of CREATURES AFFECTED
1-3	1
4-5	2
6-7	3
8-9	4
10-11	5
12-13	6
14-15	7
16-17	8
18+	9

Running Warrior

Arcane Transmutation/Alteration

Level: Magic-User 4

Range: 180'

Duration: 1 turn/lvl

Area of Effect: One being

Components: V,S,M

Casting Time: 4 segments

Saving Throw: None

Casting this spell increases a recipient's speed and stamina. Their movement rate increases to 150' with no penalties for encumbrance or weight carried. Also, the recipient may make their full movement in a round and complete its entire attack routine. For example, if a 7th-lvl Fighter was allowed 2 attacks in a round he could move 60' and make his first attack, move an additional 90' and make his last attack without being considered to have charged. The material component is a bladder inflated by a quickling.

Scent Mask

Arcane Illusion/Mirage

Level: Magic-User 2

Range: Touch

Duration: 1 turn/lvl

Area of Effect: 1 creature/lvl

Components: V,S,M

Casting Time: 2 segments

Saving Throw: Negates

This spell eliminates all odours from the target (including the target's clothing and equipment) for the spell's duration. The target is "invisible" to the sense of smell and will leave no scent-traces, so could not be tracked by a bloodhound or similar creature. Certain creatures that rely on odour for offence or defence, such as skunks, ghastrs or troglodytes, might want to roll a Saving Throw against this spell, and if they pass the spell will not affect them.

Scorch

Arcane Invocation/Evocation

Level: Magic-User 2

Range: 60'

Duration: 2 rounds

Area of Effect: Ray from caster to target

Components: V,S,M

Casting Time: 3 segments

Saving Throw: Special

The caster sprays fire at the target, and the target immediately takes 3d6 hp of fire damage (no Saving Throw). Any creature between the caster and the target takes 2d6 hp of damage (Save vs. Spells for half), and any object must pass its Saving Throw vs. Fire or be ignited or damaged by fire as appropriate.

Secret Chest

Arcane Transmutation/Alteration

Level: Magic-User 5

Range: See below

Duration: 60 days

Area of Effect: One chest or box, 12 cubic ft.

Components: V,S,M

Casting Time: 1 turn

Saving Throw: None

This spell allows the Magic-User to shift a magically crafted treasure chest into the æthereal plane, where it will be safe from those who might seek to steal the caster's possessions. The chest itself must be crafted of the finest materials in order to support the spell's magic, and it will cost a minimum of 5,000gp to have a craftsman or craftsmen build it, together with a second, miniature copy. When the Magic-User casts the spell, one hand upon the chest and one upon the miniature, the chest disappears into the Æthereal plane, together with its contents. These contents may be up to one cubic foot of material per caster level (and no more than this) regardless of the chest's actual volume. If the chest contains any living matter, there is a 75% chance that the spell will completely fail, although if it should succeed, the living creature will be imprisoned in the æthereal plane until freed. The caster (and only the caster) can use the miniature chest to pull the larger one from the æther wherever he or she might be. It is possible, although not likely, that some æthereal creature or traveller might happen upon the chest while it is in the Æthereal plane. So long as the chest remains in the Æthereal plane, the Magic-User will still be able to retrieve it (although it may have been looted). No creature on the material plane has any chance using any magic known to humanity to locate a secret chest that has been hidden in the Æthereal plane by means of this spell. After the spell duration expires, there is a cumulative 1 in 20 chance per day that the spell's link to the chest will fail, and the chest will be irrecoverable. (c.f. OSRIC)

Secret Page

Arcane Transmutation/Alteration

Level: Magic-User 3

Range: Touch

Duration: Permanent

Area of Effect: One page, up to 2 sq. ft.

Components: V,S,M

Casting Time: 1 turn

Saving Throw: None

This spell conceals the contents of a page with something innocuous. A map might appear to be a generic illustration or an essay on philosophy; the key to a secret code might appear to be a cadastral; a spell might appear to be a shopping list. The spells *Confuse Languages* and *Explosive Runes* can be cast on the secret page.

The caster can read the true (underlying) contents of the page at any time. Nobody else may read it except by dispelling the *Secret Page* spell (using *Dispel Magic* or a similar effect).

Secure Shelter

Arcane Transmutation/Alteration

Level: Magic-User 4

Range: 20'

Duration: 1 hour/lvl

Area of Effect: 30 sq. ft./lvl

Components: V,S,M

Casting Time: 4 turns

Saving Throw: None

Upon beginning the utterance of the incantation, a group of *Unseen Servants* commence building the caster a small building using the natural materials within the area of effect resembling a sturdy yeoman's cottage. The cottage is well-built, able to withstand up to gale force winds but its environment is not magically maintained - a fireplace is available for heating if suitable fuel is nearby. Neither does the cottage enjoy any sort of magical protections against any spells, although regardless of the material used in construction it will have exceptional strength and resilience, equal to a stone building in all of its properties.

Its windows, doors and fireplaces are constructed so as to make mundane intrusion difficult; wizard locks are put upon the exterior openings while the chimney is grated at the top. All of these areas are further protected by an alarm spell, each. One of the crew remains upon completion of the cottage for the caster's needs for the duration, as per an *Unseen Servant* spell. The cottage is sturdily furnished with beds, tables and chairs, along with a desk.

Material components are a bit of the natural materials found in the area of effect along with a key and whistle.

Sending

Arcane Invocation/Evocation

Level: Magic-User 5

Range: See below

Duration: See below

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 1 turn

Saving Throw: None

This spell allows the caster to send a message to any creature of animal Intelligence or higher personally known to him. The message can be one word in length for each caster level; a, an, and the, are not included in the calculation. The message does not in any way compel the recipient to take any sort of action.

Success is automatic unless the two parties are not on the same plane of existence; in that case, there is a 5% chance of failure for each plane separating the two parties.

Sepia Snake Sigil

Arcane Conjuration/Summoning

Level: Magic-User 3

Range: 5'

Duration: See below

Area of Effect: 1 sigil

Components: V,S,M

Casting Time: 3 segments

Saving Throw: None

This spell creates a magical sigil. When triggered, the sigil conjures a sepia snake, which is a creature with HD equal to the casting character's level. The sepia snake exists for one round, during which time it makes one attack. If it hits the target suffers no damage but is placed in *Temporal Stasis* (as the 9th-lvl Arcane spell) until the effect is removed by a *Dispel Magic* spell or similar effect. The caster can also release the target at any time. If the sepia snake misses, it vanishes without further effect.

At the caster's option, the sigil may be inscribed in the air with a fingertip (in which case the sepia snake attacks the target at once) or marked on a surface of some kind (in which case the sepia snake attacks the first creature to touch the surface).

Material components for the Sepia snake sigil cost a minimum of 100gp.

Sequester

Arcane Abjuration

Level: Magic User 7

Range: Touch

Duration: 1 week + 1 day/lvl

Area of Effect: 20' cube/lvl

Components: V, S, M

Casting Time: 1 round

Saving Throw: see text

This spell prevents all detection and/or location spells from affecting any objects within the spell's area of effect. Such objects will also be rendered invisible to any form of mundane or magical sight. Affected objects can still be discovered normally using touch or other senses as well as through the use of magical items such as a ***gem of seeing*** or a ***robe of eyes***.

If the spell is cast on a creature hostile to the spell's effect they are granted a Saving Throw vs. Spells to resist. Living and undead creatures affected by a *Sequester* spell will enter a comatose state of suspended animation until the spell's duration expires or is dispelled.

The material components of the spell are a basilisk's teardrop, a drop of squid ink and a dram of whitewash.

Serpent Missile

Arcane Transmutation/Alteration

Level: Magic-User 1

Range: 60' + 10'/lvl

Duration: Instantaneous

Area of Effect: One or more creatures

Components: V,S,M

Casting Time: 1 segment

Saving Throw: Special

Each serpent missile is made from a snake scale. The caster incants the spell and then hurls the scales, which are transmuted to luminous bolts of energy that resemble flying snakes. Target creatures are permitted a Saving Throw vs. Spells for each missile. If the save is passed, the target takes 1 point of damage; if failed, it suffers 2d4 hp damage.

Shell Shape

Arcane Transmutation/Alteration

Level: Magic-User 5

Range: Touch

Duration: Instantaneous

Area of Effect: 1 sq. ft./lvl

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

The Magic-User moulds shell or bone by the power of his or her will, shaping it into whatever object or form desired, from a shield or piece of armour, to a weapon, to a tool or ornate sculpture. It is particularly useful in aquatic environments where metallic objects would be liable to rust or prove too heavy to use effectively.

Shout

Arcane Invocation/Evocation

Level: Magic-User 4

Range: 0

Duration: See below

Area of Effect: 10' x 30' cone

Components: V,S,M

Casting Time: 1 segment

Saving Throw: Negates

Casting this spell allows the Magic-User to expel a ear-shattering roar, creating a cone originating from the caster's face with magical effects. Creatures inside lose their hearing for 2d6 rounds and take 2d6 points of damage. If materials susceptible to sound waves (such as crystal, etc.) must make item Saving Throws or be destroyed. If used more than once daily, the caster must save or become permanently deaf.

The material component is a lion's fang covered in shrieker spores.

Siege Sphere

Arcane Invocation/Evocation

Level: Magic User 7

Range: Touch

Duration: 1 turn

Area of Effect: see text

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

This spells conjures a sphere of magical force large enough to be fired by a catapult. The sphere will only remain in existence for 1 turn so it must be fired during that time or it fade out of existence. There are three different forms for the *Siege Sphere*, one of which must be chosen when the spell is memorized. When the spell is cast the sphere is featureless and as hard as adamantium. Once fired it will take on its final form. In any case, the sphere will be dispelled when it finishes its attack. The three types of *Siege Sphere* are as follows:

Aqueous Fire: When the sphere strikes the target it bursts into a mass of liquid fire spraying an area 30' in radius igniting all combustible objects in the area and inflicting 2d4 hp of fire damage per round for 2d6 rounds on any creatures in the area. The liquid fire is not magical and can be doused or washed off as normal. The material components for this type of sphere are a dab of pitch, a pinch of phosphorus, and the dust of a diamond worth at least 500gp.

Crystal Shards: When the sphere reaches an area 30' above the target it shatters, sending crystal shards raining down in a 20' radius. All creatures in the area of effect will suffer 5d6hp of damage ignoring armour class. The material component are the sharp shards of a diamond worth at least 1,000gp.

Wrecking Ball: When the sphere reaches the target it dramatically increases in density to strike with three times the impact damage of a normal boulder fired from a heavy catapult. The material components are the dust from a diamond worth at least 500gp and a piece of meteoric stone.

Sigil of Transmogrification

Arcane Transmutation/Alteration

Level: Magic-User 5

Range: Touch

Duration: See below

Area of Effect: 10' radius

Components: V,S,M

Casting Time: 5 segments

Saving Throw: Negates

This spell guards a caster's books or maps by permanently polymorphing unapproved beings who interact with said objects into vermin (bats, frogs, toads or snakes, equal chance of each).

The casting takes the form of runes of power invisibly sketched onto the work with the caster's finger, which are only visible to a detect magic spell. The runes can be dispelled from a distance without triggering their effects. For every six levels of the Magic-User, the spell can be triggered an additional

time.

The spell is not triggered if a being's name is written on the work at time of casting, or if a command word determined by the caster is spoken as the work is manipulated. Otherwise, all creatures within 10 feet of the work are subject to the spell's effects. A Saving Throw vs. Polymorph is allowed; the instigator saves with a penalty of -3, while others save at -1. A minor test of Constitution must be successfully rolled to survive the polymorphing, with effects as per the 4th-lvl Arcane spell *Polymorph Other*.

Unlike *Polymorph Other*, the target's mental abilities or personality are not subject to immediate change from the spell. However, if unable to quickly reverse the spell's effects somehow, madness will result. The onset begins after 1 month for each 2 points of Intelligence possessed by the target. The madness will take one of three forms (roll randomly to determine): A) homicidal mania, B) suicidal mania, or C) catatonia. For more information c.f. OSRIC.

Silencing Hand

Arcane Enchantment/Charm

Level: Magic-User 2

Range: 40'

Duration: 2 rounds/lvl

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 2 segments

Saving Throw: Negates

With this spell the caster conjures the sensation of a hand-shaped force that will move to obstruct the target's mouth (or similar vocal orifice), muffling its lips in such a way as to prevent speech. The target may not cast spells with a verbal component, operate any magic item that requires a command word, or talk. However, the spell does not impede bite attacks, breath weapons, or any other use of the mouth apart from speech. The target does receive a Saving Throw and if it passes, then the spell has no effect.

Sink

Arcane Enchantment/Charm

Level: Magic-User 8

Range: 10'/lvl

Duration: See text

Area of Effect: One creature or object

Components: V, S

Casting Time: 4 segments

Saving Throw: See text

Sink starts by fixing a creature of any size or a non-living object up to 1×1'/lvl to the ground on a failed Saving Throw. Non-living magical objects can Save vs. Disintegration while non-magical objects get no Save.

The caster can choose to stop there. If so, the target stays fixed to the ground and unable to move from the spot for 4 turns.

Otherwise, the caster can continue the verbal component of the spell and allow the target to sink further: $\frac{1}{4}$ its height each segment until completely underground to the depth of the target's height. Any interruption of the caster at this additional 4 segment point will keep the target at the unfinished level of sinking for 4 turns.

Once completely sunk, the target is held in a sort of suspended animation for eternity. *Detect Magic* cast in the area where the spell was cast will radiate faintly from the point the target was sunk. They can be released by uncovering the spot in which they are sunk. Spells such as *Dig*, *Transmute Rock to Mud* and the reverse of *Imprisonment* can be used effectively and without harm.

Skill Seed

Arcane Necromancy

Level: Magic-User 5

Range: Caster

Duration: 1 round/caster level

Area of Effect: Caster

Components: V,S,M

Casting Time: 5 segments

Saving Throw: See below

When this spell is cast, the Magic-User can absorb the skills of any human, demi-human, or humanoid he touches. The spell lasts for 1 round, during which time, the Magic-User will absorb all mortal skills the target possesses, provided that the Magic-User can actually touch the skin or hair of the target. Unwilling targets of the spell are allowed a Save vs. Spell.

Once the Magic-User has made contact as described above, they will have all the skills inherent in the target, whether by virtue of target's character class or race, for a period of 1 round per caster level.

For instance, if the Magic-User makes contact with a multi-classed elfish Fighter/Cleric/Thief, the Magic-User will then be able to perform all those skills attributable to the elfish race for the duration of the spell. Also, the Magic-User will be able to fight as a 5th-lvl Fighter, and perform as a 5th-lvl Thief. However, the Magic-User will not be able to cast Clerical spells, as spell casting is not a mortal skill. The effects last 1 round per level of the Magic-User, beginning on the round following that in which the Magic-User makes contact with the target.

The target must be conscious and awake for the spell to work.

The material components for this spell are three fresh poppy seeds, which the Magic-User must crush, and inhale.

Skull Watch

Arcane Necromancy

Level: Magic-User 2

Range: Touch

Duration: 1 round + 1 round/lvl

Area of Effect: 1 skull

Components: V,S,M

Casting Time: 2 segments

Saving Throw: None

This spell can only be cast on the skull of a speaking creature. The caster carefully points the skull's eyesockets in any direction he or she desires (and the skull has the power to levitate itself to achieve the desired orientation if necessary). The skull will watch for living creatures that pass before its eyes (defined as a cone originating at the eye sockets, 90' long, and 20' in diameter at the far end; the cone will be obstructed by any barrier that would prevent normal vision). The skull can see through normal *Invisibility*, but *Improved Invisibility* or *Invisibility to Undead* will affect it.

The skull will ignore any living creature of mouse-size or smaller. Larger creatures will cause the skull to give off a loud shriek, audible for up to 1,000'. The skull may be prevented from shrieking by means of silence magic, by shrouding it with a cloth or blocking its vision with an object, or by turning it to point in a different direction, but the caster will always sense any such tampering.

Although the skull is undead for most purposes, it is not susceptible to being turned.

Smoky Sphere

Arcane Invocation/Evocation

Level: Magic-User 1

Range: 60'

Duration: 1 round

Area of Effect: 10' radius globe

Components: V,S,M

Casting Time: 1 segment

Saving Throw: Negates

With this spell the caster calls into existence a ceramic globe filled with magical smoke. The caster must break the sphere within three rounds, or it will disappear again. He or she may throw the globe up to 60'. When it hits a solid surface it shatters, and thick, foul-smelling smoke gushes forth. The smoke fills an area 10' in radius from the impact point. All creatures that require air and are within the smoke must pass a Saving Throw vs. Poison or cough and choke for 1d4+1 rounds. While coughing and choking, they suffer a -2 penalty on all attack rolls and Saving Throws, and any spell they attempt has a 30% chance of failure.

Soothing Vibrations

Arcane Enchantment/Charm

Level: Magic-User 2

Range: 60'

Duration: 1 round/lvl

Area of Effect: 20' radius sphere

Components: V

Casting Time: 2 rounds

Saving Throw: Special

This spell creates soothing, music-like tones that may lull creatures into inactivity. The precise effects vary according to the creature type:

Animals: No Saving Throw. Animals will become inactive as soon as the casting begins. For the spell's Casting time and duration they will not respond to any stimulus unless attacked; being attacked breaks the spell for that particular animal.

Undead, extraplanar creatures and golems: No effect at all.

Other creatures: Receive a Saving Throw at +2. If they pass the creature is unaffected. If they fail they are affected as animals are.

Any creature that is affected by this spell suffers a -2 penalty to Saving Throws against any charm-type spell cast on them during the spell's duration.

Spectral Guard

Arcane Necromancy

Level: Magic-User 6

Range: 60'

Duration: Special

Area of Effect: 20' radius sphere

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

This spell creates an invisible guardian at a single, unmovable location of the caster's choice. The spectral guard will wait there until the conditions of its creation are met or it is destroyed, while waiting the guardian is undetectable by non-magical means. The conditions might include guarding a door, coffer or other object or defending a certain area from interlopers. When its condition is met, the guardian will take the visible humanoid form of a ghost-like hovering spirit with arms (for wielding a weapon) but no legs. On creation, the caster may determine at will the actual physical features of the guard - including the resemblance of a real person, live or dead.

The guardian's weapon is a duplicate of that material component consumed during casting and will deal a similar amount of normal damage. Spectral guardians are both non-corporeal and capable of attacking both ætherial and gaseous enemies twice per round and can be hit itself only by +2 or better magical weapons. Those struck by a spectral guardian will feel a ghostly chill when they are hit. Guardians will have the same number of hit points as the caster and if not slain will continue to fight for a number of round equal to the caster's level.

Spectral guards are immune to *dispel magic*, move utterly silently and cannot be turned, *charmed*, *slept*, *held* or affected by illusory spells. They can detect living within a 5' radius . Guards can be dispelled by the caster.

The material components of the spell include a facsimile melee weapon, a drop of the caster's blood, a shard of bone and the preserved eye of a newt or bat. All components are consumed by casting.

Spectral Wings

Arcane Necromancy

Level: Magic-User 2

Range: Touch

Duration: 1 round + 1 round/lvl

Area of Effect: Special

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

This spell conjures a spectral mount capable of flight. The mount is translucent and insubstantial, but able to carry normal physical objects up to a maximum total weight of 100 lbs per level of the caster. It is usually vaguely wyvern-shaped, but can appear bat-like or even bird-like. It is mindless and telepathically linked to the caster, whose commands it will obey exactly and literally. If the telepathic link is severed (such as by killing the caster) then it will continue to obey the last command it received until the spell expires.

The mount moves at 180' ft per round and counts as Aerial Agility Class VI. It can pass through solid objects, but any solid objects or creatures that it carries will not be able to; this may lead to impact

damage and/or falls from height.

Spell Enhancer

Arcane Transmutation/Alteration

Level: Magic-User 4

Range: See below

Duration: See below

Area of Effect: See below

Components; V

Casting Time: See below

Saving Throw: None

This spell is a special exception to the rule of only 1 spell being able to be cast in a round. To use *Spell Enhancer*, the caster utters a single word and immediately begins casting the spell he wishes to augment. This has the effect of increasing the casting time of this following spell by 1 segment. Saves against the enhanced spell are thrown with a -2 penalty to the dice.

Staff of Smiting

Arcane Transmutation/Alteration

Level: Magic-User 4

Range: 0

Duration: 2 rds/lvl

Area of Effect: One staff

Components; V,S,M

Casting Time: 4 segments

Saving Throw: None

A normal staff held by the caster is enchanted to deliver vicious blows when subjected to this spell. The wielder gains +1 to hit and +4 to damage in combat. Note that the caster need not be the person fighting with the staff, although it must be held by the Magic-User during the spell's casting.

The material component is a shard of wood from a club previously subjected to the 1st-lvl Druid spell *Shillelagh*.

Steaming Sphere

Arcane Invocation/Evocation

Level: Magic-User 4

Range: 180'

Duration: 1 round per 2 levels

Area of Effect: 30' radius

Components: V,S,M

Casting Time: 4 segments

Saving Throw: See below

This spell evokes a glass globe containing pressurized, hot steam into the Magic-Users hand which must be used within 3 rounds as a missile weapon (although the caster does not have to roll to-hit). As long as the target is a hard surface, the globe breaks, the steam expanding to fill the area of effect causing 4d4 damage per round with no save, unless creatures are immune to heat. The steam also obscures vision and disorients those caught in its area; sight is reduced to 30' and a Saving Throw is required to orient themselves and leave the cloud. Those successfully saving will leave in a random direction (Roll 1d8 to determine the appropriate compass point).

Material components are a bit of glass, a small vial of water and a piece of charcoal.

Stolen Years

Arcane Necromancy

Level: Magic-User 8

Range: Touch

Duration: Instantaneous

Area of Effect: Caster and one creature

Components: V,S,M

Casting Time: 8 segments

Saving Throw: See below

This necromantic spell steals life from the victim and transfers it to the spell caster, a means of providing extended youth and vigour without resorting to ***potions of longevity***. The spell only works on humans, humanoids, and demi-humans (e.g. entities that are human-like in nature); it will work on lycanthropes with enough humanity to be susceptible to the spell effects. The target of a *Stolen Years* spell will be aged 1d4+1 years and be subjected to a *System Shock* roll. A successful Saving Throw vs. Spells reduces the ageing to 1 year, and they will receive a 15% bonus to their system shock roll.

If the target fails their Saving Throw, some of the youth is transferred to the caster, and the caster becomes one year younger (there is no youth benefit received if the target makes their save). The caster is not subject to a *System Shock* roll.

If this spell is used against undead, demons, devils, or other extra-planar beings, the caster suffers 6d4+6 hit points of damage, and must make a *System Shock* roll or die.

The material component of this spell is a rosebud or other flower bud, which must be touched to the target of the spell.

Stoneskin

Arcane Transmutation/Alteration

Level: Magic-User 4

Range: Touch

Duration: See below

Area of Effect: One being

Components: V,S,M

Casting Time: 1 segment

Saving Throw: None

Stoneskin makes the recipients exterior as tough as marble and provides near-total protection against any single physical attack sequence able to inflict damage; spells and similar magical attacks are not hindered by stoneskin. Any successful attack sequence, whether physical or magical, dispels the protection unless it is a natural attack resulting in subdual damage, delivered by soft tissue such as bare-handed pummeling or the like. Attacks such as these do not dispel stoneskin and cause the attacker to take 1d2 points of damage.

The material component is a small chunk of marble.

Strangling Grip

Arcane Invocation/Evocation

Level: Magic-User 5

Range: 30'/lvl

Duration: 2 rounds

Area of Effect: One being

Components: V,S,M

Casting Time: 5 segments

Saving Throw: None

Upon casting, a pair of hands appears that will attack the identified creature within range. The creature must have a throat and breathe similarly to humanoids to be subject to this spell. Caster must fully concentrate upon the hands to direct them; no other activities are possible. The hands attack as a Magic-User with a +4 bonus; if the to-hit roll is successful, the victim is dead at the end of the subsequent round if it (or its allies) is unable to remove them, which can be accomplished by either a major test of strength or by breaking the Magic-User's concentration.

The material component is gloves previously worn by an Assassin.

Succour (Reversible)

Arcane Conjuration/Summoning

Level: Magic-User 9

Range: Touch

Duration: See below

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 1d4 days

Saving Throw: None

Except as noted above this spell is identical to the 7th-lvl Divine spell of the same name.

Sunburst

Arcane Invocation/Evocation

Level: Magic-User 8

Range: 0

Duration: 1 round

Area of Effect: Special

Components: V, S, M

Casting Time: 4 segments

Saving Throw: Special

This spell creates a globe of solar radiance that soundlessly explodes outwards in all direction from the caster's body in an effective radius of 10' before dissipating. Similar to the druidic spell sunray (c.f.), sunburst will temporarily blind all seeing creatures for 1d3 rounds (Save vs. Spells allowed). Creatures with darkvision will be likewise blinded for 2d4 rounds and their darkvision ruined for 1d4+1 rounds. Creatures, like vampires, that are harmed by sunlight will in any case be blinded for 2d6 rounds or 1d00 days if they fail their Save. These creatures will also suffer 8d6 points of damage from the light (halved if Save is successful). Fungi, slimes and molds will also suffer 8d6 damage from a *sunburst* (no Saving Throw).

The material components of the spell are a piece of sun stone (aventurine feldspar) and a small flame.

Sure-footed Shuffle

Arcane Enchantment/Charm

Level: Magic-User 3

Range: 0

Duration: 1 hour/caster level

Area of Effect: 30' radius around caster

Components: V,S,M

Casting Time: 3 rounds

Saving Throw: None

When this spell is cast creatures within the area of effect become less likely to slip, trip or fall. Any die roll involving loss of balance is skewed by 20% in the sure-footed creature's favour, so Saving Throw rolls on a d20 gain a +4 bonus, *Climb Walls* chances are increased by +20%, and so on.

Swift Mount

Arcane Transmutation/Alteration

Level: Magic-User 2

Range: Touch

Duration: 2 hours + ½ hour/lvl

Area of Effect: 1 mount/2 levels

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

By means of a *Swift Mount* spell, the caster doubles the movement speed of any ridden beast (including swimming or flying mounts), providing the beast is carrying no more than a normal load. Once the spell has expired the mount will be exhausted, capable of moving only if unladen, and even then at half its normal speed. The spell is incompatible with the 1st-lvl Arcane spell *Beast of Burden*; only one such spell may affect any creature at any one time.

Swim

Arcane Transmutation/Alteration

Level: Magic-User 2

Range: Touch

Duration: 1 turn/lvl

Area of Effect: 1 creature/lvl

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

The caster intones hermetic syllables that grant the targets greatly enhanced powers of swimming, provided they are no more than normally encumbered. Creatures affected by this spell can swim at 180' per round, whether laterally, vertically or at any other angle, and will not be affected by pressure even if swimming at great depth, or pressure changes even if their depth changes rapidly (so the spell prevents the "bends"). Any target wearing heavy armour or otherwise encumbered retains the benefit of protection from pressure and/or pressure changes, but will still sink normally, and can only move by walking along the bed or bottom of the watercourse or ocean.

The combination of *Swim* and *Buoyancy* (the 1st-lvl Arcane spell) is synergistic. A character under the influence of both spells moves at 240' per round irrespective of encumbrance, provided the encumbrance is less than 500 lbs.

Taunt

Arcane Enchantment/Charm

Level: Magic-User 1

Range: 30'

Duration: Instantaneous

Area of Effect: 2 HD/lvl

Components: V,S

Casting Time: 1 segment

Saving Throw: Negates

The caster utters a conventional incantation, but the target creatures will hear the most deadly insults possible in their native tongue. The spell employs conventional somatic components, but the target creatures will see the most vulgar of gestures. Both insults and gestures will be personalised to the target creatures, mentioning their personal habits and hygiene, their parentage or ancestry, their appearance, or whatever is most likely to enrage them. (e.g. "I heard you kobolds take baths!") Up to 2 levels or HD per caster level may be affected. The target creatures must save vs spells or attack the caster in hand-to-hand combat, charging if at all possible and otherwise closing to attack at the maximum possible movement speed. However, the spell does not make them suicidal, so if there is a chasm, *Wall of Fire*, or other uncrossable boundary between them and the caster, then the enchantment will be nullified.

If there are several kinds of creature in the area, the caster must select a language grouping that will be affected. (For example, the caster might select creatures whose native tongue is orcish, in which case orcs will be affected but the goblins with them will not - even if the goblins speak orcish, it is not their native tongue).

Telekinetic Sphere

Arcane Invocation/Evocation

Level: Magic-User 8

Range: 20'

Duration: 1 round/lvl

Area of Effect: 1' diameter/lvl

Components: V, S, M

Casting Time: 4 segments

Saving Throw: Negates

This spell produces a magical structure like the 4th-lvl Arcane spell *Resilient Sphere* in its description. Additionally, the sphere's objects or creatures within weighing up to 5,000 pounds are able to be moved by the Magic-User's mind up to a range of 10' per caster level. Outside the sphere all objects within (no matter the weight) are greatly reduced in perceptible weight (1/16th original), making them quite easy to be moved from the outside but more difficult to move from the inside.

Telepathic Bond

Arcane Divination

Level: Magic-User 5

Range: 20'

Duration: 2 turns/lvl

Area of Effect: One creature/3 lvls

Components: V,S

Casting Time: 1 round

Saving Throw: None

This spell allows a telepathic link to be established between the caster and one being for every three levels he possesses. The link can't be established against the will of a being, and all participants must have an Intelligence of at least 6. A common language is not required, as the participants will "hear" all communication in their native tongue. After it is established, distance is not a factor in the ability to communicate so long as all participants are on the same plane. The existence of the link grants no power over the participants' behaviour or actions.

A *Wish* spell can be used in conjunction with *Telepathic Bond* to create a permanent link between two beings (only). No lesser form of magic is sufficient to accomplish this feat.

Teleport Undead

Arcane Necromancy

Level: Magic-User 4

Range: Touch

Duration: Instantaneous

Area of Effect: One being

Components: V,S

Casting Time: 3 segments

Saving Throw: See below

This spell can teleport either undead or merely deceased beings to a location desired by the caster. The target location must be on the same plane as the caster. If the being is undead and not otherwise willing, the caster must roll to hit and it also receives a Saving Throw to avoid the effect; even hostile intangible undead are subject to the magic, subject to the above conditions. If the GM determines touching an undead in combat has attendant negative effects, this spell grants no additional protection to the Magic-User.

The teleportation itself is subject to normal determination of destination targeting success, as per the 5th-lvl Arcane spell *Teleport*, not subject to sabotage by the Magic-User.

Teleport Without Error

Arcane Alteration

Level: Magic User 7

Range: Touch

Duration: Instantaneous

Area of Effect: see text

Components: V

Casting Time: 1 segment

Saving Throw: None

This spell is similar to the 5th-level Arcane spell *Teleport*. The spellcaster is able to transport themselves, along with the material weight allowed for a *Teleport* spell to any known location in their home plane with no chance of error. The spell also allows for travel to other planes but such a location must have been one the spellcaster has personally visited previously and studied carefully, making note of it as a destination for teleport without error.

When teleporting to extra-planar locations the table for *teleport* (c.f. OSRIC) is used to determine the chance of error, with the only exception being if teleport without error is used in conjunction with the 9th-level Arcane spell *Succour*. In any case, the caster may do nothing else during the round he or she arrives at their destination.

Temporal Shield

Arcane Abjuration

Level: Magic-User 3

Range: Touch

Duration: 1 turn/lvl

Area of Effect: Creature touched

Components: V,S,M

Saving Throw: None

The creature touched is protected from the next single ageing effect he or she would suffer, whether this arises from a *Haste* spell, ghost's attack, or other supernatural cause. The spell dissipates immediately if it nullifies an ageing effect, but otherwise lasts for the duration stated above.

Tin Soldiers

Arcane Transmutation/Alteration

Level: Magic-User 4

Range: 30'

Duration: 5 rds + 1 rd/lvl

Area of Effect: See below

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

With this spell, a Magic-User can make tin soldiers, such as used by children in play, to enlarge and animate, acting upon the Magic-User's direction without the need to check morale. The Magic-User's level limits what varieties of soldier he is able to animate; higher level casters may choose any variety up to that appropriate to their level, but in all cases he must have an appropriate toy available as a component. The varieties are (minimum caster level in parentheses):

Two Heavy Foot Infantry (7th): AC 4 (chain mail armour and large shield); Mv 90'; HD 1+2; hp 7; #AT 1; Attack as F3; dmg 1d6 (spear or short sword); SA N/A; SD N/A; MR Standard; Size M; Int Avg; AL As MU; XP N/A

Two Archers (9th): AC 5 (chain mail); Mv 90'; HD 2+2; hp 14; #AT 2 or 1; Attack as F5; dmg 1d6 (long bow or short sword); SA N/A; SD N/A; MR Standard; Size M; Int Avg; AL As MU; XP N/A

Two light Cavalry (12th): AC 6 (ring mail); Mv 120'; HD 3+2; hp 18; #AT 2 or 1; Attack as F5; dmg 1d6 or 2d4 (composite short bow or broad sword); SA N/A; SD N/A; MR Standard; Size M; Int Avg; AL As MU; XP N/A

Light Warhorse: AC 6 (leather barding); Mv 210'; HD 2; hp 12; #AT 2; Attack as F5; dmg 1d4/1d4; SA N/A; SD N/A; MR Standard; Size L; Int Animal; AL N; XP N/A

Two Foot Knights (15th): AC 3 (plate mail); Mv 60'; HD 4+2; hp 23; #AT ; Attack as F8; dmg 1d10 (two-handed sword); SA N/A; SD N/A; MR Standard; Size M; Int Avg; AL As MU; XP N/A

The spell's material components are tin soldiers of the appropriate type, and a miniature standard emblazoned with seed pearls worth at least 100gp.

Tonal Attack

Arcane Enchantment/Charm

Level: Magic-User 4

Range: 60'/lvl

Duration: 1 turn/lvl

Area of Effect: One being

Components: V,S,M

Casting Time: 4 segments

Saving Throw: See below

This spell attacks another spell caster's memories, specifically targeting their knowledge of spell casting. If failing a Saving Throw, other casters will forget how to cast spells. No spells currently memorised are lost, merely the knowledge of the rites and rituals of how to cast them. Even if this is re-explained to them, they will be unable to retain such knowledge beyond the conversation held, or instructions read. They are completely cut off from spell casting during this time. Even if their save is made, all spells cast by the target for the duration will be done as if two levels lower for variables such as range, duration, damage, etc., although this will not affect their actual level or spells available to them.

The material component is a 5,000gp opal wound with hemp twine.

Tones of Forgetfulness

Arcane Abjuration

Level: Magic-User 2

Range: 10'/lvl

Duration: Instantaneous

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 2 segments

Saving Throw: Special

The *Tones of Forgetfulness* affect only magic-using characters (including any creature that can use

Arcane, Divine, Druidic or Phantasmal spells, but not spell-like powers). The target is allowed a Saving Throw vs. Spells modified by his or her mental Saving Throw bonus, if any. If the Saving Throw is passed, then the magic is ineffective, but if it is failed, then the memory of the mystical pervulsions that make up spells decay within his or her mind. The unfortunate victim loses 2d4 levels of spells from the repertoire he or she has memorised that day; if there will be a remainder, then the GM should randomly determine the exact spells that are lost. The *Tones of Forgetfulness* have no permanent effect and lost spells may be re-memorised as normal.

Tool Box

Arcane Conjuration/Summoning

Level: Magic-User 4

Range: 0

Duration: 1 turn/lvl

Area of Effect: See below

Components; V,S,M

Casting Time: 1 round

Saving Throw: None

Using this spell, a Magic-User can conjure normal tools of the type typically used for carpentry or masonry. Upon casting, an immovable tool box appears at the casters location that will produce tools totalling up to 200gp encumbrance. Up to 10 tools are available at a time, which can be exchanged. A tool disappears if taken more than 300' from the tool box.

The material component is a tiny hammer and saw.

Torment

Arcane Alteration/Evocation

Level: Magic User 7

Range: 10'

Duration: see text

Area of Effect: One creature

Components: V, S, M

Casting Time: 1 round

Saving Throw: see text

This spell is used by magic-users who want to force submission and obedience from a captive extra-planar creature from whom they wish to demand services (c.f. 5th-lvl Arcane spell *Dolour*, and the 6th-lvl Arcane spell *Ensnarement*). Uttering the spell initially creates a link between the spellcaster and a

captive creature which is bound within a magic circle, thaumaturgic triangle or pentagram. The creature is allowed a Magic Resistance check, to resist the torment. Following this initial utterance, and for each successive round, the spellcaster will continue to read from the specially prepared incantation causing the entrapped creature progressively more discomfort and pain. The first two rounds will bring a painful tingling, the third and fourth rounds shooting pangs of pain and the fifth and sixth rounds excruciating torture.

A creature that refuses to submit to the demands of the spellcaster is allowed a Saving Throw vs. Spells each round. The Saving Throw is modified each round according to the intensity of the torment. The first round is at -1, the second and -2, the third at -4 and the fourth at -4. The fifth and sixth rounds are at -6 and -8. Failing the Saving Throw results in the creature acquiescing to the spellcaster's demands. In any event there is no further penalty following round 6.

Such torment will have a definite effect on the creature should it manage to break free of confinement in the magical ward. It will be at -1 to initiative for every 2 rounds that the torment was in effect up to a maximum of -3 on round six. Additionally, the creature will be at -1 to-hit and -1 per damage die after 3 rounds, increasing -1 per round to a maximum of -4 in round six.

Most intelligent creatures of low willpower or tolerance for pain will immediately submit to the spellcaster's demands once they become aware of the type of spell being used against it. Nevertheless, all creatures will feel nothing by intense hatred and malice for the spellcaster. The forced service will be carried out according to the letter of the agreement but the creature will harbour a desire to seek revenge at the soonest opportunity.

Casting *Torment* requires the true name and type of creature to be inscribed in the incantation to be read during the spell. The spellcaster must also reveal their own name, which is required to establish the link between the spellcaster and the tormented creature.

For every 1 point that the creature's Intelligence exceeds that of the spellcaster there is a 1% chance that the captive creature will be able to gain the upper hand. Such situations are most dire and usually result in possession, imprisonment inside the magic ward with the angry creature or in worst cases being carried off to the creature's home plane to suffer horrible indignities. If the spellcaster is interrupted or distracted while performing the incantations there is a 5% chance per point of the creature's Intelligence that it will gain the upper hand.

The material component of the spell is a specially prepared incantation inscribed in magical inks that cost not less than 1,000gp per Hit Die of the creature to be tormented.

Transmute Water to Dust (Reversible)

Arcane Transmutation/Alteration

Level: Magic-User

Range: 60'

Duration: Permanent

Area of Effect: 10' cubic / lvl

Components: V, S, M

Casting Time: 8 segments

Saving Throw: None

This spell functions as the 6th-lvl Druidic spell of the same name except as listed above. Additionally, the Arcane equivalent does not need mistletoe. All other material components are the same.

Transmute Water to Poison (Reversible)

Arcane Transmutation/Alteration

Level: Magic-User 5

Range: Touch

Duration: 3 turns

Area of Effect: 1 cubic inch/lvl

Components: V,S,M

Casting Time: 1 round

Saving Throw: Half damage

Casting this spell turns any potable liquid into a poison that inflicts 1d4 damage per level of the caster. The entire draught of poison need not be consumed to inflict maximum damage; one swallow is enough. If the victim is suspicious and inspects the liquid beforehand, they have a percentage chance equal to their level of smelling something amiss. If chosen, the poison can be diluted with a corresponding reduction in the amount of damage taken, but diluting it more than half strength will result in nothing more than painful stomach cramps in someone consuming it.

The reverse of the spell, *Transmute Poison to Water* turns an equal amount of poison into pure drinking water.

The material component is the head of a poisonous spider.

Truename

Arcane Enchantment/Charm

Level: Magic-User 7

Range: 30'

Duration: see below

Area of Effect: Named thing or creature

Components: V, S

Casting Time: see below

Saving Throw: Negates

This spells grants the spellcaster enormous power over any living creature with either an individual name or a generic type name which is known to spellcaster. In most cases, true names are secret,

often even to the creature itself. Common names in most cases are not true names. True names can only be discovered through laborious and time-consuming research, consultation with sages or the employment of certain spells like *Legend Lore*. Casting the *True Name* spell requires the spellcaster to utter the true name of a creature and then proceed reciting a litany that encompasses both the nature and history of the subject with requires 3 segments. Finally the caster must describe the desired application of the true name spell. If the spellcaster is interrupted at any time during the casting the spell fails and is lost.

Each of the applications has a different effect and time requirement as described below.

Complex Suggestion: The recitation can contain up to 4 *Suggestions* just as the 3rd-level Arcane spell of the same name. Each suggestion requires one additional segment.

Subjugation: The recitation causes the creature to lose 1 point of Strength (-1 to-hit/damage and -10' to movement rate) per segment of recitation. With the loss of each point of STR the subject must make a Saving Throw vs. Paralysis or be forced to surrender. Lost STR and will to resist the spellcaster will be recovered in 2d4 rounds after the recitation is ended

Polymorph: Recitation will cause the creature to transform into something else just as if they had been the subject of a polymorph spell. No *System Shock* or Saving Throw roll is required. The amount of time required for the recitation varies according to the nature of the desired transformation:

TRANSFORMATION	LENGTH OF RECITATION
Mineral > Animal	10 segments
Mineral > Plant	9 segments
Plant > Animal	8 segments
Monster > Normal	7 segments
Monster > Monster	6 segments
Other > Human	5 segments
Animal > Animal	4 segments
Plant > Plant	3 segments
Mineral > Mineral	2 segments

The reverse of the above transformations requires a similar length of time. If not specifically stated, the GM should use the closest equivalent to judge the time requirement. In any case, the subject will return to their normal form within 6 turns per level of the spellcaster minus 1 turn for every segment required to effect the polymorph. A polymorphed creature will have the same mindset and behaviour as another non-polymorphed thing of the same type but will retain their original hit points.

Transportation: When the recitation is completed the subject creature will be *Teleported Without Error* as the 7th-level Arcane spell of the same name. The number of segments required depends on the the destination as described below:

DESTINATION	LENGTH OF RECITATION
Same plane/<100 miles	4 segments
Same plane/<500 miles	5 segments
Same plane/<2,000 miles	6 segments
One plane removed	7 segments
Two planes removed	8 segments

The subject creature of the teleportation will be automatically altered to withstand the normal environmental conditions of their intended destination. If the subject is willing, there is no Saving Throw, even if they possess Magic Resistance. If the subject is unwilling they must succeed at a Saving Throw vs. Spells and/or a Magic Resistance check to resist teleportation.

Ultravision

Arcane Transmutation/Alteration

Level: Magic-User 4

Range: Touch

Duration: 1 hour/lvl + 1 hour

Area of Effect: One being

Components: V,S,M

Casting Time: 4 segments

Saving Throw: None

This spell grants the ability to see using ultraviolet light. In outdoor environments this grants sight as normal daytime conditions out to 100 yards, and as twilight conditions from 100 to 300 yards. If conditions of extreme cloud cover or a new moon exist ranges are reduced by half. This spell is not very useful underground, as ultraviolet light is largely shielded, reducing sight to approximately 3' unless a localized source is present.

The material component is a 500 gp ruby, wrapped in either an overripe banana peel or black velvet.

Uncontrollable Laughter

Arcane Invocation/Evocation

Level: Magic-User 2

Range: 50'

Duration: 1 round

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 2 segments

Saving Throw: Special

This spell incapacitates its target with laughter. It has no effect on undead, golems, extraplanar creatures, or anything with an Intelligence listed as "Non-", "Animal" or "Semi-". Other creatures have their Saving Throws modified according to the following table:

INTELLIGENCE	SAVING THROW MODIFIER
--------------	-----------------------

Low (4-7)	-5
Average (8-11)	-4
Very (12-13)	-3
High (14-15)	-2
Exceptional (16-17)	-1
Genius (18)	None

Creatures that fail their Saving Throw are affected according to the following table:

ROUNDS AFTER CASTING	EFFECT
Round of casting	Nil
1 st	Incapacitated; no action except to roll on the floor helplessly laughing
2 nd	Weak and shaking; -2 to-hit and damage, no spellcasting
3 rd	Shaking; -1 to-hit and damage
4 th	No further effect

Undead Mount

Arcane Necromancy

Level: Magic-User 1

Range: Touch

Duration: 1 turn + 1 turn/lvl

Area of Effect: Special

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

The corpse or bones of a dead steed arise to bear the caster in accordance with the caster's mental commands. The undead mount can only go where a horse could go (so it cannot fly or swim, even if it could do so in life). It can carry up to 300 lbs. weight and move at up to 200' per round. It is AC 10 and has 1d4+1 hp, and cannot fight. While unmounted it can be turned as a Type 1 undead, but if carrying a rider it cannot be turned at all. It moves in eerie silence, and at the caster's option, may be faintly luminous.

Undead Regeneration (Reversible)

Arcane Necromancy (Reversible)

Level: Magic User 6

Range: Touch

Duration: Instantaneous

Area of Effect: One undead creature

Components: V, S

Casting Time: 6 segments

Saving Throw: None

The spell heals an undead creature a number of hit points equivalent to 1d6 + the caster's level. Non-corporeal undead can be healed by the caster touching or passing into the space occupied by the creature.

The reverse, *Drain Undead*, inflicts a similar amount of damage to an undead creature but requires the caster to make a to-hit roll or lose the spell. Damage inflicted is not absorbed by the caster but simply dissipates. Only undead creatures are affected by this spell or its reverse.

Unicorn Steed

Arcane Conjuraton/Summoning

Level: Magic-User

Range:

Duration:

Area of Effect:

Components:

Casting Time:

Saving Throw:

To do

Unlife (Reversible)

Arcane Necromancy

Level: Magic-User 8

Range: Touch

Duration: Permanent

Area of Effect: Special

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

This spell allows the caster to create undead from cadavers and other carrions. The creatures require 20 turns minus the caster's level to rise up and when conscious will attempt to complete a task or action dictated by the caster during the spell (i.e. attack anyone other than the caster entering the

area etc.) Other than to serve the caster in this manner, the undead created by this spell are not completely under his or her control.

The caster has a 7% chance per level of being able to stipulate the type of undead created, otherwise the following table should be consulted:

TYPE	LEVEL OF CASTER					
	16-18	19-21	22-24	25-27	28-30	31+
Skeleton/Zombie	01-12	01-10	01-08	01-06	01-04	01-02
Ghoul	13-25	11-23	09-21	07-19	05-17	03-15
Ghast	26-36	24-34	22-32	20-30	18-28	16-26
Shadow	37-48	35-46	33-44	31-42	29-40	27-28
Wight	49-57	47-55	45-53	43-51	41-49	29-47
Wraith	58-64	56-62	54-60	52-58	50-56	48-54
Mummy	65-71	63-69	61-67	59-65	57-63	55-61
Spectre	72-83	70-81	68-79	66-77	64-75	62-73
Ghost	84-87	82-85	80-83	78-81	76-79	74-77
Vampire	88-93	86-91	84-89	82-89	80-89	78-89
Other (GM's Choice)	94-00	92-00	90-00	90-00	90-00	90-00

Usually only a single creature will be created by this spell. There is however, a 2 in 6 chance that 1d2+1 will be created inadvertently if other carrion is within 20' of the caster. These undead types cannot be selected by the caster and they are not obligated to serve or obey the caster in any way, and are likely to attack him or her.

The reverse of this spell *Send Down*, will cause a single undead creature to be rendered into lifeless carrion or, if incorporeal, to dust. Such remains cannot ever be reanimated again.

The material components of this spell and its reverse are a pinch of bone meal, a drop of the caster's blood, some spittle and a shard of bone.

Unseen Servant Horde

Arcane Conjuration/Summoning

Level: Magic-User 5

Range: 0

Duration: 1 turn/lvl + 6 turns

Area of Effect: 60' radius centred on caster

Components: V,S,M

Casting Time: 1 segment

Saving Throw: None

This is an improved version of the *Unseen Servant* spell, that conjures 2d6 servants, +1 per level of the caster. While most restrictions of the 1st-lvl spell remain, additional capabilities are granted in that, while supervised by the caster, the servants can undertake physical labour of moderate skill

such as planting or harvesting.

Urgent Utterance

Arcane Transmutation/Alteration

Level: Magic User 6

Range: Self

Duration: Up to 24 hours

Area of Effect: One memorized spell

Components: V, S, M

Casting Time: 1 turn

Saving Throw: None

This spell allows the magic-user to ready another spell for quicker casting in event of emergency. The procedure for readying the spell is to cast *Urgent Utterance* first and then the spell to be readied except for the last word. When desired, the magic-user need only speak this final word (1 segment) to cast the spell. The readied spell will only stay in the spellcaster's mind for 24 hours before fading from memory.

No more than two spells may be readied via *Urgent Utterances* at one time. Nearly any spell of up to 6th level may be readied, except for the following: *Conjure Elemental*, *Contingency*, *Enchant an Item*, *Ensnarement*, *Find Familiar*, *Guards and Wards*, *Legend Lore*, *Limited Wish*, *Magic Mirror* or *Transformation*.

The material component is a gemstone worth at least 1,000gp which will be consumed by the spell's casting, in addition any other material components of the spell to be readied.

Vingotsky's Vile Vessel

Arcane Necromancy

Level: Magic-User 7

Range: 1 mile horizontally, up to 1000 fathoms vertically

Duration: Permanent

Area of Effect: 1 boat or ship

Components: V,S,M

Casting Time: 2 turns

Saving Throw: None

This spell enables the caster to raise a vessel from the bottom of the ocean as a ghost ship. The material component for the spell is also the target vessel, which can be of any kind, from a tiny

rowing boat to a full galleon. If there is no wrecked ship within the spell range, then the spell will fail. If there are several, the closest will be summoned.

The Vile Vessel's appearance is not altered by the magic, so it is likely that its timbers will be staved in or rotten through, its crew skeletal or at least fish-nibbled, and its sails decayed and tattered. However, structural integrity is restored as normal for a vessel of its type. Further damage if any accrues as normal and can cause the vessel to sink once more.

The reanimated crew will for the most part consist of skeletons or zombies, like an *Animate Dead* spell. However, the ship's Captain and Officers (if any) may be more advanced undead in accordance with the following table:

1d6	CAPTAIN	OFFICERS
1-3	Ghoul (Lacedon)	Zombie
4-5	Ghast	Ghoul (Lacedon)
6	Wight	Ghast

The crew of a Vingotsky's vile vessel are soul-bound to the physical material of the ship, and they can only exist while in physical contact with it. This has several effects:

- 1) The crew may not leave the ship under any circumstances.
- 2) While on the Vessel, they cannot be turned by a Cleric (Note: The Vessel itself is subject to Turning; it is treated as a Special. If a Cleric successfully Turns the Vessel then the crew will sail or row it away, rather than jump overboard to flee. The Vessel could also be *Commanded* by an evil Cleric.)
- 3) Sunlight does not harm the undead aboard the Vessel, but it does force the ship's Captain and Officers to make every reasonable effort to avoid it. In other words, if there is a cabin still intact, then the Captain and Officers must retreat into it during the hours of daylight, but if there is no cabin intact, they can still function. The skeletons and zombies in the crew are unaffected by sunlight.

The crew may fight if commanded to do so by the Captain, but may not leave the ship to do so. Thus most combat activities will be confined to repelling boarders.

The spell gives the caster the power to command the undead aboard the vessel, including the Captain and Officers if any. This command will last until the last undead creature is destroyed, the Vessel is sunk once more or the caster moves out of spell range or dies. If the caster loses control, but the Vessel remains intact, then it is set free to roam the oceans as a ghost ship and will seek to waylay and destroy vessels which are still crewed by the living.

Vocalise

Arcane Transmutation/Alteration

Level: Magic-User 2

Range: Touch

Duration: 5 rounds

Area of Effect: 1 creature

Components: S,M

Casting Time: 1 round

Saving Throw: None

This spell empowers the target to utter the verbal component of one spell, even if silenced, gagged or unable to speak for any other reason whatsoever, provided the subject spell is cast entirely within the 5 rounds allowed by the *Vocalise* spell.

Wall of Bones

Arcane Necromancy

Level: Magic-User 4

Range: 60'

Duration: 1 turn

Area of Effect: 10'² and 6 inches thick/lvl

Components: V,S,M

Casting Time: 4 segments

Saving Throw: None

A gruesome and fearful charnel-wall of many differing creatures' remains is conjured upon casting this spell, drawing from remains mouldering in the local area. The wall must have firm ground to rest upon, lest it tumble into non-magical rubble. Properly cast, the bones meld and fuse together where they touch such that they can't be pulled apart from each other although such a barrier will have many minor openings. Bows and other ranged weapons can pass directly through the wall if necessary and those hiding directly against it have a cover rating of 50%. Small beings can try to slowly navigate through the wall to get to the other side, but risk being pierced by the bones when doing so; such attempts are limited to a movement rate of 10'/rd with 1d8 damage taken per 10' or additional fraction thereof travelled (minimum of 1d8 damage). As an example, a halfling would take 1d8 points of damage crawling through a 5' thick wall or a 10' thick wall, but would take 2d8 damage if crawling through a 12' thick wall. If cast offensively so as to spring up beneath a foe, subsequently enveloping and entrapping them, the wall does 2d8 damage as it grows under, then through and beyond, their position.

Beings possessing heroic Strength (minimum score of 18) and bludgeoning weapons or instruments can attempt to shatter a path through the bone-wall. The wall has an AC of 8, and every 10 points of damage dealt smashes a 5'x5'x6" hole in the wall. Misses may result in the attacker taking 1d8 points of damage at the discretion of the GM. The magic of the spell drains the bones of their latent potential for animation, and magics of that nature have no effect on the bone-wall.

Wall of Coral

Arcane Invocation

Level: Magic-User 4

Range:

Duration:**Area of Effect:****Components:** V,S, M**Casting Time:****Saving Throw:**

WiP

Ward Against Undead*Arcane Necromancy***Level:** Magic-User 3**Range:** 10'/lvl**Duration:** 1 round/lvl**Area of Effect:** Sphere of radius 10'/lvl**Components:** V,S**Casting Time:** 3 segments**Saving Throw:** Negates

This spell creates a sphere that is protected against undead creatures. The undead must pass a Saving Throw vs. Spells (unlisted categories) at -2 to cross the perimeter of the sphere. If unsuccessful, they may roll a fresh Saving Throw each round. Any undead within the sphere are slowed, as the 3rd-lvl Arcane spell *Slow*. The slow effect does not allow a Saving Throw.

The sphere cannot be moved once created.

Watchware*Arcane Enchantment/Charm***Level:** Magic-User 5**Range:** Touch**Duration:** See below**Area of Effect:** See below**Components:** V,S,M**Casting Time:** 1 round**Saving Throw:** None

This spell can be cast on an object that must not be alive, or even having unlife. For example, a golem could receive a watchware, but a child or servitor zombie could not. More typically, it is cast on valuables a Magic-User wishes to guard while away, such as books, jewellery, etc. There is no size limitation on the target object. The protected object weakly radiates magic, but attempts to dispel merely trigger the watchware instead of cancelling it.

The spell sends the caster an image of the item on the instant it is touched or moved by any force other than himself, which shows all creatures (if such movement was caused by creatures) either within 10' of the item, or, if accomplished from a greater distance, the creature causing the disturbance. The image only transmits visual information - no sound, thoughts, or emotions - although subsequent actions of each affected individual are also shown, this lasting for 1 round for each level of the Magic-User at the time the spell was originally cast.

The transmission and receipt of this image is unaffected by any physical distance, current condition of the spell caster, or intervening span of time. A caster who protected his favourite slippers, and then subsequently travelled the planes and settled down, would see the first person to move them. If the caster is asleep or otherwise incapacitated, the image will be available to it immediately upon regaining his faculties. Later recall of the image is limited to the normal mental abilities of the caster.

There are limits to spell - the most significant being that surroundings are not shown. So a caster could receive an image of a rival picking up his spell book, and casting a spell, and subsequently sitting down, but the caster wouldn't know if the rival was sitting in the caster's own tower, or had teleported somewhere else; he would only see the actions taken, as if against the backdrop of a void. Also, the death of a caster voids all existing watchwares, even if subsequently resurrected.

Werelight

Arcane Transmutation/Alteration

Level: Magic-User 1

Range: 60' + 20'/lvl

Duration: 2 hours + ½ hour/e/lvl

Area of Effect: Special

Components: V,S,M

Casting Time: 1 segment

Saving Throw: None

The *Werelight* is often one of the first spells an apprentice wizard learns, enabling the student to read arcane texts by night once his or her chores are done. It is a single mote of ghostly light, no brighter than a candle, which the caster can move at will within the radius of the spell. It sheds enough light to read by within a 5' radius.

Whip

Arcane Invocation/Evocation

Level: Magic-User 2

Range: 60'

Duration: 1 round/lvl

Area of Effect: Special

Components: V,S,M

Casting Time: 2 segments

Saving Throw: Special

This spell calls forth a magical scourge with which to lash the caster's foes. The whip may be up to 60' away from the caster, but responds to his or her movements as if it were in hand. It can be used to disarm demi-human or humanoid enemies or to terrify animals; it has no effect on undead, giants or monsters.

If used on an armed creature, the caster must roll to-hit against the target's AC. A miss has no effect. A hit forces the target to Save vs. Spells or feel a stinging blow to the right hand, causing it to drop whatever it is carrying. In normal circumstances it will lose one round recovering its weapon unless it has a spare.

The mere sound of the whip will cause an animal to whimper and cower for 1 round unless it Saves vs. Spells. If struck, the animal must Save vs. Spells or flee until out of earshot, remaining away for no less than six turns.

Wind Wall

Arcane Transmutation/Alteration

Level: Magic-User 3

Range: 10'/lvl

Duration: 1 round/lvl

Area of Effect: 10 sq. ft./lvl

Components: V,S,M

Casting Time: 3 segments

Saving Throw: Special

This spell creates a strong updraft within the area of effect. The updraft clears smoke, haze or vapour, and prevents flight by normal creatures such as bats, birds or insects. Arrows and similar missiles passing through the Wind wall are at -4 to-hit.

Wizard Mark

Arcane Transmutation/Alteration

Level: Magic-User 1

Range: Touch

Duration: Permanent

Area of Effect: 1 sq. ft.

Components: V,S,M

Casting Time: 1 segment

Saving Throw: None

With this spell the caster writes his or her personal mark or rune on any surface (without harming the surface in any way). Up to six additional characters of the caster's choice may appear alongside the *Wizard Mark*. If the caster chooses, the mark can fade to invisibility, such that it takes an appropriate divination spell such as *Detect Magic* to reveal it; otherwise, it will be visible to everyone. An *Erase* spell will remove it.

Zaragond's Trinket

Arcane Necromancy

Level: Magic-User 3

Range: Touch

Duration: Permanent

Area of Effect: One trinket

Components: V,S,M

Casting Time: 2 rounds

Saving Throw: None

By default, when an *Animate Dead* spell is cast, the caster personally controls the skeletons or zombies thereby created. By creating a *Zaragond's Trinket*, the caster passes this control into a trinket of some kind (ring, amulet, etc.) The trinket must be a physical object weighing about the same as a coin. The bearer or wearer of the trinket controls the undead in question as if he or she were the caster of the original *Animate Dead* spell. The *Zaragond's Trinket* controls only unintelligent undead that the caster has personally created. The caster may designate specific undead creatures to be controlled by a particular trinket, but if this is not done then the trinket will confer control over all undead creatures the caster has made at the time of the Trinket's creation.

Zephyr

Arcane Invocation/Evocation

Level: Magic-User 2

Range: Nil

Duration: 1 segment

Area of Effect: Cylinder 5' long/lvl and 10' diameter

Components: V,S,M

Casting Time: 2 segments

Saving Throw: None

This spell conjures a breeze that emanates from the caster's outstretched palm. The breeze feeds fires, increasing any damage they may cause by +1hp/die, and disperses gases, halving their duration.

DIVINE SPELLS

Abjure (Reversible)

Divine Abjuration

Level: Cleric 4

Range: 10'

Duration: Instantaneous (permanent)

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 1 round

Saving Throw: Special

With this spell the Cleric returns an extraplanar creature to its home plane. For all extraplanar creatures, the Cleric must use the exact correct name or names for the type of creature. For greater ones, such as greater devils or demons of class D or higher, the Cleric must also use the exact correct name or names for this individual. Unique creatures from the outer planes will typically have a number of "secret" names that effectively prevent this spell from working on them. Divinities, demigods, and major demons or devils of similar status to demigods, will always have hundreds of names. It is not realistically possible to discover them all; certain genius-level liches have spent aeons in the attempt.

Upon pronouncing the correct names, the chance that the creature will be sent to its home plane is base 50%, plus 5% per level of the Cleric, -5% per hit die of the creature.

The spell's reverse, *Implore*, attempts to conjure an extraplanar creature. It must be named in the same way, and the chance of success is the same, as the normal version of the spell. Implored creatures are not under the caster's control.

Material components for this spell always include a holy symbol, holy water, and a relevant object which is consumed in the casting. For weaker extraplanar creatures, the object is a relatively commonplace one; for example, abjuring a dretch requires a lump of coal. For stronger ones, the object will be costly and/or hard to obtain. For example, imploring the class E demoness Samil Liwen

Airrol requires a human arm, a human leg and a first-born child as a burnt offering.

Aid

Divine Abjuration

Level: Cleric 2

Range: Touch

Duration: 1 round + 1 round/lvl

Area of Effect: One creature

Components: V,S,M

Casting Time: 4 segments

Saving Throw: None

Aid causes the target creature to gain 1d8 hp and receive the benefits of a *Bless* spell for the spell's duration. The additional 1d8hp are gained, rather than healed, so the target can exceed its normal maximum hit point total by this means. At the spell's expiry, any remaining Hit points in excess of the target's normal maximum are lost.

Air Walk

Divine Transmutation/Alteration

Level: Cleric 5

Range:

Duration:

Area of Effect:

Components:

Casting Time:

Saving Throw:

This spell allows one creature touched (up to giant sized) to walk on air. The creature can ascend as if walking up a hill. The speed depends on the angle of ascent with straight up at its slowest of 1/8 movement rate. As long as the spell is in effect, the creature cannot fall and can descend similarly with straight down at the speed of a charge. Descent speed can continue to be controlled easily while the spell is active with no harm to the creature.

Animate Dead Monsters

Divine Necromancy

Level: Cleric 5

Range: 10'

Duration: Permanent

Area of Effect: See text

Components: V, S, M

Casting Time: 7 segments

Saving Throw: None

This improved spell allows the Cleric to animate one large sized creature of 3 or more hit dice for every two levels of the caster as a skeleton or zombie. Skeletons are at 1/2 their original HD when animated while zombies are as their living HD. The spell otherwise is like the 3rd-lvl Divine spell *Animate Dead*.

Beguiling

Divine Enchantment/Charm

Level: Cleric 2

Range: Touch

Duration: 1 round

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 5 segments

Saving Throw: Negates

The Cleric utters a brief prayer and calls a Divine persuasive power into a wooden weapon (club, staff etc.) The Cleric then attempts to strike the target creature with the weapon, which in normal circumstances requires a successful roll to-hit. If the Cleric misses the spell has no effect.

The Cleric may choose to strike with a light tap, in which case the target will take no damage, or with the weapon's full force in which case the target will suffer normal rolled damage.

If the Cleric hits, the target rolls a Saving Throw vs. Spells (unlisted categories). If the Cleric has struck with full force then the target gets a bonus of +1 to its Saving Throw for each point of damage it took in the attack. If it passes its Saving Throw, the spell has no effect, but if it fails the creature is beguiled. It will behave as if charmed (c.f. the 1st-lvl Druidic spell *Charm Person or Mammal*) for 2d10 rounds.

Censure

Divine Invocation/Evocation

Level: Cleric 1

Range: 30'**Duration:** Instantaneous**Area of Effect:** 1 creature**Components:** V,S**Casting Time:** 1 segment**Saving Throw:** Negates

The Cleric utters a condemnation of the target's behaviour or conduct. This creates a point of divine energy, which the Cleric hurls at the target. The Cleric must roll to-hit, and if he or she misses then the spell has no effect. If the target is hit, it gets a Saving Throw vs. Spells (unlisted categories) and if it passes the spell has no effect. If it fails, then roll on the following table to determine the spell's effect:

1d12	OUTCOME
1-2	Stunned for 1d4+1 rounds
3-6	Paralysed for 1d4+1 rounds
7-10	Move slowed by 50% for 1d4+1 rounds
11-12	Number of attacks reduced by 50% for 1d4+1 rounds

This spell is ineffective against creatures of 7th-lvl or higher.

Ceremony

Divine Invocation/Evocation

Level: Cleric 1**Range:** Touch**Duration:** Permanent**Area of Effect:** See below**Components:** V,S,M**Casting Time:** 1 hour or more**Saving Throw:** See below

A Cleric performs the various offices of his or her religion by means of the *Ceremony* spell. In fact, *Ceremony* is a spell with many facets, different facets becoming available at different Cleric levels according to the following:

1st-lvl: Birth; Coming of Age, Funeral, Marriage: The Birth ceremony celebrates a newborn babe and welcomes it into the Cleric's village, town or community. The Coming of Age ceremony is cast on a young man when his voice breaks, and on a young woman at menarche; it signifies a child's transition to legal adulthood. The Funeral ceremony celebrates the deceased's life and lays the body to rest, and the Marriage ceremony formally and legally joins a couple in matrimony.

3rd-lvl: Consecration, Dedication, Oath: The Consecration ceremony consecrates an item to the Cleric's gods. It must be cast on any item or creature to be sacrificed, and is also used to prevent holy or unholy water losing its potency. The Dedication ceremony inducts someone into the Cleric's religion. The Oath ceremony is used for administering formal vows, although this ceremony does not enforce the oath-taker's subsequent compliance with his or her vow. All paladins must swear Oaths before taking up their profession.

5th-lvl: Investiture, Ordination: The Investiture ceremony makes someone a priest, and must be cast on any aspiring Cleric before he or she can begin earning experience in the Cleric class. Ordination is cast to dedicate an invested priest to a particular community or congregation. Both these rituals may only be cast on a Cleric of lower level than the casting character.

7th-lvl: Holy/Unholy Ground: This ceremony must precede the construction of a shrine or temple. A body buried in holy ground may (50%) not rise as an undead creature if animated or otherwise called to serve by some Necromancer or undead creature. There is no such effect on a body buried in unholy ground.

9th-lvl: Casting Out: The Casting Out ceremony is the only one that may be cast on an unwilling target (and thus the only one that allows a Saving Throw). It marks the target's excommunication from the Cleric's religion. As part of the ceremony the target is tattooed or branded with a mark showing his or her status as an outcast. A successful *Atonement* will partly or completely erase this mark.

Champion's Sigil

Divine Abjuration

Level: Cleric 3

Range: Touch

Duration: 6 turns

Area of Effect: 10' square

Components: S,M

Casting Time: 2 rounds

Saving Throw: None

The *Champion's Sigil* resembles the 1st-lvl Divine spell *Guardian's Sigil*, except that the champion is healed of 2d4 hp each time he or she slays a hostile creature, takes 2d8 hp of damage on leaving the area, and the spell's material components cost 500gp.

Chastisement of Gamchicoth (Reversible)

Divine Enchantment/Charm

Level: Cleric 3

Range: 30'

Duration: 13 rounds

Area of Effect: 1 creature

Components: V

Casting Time: 3 segments

Saving Throw: Negates

Chastisement of Gamchicoth resembles the 1st-lvl Divine spell *Correction of Gamchicoth*, except that the target suffers 1d6 hp of damage. Its reverse, *Obloquy of Nehema*, resembles *Punishment of Nehema* except that those striking the target in melee are cured of 1d6 hp of damage.

Circle of Healing

Divine Necromancy

Level: Cleric 3

Range: Nil

Duration: Instantaneous (permanent)

Area of Effect: All living creatures within 10' of the caster

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

Resembling an area of effect *Cure Light Wounds* spell, this spell restores 1d8 hp to all living creatures within 10' of the caster.

Cloak of Fear (Reversible)

Divine Illusion/Delusion (Reversible)

Level: Cleric 4

Range: Nil

Duration: 1 turn/level

Area of Effect: 30' radius around caster

Components: V,S,M

Casting Time: 6 segments

Saving Throw: Negates

The Cleric summons a divine aspect so terrifying that any creature which is subject to fear must Save vs. Spells (unlisted categories) or flee for 2d4+1 rounds. Creatures not subject to fear include golems, elementals, undead, extraplanar creatures and certain others at the GM's discretion.

The spell's reverse, *Cloak of Bravery*, grants a bonus of +3 to Saving Throws vs. fear to all creatures in the area of effect.

Cloudburst

Divine Conjuraton/Summoning

Level: Cleric 3

Range: 70'/lvl

Duration: 7 rounds

Area of Effect: Cylinder 30' in diameter, up to 60' high

Components: V,S,M

Casting Time: 5 segments

Saving Throw: None

This spell creates a short, intense rainstorm within the area of effect. Water directly from the Elemental Plane of Water condenses and falls in droplets like rain, instantly extinguishing small fires and putting out any large ones over the course of the spell's duration. Certain fires of magical origin may re-light themselves after the spell's effect has expired (GM's discretion).

Large, sudden flames such as a *Fireball* spell or red dragon breath cannot endure the elemental water and will be converted to steam. This steam lasts 1d4+1 rounds in still air (possibly as little as 1 round in a strong wind) and fills an area 120' in diameter. The steam is scaldingly hot and inflicts 1d3 hp damage on creatures within it.

In some extreme weather conditions the *Cloudburst* spell may produce sleet or snow.

Combine

Divine Invocation/Evocation

Level: Cleric 1

Range: Touch

Duration: See below

Area of Effect: Up to 5 Clerics

Components: V,S

Casting Time: 7 rounds

Saving Throw: None

By means of this spell a Cleric enhances his or her effective level, for the purpose of spellcasting or turning undead, by one level per additional Cleric who takes part. All the participating Clerics join hands and cast the *Combine* spell simultaneously. On completion of the spells, the highest-level

Cleric's effective level is increased by 1 per participating subordinate Cleric for the purposes of the next spell cast or turning attempt made. If no spell is cast or turning attempt made within 30 minutes, the effect of this spell dissipates harmlessly. The maximum gain is +4 effective levels.

Command Earth

Divine Enchantment/Charm

Level: Cleric 6

Range: See below

Duration: 6 turns + 1 turn/lvl

Area of Effect: See below

Components: V,M

Casting Time: 9 segments

Saving Throw: See below

This spell has two forms, and the Cleric may select which form applies at the time of casting.

The first form affects the caster. For the spell's duration, creatures from the Elemental Plane of Earth such as earth elementals or xorn may not come within 5' of the casting Cleric.

The second form affects one creature from the Elemental Plane of Earth. The creature receives a Saving Throw vs. Spells (unlisted categories) at -2, and if it passes the spell has no effect. If it fails the creature is subject to a powerful charm effect and will obey the Cleric in any way that is not obviously suicidal or self-destructive.

In either of the spell's forms the caster is granted the power to communicate with affected creatures, using their language if any (and the caster is magically empowered to speak any appropriate tongue), or telepathically if the creature knows no language.

This spell will not function on the Elemental Plane of Earth.

Communicate

Divine Divination

Level: Cleric 6

Range: Unlimited

Duration: 10 rounds + 1 round/lvl

Area of Effect: One person

Components: V,S,M

Casting Time: 7 segments

Saving Throw: None

With a chant and a flourish, the Cleric is empowered to communicate with another person (defined as per the 2nd-lvl Divine spell *Hold Person*). The contacted person must be known to the caster and on the same plane as the caster, and certain effects will screen out the spell. For example, if the contact is within an anti-magic field of some kind, or his or her mind is masked, or is unconscious, then the spell will not function (exception: if the contact is asleep, he or she has a 50% chance of awakening when contact is made).

Once the contact is established, the contact can decide:

- 1) To reject the Cleric's approach and cancel the spell; or
- 2) To communicate telepathically with the Cleric; or
- 3) To enter a full mind-link with the Cleric, in which case the Cleric will be able to see through the contact's eyes and hear through his or her ears.

If a mind-link is employed then the Cleric can actually cast a cure spell (of any kind) through it and affect the target as if by touch. When the cure spell takes effect, the Communicate spell will be broken.

Corpse Fire

Divine Transmutation/Alteration

Level: Cleric 2

Range: 30'

Duration: 1d6 rounds + 1 rd/level

Area of Effect: One flame/6 levels

Components: V,S,M

Casting Time: 2 segments

Saving Throw: None

The *Corpse Fire* spell has the effect of magically altering a normal fire so that the fire only burns the dead or undead. The spell may be used in a number of ways, including funeral pyres (preventing the cremation of someone still living but magically suspended, for example), as a weapon or defence against undead (using fires as barriers), and even as a test, e.g., requiring people to hold their hands in the flame before entering a building, as living creatures will be unharmed but vampires and other undead will suffer harm.

The damage potential of the fire is not changed by the spell so a torch continues to cause normal damage, but the magic of the spell allows the flame to harm any undead creature, regardless of whether the creature is normally only harmed by magical weapons or if they are insubstantial.

The material component is the Cleric's holy symbol.

Correction of Gamchicoth (Reversible)

Divine Enchantment/Charm

Level: Cleric 1

Range: 30'

Duration: 13 rounds

Area of Effect: 1 creature

Components: V

Casting Time: 1 segment

Saving Throw: Negates

Correction of Gamchicoth may only be cast on a creature of opposing alignment to the Cleric (so Good Clerics can affect Evil creatures, Evil Clerics Good ones, Lawful Clerics can affect Chaotic creatures and Chaotic Clerics Lawful ones). True Neutral Clerics may not use either form of the spell.

With the normal form of the spell, for the spell's duration the target suffers 1 hp of damage each time it hits a creature in melee. With the reverse, *Punishment of Nehema*, for the spell's duration any creature striking the target in melee is healed for 1 hp.

Both the normal and reverse form of the spell may be in effect on the same creature, but multiple spells of this type will overwrite the previous ones rather than add to them. For example, if a creature is under the 6th-level Divine spell *Vituperation of Nehema*, a *Correction of Gamchicoth* will work as normal but a *Punishment of Nehema* will erase the previous spell.

Death's Door

Divine Necromancy

Level: Cleric 3

Range: Touch

Duration: 1 hour/lvl

Area of Effect: One human or demi-human

Components: V,S,M

Casting Time: 5 segments

Saving Throw: None

To cast *Death's Door* the Cleric utters a brief prayer and touches a human or demi-human on zero or negative hit points, but who is not actually dead. The individual remains unconscious but if hit points are below zero, they are brought to zero, and any bleeding or other deterioration are stopped.

Delayed Cure Light Wounds

Divine Necromancy

Level: Cleric 3

Range: Touch

Duration: 3 rounds

Area of Effect: Creature touched

Components: V,S

Casting Time: 5 segments

Saving Throw: None

This spell exactly resembles *Cure Light Wounds*, except that it does not take effect until the third round after casting. It is typically cast on the Cleric's favoured heroes just before they go into severe danger.

Detect Curse

Divine Divination

Level: Cleric 2

Range: Touch

Duration: Instantaneous

Area of Effect: 1 creature or object

Components: V,S

Casting Time: 6 rounds

Saving Throw: Negates

This spell empowers the Cleric to tell whether a creature or object is cursed. This is not without risk, because the spell requires touch and touching some objects will bring down the curse. An unwilling creature gets a Saving Throw vs. Spells (unlisted categories) to avoid the effect. Cursed objects are always treated as unwilling and have a Saving Throw of 13 or more on 1d20 to avoid revealing their cursed nature to the Cleric. If the object bears a particularly powerful curse (say, for example, it is -2 rather than -1, or if it has been cursed by a deity or creature of similar power) it may receive a Saving Throw bonus at the GM's discretion. Cursed artifacts and relics have a Saving Throw of 2 or more on 1d20.

Detect Disease

Divine Divination

Level: Cleric 1

Range: 10'

Duration: 1 round/level

Area of Effect: 1 creature

Components: V,S

Casting Time: 1 round

Saving Throw: None

The Cleric implores for aid from the gods, and is empowered to detect disease in one creature (whether the disease is natural or magical). If there is more than one disease, the number of diseases will be revealed. Furthermore, there is a 10% chance per caster level of discovering the exact type of disease present.

Detect Life (Reversible)

Divine Divination (Reversible)

Level: Cleric 2

Range: 10'/lv

Duration: 5 rounds

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

This spell reveals whether the creature indicated is alive. Unconscious creatures, or mindless creatures such as most plants, will register as alive, but creatures whose mind is masked or blanked by some special power will register as not alive. The spell will work through wood or stone, but it cannot penetrate metal.

The reverse, *Detect Undeath*, reveals whether the creature indicated is undead.

Detect Lycanthropes

Divine Divination

Level: Cleric 3

Range: Self

Duration: 1 round

Area of Effect: 60' radius sphere

Components: V,S

Casting Time: 7 segments

Saving Throw: Negates

This spell empowers the Cleric to identify lycanthropes (including jackalweres but not other

shapechangers such as doppelgängers) within the area of effect. If there is a lycanthrope in human form, its animal form will become visible as a translucent ghost-like figure superimposed on the human shape; if it is in animal form, its human form will appear in the same way. At the lycanthrope's option it can attempt to avoid detection, in which case it gets a Saving Throw vs. Spells (unlisted categories) to remain unnoticed.

Detect Poison

Divine Divination

Level: Cleric 1

Range: Touch

Duration: 1 round/level

Area of Effect: One object or substance

Components: V,S

Casting Time: 1 round

Saving Throw: None

This spell empowers the Cleric to know whether one object or substance has been poisoned or is poisonous. In addition, there is a 10% chance per level of the Cleric to determine the virulence of the poison, defined as “strong” (Saving Throw penalty of -2 or more), “normal” (Saving Throw adjustment of -1, 0 or +1) or “weak” (Saving Throw adjustment of +2 or more, or any non-fatal venom or toxin).

Digit of Disruption

Divine Invocation/Evocation

Level: Cleric 7

Range: 10'

Duration: Instantaneous

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 7 segments

Saving Throw: Special

The *Digit of Disruption* creates a brief, direct link to the Positive Material Plane. This results in a bolt of supernatural energy leaping from the Cleric's fingertips to the spell's target. Unless the target is an undead creature, this has no effect.

Undead creatures struck by this bolt must Save vs. Spells (unlisted categories) or be instantly disintegrated. If the Saving Throw is passed, then a material undead creature (zombie, mummy, lich etc.) takes 2d8 hp of damage. An insubstantial undead creature (shadow, spectre, ghost etc.) takes

6d8 hp of damage.

Material components for this spell cost at least 500gp.

Divine Might

Divine Invocation/Evocation

Level: Cleric 2

Range: Self

Duration: 12 rounds

Area of Effect: Caster

Components: V

Casting Time: 2 segments

Saving Throw: None

The Cleric is filled with divine might, enhancing his or her Strength to 19 and giving the consequent bonus (+3 to-hit, +6 damage) for the spell's duration. This spell is not cumulative with any other Strength-enhancing effect.

Dust Devil

Divine Conjuration/Summoning

Level: Cleric 2

Range: 30'

Duration: 1 round/lvl

Area of Effect: 1 dust devil

Components: V,S

Casting Time: 3 rounds

Saving Throw: None

With a chant and a gesture, the Cleric calls up a dust devil: a weak form of air elemental (AC4, Mv 180', HD 2, #AT 1, dmg 1d4). The dust devil can be struck by normal (non-magical) weapons. It will obey the caster's simple verbal commands.

The dust devil is visible as a dusty or smoky whirlwind a little larger than a man. Its wind can extinguish small flames or propel clouds of gas away from it, and it can make itself opaque enough to obscure vision upon command.

When the spell expires the dust devil will return to the Elemental Plane of Air.

Ebony Tendrils

*Divine Conjuration/Summoning***Level:** Cleric 5**Range:** 10 yards**Duration:** 5 rounds**Area of Effect:** Special**Components:** V, S, M**Casting Time:** 5 segments**Saving Throw:** Negates

This spell summons a sphere of darkness, 5' in diameter with four 10' long arms or tentacles radiating outwards at 90 degree intervals. Those touching the central sphere must Save vs. Death. The tendrils attack as the caster's level and inflict 1d10+2 hp of both constriction and acid damage and will be held fast. Targets will have one chance to break free which is equal to their *Open Doors* chance (or 1 in 2 for man-sized, 1 in 3 for larger creatures).

After successfully hitting an opponent the tendrils will retract into the central sphere where the victim must make a Saving Throw vs. Death. If the Save is successful, the victim will still be held fast and take constriction and acid damage but does not need to make any further Saves vs. Death. Dead victims will continue to be held by a tendril until the spell duration expires.

The material components of the spell are the cleric's holy/unholy symbol and a small pebble of rust.

Endure Cold (Reversible)*Divine Transmutation/Alteration***Level:** Cleric 1**Range:** Touch**Duration:** 9 turns/level**Area of Effect:** 1 creature**Components:** V, S**Casting Time:** 1 round**Saving Throw:** None

This spell, and the reverse, *Endure Cold*, protect against extremes of temperature. The target character can withstand temperatures of -300° Fahrenheit (or +150° Fahrenheit for the reverse) without harm. Higher or lower temperatures will result in correspondingly reduced damage. If struck by a magical heat or cold effect, the spell's recipient will be unaffected but the endure cold (or endure heat) spell will instantly be cancelled. This applies regardless of which variant of the spell was used (so white dragon breath will cancel both *Endure Cold* and *Endure Heat* spells).

Either variant of the spell cancels, and is cancelled by, the 1st-lvl Divine spell *Resist Cold* and the 2nd-lvl Divine spell *Resist Fire*.

Enmeshment

Divine Conjuration/Summoning

Level: Cleric 6

Range: 30'

Duration: 1 round/caster level

Area of Effect: 30 cu. ft.

Components: S

Casting Time: 6 segments

Saving Throw: Negates

With an esoteric gesture the Cleric conjures a weird supernatural field. This appears as a mass of insubstantial, writhing, thread-like tendrils of shadow that block vision but not movement. Any creature coming into contact with the tendrils must Save vs. Spells (unlisted categories) at -3 or be transported into the twisting, shadowy corridors of a remote part of the Plane of Pandæmonium.

Within these corridors, by a strange effect that is not an illusion but a physical property of this part of Pandæmonium, any creature met appears as mass of black shadow. There is no sound here, and it is impossible to tell friend from foe, so many creatures will end up fighting each other.

On the second and subsequent round of being trapped in Pandæmonium, each creature trapped therein may attempt a Saving Throw vs. Spells (unlisted categories) and if they pass, they are pulled back to their point of origin in the Prime Material Plane. When the spell expires all remaining enmeshed creatures are pulled back automatically.

Enthrall

Divine Enchantment/Charm

Level: Cleric 2

Range: 30'

Duration: See below

Area of Effect: 90' radius

Components: V,S

Casting Time: 1 round

Saving Throw: Negates

This spell only affects creatures that can understand the tongue the Cleric is speaking. Any creature

with 5 or more HD, and any creature with 16 or higher Wisdom, is immune to the spell. All other listeners are entitled to a Saving Throw vs. Spells (unlisted categories). Hostile listeners get a bonus of up to +4 to their Saving Throw, at the GM's discretion.

Before the spell can take effect the caster must have been speaking for 1 round. Once it has taken effect, it works for as long as the Cleric continues to speak, up to an absolute maximum of one hour. The spell fails the moment the Cleric stops speaking, so for example a successful attack on the Cleric would end it.

If the Cleric's speech contains a message that the audience would normally agree with or approve, then affected creatures will tend to comply with any associated request that they see as reasonable and appropriate. If it contains a message that the audience would normally disagree with, then affected creatures gain a fresh Saving Throw against the spell at up to +4 at the GM's discretion.

If some members of the audience have passed their Saving Throw but others failed, then those who passed may boo or catcall at the Cleric, which will allow any enthralled creatures in the audience a further Saving Throw.

Entrails

Divine Transmutation/Alteration

Level: Cleric 7

Range: Self

Duration: 2 rounds/caster level

Area of Effect: Caster

Components: V,S

Casting Time: 1 round

Saving Throw: None

Upon casting this horrid spell, the Cleric causes his or her intestines to burst forth from his or her abdomen to attack his or her opponents. The intestines form themselves into 1d4+4 snake-like appendages, each able to attack a creature independently, at a distance of up to 20-ft, and inflicting 1d6 Hit points of damage with each successful strike of its toothy orifice. Further, if three or more of the appendages strike a single victim, the target will become entangled among the viscera, each automatically striking for 1d4 Hit points of damage each round thereafter. The appendages each attack as 8 hit die monsters.

The appendages can be attacked, and are considered to have AC 0, and to have 20 hit points each. Half of all damage made against the appendages is transferred directly to the spell caster.

The act of casting this spell inflicts 2d4 hit points of damage to the spell caster, as she is required to cut her abdomen open in order for the appendages to emerge.

The spell caster is unable to take any other actions while the spell is in effect. However, they may move at one-half their normal rate.

Slaying the Cleric does not cause the appendages to 'die', as they will continue their assault until they

too are slain, or until the end of the spell's duration, which ever occurs first.

Generally, use of this spell by Clerics of Good alignments is shunned; even the existence of such a spell is denied by many. Clerics of law similarly repress knowledge of this spell. Followers of the Chaotic Evil alignment, however, embrace the powerful spell not just for the damage it can cause, but also for the fear it can instill in its victims.

Exaction

Divine Enchantment/Charm

Level: Cleric 7

Range: 10'

Duration: Special

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 1 round

Saving Throw: See below

A Cleric can employ this spell if:

- 1) He or she is in the presence of a creature from the Outer Planes (demon, devil, deva etc.)
- 2) The creature is of broadly similar alignment to the Cleric (GM discretion).

The spell will work if:

- a) Either the Cleric knows the creature's true name, or
- b) The Cleric pledges to pay the creature an appropriate sacrifice or reward.

The reward pledged must be appropriate to the service demanded and the status of the creature. A lesser demon might perform a murder in return for a human sacrifice, but a greater demon would require a special sacrifice such as a unicorn for the same service. If the task is difficult, dangerous, or of long duration then the target creature receives a Saving Throw, with increasing bonuses (at GM discretion) if the work is exceptional or the reward fails to fully satisfy it. There is, of course, no price that will compel service for a demigod or an actual deity. If the creature passes its Saving Throw then it need perform no service and it is entitled to restitution (see below).

If the Cleric summons the same creature again, it automatically receives a Saving Throw, with a bonus of +1 per occasion on which it has been summoned by this Cleric using this spell.

Once the task is complete, the creature is teleported to the Cleric's current location (wherever he or she might be and whatever he or she might be doing) to receive the promised reward. If that reward is not instantly provided, then the creature is entitled to restitution.

Restitution: If a creature from the Outer Planes has been disappointed, or summoned for insufficient reward, it will appeal to the Cleric's deity, who will instantly strip the Cleric of his or her Clerical spells

and powers (including the power to turn the creature). The creature is then free to attack the Cleric and anyone that helps him or her.

Find the Path (Reversible)

Divine Divination

Level: Cleric 6

Range: Touch

Duration: 1 turn/level

Area of Effect: Creature touched

Components: V,S,M

Casting Time: 3 rounds

Saving Throw: None

This spell imbues one creature with an uncanny sense for the shortest route into or out of a chosen locale. The spell imparts only a visceral intuition of the right direction and shortest distance, so it is impossible to use the spell either to circumvent dangers or to draw a map. This spell may be used to escape from a *Maze* spell (q.v.) in one round and will continue to function thereafter. The spell's reverse, *Lose the Path*, makes a creature unable to make any significant movement beyond aimless wandering.

Flame Walk

Divine Transmutation/Alteration

Level: Cleric 3

Range: Touch

Duration: 1 turn + 1 turn/lvl

Area of Effect: One or more creatures

Components: V,S,M

Casting Time: 5 segments

Saving Throw: None

The Flame Walk spell confers protection against extremes of heat, granting complete immunity to most normal fires and a +2 bonus to Saving Throws vs. Magical Fires. The number of creatures affected is one, plus one creature for each of the caster's experience levels above the fifth, so a tenth level caster could affect five creatures. Larger beasts might count as two or more creatures for the purposes of this spell, and small ones as half or less, at the GM's discretion.

Footsore

Divine Enchantment/Charm

Level: Cleric 4

Range: 60'

Duration: 1 turn/lvl

Area of Effect: 1 creature/level, all within a 30' radius

Components: V,S,M

Casting Time: 7 segments

Saving Throw: None

This spell slows the target creatures' movement speed on foot by 50%. Flying, swimming, burrowing or other non-pedestrian movement is unaffected. Footsore can be counteracted with *Remove Curse* but *Dispel Magic* is ineffective.

Forbiddance

Divine Abjuration

Level: Cleric 6

Range: 30'

Duration: Permanent

Area of Effect: 6 cu. ft. per level

Components: V,S,M

Casting Time: 6 rounds

Saving Throw: See below

This spell works only on holy ground (see the 1st-lvl Divine spell *Ceremony*). Any creature entering the *Forbiddance* experiences effects depending on its religion and alignment.

If the creature is of the casting Cleric's religion, then it receives no Saving Throw. It simply may not enter unless the casting Cleric specifically allows it. (Exceptions: A higher-level Cleric of the same religion, or extraplanar creatures in the direct service of the Cleric's deity, can simply disregard the *Forbiddance*.)

If the creature is not of the casting Cleric's religion, then it must pass a Saving Throw vs. Spells (unlisted categories) or take damage on attempting to pass through the forbiddance. The damage is determined as follows:

If the Cleric is Good, then Evil creatures take 4d6 damage, and Neutral (with respect to Good and Evil) creatures take 2d6 damage.

If the Cleric is Evil, then Good creatures take 4d6 damage, and Neutral (with respect to Good and Evil)

creatures take 2d6 damage.

If the Cleric is Lawful, then Chaotic creatures take 2d6 damage, and Neutral (with respect to law and chaos) creatures take 1d6 damage.

If the Cleric is Chaotic, then Lawful creatures take 2d6 damage, and Neutral (with respect to law and chaos) creatures take 1d6 damage.

Furthermore, a creature that fails its Saving Throw is rebuffed and may not pass the *Forbiddance*.

Fortunes of War

Divine Abjuration

Level: Cleric 6

Range: Touch

Duration: 1 day, or until discharged

Area of Effect: Creature touched

Components: V,S,M

Casting Time: 1 turn

Saving Throw: None

The spell's target is given one chance to cheat death. The next time the character suffers an attack that would otherwise kill him or her, after all applicable Saving Throw rolls and other powers and abilities have failed, the *Fortunes of War* spell is discharged. There is a 50% chance that the spell will fail and the recipient character will die anyway. Otherwise, the character is miraculously protected by a divine shield. The character's current hit points are halved (rounding in the character's favour) but he or she survives the attack.

Material components for this spell cost 5,000gp.

Gamchicoth's Burden of Correction (Reversible)

Divine Alteration/Transmutation

Level: Cleric 3

Range:

Duration:

Area of Effect:

Components:

Casting Time:

Saving Throw:

Increases target's encumbrance category. Reverse *Nehema's Lighten the Load* decreases it.

Giant Insect (Reversible)

Divine Transmutation/Alteration (Reversible)

Level: Cleric 4

Range: 20'

Duration: 2 rounds/lvl

Area of Effect: 1 or more insects

Components: V,S,M

Casting Time: 1 round/hit die

Saving Throw: None

With this spell the Cleric transforms a normal-sized insect into a giant one. The HD value of insects that can be affected is limited by the casting Cleric's level:

CLERIC LVL	HD AFFECTED
7 th -8 th	3
9 th -10 th	4
11 th -12 th	5
13 th -14 th	6
15 th -16 th	7
17 th -18 th	8
19 th and up	9

Only one species of insect can be affected, so a Cleric wishing to create both a giant bee and a giant wasp would need to cast the spell twice. Note that creatures such as spiders or scorpions are not affected because they are not insects.

The Cleric can command the affected insects, but the commands must be very simple owing to the insects' limited Intelligence. The GM should allow single, simple words such as "Attack!" If not commanded the insects will generally attack the closest creature not of their own species.

The spell's reverse, *Shrink Insects*, transforms giant insects into normal-sized, harmless ones. It is limited by HD and casting time in the same way as the normal version of the spell.

Golem

Divine Enchantment/Charm

Level: Cleric 5

Range: 1'

Duration: Special

Area of Effect: Special

Components: V, S, M

Casting Time: 8 segments

Saving Throw: None

This spell creates a temporary lesser golem that is able to carry out simple commands, but is otherwise mindless and immune to charm, fear, hold, and sleep effects. The type of golem that can be created depends on caster level. The golem is constructed and then a *Prayer* spell cast over the form. Once this is done the *Golem* spell is cast.

At 9th or higher level, a straw golem can be created with an hour construction time (AC 10, MV 120', HD 2+4, hp 20, #AT 2, D 1d2). They can function for one hour per level of the caster. Straw golems are immune to piercing weapons and take 1/2 damage from blunt weapons. Due to materials, they take double damage from fire and they are able to carry a maximum of 30 pounds.

At 11th or higher level, a rope golem can be created with 3 hours construction time (AC 8, MV 90', HD 3+6, hp 30, #AT 1, D 1d6). They can function for three hours per level of the caster. Rope golems take half damage from piercing weapons and are immune to blunt weapons. Due to materials, they can strangle a target on a successful hit, causing an additional 6 hp damage per round until destroyed or released. They are able to carry a maximum of 40 pounds.

At 13th or higher level, a leather golem can be created in 9 hours construction time (AC 6, MV 60', HD 4+8, hp 40, #AT 2, D 1d6). They can function for six hours per level of the caster. Leather golems are immune to normal weapons and take 1/2 damage from blunt weapons. Due to materials, they are able to carry a maximum of 50 pounds.

At 15th or higher level, a wood golem can be created in 27 hours construction time (AC 4, MV 30', HD 5+10, hp 50, #AT 1, D 3d4). They can function for 12 hours per level of the caster. Wood golems are immune to normal weapons as well as piercing and blunt weapons. Due to materials, they are able to carry a maximum of 60 pounds.

Guardian's Sigil

Divine Abjuration

Level: Cleric 1

Range: Touch

Duration: 6 turns

Area of Effect: 10' square

Components: S,M

Casting Time: 2 rounds

Saving Throw: None

The *Guardian's Sigil* is a mystic rune the Cleric marks on a section of the ground. The Cleric designates a guardian for the sigil. The guardian must be a speaking creature of the Cleric's religion,

and must freely accept the guardianship. For the spell's duration, the guardian must remain within the area of effect. While standing within this area, the guardian is healed of 1d4 hp each time he or she slays a hostile creature. If the guardian moves outside the spell's area of effect, the spell will catastrophically fail, causing a supernatural feedback-like effect that inflicts 1d8 hp of damage on the guardian.

Material components for this spell cost 50gp.

Halo

Divine Enchantment/Charm

Level: Cleric 1

Range: Touch

Duration: 1 round

Area of Effect: 1 person

Components: S

Casting Time: 1 segment

Saving Throw: None

This spell grants a brief, miraculous resistance to supernatural attack. The recipient kneels in silent prayer, and the Cleric touches him or her on the forehead. A mystical glow surrounds the recipient's head next round. During that time he or she enjoys a 75% Magic Resistance.

Hand Fire

Divine Transmutation /Alteration

Level: Cleric 1

Range: Self

Duration: See below

Area of Effect: Caster

Components: V,S

Casting Time: 1 segment

Saving Throw: None

Hand Fire is a variant of the *Light* spell that creates light emanating from the Cleric's palm. The light allows visibility out to about 40' even in total darkness, and lasts until the Cleric either casts another spell or uses the affected hand for another purpose. There is no heat associated with this light. Magical *darkness* will always dispel it.

Heroes' Feast

Divine Conjuration/Summoning

Level: Cleric 6

Range: 10'

Duration: 1 hour

Area of Effect: 1 person/lvl

Components: V,S,M

Casting Time: 1 turn

Saving Throw: None

The Cleric conjures a mighty feast serving one person (defined as per the 2nd-lvl Divine spell *Hold Person*) for each of the caster's experience levels. Any guests at the feast who stay for the full hour are cured of all diseases, poisons, blindness, deafness and other similar afflictions and healed of 1d4+4 hp of damage each, and until dawn the next day they will be immune to poison and to all morale-affecting spells.

Hero's Sigil

Divine Abjuration

Level: Cleric 4

Range: Touch

Duration: 6 turns

Area of Effect: 10' square

Components: S,M

Casting Time: 2 rounds

Saving Throw: None

The Hero's Sigil resembles the 1st-lvl Divine spell *Guardian's Sigil*, except that the hero is healed of 3d4 hp each time he or she slays a hostile creature, takes 4d8 hp of damage on leaving the area, and the spell's material components cost 2,500gp.

Holy Symbol

Divine Transmutation/Alteration

Level: Cleric 2

Range: Touch

Duration: Instantaneous (permanent)

Area of Effect: One object

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

This spell is used to consecrate a holy symbol to the Cleric's deity. Note that it does not conjure a holy symbol: the object to be consecrated must be present at the time of casting. For most religions it will need to be of a prescribed shape and made of prescribed materials. It is possible for a Cleric to have more than one holy symbol at a time.

Imbue with Spell Ability*Divine Enchantment/Charm***Level:** Cleric 4**Range:** Touch**Duration:** Special**Area of Effect:** Creature touched**Components:** V,S,M**Casting Time:** 1 turn**Saving Throw:** None

This spell works only on a willing target, who must be a human, demi-human or humanoid that has no pre-existing spellcasting ability. The recipient creature must have a Wisdom score of at least 9. By means of this spell, the Cleric bestows one or more of his or her own spell "slots" on a qualifying character. The number of spell slots that can be bestowed varies according to the following table:

TARGET'S LEVEL OR HD	SPELL SLOTS BESTOWABLE	
1 st Level	2 nd Level	
Less than 1	-	-
1 or 1+n	1	-
2 or 2+n	2	-
3 or more	2	1

The spells bestowed must have been in the Cleric's memory when the Imbue with spell ability spell is cast. The Cleric loses access to these spell "slots" until the target creature has cast all the spells bestowed upon it.

The normal spellcasting rules in terms of Casting time, verbal/somatic/material components and so forth apply to the target creature when it is using the spells bestowed upon it.

Invisibility to Undead*Divine Illusion/Mirage*

Level: Cleric 1

Range: Touch

Duration: 6 rounds

Area of Effect: Creature touched

Components: V,S,M

Casting Time: 4 segments

Saving Throw: See below

This spell resembles the 2nd-lvl Arcane spell *Invisibility*, but it affects only undead creatures. Undead with 4 or more HD gain a Saving Throw against the effects. Note that this spell prevents the target turning the undead while in effect and is cancelled by taking any hostile action just as with *Invisibility*.

Log to Lizard (Reversible)

Divine Transmutation/Alteration

Level: Cleric 4

Range: 30'

Duration: 2 rounds/lvl

Area of Effect: 1 log or 1 lizard

Components: V,S,M

Casting Time: 7 segments

Saving Throw: None

This variant of the *Sticks to Snakes* spell converts a wooden log to a lizard. The lizard created can have a maximum of one hit die per level of the casting Cleric, provided there is a log of suitable size. If only a small log is available then the lizard created can have a maximum of one hit die per cubic foot. Its stats are: HD 1/caster level, hp 8/caster level, #AT 1, dmg 1d8 + poison, Mv 90'. The poison is the usual save-or-die type.

The spell's reverse, *Log to Lizard*, converts a lizard to a wooden log. The lizard must have fewer HD than the casting Cleric, and dragons, wyverns, basilisks and other highly magical reptiles are not "lizards" for the purpose of this spell.

Magic Font

Divine Divination

Level: Cleric 5

Range: Touch

Duration: Special

Area of Effect: Special

Components: V, S, M

Casting Time: 5 turns

Saving Throw: None

This spell allows a quantity of holy/unholy water to act similar to a Crystal Ball. The duration of the spell is 1 round per vial of holy/unholy water contained in the font. The materials involved are the cleric's holy/unholy symbol and the font and water therein. No materials are consumed at duration's end.

Magic Stone

Divine Transmutation/Alteration

Level: Cleric 1

Range: 20'

Duration: 6 rounds or until used

Area of Effect: One small stone

Components: S

Casting Time: 7 rounds

Saving Throw: None

This spell affects a single small stone, rock, or pebble weighing up to ½ lb. The affected stone cannot already be magical. Once enchanted it can be thrown at a target up to 40' away. It does 1d4 hp of damage, but counts as a +1 magical weapon, so there is a +1 on to-hit rolls and the total damage inflicted is 2-5.

Magical Vestment

Divine Conjuration/Summoning

Level: Cleric 3

Range: Self

Duration: 6 rounds/lvl

Area of Effect: Caster

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

By the power of his or her faith, the Cleric can give a priestly robe the protective value of armour. The

spell functions only on ground consecrated to the Cleric's deity (by means of the 1st-lvl Divine spell *Ceremony*), and only on a Cleric who is unarmoured and not carrying a shield. The AC granted is as follows:

CASTER'S LVL	AC
5-8	4
9-12	3
13-16	2
17+	1

Major Ward

Divine Abjuration

Level: Cleric 5

Range: Touch

Duration: Until broken

Area of Effect: 10' diameter hemisphere

Components: V, S, M

Casting Time: 3 rounds

Saving Throw: Special

This is a stronger version of the 4th-lvl Divine Spell *Minor Ward* (c.f.). It can only be dispelled by spells that affect that spell such as *fireball*, *lightning bolt*, *cone of cold*, *flame strike*, *freezing sphere*, or *meteor storm*) and the spell must inflict at least 50 points of damage. *Disintegrate*, *limited wish* or *wish* will also be effective. *Dispел Magic* has no effect on a *Major Ward*.

Major Wards only offer protection in the surface 3 dimensions and can be tunneled into from below if the proper equipment or spells are available. A person or persons inside a Major Ward cannot *teleport*, use a *dimension door*, a *word of recall* or *travel astrally* until the Ward is dispelled.

Major Wards will remain in force until and unless the caster becomes unconscious. The material components of the spell are several gems of no less than 250gp apiece all of which will be consumed by the casting.

Meld into Stone

Divine Transmutation/Alteration

Level: Cleric 3

Range: Self

Duration: 8+1d8 rounds

Area of Effect: Caster

Components: V,S,M

Casting Time: 7 segments

Saving Throw: None

With a prayer and a gesture, the Cleric becomes one with stone. The stone selected must be large enough to hold the Cleric's body and possessions (which can be anything worn or carried by the Cleric up to a total of 100 lbs.). If this condition is met the Cleric seems to step or sink into the rock and merge with it.

The Cleric will not know the duration of the spell when it is cast; the GM rolls the 1d8 in secret. At any time during the spell, the Cleric can cancel it and re-emerge at his or her point of entry. If the Cleric is still within the stone when the spell expires, he or she will be expelled and will appear at his or her point of entry.

While within the stone, the Cleric has the stone's invulnerability to damage, so subject to the exceptions noted below no harm will befall the Cleric unless the stone itself is affected. If the stone is cracked or disintegrated, the Cleric must save vs. death or be killed instantly. If the save is passed, the Cleric is expelled from the stone and reappears at his or her point of entry.

Magical effects that will have an impact on a Cleric within the rock include: *Dispel Magic* (expels the Cleric from the rock if the dispel works, but does no other damage); *Stone to Flesh* (expels the Cleric and inflicts 5d6 hp of damage, no Saving Throw); *Stone Shape* (inflicts 3d6 hp of damage but does not expel the Cleric); *Transmute Rock to Mud* (treat the stone as if cracked or disintegrated). *Wish*, *Limited Wish* and *Alter Reality* spells also have full effect.

Messenger

Divine Enchantment/Charm

Level: Cleric 2

Range: 20'/lvl

Duration: 1 hour/lvl

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 1 round

Saving Throw: Negates

Messenger can only affect a natural animal of "animal" or "semi-" Intelligence, not a giant animal of any kind, which is smaller than man-sized. The animal gets a Saving Throw vs. Spells, and if it passes it is unaffected. Otherwise it comes to the Cleric. The Cleric can attach a small note or item to the creature, and it obeys his or her simple verbal directions to take the message to some designated place. It will wait there until the message is detached from it or the spell expires.

Meteors

Divine Invocation/Evocation

Level: Cleric 4

Range: 60'

Duration: 1 round/lvl

Area of Effect: Special

Components: V,S,M

Casting Time: 5 segments

Saving Throw: Negates

The Cleric gives a brief sermon and raises his or her arms to the heavens, and 1d4+1 meteors strike the target from above (coming out of the open sky; the spell is ineffective if the target is in a building or below ground). The target may attempt a Saving Throw vs. Spells, and if it passes, the meteors miss and the spell has no effect. If it fails, it suffers 1d4+4 points of damage per meteor.

Minor Ward

Divine Abjuration

Level: Cleric 4

Range: Touch

Duration: Until broken

Area of Effect: Hemisphere 15' radius

Components: V,S,M

Casting Time: 3 rounds

Saving Throw: Special

This spell creates a hemispherical force field in a fixed location. The field is transparent but visible, appearing like a sheet of glass, and obstructs all movement through it (including extraplanar movement, teleport/dimension door/blink spells, etc.) Neither physical objects nor spells can pass through the barrier.

The Minor Ward can be destroyed by the spells *Alter Reality*, *Disintegrate*, *Limited Wish*, *Phase Door*, *Plane Shift*, *Shadow Door* or *Wish* targetted at the barrier, or by any area of effect spell that would do at least 20 hp of damage.

The ward stays up until the casting Cleric falls asleep, is rendered unconscious, or chooses to dismiss it. In either case the Ward takes 1 round to fade.

Negative Plane Protection

Divine Abjuration

Level: Cleric 3

Range: Touch

Duration: 1 turn/lvl

Area of Effect: Creature touched

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

This spell grants limited protection from level-draining touch attacks such as those possessed by wights, wraiths, spectres, or the 9th-lvl Arcane spell *Energy Drain*. If subjected to a level-draining effect of this kind, the spell's recipient rolls a Saving Throw vs. Death. If the Saving Throw is failed, the touch attack affects the recipient as normal, and any hit point damage that may be associated with the touch attack is doubled. If the Saving Throw is passed, the recipient takes any hit point damage associated with the touch attack as normal, but does not lose any experience levels. In addition, the touching creature takes 2d6 hp damage from its momentary contact with the Positive Material plane.

Whether the Saving Throw is passed or failed, the spell expires immediately after the touch takes place, and future touch attacks against the same target work as normal.

Peace

Divine Enchantment/Charm

Level: Cleric 5

Range: Caster

Duration: 2 rounds + 1 round caster level

Area of Effect: 30' radius

Components: V,S

Casting Time: 1 segment

Saving Throw: See below

When this spell is cast, the Cleric causes all creatures within the area of effect to cease all hostile attacks against one another for the duration of the spell. The Cleric can affect a maximum of 5 HD worth of creatures, plus 1 additional hit die per level of the spell-caster. Creatures above 5 HD are allowed a Saving Throw vs. Spells. Those creatures with 5 or fewer HD are not allowed a Saving Throw.

Creatures affected by the spell, though free to otherwise move about and take other actions, become unable to attack any other creature in anyway (including attacks by spell), even should they wander outside the area of effect for the duration of the spell. Other creatures, who wander into the area of effect after the casting of the spell, are not impacted by its affects.

Even creatures friendly to the caster are affected by the spell, unless they make a required Saving Throw.

Penetrate Disguise

Divine Divination

Level: Cleric 1

Range: 120'

Duration: 7 rounds

Area of Effect: One creature

Components: V,S

Casting Time: 2 rounds

Saving Throw: Negates

The Cleric implores the aid of a deity, and then peers about, having been granted the divine power to identify non-magical disguises. Any creature observed is entitled to a Saving Throw to avoid the effects; otherwise the fact that it is wearing a disguise is revealed to the Cleric. Illusions and phantasms are not penetrated by this spell.

Plague

Divine Transmutation/Alteration

Level: Cleric 4

Range: 30'

Duration: 1 hour

Area of Effect: See below

Components: V,S,M

Casting Time: 7 segments

Saving Throw: Negates

The Cleric designates one person (human, demi-human or humanoid) as the target of this spell. The target person receives a Saving Throw vs. Spells (unlisted categories) to avoid the effect, and if it fails it loses 10% of its hp (rounded up) and suffers a penalty of -2 to its to-hit rolls and Saving Throws. It also suffers a +2 penalty to its Armour Class and loses 1 point each of Strength, Dexterity and Constitution.

Each round thereafter, every person within 10' of an infected target must pass a Saving Throw vs. Spells or be infected themselves. If there are several infected people within 10', only one Saving Throw need be made, and the plague cannot be contracted more than once.

An hour after the first target was infected, all cases of the disease are cured and the combat penalties are removed. Any lost hp will need to be recovered at normal healing rate, and reduced ability scores take 1d6 days to recover.

Any creature rolling a natural '1' on its Saving Throw against the plague is killed.

Portent

Divine Divination

Level: Cleric 1

Range: Touch

Duration: See below

Area of Effect: Creature touched

Components: V,S,M

Casting Time: 7 turns

Saving Throw: None

By appealing to a god or goddess of time or knowledge, the Cleric learns something of the future: whether the portents for any particular action are good, fair, or poor. When the spell is cast the GM secretly rolls 1d8 and 1d12. The d8 applies a modifier to one of the target's d20 die rolls in accordance with the following table:

1d8	MODIFIER	PORTENT
1	-3	Poor
2	-2	Poor
3	-1	Fair
4	0	Fair
5	0	Fair
6	+1	Good
7	+2	Good
8	+3	Good

The d12 shows how many d20 rolls in the future the portent applies, so if the d8 roll is 2 and the d12 comes up "10", then the Cleric is told that the portent is poor, and the tenth time the target creature rolls a d20, there will be a special modifier of -2 to the roll.

Only d20 rolls in perilous situations count - typically Saving Throws or rolls to-hit. If the target creature seeks to avoid the portent by rolling a d20 frivolously, unnecessarily or in a controlled environment, then the GM should disregard that roll for the purpose of applying any bonus or penalty.

Precipitation

Divine Conjuration/Summoning

Level: Cleric 1

Range: 10'/lvl

Duration: 1 seg/lvl

Area of Effect: Cylinder 30' diameter, up to 120' high

Components: V,S,M

Casting Time: 3 segments

Saving Throw: None

This spell conjures water directly from the Elemental Plane of Water, which condenses into droplets and falls as a brief shower of rain. This shower will moisten stone and rock, drench paper or cloth, and extinguish small fires such as candles. Porous materials will simply absorb the precipitation, and substantial fires will not be extinguished, though they may gutter and smoke briefly. Lower-level Clerics will always be within the spell's area of effect.

Protection from Chaos (Reversible)

Divine Abjuration

Level: Cleric 1

Range: Touch

Duration: 3 rounds/caster level

Area of Effect: Creature touched

Components: V,S,M

Casting Time: 4 segments

Saving Throw: None

Except in that it protects against Chaotic creatures instead of Evil ones, this spell exactly resembles the 1st -lvl level Divine spell *Protection from Evil*. The reverse, *Protection from Law*, protects against agents of law.

Quiet Dead

Divine Necromancy

Level: Cleric 3

Range: Touch

Duration: See below

Area of Effect: See below

Components: V,S,M

Casting Time: 6 segments

Saving Throw: None

This spell prevents any dead being from being animated as undead or rising as undead. The *Quiet*

Dead spell has two applications, one temporary and one permanent. In the temporary application, the *Quiet Dead* spell may be cast as an area effect (10'/lvl radius) with a limited duration (1 turn/level). This application prevents the *Animate Dead* spell being used on a battlefield, neutralising the powers of Necromancers and some supernatural creatures.

The permanent application affects one or more corpses (1 corpse per 6 levels of the caster). This application prevents, for all time, the corpse from being animated as undead or rising as undead if, for example, the persons had been slain by shadows or wights. If cast on undead, the *Quiet Dead* spell has no effect.

Rainbow

Divine Conjuration/Summoning

Level: Cleric 5

Range: See below

Duration: 1 round/lvl

Area of Effect: See below

Components: V,S,M

Casting Time: 1 turn

Saving Throw: None

Before this spell can be cast the Cleric must prepare it by casting the spells *Bless* and *Prayer* on a clear jewel of at least 1,000gp value. This must be done when a rainbow is in the sky. The spell's material components are this rainbow jewel and a flask of holy water, both of which are consumed when the spell is cast.

The spell takes one of four forms, and the Cleric can select which form applies at the time of casting:

Bow: the spell conjures a +3 shortbow and 7 arrows. The bow glows with all the colours of the rainbow. The arrows each glow with a different colour, and each arrow will do double rolled damage against a specific type of creature, as follows:

COLOUR	CREATURES AFFECTED
Red	Creatures associated with heat or fire
Orange	Creatures associated with earth, stone or rock
Yellow	Creatures associated with air, wind or lightning
Green	Creatures associated with plants or fungi
Blue	Creatures associated with water
Indigo	Poisonous creatures
Violet	Undead creatures

The bow and any unused arrows disappear when the spell expires.

Bridge: a bridge 10' wide and up to 120' long appears in the form of a rainbow that can be touched. The bridge can bear weight up to 250lbs. per experience level of the casting Cleric. If this limit is exceeded the entire bridge will immediately vanish.

Jug: a multi-coloured container with a spout. The jug can pour seven draughts of coloured liquid. Each is a magic potion of a different colour, and each potion consists of three doses:

COLOUR	EFFECT
Red	Healing (cures 1d8 hp)
Orange	Fire resistance
Yellow	Cures blindness and deafness
Green	Neutralise poison
Blue	Cure disease
Indigo	Resist cold
Violet	An unguent that turns petrified creatures back to flesh

The jug, and any unused potions, all disappear when the spell expires.

Path: A rainbow-hued pathway through the air appears. The Cleric decides where it goes. It remains solid out to 120' behind the Cleric, and the Cleric and those with him or her can travel at 120'/round along it. The path can bear weight up to 100lbs. per experience level of the casting Cleric. If this limit is exceeded the spell will be canceled and the pathway will immediately vanish.

Raise Dead Temporarily

Divine Necromancy

Level: Cleric 3

Range: 30'

Duration: 2d4 hours

Area of Effect: One person

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

This spell duplicates the 5th-level Divine spell *Raise Dead*, except in the following respects:

- 1) It causes no system shock roll.
- 2) The physical weakness caused by the spell lasts only for 1 hour.
- 3) The target person must have died less than one day ago, or the spell will fail.
- 4) It lasts only 2d4 hours, after which the person dies once again.
- 5) It cannot be recast on the same person unless they have been fully raised or resurrected in the meantime.
- 6) It does not affect undead creatures of the same kind.

Remove Paralysis (Reversible)

Divine Abjuration

Level: Cleric 3**Range:** 10'/lvl**Duration:** Instantaneous (permanent)**Area of Effect:** Up to 4 creatures in a 20 sq. ft. area**Components:** V,S**Casting Time:** 6 segments**Saving Throw:** None

This spell removes magical paralysis effects such as those caused by a hold person spell, ghouls or carcass creepers. Up to four creatures within the area of effect receive a fresh Saving Throw vs. Paralysis modified according to the following table:

NUMBER OF CREATURES AFFECTED	SAVING THROW BONUS
1	+3
2	+2
3	+1
4	0

If the Saving Throw is passed the paralysis is removed immediately.

The spell's reverse, *Cause Paralysis*, can affect only one creature and the Cleric must touch it in melee. The target must Save vs. Spells (unlisted categories) and if it fails it is paralysed for 1d6 rounds plus 1 round per level of the caster.

Repair

Divine Transmutation/Alteration

Level: Cleric 1**Range:** Touch**Duration:** Instantaneous**Area of Effect:** One object**Components:** V,S**Casting Time:** 1 segment**Saving Throw:** None

Repair is similar to, but a little more powerful than, the 1st-lvl Arcane spell *Mending*. It restores damaged, broken or shattered non-magical objects. It can repair broken magic items, but their magical properties will not be restored. The spell only works on non-living material, but it can work on material that was formerly alive such as wood or leather. It can repair damaged skeletons or zombies, instantly returning them to full hit points, but will not work on other undead creatures. If used on a

damaged golem, the spell restores 2d4 hp of damage the creature might have suffered.

Retribution of Gamchicoth (Reversible)

Divine Enchantment/Charm

Level: Cleric 4

Range: 30'

Duration: 13 rounds

Area of Effect: 1 creature

Components: V

Casting Time: 3 segments

Saving Throw: Negates

Retribution of Gamchicoth resembles the 1st-lvl Divine spell *Correction of Gamchicoth*, except that the target suffers 2d6 hp of damage. Its reverse, *Calumny of Nehema*, resembles *Punishment of Nehema* except that those striking the target in melee are cured of 2d6 hp of damage.

Salvation

Divine Enchantment/Charm

Level: Cleric 6

Range: Touch

Duration: Instantaneous (permanent)

Area of Effect: One creature

Components: V,S

Casting Time: 1 round

Saving Throw: See below

When this spell is cast, the Cleric projects a blessing through the power of his or her deity. The blessing permanently converts the recipient of the spell to the religious following of the spell caster, with appropriate alignment shift as necessary. This will have all the usual effects of alignment change.

Victims of the spell will find themselves fully healed of all physical wounds, poisonings, *Curses*, diseases, and all other afflictions and ailments. Further, the recipient of the spell will be forever, unquestioningly devoted to the Cleric from that moment forward, as though struck by a permanent *Charm* spell.

Creatures with greater than 5 HD are entitled to a Saving Throw vs. Spells. *Remove Curse*, *Wish* or *Alter Reality* will restore the PC to their previous religion and alignment.

Scourge of the Infidel

Divine Invocation/Evocation

Level: Cleric 6

Range: 30'

Duration: Instantaneous

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 6 segments

Saving Throw: See below

The Cleric utters a litany of the target's offences against the Cleric's deity, points a finger and seeks to obliterate one creature. The target must be of an alignment opposed to the Cleric (so Good Clerics can affect Evil creatures, Evil Clerics Good ones, Lawful Clerics can affect Chaotic creatures, and Chaotic Clerics Lawful ones). True Neutral Clerics cannot use the spell.

If the target has 5 or fewer HD, it rolls a Saving Throw vs.. death. If it fails it crumbles to dust. If it passes, it still takes 10d10 hp of damage.

If the target has 6 or more HD, it rolls a Saving Throw vs. Spells (unlisted categories). If it fails it takes 5d10 hp of damage, and if it passes it still takes 5d6 hp of damage.

If the target survives, it is wracked with pain, and can take no action in the round immediately after the spell takes effect.

Scribe

Divine Transmutation/Alteration

Level: Cleric 1

Range: Self

Duration: Up to 8 hours

Area of Effect: Caster

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

For the spell's duration the Cleric's handwriting speed is doubled. His or her handwriting becomes magically clear and legible, and no transcription errors or misspellings will occur. The Cleric can copy texts and manuscripts, or compose new ones, with equal ease. If the Cleric is 7th-lvl or higher, he or she will be able to scribe Clerical scrolls with the aid of this spell, provided the correct magical inks are available.

Slow Disease

Divine Necromancy

Level: Cleric 2

Range: Touch

Duration: 1 day/level

Area of Effect: Creature touched

Components: V,S,M

Casting Time: 2 segments

Saving Throw: None

This spell may be used by lesser Clerics and priests to slow the progress of a disease or illness until such a time as a senior Cleric is able to cast a *Cure Disease* spell. Unfortunately for the recipient, the spell only slows the progress of the illness, it does not alleviate any of the symptoms or reduce the infectiousness of the disease. It suspends the progression of the illness for a period of 1 day per level of the caster. Thus, a 4th-lvl Cleric casting this spell on a tuberculosis patient will prevent the tuberculosis from progressing for 4 days.

This spell is effective on the magical illnesses spread by monsters such as mummies, as well as lycanthropy if cast on an infected person prior to their first transformation. It will also delay transformation into green slime.

Smite the Faithless

Divine Invocation/Evocation

Level: Cleric 2

Range: Touch

Duration: 12 rounds

Area of Effect: 1 melee weapon

Components: V

Casting Time: 2 seg

Saving Throw: None

The Cleric enchants a single weapon to become temporarily more effective against an opposing alignment. The Cleric selects the weapon's target alignment: Evil creatures (for Good Clerics); Good creatures (for Evil Clerics); Lawful creatures (for Chaotic Clerics); or Chaotic creatures (for Lawful Clerics). Clerics who are true Neutral may not use this spell.

For the spell's duration the weapon crackles with electricity, and to creatures of its target alignment it does additional lightning damage in melee in accordance with the following table:

CLERIC LEVEL	BONUS DAMAGE
3-5	+1d3
6-8	+1d4
9-11	+1d6
12-14	+1d8
15-18	+1d10
19+	+1d12

Spell Immunity

Divine Abjuration

Level: Cleric 4

Range: Touch

Duration: 1 turn/lvl

Area of Effect: One individual

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

This spell allows the cleric to make him/herself or one creature immune to one spell of level 4 or below that the cleric has already been subjected to. A cleric must have had a *Curse* spell cast on him before he can impart *Spell Immunity* on him/herself or another. *Spell Immunity* does not protect against items effects or innate spell abilities. Only one *Spell Immunity* can be in effect at a time. The material components of the spell to be made immune are the only components for *Spell Immunity*.

Spike Growth

Divine Transmutation/Alteration

Level: Cleric 4

Range: 60'

Duration: 1d6 turns/lvl

Area of Effect: 10' square/lvl

Components: V, S, M

Casting Time: 7 segments

Saving Throw: None

Spike Growth takes an area of ground vegetation (Including roots) and turns it into a field of thorny caltrops. Pursuers entering the area are subjected to 2 strikes per 10' passed. To-hit is at the level of the caster and does 1d4 points of damage on a successful "hit". The area is undetectable by normal

means; only True Seeing, Detect Traps or similar will reveal it. Magic that impacts plants or *Dispel Magic* can counter Spike Growth.

Spike Stones

Divine Enchantment/Charm

Level: Cleric 5

Range: 30'

Duration: 3d4 turns + 1 turn/lvl

Area of Effect: 1 sq. ft. per level

Components: V,S,M

Casting Time: 6 segments

Saving Throw: None

When Spike Stones is cast, rock within the area of effect will extrude sharp spines, like razor-edged stalactites, within the area of effect. A creature entering the area is subject to attack by sudden stabbing spikes of rock. Each spike rolls to-hit as a Cleric of the casting Cleric's level, and one attack is made per square foot traversed. If a spike hits, it inflicts 1d4 hp of damage. The spikes can be shattered if struck, but a new spike will emerge each time a creature enters the relevant square foot area, so there is no benefit to attacking the spikes in melee.

Stalk

Divine Transmutation/Alteration

Level: Cleric 2

Range: Touch

Duration: 5 rounds/lvl

Area of Effect: 1 creature

Components: V,M

Casting Time: 2 segments

Saving Throw: None

With a prayer and a touch, the Cleric camouflages the target as if he or she were wearing an elven cloak and boots. Like invisibility, the spell is cancelled if the target makes an attack or casts a spell.

Succour (Reversible)

Divine Conjunction/Summoning

Level: Cleric 7

Range: Touch

Duration: See below

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 1 day

Saving Throw: None

This spell enchants a trigger object, which once enchanted will radiate magic. The Cleric gives the trigger object to some friend or ally ("the bearer"), and teaches the bearer a command word of the Cleric's choice. If and when the bearer wants to invoke the spell's power, he or she simultaneously breaks the object and speaks the command word. If the command word is spoken without breaking the object, there is no effect, and if the object is broken without speaking the command word, the spell is cancelled without effect. The magic will only function for the bearer, so if another creature breaks the object and speaks the command word, the spell is once again cancelled without effect.

If the bearer successfully invokes the spell's power, then he or she is transported to the most holy sanctum of the Cleric's home temple (even if the bearer was on another plane). The bearer's possessions and personal effects, i.e. everything non-living that he or she is wearing or carrying, are also transported. No other creature is affected.

The spell's reverse, *Summons*, brings the caster to the bearer instead. The caster can choose to accept or reject this summons at the time it is made, but in either case the spell's power is discharged and the caster will not get another chance.

Materials for casting this spell cost several thousand gold pieces.

Sunburst

Divine Invocation/Evocation

Level: Cleric 4

Range: 90'

Duration: 1 segment

Area of Effect: 40' radius globe

Components: V, M

Casting Time: 7 segments

Saving Throw: Special

Except as noted above, this spell functions identically to the 8th-lvl Arcane spell of the same name.

Translate

Divine Transmutation/Alteration

Level: Cleric 2

Range: Touch

Duration: 3 turns/lvl

Area of Effect: 1 inscription

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

The Cleric beseeches the gods for the power to understand an inscription (which for the purposes of this spell means one book, manuscript, scroll, tapestry or other single piece of writing). This will be granted to the extent that the inscription is non-magical; thus foreign tongues, or Thieves' Cant, Illusionists' or Druidic languages can be read, but spell scrolls, magical books, magical ink formulae or potion recipes remain incomprehensible. The spell does not break any codes or ciphers, but will reveal them as such.

Transmute Water to Blood (Reversible)

Divine Transmutation/Alteration

Level: Cleric 5

Range: 30'

Duration: Permanent

Area of Effect: 1 cu.ft./level

Components: V,S,M

Casting Time: 8 segments

Saving Throw: None

When a Cleric casts this spell 1 cubic foot of water per level is transformed into blood. The blood is human or demi-human in nature, i.e. it is red blood. At the sight and smell of the blood, humans, humanoids and demi-humans with less than 4+1 HD must save vs. paralyzation at -3 or flee for 3d6 rounds. Creatures of 4+1 HD or better save without penalty. This spell has no effect upon undead, extra-planar creatures, or unintelligent monsters, but will work against herbivorous animals.

Many carnivores will actually be driven into a frenzy by the sight and smell of the blood. These will attack at +2 to-hit and +1 damage per die.

This spell is particularly unpleasant when reversed, *Transmute Blood to Water*. One cubic foot of blood per level is transformed into water. The affected creature receives no Saving Throw, but must be touched (requiring a to-hit roll if in melee). Damage is inflicted depending upon the size of the victim. All living creatures with red blood suffer damage according to size:

SIZE	DAMAGE
------	--------

S	1d10+3hp/caster lvl
M	1d8+2hp/caster lvl
L	1d6+1hp/caster lvl

Victims who suffer damage equal to more than half their total hp act as if *Slowed* and inflict half normal damage due to weakness and shock. This effect lasts 6d8 turns. The material component is a drop of blood, or a drop of water for the reverse. *Transmute Blood to Water* will utterly destroy a vampire if the creature is hit in melee.

Undead Vision

Divine Transmutation/Alteration

Level: Cleric 3

Range:

Duration:

Area of Effect:

Components:

Casting Time:

Saving Throw:

When the Cleric has control of an undead creature, this spell lets the Cleric see through its eyes.

Vengeance of Gamchicoth (Reversible)

Divine Enchantment/Charm

Level: Cleric 6

Range: 30'

Duration: 13 rounds

Area of Effect: 1 creature

Components: V

Casting Time: 3 segments

Saving Throw: Negates

Vengeance of Gamchicoth resembles the 1st-lvl Divine spell *Correction of Gamchicoth*, except that the target suffers 3d6 hp of damage. Its reverse, *Vituperation of Nehema*, resembles *Punishment of Nehema* except that those striking the target in melee are cured of 3d6 hp of damage.

Vicissitude

Divine Conjuration/Summoning

Level: Cleric 2**Range:** Self**Duration:** Instantaneous**Area of Effect:** Caster**Components:** S,M**Casting Time:** 1 segment**Saving Throw:** None

This obscure and ancient prayer consists only of a sequence of mystical gestures. These combine with the Cleric's piety to affects his or her luck. Immediately after casting, the next d20 roll (to-hit, Saving Throw, etc.) is skewed by +2 in the Cleric's favour. The spell also exaggerates the extremes of luck, so for example a 20 on the Cleric's Saving Throw means he or she avoids all damage and a 20 on a to-hit roll means he or she takes the maximum damage it would be possible to roll; and a 1 on the Cleric's Saving Throw means he or she takes the worst effect possible or the maximum damage it would be possible to roll.

Water Walk

*Divine Transmutation/Alteration***Level:** Cleric 3**Range:** Touch**Duration:** 1 turn/lvl**Area of Effect:** See below**Components:** V,S,M**Casting Time:** 7 segments**Saving Throw:** None

Water walking grants the miraculous power to walk on the surface of water as if it were solid ground. The number of creatures affected is determined on the following table:

CASTER LEVEL	MAX. # OF CREATURES AFFECTED
5	1
6	2
7	3
8	4
9	5
10	6
11+	7

Larger beasts might count as two or more creatures for the purposes of this spell, and small ones as

half or less, at the GM's discretion.

Withdraw

Divine Transmutation/Alteration

Level: Cleric 2

Range: Self

Duration: 2 seg. plus 1 seg./lvl

Area of Effect: Caster

Components: V,S,M

Casting Time: 3 segments

Saving Throw: None

Part of the priestly reputation for Wisdom comes from their balanced, considered counsel and advice, and much of this is down to the withdraw spell, which grants the Cleric a divine boon of time. For the spell's duration, time with respect to the Cleric is slowed down tenfold, so each segment becomes, from the Cleric's point of view, a whole round.

While withdrawn the Cleric may not speak to or interact with another creature. He or she may not move more than a single step from his or her current location, and the gods will certainly take a dim view of a Cleric who uses this spell to take something that is not already his or her property! The time is meant for thought and contemplation, but can also be used for reading or to consult a supernatural source. By the grace of the gods the Cleric may also cast certain spells during this time: specifically, any Divination spell, any Curing spell (*Cure Wounds/Blindness/Disease* or the like), *Slow Poison*, *Neutralise Poison* or *Remove Curse* but such spells can only affect the Cleric themselves. Any attempt to cast such a spell on any other creature or object will certainly incur divine wrath!

Although time is greatly slowed down with respect to the Cleric it does continue to pass and the normal rules still apply, so for example a successful attack on the Cleric during this time will cancel any spell that he or she might be in the process of casting.

Wyvern Watch

Divine Conjuration/Summoning

Level: Cleric 2

Range: 30'

Duration: 8 hours or until discharged

Area of Effect: 5 sq. ft.

Components: V,S,M

Casting Time: 5 segments

Saving Throw: None

The peculiar prayer called *Wyvern Watch* conjures from some unknown space a semi-visible entity which is roughly the same shape as a wyvern. This entity is unintelligent but highly territorial, and will attack any creature entering its space.

The entity is hard to see in low light conditions. The chance of detecting it before entering its space is determined as follows:

LIGHT CONDITIONS	1d20 ROLL TO SPOT
Darkness	20
Candlelight	18+
Torchlight	16+
Lantern	13+
<i>Light</i> Spell	10+
<i>Continual Light</i> spell	7+
Daylight	4+

The entity can only attack in melee. If it does attack, then it always and unerringly hits its target. The contact between the unearthly entity and a material creature will dissolve the entity at once, sending it instantly back to whatever space it came from. The target creature must roll a Saving Throw vs. Spells (unlisted categories) or be paralysed for 1 round per level of the casting Cleric.

Zaragond's Trinket

Divine Necromancy

Level: Cleric 2

Range: Touch

Duration: Permanent

Area of Effect: One trinket

Components: V,S,M

Casting Time: 2 rounds

Saving Throw: None

Except as noted above, this spell exactly resembles the 3rd-lvl Arcane spell of the same name.

DRUIDIC SPELLS

Animate Rock

Druidic Transmutation/Alteration

Level: Druid 7

Range: 40'

Duration: 1 round/lvl

Area of Effect: 2' cube/lvl

Components: V,S,M

Casting Time: 9 segments

Saving Throw: None

Explanation/Description: By employing an animate rock spell, the druid causes a lithic object of a size up to that indicated to move. (See animate object, the 6th-level cleric spell.) The animated stone object must be separate, i.e. not a piece of a huge boulder or the like. It will follow the desire of the druid casting the spell - attacking, breaking objects, blocking - while the magic lasts. It has no intelligence nor volition of its own, but it follows instructions exactly as spoken. Note that only one set of instructions for one single action (the whole being simply worded and very brief - 12 words or so), can be given to the rock animated. The rock remains animated for 1 melee round per level of experience of the spell caster, and the volume of rock which can be animated is also based on the experience level of the druid - 2 cubic feet of stone per level, i.e. 24 cubic feet at the 12th level.(PHB)

Birth Charm (Reversible)

Druidic Abjuration

Level: Druid 1

Range: Touch

Duration: See below

Area of Effect: Creature touched

Components: S

Casting Time: 1 segment

Saving Throw: None (negates)

To do

Ceremony

Druidic Invocation/Evocation

Level: Druid 1

Range: Touch

Duration: Permanent

Area of Effect: 1 creature, item, or area

Components: V,S,M

Casting Time: 1 hour

Saving Throw: Special

At dusk or dawn, in Druidic groves and fertile areas of the forest, Druids hold ceremonies to recognise milestones in people's lives. The types of ceremony a Druid can officiate at depend on his experience.

1st-lvl: Coming of Age, Rest Eternal, Marriage: Coming of Age recognises that a young person is now an adult. The ceremony blesses the recipient with a +1 bonus to a single Saving Throw. Rest Eternal ensures that the spirits of the dead do not linger. Once performed on a corpse, only a *Wish* can allow it to be *Resurrected* or *Raised*. Marriage sanctifies the union of two people.

3rd-lvl: Dedication, Investiture: Dedication confers the status of Druid follower on creatures of True Neutral alignment. The follower has the same duty as the Druid to care for nature and maintain the balance. Investiture is performed on a character who wishes to become a first level Druid.

7th-lvl: Initiation, Special Vows: Initiation gives a Druid who reaches seventh level the ability to shape change, and immunity to woodland charms. This ceremony is usually performed on the Druid by another of 7th level or higher, though, more rarely, the Druid may also perform the ceremony on himself. Special Vows: grants a Cavalier of any alignment immunity to bestow curse. However, the recipient is also more susceptible (-4 to Saving Throw) to quest spells cast by Clerics of True Neutral alignment. The effects of the ceremony last until the Cavalier gains enough experience to advance to a new level. The ceremony must then be performed anew.

9th -lvl: Hallowed Ground: This ceremony protects the trees of a Druid's grove from disease or natural disaster for as long as the Druid makes the grove his home.

12th-lvl: Cast Out: This ceremony curses a defiler of nature and/or Druidic vows with a negative aura. All woodland creatures, including animals, monsters, and Druids and their followers, will react negatively to the affected creature. A reversed version of the ceremony may ameliorate the effects of the ceremony, but only an Arch-Druid may remove the effects completely. All Druids, except the Supreme Druid, must ask permission from their superiors to perform this ceremony. The ceremony should only be performed on those who have truly become an enemy to nature and neutrality, and Druids who request to perform the ceremony on a less blameworthy subject or who have their ceremony reversed by another Druid (because the punishment visited on the recipient was unwarranted) are subject to punishment by the Druidic hierarchy. Creatures can try to resist the effects of the ceremony by making a Saving Throw vs. Spells with a - 4 penalty on the die roll.

No person, place, or thing will emit a magic aura as a result of the ceremony spell, however detect alignment or a similar spell may reveal the influence of True Neutrality. The material component for the spell is mistletoe.

Changestaff

Druidic Transmutation/Alteration

Level: Druid 7

Range: Touch

Duration: Special

Area of Effect: The Druid's staff

Components: V,S,M

Casting Time: 3 segments

Saving Throw: None

The Druid selects a branch from a yew, oak, or ash tree which has been struck by lightning in the previous 24 hours. He must treat the branch for 28 days, and then spend another 28 days carving it into a staff. During this time, the Druid cannot adventure. He finally engraves the staff, varnishes it with holly berry juice and, as he plants it in his grove, casts *speak with plants* to ask the staff for aid. After this preparation, the staff is ready to use.

When the Druid next plants the staff into the ground, and says a prayer, the staff will transform into a treant of the largest size (12 HD, 96 hp). It will help the Druid in anyway it can. Note, it is not a true treant, and is unable to communicate with other treants.

The treant remains active for a number of turns equal to the Druid's level before it must turn back into a staff. It will also become a normal staff again on the Druid's command.

Every 8 hit points of damage done to the treant reduces it by 1 HD (affecting its attack/damage capability, and size). The treant (and the staff) is destroyed when it is brought below 7 HD. Only a *Wish* can restore the treant's hit points (and the spell completely restores them).

Leaves of the same sort as the tree branch are also required to cast the spell.

Cloudburst

Druidic Transmutation/Alteration

Level: Druid 3

Range: 10'/level

Duration: 1 round

Area of Effect: 30' diameter cylinder up to 60' high

Components: V,S,M

Casting Time: 5 segments

Saving Throw: None

This spell causes a downpour. Fires are extinguished: small ones immediately; medium-sized ones in 3-5 segments; large ones in 8-10 segments.

Magical fire like *Fireball*, *Flame Strike* and *Wall of Fire* are put out, producing a steam cloud four times the size of the spell's area of effect. The steam cloud lasts 2-5 rounds (half that if there is a breeze, and only one round if there is strong wind). The steam scalds creatures for 1-3 hp per round (double to cold-dwelling or cold-using creatures). Permanent magical fires re-kindle 1-2 rounds after the *Cloudburst* has finished, and smaller magical fires capable of reigniting, like **flaming blades**, are only affected for the spell duration. Spells like *Burning Hands* and *Produce Flame* will not work, at all. Hot, humid areas double the duration of the spell. In arid places, the spell is a twice-effective *Precipitation* spell. Temperatures between 31-33°F cause sleet while temperatures below that cause snow (1"

snow/segment).

Note, *Cloudburst* will not create lightning and *Call Lightning* cannot be used in the area at the same time. Material components for the spell are mistletoe, powdered silver and powdered iodine crystals.

Corrode

Druidic Transmutation/Alteration

Level: Druid 2

Range: Caster

Duration: Instantaneous

Area of Effect: 1 cu. ft. of metal/caster level

Components: V

Casting Time: 1 segment

Saving Throw: None

When this spell is cast, the Druid can cause a quantity of normal (i.e., non-magical) metal to crumble into rusty fragments. Used against precious metals (copper, silver, etc.), the metal will tarnish, or become coated in a thick layer of soot and minerals, appearing to have been lying in salt water for many centuries.

Create Spring

Druidic Conjuration/Summoning

Level: Druid 6

Range: 0

Duration: Permanent

Area of Effect: One spring

Components: V,S,M

Casting Time: 24 hours

Saving Throw: None

This powerful (and time consuming) ritual creates a connection to the Elemental Plane of Water, forming a spring of pure water. The spring flows at a rate of about 2 gallons per round, seemingly bubbling up out of solid ground (or rock, etc.). The actual planar opening is normally 3'-4' below the ground's surface, and it follows a channel (or cracks if cast on solid rock) to the surface. The planar opening's actual point in space is slightly elastic, so efforts to dig up the source of the spring will "push away" the planar opening. A *Dig* or *Disintegrate* spell will clear away enough material quickly enough to leave the planar opening suspended in the air, although it will sink to ground level over the course of a few days.

The spring created by this spell is permanent, is not subject to *Dispel Magic*, *Anti-Magic Shell* or similar, but it could be affected by *Disjunction*. Depending upon the environment in which it is cast, the effects can be quite dramatic (creating an oasis in a desert for example, or creating a small swamp or pond if cast in a hollow or low lying area). As such, this ritual is used carefully and with great consideration by Druids. It is most often cast when creating a Druidic sanctuary or if the Druids are restoring wilderness that has been destroyed by evil magic or supernatural forces. There is a 5% chance that something comes through the connection to the Elemental Plane of Water during the casting (once the ritual is complete, the connection is small enough to prevent any passage by elemental creatures). What exactly comes through is up to the GM to determine, but it will not be under the control of the Druid, and may be angry at having been drawn to the Prime Material Plane.

The material component is a basin full of pure water and mistletoe.

Cure Serious Wounds (Reversible)

Druidic Necromancy

Level: Druid 4

Range: Touch

Duration: Instantaneous

Area of Effect: 1 creature

Components: V,S, M

Casting Time: 7 segments

Saving Throw: None (Negates)

Except as noted above this spell exactly resembles the 4th-lvl Divine spell of the same name.

Detect Balance

Druidic Divination

Level: Druid 1

Range: 60'

Duration: 1 round/level

Area of Effect: 1 object or creature/round

Components: S,M

Casting Time: 1 segment

Saving Throw: None

This spell allows the Druid to determine the neutrality of creatures, and even objects with an alignment (i.e. a magical sword). A creature or object with a partly Neutral alignment has a mild aura. A character or object with no neutrality in its alignment has a strong aura. With the exception of True

Neutral creatures or objects (these have a very distinctive aura) the Druid cannot exactly determine the subject's alignment. Creatures or objects which have their alignments masked by some magical effect do not have a readable aura.

Detect Poison

Druidic Divination

Level: Druid 1

Range: 0

Duration: 1 round/level

Area of Effect: Special

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

The Druid can detect whether a creature, object or area contains poison. An area of up to 1 cubic yard can be searched per round. There is a 5% chance per level to discover the type of poison. However, this percentage chance is rolled for each round of searching, and if one roll fails then for the rest of the spell duration, the Druid loses this ability to identify poison-type. Yew leaves are required in addition to mistletoe. Several yew leaves may be necessary as the yew leaf turns brown when a poison is detected, and further poison can only be detected with fresh leaves.

Earthquake

Druidic Transmutation/Alteration

Level: Druid 6

Range: 120'

Duration: 1 round

Area of Effect: 5' diameter/lvl

Components: V,S, M

Casting Time: 1 turn

Saving Throw: None

Except as noted above this spell exactly resembles the 7th-lvl Divine spell of the same name.

Fire Dance

Druidic Abjuration

Level: Druid 1

Range: Touch**Duration:** 1 turn/caster lvl**Area of Effect:** One person**Components:** S**Casting Time:** 1 round**Saving Throw:** None

In order to cast this spell the druid must be within 100' of a substantial fire such as a bonfire or a smith's forge. Small fires, such as an adventuring party's camp-fire or the hearth-fire in a peasant's hovel, do not suffice; the fire must be big enough to envelop a person.

The casting druid makes a series of esoteric gestures which are reminiscent of the flames, and then touches the target person, who must be willing. The person becomes immune to non-magical fire for the spell's duration. (The person will still be vulnerable to magical fire, although the spell gives them some protection from even this. See the 1st-lvl Divine spell *Resist Fire*.)

While the person stands in the fire, they will be compelled to dance the fire dance. They can choose to leave the fire at any time, and if they do not, they will be ejected from it without harm at the end of the spell's duration. As part of their dance, once per round they can hurl a gobbet of flame at a target within 80'. They must roll to hit as normal, adjusted by range (short range is 20', medium range 40', and 80' represents long range). A miss indicates that the gobbet of flame evaporates harmlessly as it flies towards the target. On a successful hit, their target takes damage according to the casting druid's level:

LEVEL	DAMAGE
1-2	1d3hp
3-4	1d6hp
5-6	1d8hp
7-9	1d10hp
10-13	2d6hp
14	3d6hp

While standing within the fire, the fire dancer cannot act except to dance and hurl fire, or else leave the flames. If the casting druid is not the dancer, then he or she can act normally during the spell's duration.

Flame Blade

*Druidic Invocation/Evocation***Level:** Druid 2**Range:** 0**Duration:** 1 round/level**Area of Effect:** 3' long, sword-like blade

Components: V,S,M

Casting Time: 3 segments

Saving Throw: None

A flaming scimitar appears in the caster's hand. The blade does 5-8 points of damage. It has a +2 bonus to damage vs. undead and/or fire-vulnerable creatures, and a -2 penalty to damage vs. fire-protected creatures. Fire-dwelling and/or fire-using creatures are immune to the blade's damage. The flame will set fire to cloth, leaves, paper and similar material. Except for undead, the flame cannot usually affect creatures which normally require magic weapons to-hit. Mistletoe and a leaf of sumac are needed to cast this spell.

Goodberry (Reversible)

Druidic Transmutation/Alteration

Level: Druid 2

Range: Touch

Duration: 1 day + 1/level

Area of Effect: 2-8 fresh berries

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

This spell, cast on freshly-picked berries, makes 2d4 goodberries. The goodberries can be identified by a 3rd-lvl (or higher) Druid or by *Detect Magic*. Each goodberry can provide a man-sized creature with a day's sustenance. Alternatively, each berry can restore one hit point, up to a maximum of 8 hp per creature per day.

The reverse of the spell, *Badberry*, makes 2d4 rotten berries appear fresh. A badberry causes one point of poison damage (no save) to the eater. Mistletoe is passed over the berries used in this spell.

Heat Metal (Reversible)

Druidic Transmutation/Alteration

Chill Metal (Reverse)

Level: Druid 2

Range: 40'

Duration: 7 rounds

Area of Effect: All metal worn by 1 size M creature per caster level, or 50 lbs. weight/caster level, as applicable

Components: V,S,M

Casting Time: 4 segments

Saving Throw: None

This extremely powerful spell causes metal to heat up to searing temperatures, and the reverse, *Chill Metal*, causes metal to become damagingly cold. The two versions of the spell inflict different damage and potential side effects. The effects of continued exposure to the metal as it changes temperature to a damaging level and then returns to normal are set forth below:

Per Round of Exposure

Metal

Temperature Damage Disability

very warm none none

hot 1-4 hp none

searing 2-8 hp hands/feet 2-8 days

head 1-4 turns

unconsciousness

body 1-4 days

Note also that materials such as wood, leather, or flammable cloth will smolder and burn if exposed to searing hot metal, and such materials will then cause searing damage to exposed flesh on the next round. Fire resistance (potion or ring) or a protection from fire spell totally negates the effects of a heat metal spell, as will immersion in water or snow, or exposure to a cold or ice storm spell. For each level of experience of the druid casting the spell, he or she is able to affect the metal of one man-sized creature, i.e. arms and armor, or a single mass of metal equal to 500 gold pieces in weight, cumulative. The reverse, chill metal, counters a heat metal spell or else causes metal to act as follows:

Per Round of Exposure

Metal

Temperature Damage Disability

Cold none none

icy 1-2 hp none

freezing 1-4 hp amputation of

fingers, toes,

nose, or ears

DM's Notes: Elfin chain mail is not subject to this spell. All ferrous-based magic armor is entitled to a Saving throw vs. Magical fire/cold. If the save is successful, the heat/chill metal spell does NOT affect it. (PHB)(DMG)

Hunger (Reversible)*Druidic Transmutation/Alteration***Level:** Druid 1**Range:** Touch**Duration:****Area of Effect:****Components:****Casting Time:****Saving Throw:**

Causes a natural animal to become ravenously hungry; reverse makes it full and sated.

Know Alignment*Druidic Divination***Level:** Druid 3**Range:** 10'**Duration:** 5 rounds**Area of Effect:** 1 creature/round**Components:** V,S**Casting Time:** 5 segments**Saving Throw:** None

This spell is similar to the 2nd-lvl Divine spell of the same name except as noted above, and as follows: the spell cannot be reversed, and due to the shorter duration, a maximum of five creatures can be investigated.

Liveoak*Druidic Enchantment/Charm***Level:** Druid 6**Range:** Touch**Duration:** 1 day/level

Area of Effect: One oak tree

Components: V,S,M

Casting Time: 1 turn

Saving Throw: None

The Druid is able to transform one small, medium-sized, or large oak tree into a living tree. The oak tree must either be within 100' of an area which the Druid wishes to protect, within 10' of the Druid's home, or within one of the Druid's sacred places. One word per Druid level can be used to give the tree an instruction. The tree remains dormant until required to act upon its instruction at which point it becomes a treant of appropriate size cf. MM (though, the Liveoak treant only has Mv 30'). The Druid can only have one such tree active at any time. The tree has a magic aura. It can be turned into a normal oak again by *Dispel Magic* or when the Druid wishes it.

Moonbeam

Druidic Transmutation/Alteration

Level: Druid 5

Range: 10'/level

Duration: 1 round/level

Area of Effect: 10' diameter sphere (plus special)

Components: V,S,M

Casting Time: 7 segments

Saving Throw: None

The caster can point and move a beam of moonlight to any spot within spell range. Only shades of black, white, and grey are visible under the moonlight. The area 10' beyond the area of effect is also dimly visible. The spell does not interfere with darkvision.

Phagocyte (Reversible)

Druidic Transmutation/Alteration

Level: Druid 6

Range: 10'

Duration: 1d3+1 rounds

Area of Effect: 1 cu. ft. initially

Components: V,S

Casting Time: 6 segments

Saving Throw: Negates

By means of this spell the Druid creates approximately 1 cu. ft. of green slime. The spell's duration is the time it takes the slime to form. Once in place, it will act like normal green slime. The Saving Throw only applies if the Druid tries to create the slime on, or inside, a living creature, or within the creature's inventory - if the slime is created on bare rock, for example, no save applies.

The spell's reverse, *Destroy Phagocyte*, obliterates green slime. The slime is utterly destroyed (c.f. *Disintegrate*). Note that anything it might have consumed is not restored.

Precipitation

Druidic Transmutation/Alteration

Level: Druid 1

Range: 10'/level

Duration: 1 segment/level

Area of Effect: 30' diameter cylinder up to 120' high

Components: V,S,M

Casting Time: 3 segments

Saving Throw: None

The spell causes light rain to fall with the following effects:

After one segment of precipitation, thin, light material (e.g. a cotton shirt) and flat, non-porous material (e.g. stone) are damp. Small flames (e.g. a candle flame) are put out.

After two segments of precipitation, twigs, heavy material (e.g. canvas) and semi-porous materials and surfaces are damp. Thin, light material is sodden, and flat non-porous material is coated in water.

After three segments, twigs and heavy materials are wet.

From two segments to five segments, semi-porous materials and surfaces gradually become sodden.

Small fires begin smoking one round after the rain has ended. Large fires are unaffected by the spell.

Porous materials and surfaces absorb moisture (their capacity to absorb is usually greater than the spell duration).

Temperatures above 90°F double the duration of the spell, except in arid places. Temperatures between 30-33°F cause the precipitation to fall as sleet, while temperatures below that cause it to fall as snow (and most of the above dampness/wetness effects described above may be cancelled or delayed). Magical cold applied to the light rain, or the water which results, forms ice. Magical heat, affecting a large area, when applied to the rain, causes a steam cloud twice as large as the spell's area of effect. The material components for the spell are mistletoe, and a pinch of silver dust.

Reflecting Pool

Druidic Divination

Level: Druid 2

Range: 10'

Duration: 1 round/level

Area of Effect: Special

Components: V,S,M

Casting Time: 2 hours

Saving Throw: None

A natural pool, up to 2' in diameter per level of the caster, can be transformed into a crystal ball. The caster may see into areas adjacent to the Prime Material plane (the usual penalties for doing this apply). Darkvision, ultravision, *Starshine*, and *Moonbeam* work normally when looking into the pool. Detect magic, detect snares and pits, and detect poison have a 5% chance per level of working through the pool.

Mistletoe and three drops of refined nut oil must be dropped into the pool for the spell to work.

Slow Poison

Druidic Necromancy

Level: Druid 2

Range: Touch

Duration: 1 hour/level

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 1 segment

Saving Throw: None

This spell is similar to the 2nd-lvl Divine spell of the same name, except the Druid has a 5% chance per level of knowing an antidote for a plant-based poison. If the caster knows the antidote, the poison is neutralised (provided the antidote ingredients are readily available from the forest, or from a herbalist etc.). Mistletoe, as well as crushed garlic (which is rubbed on the victim's feet), is required.

Spike Growth

Druidic Transmutation/Alteration

Level: Druid 3

Range: 60'

Duration: 3d4 turns + 1/level

Area of Effect: 10' square/level

Components: V,S,M

Casting Time: 5 segments

Saving Throw: None

Ground plants and roots become hard and pointed within the area of effect. Casual observers will not notice the sharp points amongst the ground foliage until they take damage from them, nor will they be able to determine the size of the affected area. Detect magic will reveal the area has a magic aura, while true seeing, detect traps, and detect snares and pits will all show the area affected by the spike growth.

A creature is “attacked” twice (using the caster's attack roll) for every 10' of movement through the spike growth. A successful hit causes 1d4 points of damage. *Dispel Magic* or spells that damage or control plants negate the spell effect. Mistletoe and seven small thorns or twigs are needed.

Spike Stones

Druidic Transmutation/Alteration

Level: Druid 5

Range: 30'

Duration: 3d4 turns +1 turn/level

Area of Effect: 1 ft² per level

Components: V,S,M

Casting Time: 6 segments

Saving Throw: None

Except as noted above, this spell is identical to the 5th-lvl Divine spell *Spike Stones*.

Starshine

Druidic Invocation/Evocation

Level: Druid 3

Range: 10'/level

Duration: 1 turn/level

Area of Effect: 10' square/level

Components: V,S,M

Casting Time: 5 segments

Saving Throw: None

This spell illuminates an area with starlight: things are clear up to 30', indistinct up to 60', and indistinguishable beyond that. Shadows are visible, darkvision is unaffected and ultravision is improved. The affected area appears to be beneath a night sky. Those who disbelieve note the "stars" are artificial points of light. Several amaryllis stalks and several holly berries are needed.

Sunray

Druidic Transmutation/Alteration

Level: Druid 7

Range: 10'/level

Duration: 1 round

Area of Effect: 10' diameter sphere

Components: V,S,M

Casting Time: 3 segments

Saving Throw: Special

This brilliant ray of sunlight blinds normal creatures for 1-3 rounds (Save vs. Spells negates), and ultravision-using creatures for 2-8 rounds (Save negates). It permanently blinds sun-hating creatures (or Save and blind for 2-12 rounds). Those within the area of effect as well as within a ring 20' around it cannot use darkvision for 1d4+1 rounds. Undead take 8d6 damage (or save for half), and those within the 20' ring surrounding the area of effect take 3d6 damage (or none if save made). Underground fungi and fungus creatures are affected as undead, but receive no Saving Throw. Aster seed and sunstone are needed to cast the spell.

Tame Lightning

Druidic Invocation/Evocation

Level: Druid 3

Range: 0

Duration: Instantaneous

Area of Effect: One object

Components: V,S,M

Casting Time: 1 turn

Saving Throw: None

As with the spell *Call Lightning* (q.v.), this spell depends on significant cloud cover being available to the Druid in order to summon a bolt of lightning. Instead of calling lightning from out of the sky to strike his victims, the Druid channels the electrical power of the lightning into a single object. The Druid can then define what will trigger the release of the electricity that is now stored therein.

For instance, the lightning can be stored in a sword, dagger, axe, or similar metal weapon, and the electricity will be released the next time it strikes an enemy. Or, if the lightning is stored in a door, or lock, it can be released when the object is touched, moved, engaged, etc. Note that such an electrical charge cannot be stored in a wooden, or other non-conductive object.

Whatever the object, the electricity will discharge only once before the spell is spent. The amount of damage inflicted is 2d6, plus 6 hit points for each level of the spell caster. However, the electricity dissipates with time, inflicting just half the damage in 24 hours, and none after 48 hours (having become nothing more than a powerful jolt of static electricity).

Thunderclap

Druidic Invocation/Evocation

Level: Druid 1

Range: 0

Duration: Instantaneous

Area of Effect: 30' radius of caster

Components: V,S

Casting Time: 1 segment

Saving Throw: See below

The Druid claps his or her hands, and produces the sound of thunder. A wave of stunning force emanates from the caster and fills the area of effect. The caster is unaffected, as are any creatures without hearing, creatures that have stopped up their ears, extraplanar creatures, golems and the undead. All other creatures are affected as follows:

HD	EFFECT IF SAVING THROW PASSED	EFFECT IF SAVING THROW FAILED
Less than 2	1 hp damage, stunned for 1 round	1d3 hp damage, stunned for 1d4 rounds
2 to 3	No effect	1d3 hp damage, stunned for 1 round
4 to 5	No effect	Deafened for 1 round
6+	No effect	No effect

Creatures with sensitive hearing, such as dogs or bats, should be treated as if they were 1 HD lower on the above table.

Thunderstrike

Druidic Invocation/Evocation

Level: Druid 4

Range: Touch

Duration: 1 round

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 3 segments

Saving Throw: Halves

When a creature under the effects of a *Thunderstrike* spell hits a target, that victim suffers an additional 1d4 per level of the Druid in electrical damage, save vs spells (unlisted categories) for half. If the target is Druid is using his or her *Shillelagh*, then the target takes 1d6 per caster level. In all cases this is in addition to any weapon damage done.

Transmute Sticks to Arrows

Druidic Transmutation/Alteration

Level: Druid 2

Range: Touch

Duration: 1 round/level

Area of Effect: 1 stick/level

Components: V,S,M

Casting Time: 2 segments

Saving Throw: None

This spell is of great utility to archers far from home and resupply. When cast upon a bundle of sticks (which must be at least 2 ft long and relatively straight), the sticks are temporarily turned into arrows. One stick per caster level is turned into an arrow, and the spell duration continues for 1 round/caster level. The material component is an arrow head, which is not consumed in the casting.

Transmute Water to Dust (Reversible)

Druidic Transmutation/Alteration

Level: Druid 6

Range: 60'

Duration: Permanent

Area of Effect: 10 cu. ft./level

Components: V,S,M

Casting Time: 8 segments

Saving Throw: None

This spell can turn a body of water into dust. Only water within the area of effect is turned into dust. Any water next to the area will, depending on the quantity, either dampen the dust or turn it to mud. If the spell is cast on muddy water the area of effect is doubled, and if cast on mud it is quadrupled.

If the spell is cast on a liquid, only the water within it will be affected. All potions contain water and will be ruined.

The only living creatures affected are those from the elemental plane of water. Only one such creature may be affected per casting of the spell, and it receives a Saving Throw.

The reverse of the spell, Transmute Dust to Water, is a very powerful *Create Water* spell. Both versions of the spell require 500gp worth of diamond dust, seashell, and mistletoe. The reverse version also needs some garden variety dust.

Volcanic Eruption

Druidic Invocation/Evocation

Level: Druid 5

Range:

Duration:

Area of Effect:

Components:

Casting Time:

Saving Throw:

To do

Vomitus

Druidic Necromancy

Level: Druid 2

Range: Caster

Duration: 1 round/caster level

Area of Effect: 1+ creatures in a 10' × 10' area

Components: V,M

Casting Time: 1 round/level after consumption of material components

Saving Throw: See below

When this spell is cast, the Druid produces within his or her stomach up to a gallon of acidic bile. The bile rises in the Druid's oesophagus until it finally bursts forth in a stream of acid and blood, 20' long. If the bile comes into direct contact with skin, it will inflict 1d4+1 hit points of damage. Further, if targeted at an enemy's face, can cause permanent blindness (a Save vs. Poison will avoid this effect).

The material component for this spell is 6 ounces of rancid milk, which must be mixed with an oak leaf and consumed by the Druid. After consuming the material component, the Druid has 1 round for

each level of experience before the spell must be cast. If the Druid fails to cast the spell in the time allotted, the bile will erupt uncontrolled from his or her stomach; this inflicts 1d4+1 hit points of damage to the Druid and any creature standing within the area of effect.

Wall of Wood

Druidic Conjuration/Summoning

Level: Druid 4

Range: 50'

Duration: See below

Area of Effect: Wall, 3" thick, up to 250 sq. ft. area

Components: V,S,M

Casting Time: 4 segments

Saving Throw: None

With this spell the Druid calls up a temporary, but very durable, wall of wood. In a dungeon, building, ruin or other unforested setting, the wall resembles a dungeon door formed of 3 inch thick oak, braced with a wooden brace; such a wall is temporary. It can be cut or bashed through by a creature of giant-like strength within 2d4 rounds, or burned through by a creature associated with elemental fire (such as a red dragon or salamander) in 1d3 rounds. Failing that, it will last for 1d6 rounds plus 1 round per level of the caster.

In a forested setting, the local trees will grow and knit together their branches to form the wall. In this case the wall will be permanent, and the Druid can use it to form bridges or even natural treehouses made of living wood.

Watermerge

Druidic Transmutation/Alteration

Level: Druid 4

Range: Self

Duration: 1 day/level

Area of Effect: Caster and his or her carried possessions

Components: V,S,M

Casting Time: 7 segments

Saving Throw: None

This spell allows the Druid to merge with a body of water, becoming one with the water. The spell converts the Druid and some of his or her possessions (up to 10 lbs. + 5 lbs./level) to water. In essence, the Druid becomes water, mixing with the body of water. While watermerged the Druid is

aware of what is happening in the water within a 10'/level radius, but the Druid cannot see, hear or communicate with any environment outside of the water. Casual observation is unable to identify the watermerged Druid. *Detect Magic* will identify a pocket of magically altered water; *True Seeing* or more powerful divination magic will identify the location of the Druid.

While the spell has many benefits, it is not without risks. While watermerged, the Druid is effectively immune to any physical attack forms that do not harm water (i.e. weapon blows have no effect, nor would magic missiles, lightning, cold, etc.). Being frozen is inconvenient, but not harmful, as ice is a natural form of water. However, spells that destroy water (e.g. *Transmute Water to Dust*) cause 1 to 1d6 hp/caster level of damage (GM discretion). Similarly, if the watermerged Druid could be separated from the body of water, they could be mixed with soil to make mud, poured into a container, etc. The Druid is able to resume human form at any time during the spell's duration, ending the spell.

While watermerged, the Druid is limited to travelling with the current or waves; he or she has no means of locomotion. Therefore, in a stagnant pond or lake the Druid would emerge from the water body in close proximity to where they entered. In a river, the Druid could move downstream with the current, travelling at the same speed as the water.

Wild Champion

Druidic Transmutation/Alteration

Level: Druid 2

Range: 30'

Duration: 1 round/caster level

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 3 segments

Saving Throw: None

The Wild champion spell is a Druidic version of the 2nd-lvl Divine spell *Aid* which may only be cast upon an animal. The target creature benefits from an additional 1d8 temporary hit points, +1 to-hit and damage, +1 to Saving Throws, and +3 to Saving Throws against charm or fear. Furthermore, for the duration of the spell the target creature is able to attack and damage as if wielding a +1 weapon, or at an additional +1 if the creature has more than 4 hit dice.

The Druid is able to affect only a single creature, with no more hit dice than the Druid has levels (e.g. a 3rd level Druid may cast this spell on a wolf (a 2+ HD creature), but it would have no effect if cast on a lion or brown bear (both 5 HD creatures).

The material component of the spell is mistletoe.

MALEFICENT SPELLS

Astral Spell

Maleficent Transmutation/Abjuration

Level: Warlock 5

Range: Touch

Duration: See text

Area of Effect: See text

Components: V, S

Casting Time: 3 turns

Saving Throw: None

Except as noted above this spell is identical to the 7th-lvl Divine spell of the same name (c.f.).

Augury

Maleficent Divination

Level: Warlock 1

Range: Caster

Duration: Instantaneous

Area of Effect: Caster

Components: V,S,M

Casting Time: 2 rounds

Saving Throw: None

Except as specified above this spell is identical to the 2nd-lvl Divine spell of the same name (c.f.).

Bone Warriors

Maleficent Conjuraton/Summoning

Level: Warlock 2

Range: 30'

Duration: See below

Area of Effect: 20 sq.'.

Components: V,S,M

Casting Time: 3 segments

Saving Throw: None

When cast upon an area of dirt, gravel, stone or sand within the spell's range, 1d4+2 skeletons will arise from the area. They will fight at the caster's bidding until turned, dispelled or destroyed or the caster is slain, becomes unconscious or moves out of the spell range of the skeleton group. If the skeletons have no targets to attack they have a 50% chance of uncontrollably fighting each other or even striking themselves.

Cacodemon

Maleficent Conjuration/Summoning

Level: Warlock 4

Range: 10'

Duration: See text

Area of Effect: One summoned creature

Components: V, S, M

Casting Time: 5 hours

Saving Throw: See text

Except as noted above this spell is identical to the 7th-lvl Arcane spell of the same name (c.f.).

Call Æthereal Spirits (Reversible)

Maleficent Conjuration/Summoning

Level: Warlock 3

Range: 30'

Duration: 3 rounds + 1 round/lvl

Area of Effect: Special

Components: V,S,M

Casting Time: 3 segments

Saving Throw: See below

This spell summons 2d6+1 incorporeal spirits from the Æthereal Plane to serve the caster. These spirits will serve until dispelled, released by the caster, the spell duration expires or the reverse, *Dismiss Æthereal Spirits* is cast. These spirits will be dispelled by to the Æthereal Plane by direct sunlight. Other equivalent light sources will drive them into shadows. As they rely upon a limited form of ESP, they do not need light to sense their surroundings. As planar beings, they may be the target of Protection spells, Holy Words, etc. The spirits can lift up to 20gp weight each, and move with it at 60'/round. They may also be used to temporarily animate skeletons or zombies. In this form they are susceptible to turning, which dispels them back to the Æthereal plane. The material component of the spell is the Warlock's focus.

Charm Spirit

Maleficent Enchantment/Charm

Level: Warlock 5

Range: 60'

Duration: Special

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 5 segments

Saving Throw: Negates

Functions as the 5th-level Arcane spell *Charm Monster* except that only one extraplanar creature may be affected. Saving Throws are allowed at -3. If the charmed creature returns to its home plane another Saving Throw is immediately made to see if the charm is broken. Subsequently, weekly checks should also be made at no penalty. The material component of the spell is the Warlock's focus.

Circle of Entrapment

Maleficent Enchantment/Charm

Level: Warlock 5

Range: See below

Duration: See below

Area of Effect: See below

Components: V,S,M

Casting Time: See below

Saving Throw: See below

This difficult and potentially dangerous spell creates a 7' radius magic circle within which an extraplanar creature like a demon or devil can be trapped and made entirely helpless. Entrapped beings are deprived of all innate magical abilities, magic resistance and ability to return to their home plane. Any being so entrapped will feel an undying mixture of hatred and fear. More intelligent creatures may attempt to bargain for their freedom. Great caution must be exercised in such cases.

Inscribing a circle of entrapment is time-consuming and tedious work and requires at least 3,000gp worth of rare ingredients. One full hour of uninterrupted work and spell-casting is required. The surface of the area to be inscribed must be solid stone and free from any blemishes.

The subject of the spell can either be forced or tricked into the circle. Spells like *Conjure Elemental*, *Cacodemon*, *Major Summoning* or *Gate* may be used. Such an attempt will alert the creature to the attempt and they are entitled to both any innate magic resistance and a Saving Throw vs. Spells to

avoid it. Such attempts will also result in a 25% chance of the creature learning the identity of the caster, with possible dire consequences in the future. Other more mundane methods of subterfuge may be used to trick a creature into the circle with results at the GM's discretion.

When a creature is within the circle, the magic activates and entraps the victim. This must occur within 4 hours per level of the Warlock or the circle's magic will fade and become powerless. Entrapment can only be broken if another being of small size or larger enters the circle, part of the circle itself is erased from the outside, or if the entrapped creature is attacked by weapons or spells.

Command Spirit

Enchantment/Charm

Level: Warlock 1

Range: 10'

Duration: 1 round

Area of Effect: 1 living creature

Components: V

Casting Time: 1 segment

Saving Throw: See below

Except as may be noted above, this spell is as the 1st-lvl Divine spell *Command*, except that it only works against creatures of the Upper or Lower Planes when encountered on the Prime Material Plane. All Saving Throws against this spell suffer a -2 modifier.

Commune

Maleficent Divination

Level: Warlock 6

Range: Caster

Duration: 3 rounds (limited number of questions)

Area of Effect: See text

Components: V, S, M

Casting Time: 1 turn

Saving Throw: None

Except as described above this spell is identical to the 5th-lvl Divine spell of the same name (c.f.).

Conjure Minor Elemental

Maleficent Conjuration/Summoning

Level: Warlock 3

Range: See below

Duration: See below

Area of Effect: See below

Components: V,S,M

Casting Time: 3 segments

Saving Throw: See below

This spell summons a minor 'force' from one of the four elemental planes (specified at casting). The spell cannot penetrate either *Protection from Evil/Good* or a *Ward Element* spell of the corresponding element type. The effects of each elemental 'force' are as follows:

Earth: The Warlock can cause the ground in a 40' radius around themselves to tremble. Inanimate objects will fall, and all creatures except the caster must Save vs. Spells or fall, possibly suffering damage at the GM's discretion.

Air: The Warlock can evoke an effect identical to the 3rd-lvl Arcane spell, *Gust of Wind*.

Fire: The Warlock can evoke an effect identical to the 1st-lvl Arcane spell *Affect Normal Fires*, the 3rd-lvl Arcane spell *Pyrotechnics*, or the 2nd-lvl Druidic spell, *Produce Flame*.

Water: The Warlock can evoke an effect identical to the 1st-lvl Divine spell, *Create Water*.

Conjure Minor Spirits (Reversible)

Maleficent Conjuration/Summoning

Level: Warlock 3

Range: See below

Duration: See below

Area of Effect: See below

Components: V,S,M

Casting Time: 3 segments

Saving Throw: See below

This spell summons 1d6+1 minor Lower Plane spirits to a point within the spell range. Depending upon the caster's alignment, this spell summons imps or quasits. The GM may also allow mephits or similar minor spirits. The spirits summoned are not familiars and will only fight for the caster, and will not perform other tasks. The spirits will remain until the spell duration ends, they are destroyed or dispelled back to their home plane, or the caster is slain or rendered unconscious. The material components of the spell are the Warlock's focus and a drop of human or demi-human blood.

The reverse of the spell, *Dismiss Minor Spirit*, returns one spirit back to its plane of origin. A Saving Throw is permissible at -3. Even familiars may be dismissed by this spell, and they cannot return for a full 1d10 days. The material components of the spell are the Warlock's focus and a drop of holy water.

Contact Other Plane

Maleficent Divination

Level: Warlock 4

Range: Caster

Duration: See text

Area of Effect: Caster

Components: V

Casting Time: 1 turn

Saving Throw: None

Except as noted above this spell is identical to the 5th-lvl Arcane spell of the same name (c.f.).

Detect Magic

Maleficent Divination

Level: Warlock 2

Range: Caster

Duration: Permanent

Area of Effect: Path 10' wide x 30' long

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

Except as noted above this spell is identical to the 1st-lvl Divine spell of the same name (c.f.).

Detect Portal (Reversible)

Maleficent Divination

Level: Warlock 1

Range: 40' + 5'/lvl

Duration: 5 rounds

Area of Effect: Path 10' wide

Components: V,S

Casting Time: 5 segments

Saving Throw: None

This spell detects the presence, but not the destination, of any magical portal within the spell range. The spell may be maintained while walking (up to 30'/round) or turning (up 30°/round). Portals can still be detected for one round after they have closed. The spell can also detect phase spiders ([OSRIC](#), p. 301). Detect Portal can be blocked as the 1st-lvl Divine spell *Detect Magic*. The reverse, *Conceal Portal*, shields one magical portal from detection by this or any other spell for 1 round/lvl of the caster.

Detect Spirit (Reversible)

Maleficent Divination

Level: Warlock 2

Range: 80' + 10'/lvl

Duration: Instantaneous

Area of Effect: 1 creature or object

Components: V,S

Casting Time: 5 segments

Saving Throw: None

Detects the presence of a sentient intelligence in a being or object. Alignment or Charm effects are not detected but *Possession* effects are. The reverse, *Conceal Spirit*, has a range of touch and will conceal the subject from spiritual detection for 1d6 rounds +1 per level of the Warlock.

Dismiss Spirit

Maleficent Abjuration

Level: Warlock 7

Range: 120'

Duration: Special

Area of Effect: 50' radius sphere

Components: V

Casting Time: 3 segments

Saving Throw: Special

Any extra-planar creature summoned by the Warlock must return immediately to their home plane. Similarly, any creature summoned involuntarily may allow itself to be dismissed, regardless of the

summoner's wishes. In either case, no Saving Throw is allowed. Creatures summoned by another spellcaster will be paralysed for 2d4 rounds, and each of those rounds the summoner must save vs. spells at -4 or the creature will be dismissed. Creatures that arrived under their own volition will be stunned for 1d4 rounds and must save vs. spells at -3 each round or be dismissed. In any case, dismissed creatures must remain on their home plane for one full year unless summoned by the same Warlock that dismissed them.

Dispel Magic

Maleficent Transmutation/Alteration

Level: Warlock 3

Range: 60'

Duration: Instantaneous

Area of Effect: 30' radius sphere

Components: V, S

Casting Time: 6 segments

Saving Throw: None

Except as noted above this spell is identical to the 3rd-lvl Divine spell of the same name (c.f.).

Divination

Maleficent Divination

Level: Warlock 2

Range: Caster

Duration: See text

Area of Effect: Caster

Components: V, S, M

Casting Time: 1 turn

Saving Throw: None

Except as noted above this spell is identical to the 4th-lvl Divine spell of the same name (c.f.).

Elemental Warding

Maleficent Abjuration

Level: Warlock 2

Range: 0

Duration: 6 rounds/lvl

Area of Effect: 10' radius sphere

Components: V,S,M

Casting Time: 2 segments

Saving Throw: See below

Creates a magical sphere, similar to *Protection from Evil 10' Radius*, which repels creatures and elements from a single elemental plane, specified at casting. The material component is the Warlock's focus. Attacks from specified elements and elemental creatures are weakened by the warding and provide Saving Throw modifiers as follows:

Earth: +3 Save vs. Petrification, -1d4+1 damage from hurled boulders, landslides or mudslides or other Elemental Earth-type attacks.

Air: +2 Save vs. *Lightning Bolts*, +1 saves vs. poison gas. -1d4+1 damage from lightning, poison gas, whirlwinds or other Elemental Air-type attacks.

Fire: +2 Save vs. Fire, -1 damage/die from *Fireballs*, *Flamestrikes* or other Elemental Fire-type attacks.

Water: +2 Save vs. Cold, +3 vs. Acid, -1 damage/die from cold, water, acid or other Elemental Water-type attacks.

Exorcise

Maleficent Abjuration

Level: Warlock 4

Range: 10'

Duration: Instantaneous

Area of Effect: One creature or object

Components: V, S, M

Casting Time: See text

Saving Throw: None

Except as noted above this spell is identical to the 4th-lvl Divine spell of the same name (c.f.).

Gate

Maleficent Conjuraton/Summoning

Level: Warlock 7

Range: 30'

Duration: See text

Area of Effect: One summoned creature

Components: V, S

Casting Time: 9 segments

Saving Throw: None

Except as noted above this spell is identical to the 9th-lvl Arcane spell of the same name (c.f.).

Hold Spirit (Reversible)

Maleficent Conjuration/Summoning

Level: Warlock 3

Range: 120'

Duration: 2 rounds/lvl

Area of Effect: One to four beings

Components: V,S,M

Casting Time: 3 segments

Saving Throw: Negates

This spell paralyses up to four extra-planar creatures, or beings possessed by such a creature, within the spell's range. Each creature is entitled to a Saving Throw. If only one is targeted, the Saving Throw is at -4. If two, -3, and if two -2. If four are targeted they save at +2 each. The material component of the spell is the Warlock's focus.

Identify

Maleficent Divination

Level: Warlock 2

Range: Touch

Duration: 1 segment/caster level

Area of Effect: One item

Components: V, S, M

Casting Time: 1 turn

Saving Throw: See text

Except as noted above this spell is identical to the 1st-lvl Arcane spell of the same name (c.f.).

Imprison Spirit

Maleficent Conjuraton/Summoning

Level: Warlock 7

Range: 20'

Duration: Permanent until broken

Area of Effect: 1 creature

Components: V, S, M

Casting Time: Special + 1 segment

Saving Throw: Negates

This spell is identical to the 8th-lvl Arcane spell *Trap the Soul* with the following exceptions: the spell's range is only 20', it can only be cast on the Astral, Æthereal or Prime Material Planes and the creature being imprisoned must be an extra-planar being. The prison object must be a hand-sized, engraved brass bottle costing at least 800gp. The bottle must be corked when the spell takes effect and sealed with wax within an hour or the imprisoned creature will escape. Uncorking the bottle, in any case, will free the imprisoned creature.

Legend Lore

Maleficent Divination

Level: Warlock 7

Range: Caster

Duration: See text

Area of Effect: See text

Components: V, S, M

Casting Time: See text

Saving Throw: None

Except as noted above this spell is identical to the 6th -lvl Arcane spell of the same name (c.f.).

Minor Ward

Divine Abjuration

Level: Warlock 4

Range: Touch

Duration: Until broken

Area of Effect: Hemisphere 15' radius

Components: V,S,M

Casting Time: 3 rounds

Saving Throw: Special

Except as noted above, this spell is identical to the 4th-lvl Divine spell of the same name.

Magic Warding

Maleficent Abjuration

Level: Warlock 4

Range: 0

Duration: 1 turn/lvl

Area of Effect: 50' radius sphere

Components: V,S,M

Casting Time: 4 segments

Saving Throw: None

This spell creates a spherical zone of protection around the caster that lasts until the caster leaves the zone, the duration expires or it is dispelled. Summoned, conjured or extra-planar beings cannot enter the zone. Undead are affected as if slowed when within it. The warding also acts as a dispel magic spell on any spell cast within or entering it. Magic items or beings with spells cast upon them must make a Saving Throw every other round to see if the effect has been dispelled. The warding can itself be dispelled but a Saving Throw applies as above. If two wardings intersect, both are immediately dispelled. The material component of the spell is the Warlock's focus.

Major Summoning

Maleficent Conjuration/Summoning

Level: Warlock 6

Range: 20'

Duration: See below

Area of Effect: Creature summoned

Components: V,S,M

Casting Time: See below

Saving Throw: See below

This spells functions like an improved version of the 7th-lvl Arcane *Cacodemon* spell, allowing the

caster to summon any devil, daemon, demon, shedu, deva, slaasthak or other named extra-planar being. Arch-devils, demon lords, deities and most demigods are immune. Casting the spell requires 2d4+4 hours, the Warlock's focus and at least 500gp of rare substances. Summoned beings may attempt to Save vs. Spells or use their natural magic resistance to nullify the summoning. In any case, beings summoned this way will at best be extremely annoyed at the caster. Warlocks typically couple a major summoning with a circle of entrapment or an entrap spirit spell.

Major Ward

Maleficent Abjuration

Level: Warlock 5

Range: Touch

Duration: Until broken

Area of Effect: 10' diameter hemisphere

Components: V, S, M

Casting Time: 3 rounds

Saving Throw: Special

This is a stronger version of the 4th-lvl Divine Spell *Minor Ward* (c.f.). Otherwise it is identical to the 5th-lvl Divine spell of the same name.

Negotiate

Maleficent Conjuraction/Summoning

Level: Warlock 2

Range: 0

Duration: See below

Area of Effect: Special

Components: V

Casting Time: 1 round

Saving Throw: None

The Warlock may use this spell to strike a bargain with a demonic or diabolic being and gain a promise of supernatural aid. A further casting of *Negotiate* is necessary to contact the being when the aid is required. If not otherwise busy elsewhere, the being will answer the call but the spell does not ensure that the promise will be honoured.

Offering

Maleficent Conjuraction/Summoning

Level: Warlock 1

Range: 3'

Duration: See below

Area of Effect: 1 creature or object

Components: V,S

Casting Time: 3 segments

Saving Throw: None

A sacrificial offering is announced to the Warlock's patron daemonic, demonic or diabolic patron. It enchants only the caster's focus and cannot be dispelled. It confers a +3 to-hit / +1 damage versus the target.

Planar Scrying

Maleficent Divination

Level: Warlock 3

Range: 0

Duration: 1 round / lvl

Area of Effect: Caster

Components: V,S

Casting Time: 1 round

Saving Throw: None

This spell allows the Warlock to see into another plane either once or twice removed from the Warlock's current plane. Scrying lasts until the duration expires, is dispelled, or the caster wills it. If the Æthereal plane is being viewed, the 'double-vision' effect causes a 20% disadvantage to all actions. If viewing a plane other than the Æthereal, the Warlock is effectively blinded to events on their current plane. Extra-planar creatures being viewed may make a Saving Throw vs. Spells to become aware of the scrying.

Possession

Maleficent Conjuration/Summoning

Level: Warlock 4

Range: 40'

Duration: 30 rounds

Area of Effect: 1-4 creatures

Components: V,S,M**Casting Time:** 5 rounds**Saving Throw:** Negates

This spell functions as the 1st-lvl Arcane spell *Charm Person* except the victim will be possessed by the spirit of an extra-planar creature such as a daemon, demon, or devil. Possessed beings will gain a temporary ability as long as they remain possessed (see the sub-table below). Dispelling possession requires the use of the 4th-lvl Divine spell *Exorcise*. The material component of the spell is the Warlock's focus and a specially prepared magic talisman worth at least 250gp.

Possession Effects	
1d10	EFFECT
1	AC bonus of -2; HP x 150%
2	Charisma raised to 18
3	+1 to damage; Immunity to <i>Sleep</i> , <i>Charm</i> and <i>Hold</i> spells
4	Intelligence raised to 18
5	AC bonus of -3; Dexterity raised to 18
6	+3 to-hit and damage
7	Gain the abilities of a Thief of the same level. Thieves gain +4 levels
8	+3 to all Saving Throws vs. Spells
9	AC bonus of -1; +3 to-hit; Dexterity raised to 18
10	Being radiates <i>fear</i> in a 10' radius. Victims Save at +2 but if they fail are affected with insanity for 1d10 rounds

Protection from Evil (Reversible)*Maleficent Abjuration***Level:** Warlock 1**Range:** Touch**Duration:** 3 rounds/caster level**Area of Effect:** Creature touched**Components:** V, S, M**Casting Time:** 4 segments**Saving Throw:** None

Except as noted above this spell is identical to the 1st-lvl Divine spell of the same name (c.f.).

Protection from Evil 10' Radius (Reversible)*Maleficent Abjuration***Level:** Warlock 3

Range: Touch

Duration: 1 turn/caster level

Area of Effect: 10' radius sphere around the creature touched

Components: V, S

Casting Time: 7 segments

Saving Throw: None

Except as noted above this spell is identical to the 4th-lvl Divine spell of the same name (c.f.).

Read Magic (Reversible)

Maleficent Divination

Level: Warlock 3

Range: Caster

Duration: 2 rounds/level

Area of Effect: Caster (see text)

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

Except as noted above this spell is identical to the 1st-lvl Arcane spell of the same name.

Reveal Planar Source

Maleficent Divination

Level: Warlock 2

Range: 10'

Duration: Special

Area of Effect: 1 creature or object

Components: V,S,M

Casting Time: 2 segments

Saving Throw: Special

This spell will reveal the extra-planar origin of a single creature, object or magical effect or the planar destination point of the nearest gate or portal. Both effects are limited by the spell's range. Creatures hostile to the spellcaster Save vs. Spells to conceal their planar origin. The material component of the

spell is the Warlock's focus.

Sanctuary

Maleficent Abjuration

Level: Warlock 1

Range: Caster

Duration: 2 rounds + 1round/level

Area of Effect: Caster

Components: V, S, M

Casting Time: 4 segments

Saving Throw: None

Except as noted above this spell is identical to the 1st-lvl Divine spell of the same name (c.f.).

Shield Soul

Maleficent Transformation/Alteration

Level: Warlock 1

Range: Touch

Duration: See below

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 2 segments

Saving Throw: None

This spell confers a +2 Saving Throw bonus against all types of Enchantment/Charm spells, and +4 against *Magic Jar*, *Possession* or *Trap the Soul* spells. Duration is equal to 1d4+1 rounds plus one round for every three levels.

Speak With Dead

Maleficent Necromancy

Level: Warlock 3

Range: 10'

Duration: See text

Area of Effect: One dead creature

Components: V, S, M

Casting Time: 1 turn

Saving Throw: None

Except as noted above this spell is identical to the 3rd-lvl Divine spell of the same name (c.f.)

Spirit Contract

Maleficent Transmutation/Alteration

Level: Warlock 6

Range: See below

Duration: Permanent

Area of Effect: Two creatures

Components: V,S,M

Casting Time: 5 rounds

Saving Throw: None

This spell drafts a binding contract between a single mortal being, such as the caster, and a being of at least Low intelligence from the Higher, Lower or Elemental planes. The material components of the spell are the Warlock's focus and rare inks and parchment of at least 5,000gp worth.

A creature may not be unwillingly forced into a contract and any attempt to do so will nullify the spell entirely. Further, a contract is only binding to the exact wording of the contract. Evil or Chaotic beings will consistently try to pervert the spirit of the contract, while heeding the letter. Mortals who attempt to evade or pervert the contract will suffer a loss of 1 point of both STR and CON every hour until rectified. In any case, the contracted creature will be aware of the situation and may choose to appear to deal with the mortal. Attempting to breach the contract outright will result in immediate paralysis (no save) and the appearance of the contracted creature. A contract can only be broken by 3 successive *Wish* spells.

Spirit-Rack

Maleficent Abjuration

Level: Warlock 4

Range: 10' + 1'/level

Duration: See text

Area of Effect: One fiend

Components: V, M

Casting Time: 8d6 hours

Saving Throw: None

Except as noted above this spell is identical to the 6th-lvl Arcane spell of the same name (c.f.)

Summon Beast

Maleficent Conjuration/Summoning

Level: Warlock 5

Range: 60'

Duration: 5 rounds + 1 round/lvl

Area of Effect: See below

Components: V,S,M

Casting Time: 5 segments

Saving Throw: None

Summons an extraplanar creature, which arrives within 3 segments. Roll on the following table to determine the exact creature summoned when casting the spell. If conditions are inappropriate for the creature summoned, roll again on the table. The material component of the spell is the Warlock's focus.

d%	TYPE SUMMONED
01-06	Aerial Servant (c.f. OSRIC)
07-13	Class A Demon (c.f. OSRIC)
14-17	Class B Demon (c.f. OSRIC)
18-19	Class C Demon (c.f. OSRIC)
20-21	Barbed Devil (c.f. OSRIC)
22-25	Manalishi (c.f. OSRIC)
26-28	Genie (c.f. OSRIC ,)
29-30	Afrete (c.f. OSRIC)
31-39	Gargoyle (c.f. OSRIC)
40-51	Hellhound (c.f. OSRIC)
52-59	Invisible Stalker (c.f. OSRIC)
60-61	Night Hag (c.f. OSRIC)
62-66	Nightmare (c.f. OSRIC)
67-69	Rakshasa (c.f. OSRIC)
70-80	Phase Spider (c.f. OSRIC)
81-89	Grey Slaasthaki (c.f. DD)
90-97	Achaierai (c.f. OSRIC)
98-00	Xorn (c.f. OSRIC)

Summon Demon/Devil

Maleficent Conjuration/Summoning

Level: Warlock 4

Range: 20'

Duration: Special

Area of Effect: As creature summoned

Components: V,S,M

Casting Time: 3 turns

Saving Throw: None

This spell allows the Warlock to summon a common, non-unique, daemon, demon or devil (c.f. OSRIC). The material components of the spell are the Warlock's focus and 500gp in rare chalks and incense. The chalk is used to create a summoning circle that acts as a *Protection from Evil* spell. Once summoned, the creature will be quite annoyed and attempt to cross the circle, requiring a Save vs. Magic at -5 to do so. The spell does not constrain the creature to service, and a bargain must be struck. The GM should decide what exactly the creature demands, although at least 500gp per HD in goods or treasure is a good rule of thumb. If a bargain is struck, the creature will remain on the Prime Material plane for 1d4 hours. The Warlock may attempt to make a pact with the creature (c.f. 6th-lvl Warlock spell *Spirit Contract*). If no bargain or contract is struck with the creature, and it is unable to cross the summoning circle, it will depart back to its home plane.

Summon Demonic Mob

Maleficent Conjuration/ Summoning

Level: Warlock 7

Range: 100'

Duration: 1 turn + 1 round / lvl

Area of Effect: 40' radius circle

Components: V, S, M

Casting Time: 7 segments

Saving Throw: None

This spell summons a frenzied and uncontrollable mob of demons. All of them will appear within an 80' diameter circle within the spell range. The Warlock has no control over the demonic mob and they will remain until each of them are dismissed, slain, or the spell duration expires. A demonic mob is composed of 2d6 Class A demons, 1d6+1 Class B demons, 2d4 quasits (30% chance), 1d8 manes demons (20% chance), 1d4 Class C demons (80% chance) and one Class D demon (65% chance). After appearing, there is a 10% chance the mob will begin fighting amongst themselves. Otherwise, they will be mostly interested in slaying and consuming as many victims as possible. The material component of the spell is the Warlock's focus.

Summon Foe

Maleficent Conjuration/Summoning

Level: Warlock 6

Range: 50' + 10' / level

Duration: See below

Area of Effect: See below

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

This spell summons, within 1d4 rounds, the natural foe(s) of an extraplanar being or group within the spell's range if the Warlock is aware of one. The spell will summon foe(s) of an equivalent number of HD to the target being or group. Foes unwilling to be summoned may use their natural magic resistance to attempt to resist the summoning. The spell has no effect on natural Prime Material creatures or deities of any kind. The material component of the spell is the Warlock's focus.

Summon Spirit Horde

Maleficent Conjuration/ Summoning

Level: Warlock 7

Range: Special

Duration: Special

Area of Effect: Special

Components: V, S, M

Casting Time: Special

Saving Throw: None

This spell summons an extra-planar horde to serve the caster. Before casting the spell, the Warlock must first perform a laborious series of tasks to determine the feasibility of summoning and locate a suitable group. Only one such summoning is possible per month across the entire Prime Material plane. At any one time, there is a 10% chance that another Warlock has already summoned a spirit horde. Casting *Augury* will confirm this point. Next, the Warlock must cast *Divination* to determine where the spell must be cast. The exact spot will always be in a desolate wilderness area (1d100 miles distant in a random direction). The Warlock must then make a journey there and commence casting the spell before the end of the month or the opportunity will be lost. *Contact Other Plane* will reveal the type of horde available (see the table below) and determine their demands for payment. In any case, the plane contacted will be at least 2 removed from the caster. Four large bonfires, fueled with rare woods and incense worth at least 5,000gp, must be constructed defining the area into which the spirit horde will be summoned. They must be maintained throughout the casting (1d4 turns) and during the materialisation of the summoned horde. Once summoned, the Warlock must promptly offer payment or there will be serious consequences. The horde can only be dispelled if the entire force is

brought back to the point of summoning. Otherwise, individual creatures may be sent back to their home plane by means of the 7th-lvl Warlock spell *Dismiss Spirit*.

d%	TYPE	TURNS TO MATERIALISE
01-16	Army of the Dead	3
17-27	Legion of Darkness	4
28-33	Demonic Horde	2
34-39	Diabolic Host	2
40-45	Swamp Horde	3
46-51	Insect Swarm	3
52-65	Slaasthaki Band	4
66-72	Annunakim Cohort	5
73-84	Elemental Spirit Horde	2
85-00	Cephaloid Cabal	5

Army of the Dead: Summons a horde of 1d6 x 50 skeletons and 5d4 zombies led by a ghast. They will serve the Warlock for one full month as long as they are charged with wreaking havoc.

Legion of Darkness: Summons a horde of 5d4 giant vampire bats, 4d6 ghouls and 3d6 shadows led by a night hag mounted on a nightmare. They will serve the Warlock for one full month as long as they are charged with stealing the souls of mortals.

Demonic Horde: Summons 2d4 quasits, 2d8 Class A demons, 2d4+1 Class B demons, and 1d8 Class C demons led by either a Class E (75%) or Class F demon (25%). They will serve the Warlock for one full month or until each member of the horde has consumed one mortal corpse.

Diabolic Host: Summons 1d8 fire mephits, 2d8 barbed devils, 1d8+1 bone devils, and 1d8 erinyes led by a horned devil (75%) or a pit fiend (25%). They will serve the Warlock for one month or until each member of the horde has a mortal to carry back to Hell.

Daemonic Horde: Summons 5d8 giant frogs, 3d6 killer frogs, 3d10 poison frogs, 3d6 giant toads, 2d12 poison toads, 2d4 ochre jellies, 3d6 Deep Ones, and 4d6 batrachians led by a mezzodaemon. They will serve the Warlock for up to two weeks if given a regular supply of flesh to feed on.

Insect Swarm: Summons 5d6 giant wasps, 3d6 giant fire beetles, 4d8 giant boring beetles and 1d4 x 30 giant warrior ants. They will serve the Warlock for one week in exchange for at least 2,000gp worth of grain and meat to feed upon and any crops they happen to come upon. In addition, during that time, the Warlock may evoke one Insect Plague (as the 5th - level Druid spell).

Slaasthaki Band: Summons 3d6 red, 2d12 blue, and 1d6 green slaasthaki led by a grey slaasthak. They will serve the Warlock for one month in exchange for one living mortal slave to take back to Limbo for each member of the band.

Annunakim Cohort: Summons 1 annunaki warrior (3HD), 1 annunaki mage (3HD), and 2 annunaki captains (7HD) led by an annunaki Knight (8HD). They will serve the Warlock for one full month, or until the Knight is slain in exchange for at least 5,000gp in gems, jewelery, or silver. They may (50%) attack any cephaloids or slaasthaki they encounter regardless of the caster's orders.

Elemental Spirit Horde: Summons 1d4 x 30 creatures native to a single elemental plane. They will serve the Warlock for one full month in exchange for a binding spirit contract (c.v.) never to harm that particular element and the dedication of at least 10 square miles of land to that particular element.

Breaking the contract will result in a reprisal horde of at least 300% the size of the horde summoned.

Cephaloid Cabal: Summons 1d20 cephaloids led by a cephaloid Torturer. They will serve the Warlock for one full month in exchange for at least one living human or demi-human slave to consume for each member of the cabal.

True Seeing (Reversible)

Maleficent Divination

Level: Warlock 6

Range: Touch

Duration: 1 round/level

Area of Effect: Creature touched

Components: V, S, M

Casting Time: 8 segments

Saving Throw: None

Except as noted above this spell is identical to the 5th-lvl Divine spell of the same name (c.f.)

OCCULT SPELLS

Need brief description

Alacrity (Reversible)

Occult Abjuration

Level: Witch 2

Range: Touch

Duration: 6 rounds + 1 round/caster level

Area of Effect: 1 creature

Components: V,S

Casting Time: 1 round

Saving Throw: None (Negates)

For the duration of the spell, the target creature improves one step in number of attacks per round according to the following table:

1/2 rounds

1/round

3/2 rounds

2/1 rounds

5/2 rounds

3/1 round

4/1 round (maximum for this spell)

For example, a character with 3 attacks every 2 rounds would have two attacks per round for the duration of the spell.

The spell's reverse, *Sluggishness*, permits a Saving Throw. The target creature's number of attacks per round is decreased by one step on the table above. Creatures with more than four attacks per round are unaffected.

Allure (Reversible)

Occult Illusion/Mirage

Level: Witch 1

Range: Self

Duration: 1 hour

Area of Effect: Caster

Components: V,S,M

Casting Time: 1 round

Saving Throw: None (Negates)

Allure enhances the caster's persuasiveness with regard to the target creature. Used on an NPC, the target will be 50% more likely to respond positively to the player character's attempt at persuasion, intimidation, bribery or other social manipulation.

For example, the caster attempts to bribe a guard. The GM adjudicates that the bribery attempt would normally have a 50% chance of working, so the Allure spell makes the chance ($50\% \times 50\% = 25\%$) more likely to work, for a final chance of 75%. The spell makes no difference to an attempt at manipulation that would have no chance of success.

The spell's reverse, *Hideousness*, causes the caster to take on a horrifying aspect. Creatures in combat with the caster suffer a penalty of 25% on morale check rolls.

Animate Dead

Occult Necromancy

Level: Witch 3

Range: 10'

Duration: Permanent

Area of Effect: Special

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

Except as noted above, this spell is as the 3rd-level Divine spell *Animate Dead*.

Barrier (Reversible)

Occult Abjuration

Level: Witch 2

Range: 60'

Duration: 6 rounds + 1 round/caster level

Area of Effect: Up to six creatures within a 20' radius

Components: V,S

Casting Time: 1 round

Saving Throw: None (Negates)

Barrier protects the designated creatures, granting them a bonus of +1 to AC and all Saving Throws. The reverse of the spell, *Defencelessness*, allows the target creature a save but, if failed, causes a penalty of -1 to AC and all Saving Throws.

Beastform

Occult Enchantment/Charm

Level: Witch 2

Range: Touch

Duration: 2d6 turns

Area of Effect: 1 creature

Components: V,S

Casting Time: 1 round

Saving Throw: Negates

Beastform enables the caster to switch identities with one animal of equal or fewer hit dice than the caster has levels. While in the caster's body, the animal becomes catatonic. The caster, in the beast's body, is in full control and can use all of its attack forms, senses and means of locomotion, so if in the form of a bat, the caster will be able to fly and use a bat's sonar. If either beast or caster is slain during the spell's duration, both die.

Blight

Occult Necromancy

Level: Witch 7

Range: 10' per caster level

Duration: Instantaneous

Area of Effect: 5 square feet per level

Components: V,S,M

Casting Time: 7 segments

Saving Throw: See below

This spell causes living things within the area of effect to wither and rot. Non-magical plants are killed, instantly dropping their leaves and turning black. Magical plants and plant-like creatures (e.g. treants) must roll a Saving Throw vs. Death Magic at -4 or instantly die.

Other living things are also killed, up to a maximum of 6d12 "points" of creatures. Plants and plant-like creatures do not count towards the 6d12 points. Roll 6d12 and follow this procedure:

Creatures of less than 1 HD Save vs. Death Magic at -3 or die, each counts as half a point

Creatures of less than 2 HD Save vs. Death Magic at -3 or die, each counts as 1 point

Creatures of less than 3 HD Save vs. Death Magic at -2 or die, each counts as 2 points

Creatures of less than 4 HD Save vs. Death Magic at -1 or die, each counts as 3 points

Creatures of 4HD or more Save vs. Death Magic or die, each counts as 4 points

Once the 6d12 points are exhausted, any partial "kills" are disregarded.

Blithering

Occult Enchantment/Charm

Level: Witch 1

Range: 50'

Duration: See below

Area of Effect: 1 creature

Components: V,S

Casting Time: 1 round

Saving Throw: Negates

For the duration of the spell, the target is possessed by a spirit of very low Intelligence. The target gets an initial Saving Throw to resist the spell entirely. If the Saving Throw is failed, then the spirit takes control on the next round. Each round thereafter, the target gets a fresh Saving Throw to regain control of itself; success means the spell expires. While the spirit is in control the target will defend itself if attacked, but otherwise will simply stand and drool. Creatures of higher than level 5 or with more than 5HD are totally immune to *Blithering*.

Bog Man

Occult Transmutation/Alteration

Level: Witch 4

Range: Touch

Duration: Until sunset

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 1 hour

Saving Throw: None

This spell animates a temporary golem. The Witch prepares a juju stick from a fresh elderwood branch which has been whittled and carved with mystic runes, and then touches a bog with it. The soul of a murderer is drawn into the bog, and animates the mud. Once animated, the bog man rises from the mud in the exact likeness of the murderer.

Bog Man: Mv 90', AC 5, HD 6, #AT 1, Dmg 2d6, takes half damage from cutting or thrusting weapons.

The bog man has the soul of the murderer, but not the mind. It is completely unintelligent and will obey the Witch's commands to the letter. It is not undead and cannot be turned, but is immune to mind-affecting magic, *Sleep* and charm spells of any kind.

On command the bog man can turn to thin mud, and seep under doors, through gratings etc. It can also be commanded to reconstitute itself on the other side.

Bonewarp

Occult Invocation/Evocation

Level: Witch 5

Range: Nil

Duration: Instantaneous

Area of Effect: Cone 100' long, 30' diameter at the base, originating from caster

Components: V,S,M

Casting Time: 8 segments

Saving Throw: Negates

With a complex chant and a series of gestures, the Witch calls spirits that twist and warp the skeletons of all creatures within the area of effect. Creatures that pass a Saving Throw, and creatures without a skeleton are unaffected. Affected creatures are stunned by the pain for 1d6 rounds and lose 2d6hp. They may, at the DM's discretion, suffer dislocated limbs: equal chance to either halve movement (1-50) or to attack at -5 (51-100). Limbless creatures (snakes, fish etc.), and large powerful creatures with strong bones and sinew (dragons, dinosaurs etc.), for example, will not suffer dislocated limbs. Avian or bat-like creatures will lose the ability to fly owing to dislocated wings.

Cackle

Occult Abjuration

Level: Witch 2

Range: 50'

Duration: 5 rounds

Area of Effect: 1 creature

Components: V

Casting Time: 1 segment

Saving Throw: None

Fixing the target with a glare, the Witch utters a demented cachinnation that causes the target to suffer a penalty of -2 to all Saving Throws for the spell's duration.

Call Barbazu

Occult Conjuration/Summoning

Level: Witch 6

Range: 10'

Duration: 9 turns

Area of Effect: 1 barbazu

Components: V,S,M

Casting Time: 1 turn

Saving Throw: None

A barbazú (c.f.) will arrive 1d3 turns after the spell is cast, and depart nine turns later. The barbazú is a free-willed creature, not a minion or servant of any kind, so it is advisable to call it into a magical circle of some kind. The Witch may be able to bargain with it or persuade it to do as he or she wishes (the chance being the same as his or her Contact Spirit chance), or use another spell (such as *Under the Will*, q.v.) to force it to do his or her bidding.

Call Cornugon

Occult Conjuración/Summoning

Level: Witch 7

Range: 10'

Duration: 12 turns

Area of Effect: 1 cornugon

Components: V,S,M

Casting Time: 1 turn

Saving Throw: None

The cornugon (c.f.) takes 1d4 turns to arrive, and leaves after 12 turns. It is a free-willed creature, not a minion or servant, so it is advisable to call the cornugon into a magical circle of some kind. The Witch may be able to bargain with it or persuade it to do as he or she wishes (the chance being the same as his or her Contact Spirit chance), or use another spell (such as *Under the Will*, q.v.) to force it to do his or her bidding.

Call Familiar

Occult Conjuración/Summoning

Level: Witch 1

Range: Up to 1 mile away/caster level

Duration: Special

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 2d12 hours

Saving Throw: Special

Except as may be noted above, this spell resembles the 1st-lvl Arcane spell *Find Familiar*. The Witch may only have one familiar at a time, and suffers all the ill effects noted under Find familiar if his or her previous familiar is killed. The creature that appears is determined on the following table:

1d20	ANIMAL	AC	Mv	HD	#Atk	Dmg	SPECIAL
1	Badger, Normal	4	60'	1+2	3	1d2/1d2/1d3	20' swimming
2	Bat, Giant	8	10'	1d4hp	1	1d2	240' flying, sonar
3	Bat, Normal	8	10'	1d2hp	1	1	240' flying, sonar
4	Cat	6	60'	1d2hp	1	1d2-1	Rear claws
5	Centipede, Huge	9	150'	¼	1	Nil	Poison (Save +4)
6	Dog	7	120'	1d8hp	1	1d4	-
7	Fox	7	120'	1d2hp	1	1d2	-
8	Frog/Toad/Newt	6	30'	1hp	-	-	Swim
9	Goat	7	90'	½	1	1d2	-
10	Owl	6	10'	¼	1	1d2	150' Silent flight, Darkvision
11	Rat, Giant	7	120'	½	1	1d3	Disease (5%)
12	Rat, Huge	8	120'	1hp	1	1	Disease (5%)
13	Raven	7	10'	¼	1	1d2	360' flying, Speech
14	Skeleton, Animal	8	60'	1-1	1	1d4	Resist sharp wpns
15	Spider, Large	8	60'	1+1	1	1d4	Poison (Save +2), Webs
16	Stirge	8	30'	4	1	1d3	Blood Drain
17	Talking Skull	9	Nil	¼	1	1	Speech
18	Weasel, Huge	7	150'	1+1	1	1d8	Blood drain
19-20	Player's Choice	-	-	-	-	-	-

The player rolls the dice and may modify the result by any number up to and including his or her character's level. For example, if John has a 2nd-level Witch and rolls 12, then he can declare the result is 10, 11, 12, 13 or 14.

The talking skull and animal skeleton are treated as undead for the purposes of *sleep*, *charm* and *hold* and turning attempts, except that the familiar cannot be destroyed (i.e. a result of "D" on the table is treated as "T"). If turned, the Witch's familiar will flee to its master or mistress. Physical contact with the Witch nullifies all further turning-type effects.

The familiar is in telepathic contact with its master. In addition, the raven and talking skull can speak Common.

Call Image

Occult Conjuraton/Summoning

Level: Witch 2

Range: 1 mile/caster level

Duration: 1 round

Area of Effect: A reflecting object, such as a mirror or pool of water

Components: V,S,M

Casting Time: 1 round

Saving Throw: Negates

Requiring a poppet (c.f. the 1st-lvl *Make Poppet* spell), this spell creates an image of the target in a reflecting object. If the target looks into a reflective object near them, then they will be able to see the caster in the same way. This spell will fail if the target person is out of range or on another plane, and if the target person is in a lightless place (prison cell etc.) then the reflecting object will simply go dark, revealing no other information.

Call Imp

Occult Conjuraton/Summoning

Level: Witch 5

Range: 10'

Duration: 6 turns

Area of Effect: 1 imp

Components: V,S,M

Casting Time: 1 turn

Saving Throw: None

This spell calls an imp. It takes 1d2 turns to arrive after the spell is cast and will depart 6 turns later. The imp is a free-willed creature, not a familiar or servant, so it is advisable to call the imp into a magical circle of some kind. The Witch may be able to persuade it to do as he or she wishes (the chance being the same as her Contact Spirit chance), or use another spell (such as *Under the Will*, q.v.) to force it serve.

Call Mephit

Occult Conjuraton/Summoning

Level: Witch 5

Range: 10')

Duration: 6 turns

Area of Effect: 1 mephit

Components: V,S,M

Casting Time: 1 turn

Saving Throw: None

This spell calls a mephit (c.f.). The Witch can sometimes (50%) choose which kind of mephit appears. Otherwise, the GM should determine the type of mephit randomly. As with Call Imp, the mephit takes 1d2 turns to arrive, leaves after one hour, and is a free-willed creature that the Witch will need to persuade to serve.

Call Succubus

*Occult Conjuration/Summoning***Level:** Witch 6**Range:** 10'**Duration:** 9 turns**Area of Effect:** 1 succubus**Components:** V,S,M**Casting Time:** 1 turn**Saving Throw:** None

The succubus (c.f.) takes 1d3 turns to arrive, leaves after an hour and a half, and is a free-willed creature that the Witch will need to persuade to serve, or bend to his or her will. The reverse, *Call Incubus*, calls the succubus' masculine counterpart, a creature which is identical in game terms.

Call Vrock*Occult Conjuration/Summoning***Level:** Witch 7**Range:** 10'**Duration:** 12 turns**Area of Effect:** 1 vrock**Components:** V,S,M**Casting Time:** 1 turn**Saving Throw:** None

This spell calls a vrock (c.f.). As with *Call Cornugon*, the vrock takes 1d4 turns to arrive, leaves after two hours, and is a free-willed creature that the Witch will need to persuade to serve or bend to his or her will.

Cauldron of Rage*Occult Transmutation/Alteration***Level:** Witch 4**Range:** Touch**Duration:** Until sunset**Area of Effect:** 1 cauldron**Components:** V,S,M

Casting Time: 1 hour

Saving Throw: None

By mixing exotic ingredients in a cauldron, the Witch creates a draught that instils berserk rage. Affected creatures attack at +1, gain a damage bonus of +3, and 5 additional temporary hit points that are lost first if the creature is damaged. The affected creature will not willingly retreat from any combat or any opponent, and is immune to fear effects of any kind.

Chariot of the Dead

Occult Necromancy

Level: Witch 6

Range: 10'

Duration: 1 turn/caster level

Area of Effect: See below

Components: V,S,M

Casting Time: 1 turn

Saving Throw: None

This spell can only be cast in darkness, either underground or at night. 1d3 rounds after the Witch finishes casting this spell, the Chariot of the Dead will arrive, either by turning the nearest corner (indoors or underground) or flying down from the night sky (outdoors).

It consists of a chariot of bone, formed from the pelvis of some great beast such as a dragon or dinosaur, with wheels attached, drawn by a pair of skeletal horses. The chariot moves at 480' per round, whether travelling on land, flying through the air (AA: V), or underwater. It can carry the caster and up to eight other creatures, and enter the astral or æthereal planes if desired. The Chariot has scything blades of bone attached to its wheels, and causes 2d8 hp damage to any creature in its path.

The skeletal horses can be attacked, or detached from the Chariot, in which case they are treated as *Skeleton Steeds* (q.v.). If the Chariot is flying at the time, then being detached from it will cause the skeletal horse to fall to earth. They cannot be turned while there is a rider on the Chariot. If there is no rider, the Chariot can be turned as a Type 11 undead.

Charm Person or Mammal

Occult Enchantment/Charm

Level: Witch 3

Range: 60'

Duration: Special

Area of Effect: 1 creature

Components: V,S

Casting Time: 4 segments

Saving Throw: Special

Except as noted above, this spell is the same as the 1st-lvl Druidic spell *Charm Person or Mammal*.

Charm Undead

Occult Enchantment/Charm

Level: Witch 6

Range: 60'

Duration: See below

Area of Effect: See below

Components: V,S

Casting Time: 3 segments

Saving Throw: Negates

This spell resembles the 4th-lvl Arcane spell *Charm Monster*, but it only affects undead creatures. Determine the effect of the spell on the following table:

MONSTER HD	# of MONSTERS AFFECTED	CHANCE/DAY to BREAK CHARM
1-2	3d6	5%
3-4	2d6	10%
5	2d4	15%
6	1d6	20%
7	1d4	25%
8	1d3	30%
9	1d2	40%
10	1	50%
11	1	65%
12	1	80%
13	1	95%
14+	No Effect Possible	

Clairsentience

Occult divination

Level: Witch 3

Range: See below

Duration: 1 round/level

Area of Effect: See below

Components: V,S,M

Casting Time: 3 segments

Saving Throw: None

This spell duplicates the 3rd-lvl Arcane spells *Clairaudience* and *Clairvoyance*. The Witch can both see and hear the chosen location.

Claws of Vengeance

Occult Invocation/Evocation

Level: Witch 6

Range: 150'

Duration: 1 round

Area of Effect: 10 square ft per caster level

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

For one round, the area of effect is filled with talons that catch and rend. All creatures within the area suffer 1d20 claw attacks. Each claw uses the Witch's chance to hit and inflicts 1d4 hp of damage if a successful hit occurs.

Confusion

Occult Enchantment/Charm

Level: Witch 5

Range: 60'

Duration: 1 round/caster level

Area of Effect: 20' radius sphere

Components: V,S,M

Casting Time: 9 segments

Saving Throw: Special

Except as noted above, this spell is the same as the 7th-lvl Druidic spell *Confusion*.

Conjure Elemental

*Occult Conjuration/Summoning***Level:** Witch 5**Range:** 50'**Duration:** 1 turn/level**Area of Effect:** Elemental creature**Components:** V,S,M**Casting Time:** 1 turn**Saving Throw:** None

This spell calls an elemental. The Witch can choose at the time of casting to call a fire, earth, air or water elemental, but sufficient volume of the relevant element must be available. Determine the elemental's hit dice on the following table:

1d6	HIT DICE
1	8
2-3	12
4-5	16
6	24

The Witch has a chance of persuading the elemental to serve of its own free will, the chance being the same as his or her Contact Spirit chance. If this fails, the Witch will need to concentrate in order to maintain control (cf. the 5th-lvl Arcane spell *Conjure Elemental* for the mechanics of this). If the elemental is neither persuaded nor controlled, it will depart.

Control Memory (Reversible)*Occult Enchantment/Charm***Level:** Witch 4**Range:** Touch**Duration:** Permanent**Area of Effect:** 1 creature**Components:** V,S,M**Casting Time:** 1 segment**Saving Throw:** Negates

The victim of this spell must be sleeping, unconscious or in some other state where its conscious mind is absent. It must also be able to understand the caster's speech. If these conditions are met, the caster implants a fictitious memory in its mind. The memory may be elaborate or complex, but the event depicted must have an actual duration of no more than one hour. In combination with a *Forget*

spell, *Control Memory* could be used to replace one memory with another.

If the victim fails its Saving Throw it will believe the memory to be absolutely true unless verbally challenged by someone it would believe or trust. In this case, it receives a second Saving Throw to realise the memory is false. If it fails this second save, it will believe the memory until its death, unless subjected to a *Limited Wish*, a *Wish*, or the reverse of this spell, all of which will remove the implanted memory without a Saving Throw.

The reverse of this spell, *Repair Memory*, has no use except to remove a memory implanted via *Control Memory*.

Control Weather

Occult Transmutation/Alteration

Level: Witch 7

Range: Nil

Duration: 6d12 hours

Area of Effect: 3d8 square miles

Components: V,S,M

Casting Time: 1 turn

Saving Throw: None

Except as above, this spell is the 7th-lvl Druidic spell *Control Weather*.

Control Winds

Occult Transmutation/Alteration

Level: Witch 6

Range: Nil

Duration: 1 turn/level

Area of Effect: 40 ft radius/level

Components: V,S,M

Casting Time: 7 segments

Saving Throw: None

Except as noted above, this spell is the same as the 5th-lvl Druidic spell *Control Winds*.

Corpse Candle

Occult Conjuration/Summoning

Level: Witch 3**Range:** Touch**Duration:** 6 turns**Area of Effect:** 30 ft radius**Components:** V,S,M**Casting Time:** 2 rounds**Saving Throw:** Special

The caster creates a large candle from a humanoid femur filled with corpse tallow. The candle is lit when it appears, and if extinguished, it vanishes and the spell expires. Otherwise, it burns for 6 turns with an eldritch, bluish light that makes everything within 30' of it invisible and inaudible to undead creatures. Spectres, ghosts, vampires, liches, and other undead of similar power have a chance of resisting this effect. This chance is 3% per hit die.

Corpse Waking

*Occult Necromancy***Level:** Witch 2**Range:** Touch**Duration:** 2d6 rounds**Area of Effect:** 1 creature**Components:** V,S,M**Casting Time:** 1 round**Saving Throw:** None

This spell enables the Witch to raise one human or humanoid corpse as a temporary zombie that will obey the caster's verbal commands. The corpse may be no more than 7' tall, will only become a zombie (not a monster zombie) and, at the spell's expiry will flop to the ground as a corpse once more.

Crawling Swarm

*Occult Transmutation/Alteration***Level:** Witch 6**Range:** Self**Duration:** 1 turn/caster level**Area of Effect:** Caster

Components: V,S

Casting Time: 6 segments

Saving Throw: None

The caster transforms his or her own body into a swarm of spiders (90%) or centipedes (10%) - 100 creatures per level of the Witch. In this form, the caster is susceptible only to Area of effect attacks such as fireball or flaming oil, but these inflict double the normal damage.

The crawling swarm can move at 30', and climb sheer surfaces or through tiny gaps. It can attack any creature subject to non-magical weapons, taking one round to fully engulf the target, and inflicting 4d6 hp of bite damage per round until the target dies.

Crop Ward (Reversible)

Occult Enchantment/Charm

Level: Witch 1

Range: Touch

Duration: 1 season

Area of Effect: 1 acre

Components: V,S,M

Casting Time: 1 turn

Saving Throw: None

This spell protects an agricultural crop from pests, weeds and other natural hazards. Material components for the spell cost a total of 10 gp. The reverse, *Crop Blight*, will leave no healthy crop at all; the wilted, sickly plants that will grow are inedible and have no market value.

Danse Macabre

Occult Enchantment/Charm

Level: Witch 5

Range: Nil

Duration: Up to 1 hour

Area of Effect: Sphere 50' radius around caster

Components: V,S,M

Casting Time: 5 segments

Saving Throw: Negates

This spell requires a musical instrument. It enables the Witch to play unearthly, beautiful but

somehow disturbing music. It has two potential effects. First, undead creatures within the Area of effect stop what they are doing and begin a slow, shuffling dance to the melody. Until the spell expires, they can take no other action except dancing. Second, if there are no undead, then any corpses or bodies within the area rise from the ground, or their graves, and dance. The Witch can move at normal walking pace and the dancing corpses will accompany him or her.

Note, corporeal undead are not necessarily harmed by the spell, but if brought into sunlight, incorporeal undead will be destroyed and vampires made helpless. All undead receive a Saving Throw to avoid this effect. If an undead creature is the target of a to hit roll or victim of any other spell effect, then the danse macabre ceases for it.

Darkness

Occult Transmutation/Alteration

Level: Witch 2

Range: 120'

Duration: 3 turns + 1 turn/caster level

Area of Effect: 20' radius globe

Components: V,S

Casting Time: 4 segment

Saving Throw: Negates

Except as noted above, this spell is the reverse of the 1st-lvl Divine spell, *Light*.

Decay

Occult Invocation/Evocation

Level: Witch 3

Range: Nil

Duration: Instantaneous

Area of Effect: Cone, 50' long, 10' diameter at base, originating from caster

Components: V,S,M

Casting Time: 3 segments

Saving Throw: Halves

This spell causes creatures in its area of effect to physically decay: plants wither and rot, and animals are afflicted with dry gangrene for 2d6 hp of damage (halved if a Saving Throw is passed). Incorporeal creatures are unaffected. Corporeal undead save at -4 and suffer 3d8 damage.

Detect Lie

Occult Divination

Level: Witch 4

Range: 30 ft

Duration: 1 round/caster level

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 7 segments

Saving Throw: None

Except as noted above, this spell is as the 4th-lvl Divine spell *Detect Lie*.

Dismiss Infernal

Occult Abjuration

Level: Witch 7

Range: 10'

Duration: Instantaneous

Area of Effect: 1 fiend (demon, devil etc.)

Components: V

Casting Time: 9 segments

Saving Throw: Negates

By means of this spell the Witch returns an infernal creature to its home plane. If the target creature has a true name, the Witch must know it and speak it as part of the spell. Once dismissed, the fiend cannot return of its own volition for several years (13 years minus one year per full HD the creature possesses).

Dispel Magic

Occult Abjuration

Level: Witch 4

Range: 60'

Duration: Instantaneous (permanent)

Area of Effect: 30' radius sphere

Components: V,S

Casting Time: 6 segments

Saving Throw: None

Except as noted above, this spell is as the 3rd-lvl Divine spell *Dispel Magic*.

Dominate Infernal

Occult Enchantment/Charm

Level: Witch 7

Range: 30'

Duration: A year and a day

Area of Effect: 1 fiend (demon, devil etc.)

Components: V,M

Casting Time: 3d6 hours

Saving Throw: See below

Except for its longer duration, and except for the fact that it only works on creatures from the infernal planes, this spell exactly resembles *Under the Will* (q.v.). It is used to force a demon or devil to perform longer-duration tasks than *Under the Will* would allow.

Dowse

Occult Divination

Level: Witch 2

Range: 1 mile/caster level

Duration: Instantaneous

Area of Effect: 1 creature or object

Components: V,S,M

Casting Time: 1 hour

Saving Throw Negates

Dowsing enables the caster to know the direction of one familiar object or substance. The caster does not receive a vision of the location. Rather, he simply knows in what direction it can be found, provided the target is within the spell's area of effect.

Dreadful Sleep

Occult Enchantment/Charm

Level: Witch 7

Range: 60'

Duration: 1 decade/level

Area of Effect: 1 person

Components: V

Casting Time: 1 segment

Saving Throw: Negates

This spell affects one person (human, demi-human or humanoid) who receives a Saving Throw at -4 to avoid falling into a Dreadful Sleep, which is a sleep so deep it resembles suspended animation. The target will awaken after many decades have elapsed, or as a result of the spells *Wish*, *Limited Wish*, *Alter Reality* or *Heal*, or when one specific incident occurs. The incident is traditionally being kissed by royalty, but the GM is encouraged to invent alternatives.

Effigy

Occult Invocation/Evocation

Level: Witch 4

Range: 100'

Duration: 1 round/caster level

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 6 segments

Saving Throw: Negates

This spell requires a poppet of the target (c.f. the 1st-lvl *Make Poppet* spell). If the target fails its Saving Throw, the caster may move the poppet and the person will be moved as the poppet does, up to a maximum speed of 30'/round. Movement can be in any direction, so this includes levitating the target, but it cannot be forced through solid objects. If the target resists by clinging to a heavy or fixed object, then it has a base 30% chance of being able to immobilise itself, modified by +5% for every point of strength in excess of 10, or -5% for every point below 10.

Evil Eye

Occult Enchantment/Charm

Level: Witch 5

Range: 60'

Duration: Permanent

Area of Effect: One creature

Components: S

Casting Time: 1 segment

Saving Throw: Negates

With a small gesture and a stare, the Witch inflicts a powerful curse on the target. The Evil Eye cannot be dispelled, but it can be removed by a *Remove Curse* spell, or by extremely powerful magic (*Limited Wish*, *Wish*, *Alter Reality*, or certain artifacts and relics). Determine the Evil Eye's random effect on the following table:

1d10	EFFECT
1	Target suffers a disfiguring disease. Deduct 1d6 points of Charisma.
2	Target becomes weak and sick. Deduct 1d6 points of Strength.
3	Numbness in target's arms and hands. Deduct 1d6 points of Dexterity.
4	The person the target loves most comes to loathe the target.
5	Target's investments or business dealings go awry. Deduct 50%-100% of his or her wealth.
6	Target's most prized possession is broken, spoiled or ruined.
7	Target's eyesight deteriorates: -2 to-hit with missiles at targets more than 30' away.
8	Target's hearing deteriorates: can only hear sounds originating from within 60'
9	Target experiences a stutter: 50% chance any spellcasting will fail.
10	Target is lamed. Movement rate is reduced by 30'

Exorcise

Occult Abjuration

Level: Witch 4

Range: 10'

Duration: Instantaneous (permanent)

Area of Effect: 1 creature or object

Components: V,S,M

Casting Time: Special

Saving Throw: None

Except as noted above, this spell is the 4th-lvl Divine spell *Exorcise*.

Familiar Spirit (Reversible)

Occult Transmutation/Alteration (Reversible)

Level: Witch 1

Range: Touch

Duration: Until sunset

Area of Effect: 1 familiar

Components: V,S,M

Casting Time: 1 turn

Saving Throw: None

Familiar Spirit converts the caster's existing familiar to spirit (astral) form. The familiar will typically be safe in the Astral Plane - few creatures on the Prime Material will be able to perceive it, and it is too small and weak to attract attention from the plane's ferocious inhabitants. While on the Astral Plane, the familiar is invulnerable to most harm originating on the prime material (except the petrifying gaze of a medusa or basilisk), but it can only interact with the Prime Material plane via its master. It can look through his or her eyes, hear with his or her ears, and telepathically speak to him or her, but cannot view or affect the prime material in any other way. While on the Astral Plane, the familiar can converse with any local spirits that choose to converse with it, but it cannot compel the spirit to speak or tell the truth. The main use of this spell is to protect a familiar from harm while it is not needed.

The spell's reverse, *Recall Familiar*, calls the familiar back to the Prime Material.

Fangs of Alouqah

Occult Conjuraton/Summoning

Level: Witch 4

Range: 60'

Duration: See below

Area of Effect: See below

Components: S

Casting Time: 6 segments

Saving Throw: None

This spell conjures 3d6 thirsty stirges that will immediately attack the nearest living creature. Note that the stirges are not under the Witch's control. Each stirge will remain until it is killed, or drinks 12hp of blood, or 12 melee rounds has expired, whichever comes first. This spell has no verbal component.

Fear

Occult Illusion/Delusion

Level: Witch 3

Range: Nil

Duration: Special

Area of Effect: Cone 60' long, 5' dia. at origin, 30' dia. at terminus

Components: V,S,M

Casting Time: 4 segments

Saving Throw: Negates

Except as noted above, this is the 4th-lvl Arcane spell *Fear*.

Fertility (Reversible)

Occult Enchantment/Charm

Level: Witch 1

Range: Touch

Duration: Permanent

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 1 turn

Saving Throw: Negates

This spell cures most kinds of infertility in the target creature. Its reverse, *Infertility*, causes it. Unwilling targets get Saving Throw vs. spells to avoid the effect.

Forbidding

Occult Abjuration

Level: Witch 7

Range: 50'

Duration: 1 round/level

Area of Effect: See below

Components: V

Casting Time: 5 segments

Saving Throw: See below

Forbidding is a two-dimensional magical barrier which can be of any shape, but must be a contiguous area not exceeding 10 square feet per level of the caster. It partially prevents magical spells and effects from passing through. Magic spells have a base 100% chance of dissipating when passing the barrier, -2% per level of the caster, -5% per level of the spell. Conjured or summoned creatures that pass the barrier must pass a Saving Throw vs. Spells (unlisted categories) or be returned to whence they came (if they have magic resistance it does not count against this effect). Magic potions or

scrolls have a 50% chance of being nullified on passing the *Forbidding* (the scrolls becoming blank, the potions turning to inert liquid) and items with charges have a 25% chance of losing 1d4 charges from their repertoire. Other magic items are unaffected.

For example, Thor-Hag the Witch's party meets an 11th-lvl evil Magic-User in a dungeon. Thor-Hag places a *Forbidding* between the party and the evil mage. The mage attempts to cast a *Fireball* at the party. The fireball's chance of dissipating harmlessly is: 100%, -22% (the mage is 11th-lvl), -15% (fireball is a 3rd-lvl spell) for a total of 63%. The d% comes up 31 and the *Fireball* has no effect.

Cursing, the evil mage tries to conjure an elemental. He could try to bypass the *Forbidding* by conjuring the elemental such that it appears on the other side, but the GM rules that there is still a magical "effect" passing the barrier that the forbidding would act on, so there would be a (100-22-25=) 53% chance of spell failure. The mage re-thinks and decides to call it on this side of the *Forbidding*. When it crosses the *Forbidding*, it must pass a Saving Throw vs. Spells or be returned to its home plane.

Forget

Occult Enchantment/Charm

Level: Witch 2

Range: 30'

Duration: Instantaneous (permanent)

Area of Effect: 1d4 creatures in 20' square area

Components: V,S,M

Casting Time: 2 segments

Saving Throw: Negates

Except as noted above, this spell is the 2nd-lvl Arcane spell, *Forget*.

Fury of the Ancestors

Occult Transmutation/Alteration

Level: Witch 1

Range: Touch

Duration: 3 turns

Area of Effect: 1 creature

Components: V,S

Casting Time: 1 round

Saving Throw: None

This spell grants the aid of ancestral spirits in battle. The creature touched receives a bonus of +1 on its initiative rolls, +1 "to hit" and +2 to damage for the spell's duration.

Fuse Hybrid

Occult Transmutation/Alteration

Level: Witch 7

Range: Touch

Duration: Instantaneous (permanent)

Area of Effect: 2 creatures

Components: V,S,M

Casting Time: 6 turns

Saving Throw: Negates

This spell fuses two living creatures into a single hybrid. Centaurs, owlbears, harpies etc. may originally have been created by this spell. If unwilling, both the creatures receive a Saving Throw vs spells and if either passes, the spell is unsuccessful. The spell can work on a creature that has already been hybridised before, so it could also have created the chimæra and gorgimæra.

Grimalkin

Occult Conjuraton/Summoning

Level: Witch 1

Range: 20'

Duration: 2d8 rounds

Area of Effect: 1 summoned creature

Components: V,S

Casting Time: 5 segments

Saving Throw: None

With a chant and a gesture, the Witch conjures a Grimalkin - an evil spirit bound into the form of a long-bodied cat-like creature, about the size of a lynx. The Grimalkin will fight as the Witch commands. If there is no enemy to fight, it will perform no other service, and will demand that the Witch feeds it some of his or her blood (costing him or her 1d3 hp). The Grimalkin fights as a **Huge Weasel**: AC7, Mv 150', HD 1+1, #AT 1, dmg 1d8 + blood drain. When the spell's duration expires or the Grimalkin is killed, it fades back into the spirit world, leaving no corpse.

Harmshield

Occult Abjuration

Level: Witch 4

Range: Touch

Duration: 1 turn

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 1 segment

Saving Throw: None

Harmshield absorbs the next 10 hp of damage that the target would otherwise suffer, with any damage over 10 hp taken normally. On each person, only one *Harmshield* spell may be in effect at a time.

Heal Affliction

Occult Necromancy

Level: Witch 2

Range: Touch

Duration: Instantaneous (Permanent)

Area of Effect: 1 creature

Components: V,S

Casting Time: 1 turn

Saving Throw: None

This spell is as the 1st-lvl Occult spell *Heal Ailment* except that permanent effects, including blindness, deafness, disease, and characteristic losses are also removed. It will not cure drastic effects involving whole-body transformation such as level drain, petrification, conversion to green slime etc.

Heal Ailment

Occult Necromancy

Level: Witch 1

Range: Touch

Duration: Instantaneous (Permanent)

Area of Effect: 1 creature

Components: V,S

Casting Time: 1 turn

Saving Throw: None

This spell removes a minor injury such as a broken bone, an effect causing temporary ability score loss such as troglodyte stench, or any other short-term negative effect, such as ghoul paralysis. As a rule of thumb, effects caused by creatures with more than 5 HD are not curable with this spell - so it would cure a shadow's touch, but not a mummy's rot.

Heal Undead (Reversible)

Occult Necromancy

Level: Witch 4

Range: 10'

Duration: Instantaneous (permanent)

Area of Effect: One undead creature

Components: V,S

Casting Time: 1 round

Saving Throw: None

This spell repairs an undead creature of 2d6 hp worth of damage. Its reverse, *Harm Undead*, inflicts 2d6 hp damage (no Saving Throw). If there are several valid targets within range then the Witch can select which is affected.

Healing Sympathy

Occult Necromancy

Level: Witch 5

Range: 60'

Duration: 1 round/caster level

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 5 segments

Saving Throw: None

This spell enables the Witch to cast beneficial spells on a poppet (cf. 1st-level Occult spell *Make Poppet*) which will affect the poppet's living counterpart, providing he or she is within range. Thus, the Witch could hide around the corner while healing another adventurer who is in melee with a monster. Detrimental spells will not work via *Healing Sympathy*.

Hex

Occult Invocation/Evocation

Level: Witch 6

Range: 60'

Duration: 6 rounds

Area of Effect: Up to 6 creatures

Components: V,S

Casting Time: 6 segments

Saving Throw: Negates

This spell affects up to 6 creatures within 60' of the caster. Affected creatures are wracked with pain, and can do nothing except writhe and scream for 6 melee rounds. Saving Throws are at -6.

Hopping Doom

Occult Conjuration/Summoning

Level: Witch 3

Range: 60;

Duration: 1 turn/level

Area of Effect: See below

Components: V,S,M

Casting Time: 6 segments

Saving Throw: See below

1d10 x 1,000 slimy wet bull frogs appear at a spot designated by the caster (crawling out from rocks, nooks and crannies, or otherwise dropping from the ceiling or sky). They jump madly about, getting underfoot, and croak at a deafening volume that prevents conversation within the area of effect. The distraction is such that spellcasters must Save vs. Spells before they can cast, and missile users roll to hit at -2. Movement within the area is halved.

There is a base 10% chance (+5% per level) that 1d10 poisonous frogs will be in the group. They will attack non-frog targets within the area of effect, forcing them to Save vs. Poison at +2 or die. The poisonous frogs are colourful but otherwise identical to the rest.

The caster can move the mass of frogs by telepathic command, at a maximum speed of up to 60' per round.

The area of effect is determined by the number of frogs summoned (10 sq. ft per 1,000 frogs).

Horror

Occult Enchantment/Charm

Level: Witch 6

Range: Nil

Duration: 1 round/caster level

Area of Effect: Cone 5' long/level, diameter at base 1'/level

Components: V,S

Casting Time: 6 segments

Saving Throw: None

Creatures within the area of effect panic and must flee directly away from the caster. There is a 60% chance they will drop anything they are holding. There is no Saving Throw, but undead, golems, elementals and extraplanar creatures are immune to the effect.

Hover

Occult Transmutation/Alteration

Level: Witch 3

Range: Self

Duration: 3 turns

Area of Effect: Caster

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

The caster can fly in any direction through the air at his or her normal movement rate. Although various material components are possible, the traditional one is a broomstick, which is not consumed in the spell's casting.

Invisibility

Occult Illusion/Mirage

Level: Witch 3

Range: Touch

Duration: Until dispelled

Area of Effect: 1 creature

Components: V,S

Casting Time: 2 segments

Saving Throw: None

Except as noted above, this spell is as the 2nd-lvl Arcane spell, *Invisibility*.

Lay to Rest

Occult Abjuration

Level: Witch 5

Range: Touch

Duration: Instantaneous (permanent)

Area of Effect: 1 undead creature

Components: V

Casting Time: 1 segment

Saving Throw: Negates

This spell destroys one undead creature: corporeal undead collapse to the ground as harmless corpses, and incorporeal undead evaporate into the æther. On the round of casting, the spell enables the caster to touch an undead creature without suffering any associated ill-effects. The caster must succeed in a to hit roll and if the roll fails, the spell dissipates harmlessly. Note: undead hit only by magical weapons (+3 or lower) are also subject to this spell.

Lifesteal (Reversible)

Occult Necromancy

Level: Witch 3

Range: Touch

Duration: Instantaneous (permanent)

Area of Effect: Creature touched

Components: V,S

Casting Time: 1 segments

Saving Throw: Negates

The target creature loses 2d6 hp, if it fails its Saving Throw, and the caster is healed of the same number of hp, up to his or her normal maximum. If the target is slain by this effect, there is a 1% chance per level of the spellcaster that it will rise as a Shadow. It will be under its creator's control until the next new moon, at which time it is released as a free-willed creature (it will not normally attack the Witch who created it unless provoked).

The spell's reverse, *Lifegift*, has no Saving Throw. The caster loses hp and the target is healed of the same amount.

Make Poppet

*Occult Enchantment/Charm***Level:** Witch 1**Range:** 1 mile**Duration:** Permanent**Area of Effect:** 1 creature**Components:** V,S,M**Casting Time:** 1 hour**Saving Throw:** Negates

The caster makes a small wax doll which must contain part of a human, demi-human or humanoid (a lock of hair, tooth, toenail clipping etc.) The doll must weigh at least 1lb. The target is allowed a Saving Throw vs. Spells; failure means that the doll is linked to the target and becomes a poppet. Thereafter the caster can use various higher level spells involving poppets.

Malice*Occult Enchantment/Charm***Level:** Witch 3**Range:** Touch**Duration:** 6 turns**Area of Effect:** 1 creature**Components:** V,S,M**Casting Time:** 1 round**Saving Throw:** Negates

Malice weakens the target creature's attacks: each time the target creature inflicts hit point damage on an enemy (by any means), damage dice must be rolled twice, and the lesser result used.

Memory of Life*Occult Necromancy***Level:** Witch 3**Range:** 30'**Duration:** 1 turn/level**Area of Effect:** Cone originating from caster, 60' long and 30' diameter at the base**Components:** V,S,M

Casting Time: 4 segments

Saving Throw: Special

This potent incantation reminds undead creatures of their previous life, throwing them into confusion or causing them to turn on their creator. The Witch chews a mixture of roots, grave earth and salt, and spits it upon his or her hand. Animated undead such as skeletons and zombies have no Saving Throw and immediately attack their creator if present. Otherwise, they simply babble incoherently, and will not act except to defend themselves. Intelligent undead receive a Saving Throw, with success indicating they are unaffected and failure resulting in the same effect as the 7th-lvl Druidic spell *Confusion*.

Mystic Delving

Occult Divination

Level: Witch 1

Range: Touch

Duration: Instantaneous

Area of Effect: 1 object

Components: V,S

Casting Time: 1 round

Saving Throw: None

Mystic delving enables the Witch to understand the properties and purpose of an item that is held or touched. There is a 10% chance per caster level that any command word will be revealed and, if the item has a significant or relevant history, the Witch will see a vision that sheds some light on it e.g. touching a murder weapon might give a brief glimpse of blood.

Needle

Occult Invocation/Evocation

Level: Witch 3

Range: 100'

Duration: Permanent

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 4 segments

Saving Throw: Half

This spell requires a poppet of the target (c.f. the 1st-lvl Occult spell *Make Poppet*). The caster holds

the poppet, utters the spell and then inserts the needle. The target takes 3d6 hp of damage and the caster may select one of the target's limbs to be temporarily disabled (either a leg, halving the target's movement speed, or the weapon or shield arm, causing the target to drop the item). If the target passes its Saving Throw then the damage is halved and no limb is disabled.

Obedient Beast

Occult Enchantment/Charm

Level: Witch 1

Range: 30'

Duration: 1d6 rounds

Area of Effect: 1d6 hit dice worth of creatures

Components: V,S

Casting Time: 3 segments

Saving Throw: Negates

While under this spell, animals will typically lie down and take no action unless physically harmed or caused to make a Saving Throw (in which case the spell is broken). Trained creatures, such as dogs or horses, obey any verbal commands that they understand as if the caster were their owner, and disregard their real owner for the duration of the spell.

Ordeal

Occult Transmutation/Alteration

Level: Witch 4

Range: Self

Duration: 2d6 rounds

Area of Effect: Caster

Components: V

Casting Time: 1 segment

Saving Throw: None

Ordeal may only be cast when the caster has less than a quarter of his or her normal (full) hp remaining. For the spell's duration, the caster may make all die rolls twice, and select the result that he or she prefers. This includes any kind of die roll that the player would normally make i.e. to hit, damage, Saving Throw etc.

Ostia Tenebrosa

Occult Illusion/Mirage

Level: Witch 4

Range: 50'

Duration: 3d6 hours

Area of Effect: Sphere 30' diameter

Components: V,S

Casting Time: 4 segments

Saving Throw: Negates

Living creatures within the area of effect are blinded for the spell's duration unless they save. They will fight at -4. This effect can be removed by *Cure Blindness*, *Heal Ailment*, *Dispel Magic* or *Remove Curse*.

Pain (Reversible)

Occult Illusion/Delusion

Level: Witch 2

Range: 30'

Duration: 1d6 rounds

Area of Effect: 1 creature

Components: V,S

Casting Time: 2 segments

Saving Throw: Negates

The target creature is suddenly shot through with extreme agony. It falls to the ground, helpless, and cannot react for the spell's duration. At the spell's expiry it suffers 1d6 hp of damage.

The spell's reverse, *Pleasure*, causes the same effect but without the subsequent damage.

Polymorph Other

Occult Transmutation/Alteration

Level: Witch 4

Range: 50'

Duration: Permanent

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 4 segments

Saving Throw: Negates

Except as noted above, this spell is as the 4th level Arcane spell *Polymorph Other*.

Polymorph Self

Occult Transmutation/Alteration

Level: Witch 4

Range: Self

Duration: 2 turns/caster level

Area of Effect: Caster

Components: V,S

Casting Time: 3 segments

Saving Throw: None

Except as noted above, this spell is as the 4th-lvl Arcane spell *Polymorph Self*.

Pyrokinesis

Occult Evocation/Invocation

Level: Witch 1

Range: Touch

Duration: Instantaneous

Area of Effect: 1 object, up to 1 sq. ft/caster level

Components: V

Casting Time: 1 segment

Saving Throw: Negates

Whispering a secret word, the caster conjures a fire-spirit to her fingertips. The fire spirit will leap to the next flammable thing the caster touches, and ignite it (first drying it out if the object's water content would prevent easy ignition). If the caster touches an item, then it must make a Saving Throw vs. normal fire or be burned and probably ruined. If the caster touches a creature, it suffers 1d6 hp damage. Note that while touching a creature in melee requires a to-hit roll, the fire spirit will remain on the caster's fingers until discharged, or until 1 hour has passed (whichever comes first).

Rain of Spite

Occult Invocation/Evocation

Level: Witch 4

Range: 100'

Duration: 1 round

Area of Effect: Cylinder 30' diameter, up to 30' tall

Components: V,S,M

Casting Time: 7 segments

Saving Throw: Halves

Rain of Spite creates a magical storm of vitriol: black tears that come from some unimaginable place, burn what they touch, and evaporate with a hiss. They are neither venom, nor acid, nor flame; Witches say they are made of liquid scorn. The tears damage all living flesh within the area of effect for 1d4 hp of damage per level of the Witch (Save vs. Spells for half). Undead creatures, golems and/or elementals take no damage from this spell.

Raven Spy

Occult Conjuraton/Summoning

Level: Witch 2

Range: 20'

Duration: Until nightfall

Area of Effect: 1 bird

Components: V,S

Casting Time: 1 segment

Saving Throw: Negates

Raven Spy conjures one rook, raven or crow and imbues it with a spirit allied to the caster. The caster may specify a target and the creature will observe it before returning to the caster at nightfall. The spell grants the bird speech, and it will tell the truth as it understands it.

In areas where corvids are rare, an alternative creature might appear. For example, in some tropical jungles the caster might conjure a parrot.

Regenerate (Reversible)

Occult Necromancy

Level: Witch 1

Range: Touch

Duration: 1d6 rounds or more (see below)

Area of Effect: 1 creature

Components: V,S

Casting Time: 1 round

Saving Throw: None (Negates)

Regenerate heals injury on the target creature at the rate of 1 hp per round. It lasts for at least 1d6 rounds with a minimum of 1 round per caster level. Thus, a 7th-lvl Witch need not roll, since his or her spell will always last for 7 rounds.

The reverse of the spell, *Affliction*, causes the target creature to lose 1 hp per round. The target creature must be touched (requiring a to-hit roll), and receives a Saving Throw.

Remove Curse (Reversible)

Occult Abjuration

Level: Witch 3

Range: Touch

Duration: Instantaneous (permanent)

Area of Effect: See below

Components: V,S

Casting Time: 6 segments

Saving Throw: Special

Except as noted above, this spell and the reverse, *Bestow Curse*, is as the 3rd-lvl Divine spell *Remove Curse*.

Sacrifice

Occult Necromancy

Level: Witch 7

Range: Touch

Duration: Instantaneous (permanent)

Area of Effect: One corpse

Components: V,S,M

Casting Time: 6 turns

Saving Throw: None

This spell is the Witch's answer to *Resurrection*, but Witches cannot call back the souls of the

departed dead - they can only sacrifice for them. Thus, in order to invoke this spell, the Witch must ritually cut the throat of a speaking creature. It is otherwise exactly the same as the 7th-lvl Divine spell.

Seeming

Occult Illusion/Mirage

Level: Witch 3

Range: Touch

Duration: 2d6 hours

Area of Effect: 1 object, maximum 20' cube

Components: V,S,M

Casting Time: 3 turns

Saving Throw: Special

Seeming allows the caster to alter the appearance of a thing, but not its nature. For example, a Witch could make her hovel seem a small but luxurious palace, but not fix the roof; a pit appear to be a shallow hole, but anyone falling in would still take only 1d6 damage.

The spell is unlike *Phantasmal Force* in that there must be a real object to change, and no illusory damage is possible.

Seeming will not make the caster rich: any wealth gained by use of the spell only lasts for the spell's duration.

Sharp Ear (Reversible)

Occult Transmutation/Alteration

Level: Witch 1

Range: 50'

Duration: 2d6 rounds

Area of Effect: 1 creature

Components: S,M

Casting Time: 1 round

Saving Throw: None (Negates)

Sharp Ear doubles the target creature's chance to hear noise or listen at doors for the duration of the spell. While active, it also gives the target creature a Saving Throw vs. surprise of 11 (on a 1d20).

The spell's reverse, *Dull Ear*, will deafen the target creature. It must pass a Saving Throw vs. Spells to hear any noise that originates from more than 30' away (with a separate Save per sound).

Exceptionally loud noises will still be heard.

The spell has no verbal component.

Skeletal Steed

Occult Necromancy

Level: Witch 2

Range: 10'

Duration: 1 turn/caster level

Area of Effect: The corpse of a riding animal such as a horse or camel

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

The spell causes the corpse or bones of a dead steed to arise and bear the caster in accordance with the Witch's mental commands. The undead mount is AC 6, can only be struck by silver or magical weapons, will carry up to 500 lbs. of weight, and can move up to 240' per round. It has 4d8+4 hp, but cannot fight. While not mounted it can be turned as a Type 4 undead (Shadow), but if carrying a rider it cannot be turned at all. It moves in eerie silence, and at the caster's option, may be faintly luminous.

Snake's Tongue

Occult Enchantment/Charm

Level: Witch 1

Range: 50'

Duration: 3d6 rounds

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 5 segments

Saving Throw: Negates

For the spell's duration, the target creature's tongue becomes forked. This will slur its speech and prevent it from casting magic with a verbal component. The material component is a snake's tongue, which is consumed in the spell's casting.

Soulbond

Occult Necromancy

Level: Witch 5

Range: Touch

Duration: 1 day

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 1 segment

Saving Throw: None

This is the Witch's answer to *Raise Dead*. When cast on a fresh corpse, the round after it is slain, this spell prevents the slain creature's soul from departing for 1 day. If the creature is healed up to positive hit points during this time, it will be able to move (slowly) to a place of rest. There it must rest for one week, after which it will rolls a System Shock check. If this is passed, it recovers fully though it will lose one point of Constitution permanently in the process (no Saving Throw).

Soulbond only works on creatures with souls. Those with spirits are unaffected (see the 5th-lvl Divine spell *Raise Dead*).

Soulbond can also be used to keep life in a creature that has not been healed up to positive hit points. In this case, the target creature's soul remains locked in a corpse. If the corpse is reasonably whole, it will rise as a ghoul (caster levels up to 10), ghastr (caster levels 11-13) or wight (caster levels 14+). If it is only partially complete, such as a limbless torso, then the creature will become conscious (knowing its situation and living in intense agony), but unable to fight. This last application will cause alignment drift towards evil.

Speak with Animals

Occult Transmutation/Alteration

Level: Witch 2

Range: Self

Duration: 2 rounds/caster level

Area of Effect: Caster

Components: V,S

Casting Time: 3 segments

Saving Throw: None

Except as noted above, this spell is the 2nd-lvl Divine spell, *Speak with Animals*.

Speak with Dead

Occult Transmutation/Alteration

Level: Witch 3

Range: Self

Duration: 1 round/caster level

Area of Effect: Caster

Components: V,S,M

Casting Time: 1 turn

Saving Throw: None

Except as noted above, this spell is as the 3rd-lvl Divine spell *Speak with Dead*.

Speak with Plants

Occult Transmutation/Alteration

Level: Witch 3

Range: Self

Duration: 1 round/caster level

Area of Effect: Caster

Components: V,S,M

Casting Time: 1 turn

Saving Throw: None

Except as noted above, this spell is as the 4th-lvl Divine spell *Speak with Plants*.

Spirit Servant

Occult Conjuration/Summoning

Level: Witch 1

Range: 10'

Duration: 12 rounds

Area of Effect: 1 summoning

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

Except as noted above, this spell is exactly as the 1st-lvl Arcane spell *Unseen Servant*, save that the

Spirit Servant is particularly adept at household chores and can perform tasks such as fetching wood, drawing water, laundry or sweeping in half the normal time. The material component is a saucer of milk.

Strength

Occult Transmutation/Alteration

Level: Witch 1

Range: Touch

Duration: 6 turns/level

Area of Effect: One person

Components: V,S,M

Casting Time: 1 turn

Saving Throw: None

Except as noted above, this spell is as the 2nd-lvl Arcane spell *Strength*.

Stumbling Curse

Occult Enchantment/Charm

Level: Witch 1

Range: 20'

Duration: 2d6 rounds

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 3 segments

Saving Throw: Negates

Stumbling Curse halves the target's normal movement speed. It will not work on any creature that does not need legs for locomotion, so for example a fish, a giant slug, or a spectre would be unaffected. The material component is a small fragment of tortoise shell.

Stunning Allure

Occult Illusion/Delusion

Level: Witch 2

Range: Self

Duration: 6 rounds

Area of Effect: Caster

Components: V,S

Casting Time: 1 segments

Saving Throw: See below

This spell causes the caster to become stunningly attractive to humans, demi-humans, humanoids, and certain intelligent humanoid monsters capable of speech (GM's discretion). 2d6 hit dice of creatures are affected, starting with those closest to the caster, provided the caster can be seen. Affected creatures will be stunned for 1d6 rounds, after which they will act in whatever way they think most likely to attract the caster's attention until the spell's duration expires.

The creatures receive a Saving Throw modified by the caster's Charisma, gender and race as follows:

CONDITION	MODIFIER
CHA 10-12	Nil
CHA 13-14	-1
CHA 15-16	-2
CHA 17	-3
CHA 18+	-4
Same race as caster	-2
Partially same race as caster (e.g. human to Half-Elf or Half-Orc)	-1
Similar race as caster (e. g. Humanoid to Demi-human or either to Human)	Nil
Different race than caster (e.g. Human to monster race such as Medusa)	+1
Same gender as caster	+1
Opposite gender from caster	-1

If a target creature is harmed or caused to make a Saving Throw, the spell will be broken and it may act normally.

Suggestion

Enchantment/Charm

Level: Witch 3

Range: 30'

Duration: 6 turns + 1 turn/caster level

Area of Effect: 1 creature

Components: V,S

Casting Time: 3 segments

Saving Throw: Negates

Except as noted above, this spell is as the 3rd-lvl Arcane spell *Suggestion*.

Suppress Magic

Occult Abjuration

Level: Witch 3

Range: 50'

Duration: 6 turns

Area of Effect: 30' radius sphere

Components: V,S

Casting Time: 4 segments

Saving Throw: None

Except as noted above, and that any suppressed enchantments are not permanently removed and will return after the spell expires, this spell is as the 3rd-lvl Divine spell *Dispel Magic*.

Surcease

Occult Necromancy

Level: Witch 6

Range: 60'

Duration: Instantaneous

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 1 segment

Saving Throw: Negates

This spell requires a poppet of the target (cf. 1st-lvl Occult spell *Make Poppet*). Except as noted above, this spell is as the 7th-lvl Druidic spell *Finger of Death*.

Tame Nature (Reversible)

Occult Transmutation/Alteration

Level: Witch 7

Range: 1 mile

Duration: Instantaneous (permanent)

Area of Effect: One natural disaster

Components: V,S,M

Casting Time: 1 hour

Saving Throw: None

By means of this spell the Witch stills an earthquake, calms a hurricane, causes a volcano to subside, or otherwise brings to an end a natural disaster. Although this spell cannot be dispelled by any other force short of the divine, the disaster remains “in abeyance”, and the casting Witch can reinstate it at any time by using the spell's reverse, *Unleash Nature*.

The Brink

Occult Transmutation/Alteration

Level: Witch 5

Range: Touch

Duration: Instantaneous

Area of Effect: Up to 13 creatures

Components: V,S,M

Casting Time: 1 segment

Saving Throw: None

The Brink can instantly teleport the caster and up to 13 other creatures to a new destination. No creature larger than medium-size may be brought over the brink. Equipment up to the creature's normal maximum encumbrance can be carried; any excess will be lost on the journey. The spell is not entirely without risk in that when the spell's targets arrive at their destination, there is a chance that a randomly-selected demon or devil will appear with them. This chance is determined on the following table:

DESTINATION	CHANCE OF DEMON/DEVIL APPEARING
The caster's residence	0.1%
Within 1 mile of caster's residence	1%
Within 10 miles of caster's residence	2%
In the caster's home country	3%
On the caster's home continent	4%
On the caster's home planet	5%
Elsewhere on the Prime Material Plane	7se
An Extra-planar location	13%

Toadform

Occult Transmutation/Alteration

Level: Witch 2

Range: Touch

Duration: 6 turns

Area of Effect: 1 creature

Components: V,S

Casting Time: 2 segments

Saving Throw: Negates

The spell transforms a human, humanoid or demi-human into a toad for one hour. The target's equipment is transformed and will magically disappear, reappearing beside the former toad at the spell's expiration. Although the toad form moves slowly (30') and has no effective attack, it retains the Armour Class, hit points and Saving Throws it had in its natural form.

Touch of Suggestion

Occult Enchantment/Charm

Level: Witch 1

Range: Touch

Duration: 1d6 rounds

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 1 segment

Saving Throw: Negates

The caster utters the spell and touches the targeted human, demi-human or humanoid, who then receives a Saving Throw vs. spells, Success means the spell has no effect, but failure means the target will obey a brief, reasonable-sounding suggestion for 1d6 rounds. Long suggestions, or those that sound unreasonable to the target, will have no effect.

The spell can overcome many suspicions, but will fail in the face of certainties. For example, if John the guard has received orders to investigate the mysterious disappearance of the Esoteric Jewel of Kwal, and the Witch suggests that he looks for footprints outside the ground floor window, then the spell might work on him; but if he has been ordered to arrest the Witch for theft, then he will not obey her. This spell will never work in a melee or pursuit situation.

If instead of touching the target, the Witch kisses him or her on the lips, then the Saving Throw is at -4.

Troll's Blood (Reversible)

Occult Necromancy

Level: Witch 4

Range: Touch

Duration: See below

Area of Effect: Creature touched

Components: V,S

Casting Time: 1 round

Saving Throw: None (Negates)

The spell heals the target creature by 1d4 hp per round. It lasts for 1 round plus a number of rounds equal to half the Witch's level(rounded up) e.g. a 7th or 8th level Witch can give an extra 4 rounds of healing. The spell's reverse, *Decrepitude*, requires a successful "to hit" roll in combat and also grants the target a Saving Throw. It causes progressive hit point loss.

Under the Will

Occult Enchantment/Charm

Level: Witch 6

Range: 20'

Duration: Until sunset or moonrise, whichever comes first

Area of Effect: 1 extraplanar creature

Components: V,M

Casting Time: 3d6 turns

Saving Throw: Negates

This spell may only be cast on the Prime Material Plane and works only on an extraplanar creature. Because of the spell's long casting time, holding the creature in a magic circle of some kind is recommended. At the end of the spell's casting, the target creature may check its magic resistance (if any) to avoid the effects. If it has no magic resistance, or if it fails its roll, it gets a Saving Throw vs. spells at a -4 penalty with failure indicating that the creature must obey the Witch's spoken commands until the spell expires.

Vanquished Ward

Occult Abjuration

Level: Witch 2

Range: Touch

Duration: 1 turn/level

Area of Effect: 1 creature

Components: V,S,M

Casting Time: See below

Saving Throw: None

By either imbibing or smoking a special mixture created from the token of a defeated foe (a hair, scale or feather) the Witch can use the foe's spirit to grant protection from its kind. The spell grants the target a +2 bonus to AC and Saving Throws for all attack forms (including spells) cast by beings of the same species. Preparing and imbibing (requiring either a gourd or pipe) the mixture takes 3 rounds, and the spell takes effect 2 rounds later.

Vulnerability

Occult Abjuration

Level: Witch 2

Range: 30'

Duration: 4 turns

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 4 segments

Saving Throw: Negates

Vulnerability downgrades the target creature's immunity to non-magical weapons by one slot, on the following scale: +3 or better weapon to hit > +2 or better weapon to hit > +1 or better weapon to hit > Silver or magic weapon to hit

For example, a vulnerability spell cast on a werewolf would make it subject to normal weapons. A vulnerability spell cast on a demon lord might make it vulnerable to +2 weapons or better.

Wall of Thorns *Occult Conjunction/Summoning*

Level: Witch 6

Range: 60'

Duration: 1 turn/caster level

Area of Effect: 80 cubic ft/caster level

Components: V,S

Casting Time: 8 segments

Saving Throw: None

Except as noted above, this spell is as the 6th-lvl Druidic spell *Wall of Thorns*.

Ward of Flame (Reversible)

Occult Abjuration

Level: Witch 1

Range: Touch

Duration: 6 turns

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

For the spell's duration, *Ward of Flame* protects the target creature from injury due to heat or flame. The Ward absorbs the next 2d6 hp damage that the target creature would otherwise have suffered from fire.

The spell's reverse, *Ward of Frost*, absorbs the next 2d6 hp damage that the target creature would otherwise have suffered from frost, cold or ice.

Ward of Harm

Occult Abjuration

Level: Witch 2

Range: Touch

Duration: 6 turns

Area of Effect: 20' radius centred on caster

Components: V,S

Casting Time: 8 segments

Saving Throw: None

This spell has three variants, and the caster must choose which variant applies at the time of casting. *Ward of Flame* allows creatures in the area of effect to automatically pass their Saving Throws against fire and heat based effects for the spell's duration; *Ward of Ice* allows them to pass their saves against cold; *Ward of Lightning*, allows them to pass their Saving Throws against electrical attacks and lightning. Rumours persist of further variants of this spell.

Ward of Magic

Occult Abjuration

Level: Witch 5

Range: Nil

Duration: 5 rounds

Area of Effect: 20' radius sphere centred on the caster

Components: V,S,M

Casting Time: 1 segment

Saving Throw: None

Spells (no higher than 3rd-lvl) cast from outside the area of effect are absorbed and dispersed harmlessly by this spell. There is one exception: a *Dispel Magic* spell cast on the Ward will remove it (no Saving Throw).

Ward of the Undead

Occult Abjuration

Level: Witch 1

Range: Touch

Duration: 6 turns

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

For the spell's duration, Ward of the Undead grants the target creature a Saving Throw (spells) against the special powers of any undead creature's touch. It also grants a Saving Throw against a ghost's ageing power or the scream of a banshee. The undead creature's touch will still inflict physical damage, as only special powers such as level drain, or paralysis are affected.

Water Breathing (Reversible)

Occult Transmutation/Alteration

Level: Witch 3

Range: Touch

Duration: 6 turns/level

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 5 segments

Saving Throw: None

Except as noted above, this spell is as the 3rd-lvl Druidic spell *Water Breathing*. The reverse, *Air Breathing*, enables an aquatic creature to breathe air.

Weird Whetstone

*Occult Conjuration/Summoning***Level:** Witch 1**Range:** Touch**Duration:** 1 turn**Area of Effect:** 1 whetstone**Components:** V,S,M**Casting Time:** 1 round**Saving Throw:** None

By means of this spell the caster conjures a magical whetstone that will cause any non-magical, edged or pointed weapon sharpened by it to become a +1 magical weapon for the next three turns (30 melee rounds). It takes one round to sharpen one axe, sword or polearm, two spears or javelins, or three arrows or quarrels. The whetstone vanishes after one turn (10 rounds).

Witch-Candle*Occult Conjuration/Summoning***Level:** Witch 1**Range:** Touch**Duration:** 4 hours**Area of Effect:** 1 candle**Components:** V,S,M**Casting Time:** 1 turn**Saving Throw:** None

This spell is used to speed the recovery of the party's hit points while resting. The Witch conjures a magical candle that is lit upon arrival and will burn for up to 4 hours unless it goes out for any reason, whence it vanishes and the spell expires. While the candle is burning, every living creature within 30' of it regains 1 hp per complete turn that elapses, so long as that creature is resting (not memorising spells, not standing watch, but actually resting). No matter how many such candles are within 30', only 1 hp per complete turn can be regained with this spell.

Word of Hibernation*Occult Enchantment/Charm***Level:** Witch 2**Range:** Touch**Duration:** 2d6 turns

Area of Effect: 3d6 hit dice worth of animals

Components: V,S

Casting Time: 1 segment

Saving Throw: None

With a *Word of Hibernation*, the Witch causes up to 3d6 hit dice worth of animals to fall into a deep sleep for 2d6 turns. The sleep is identical to that caused by the 1st-lvl Arcane spell *Sleep*.

PHANTASMAL SPELLS

Advanced Illusion

Phantasmal Illusion/Mirage

Level: Illusionist 5

Range: 60' + 10'/lvl

Duration: 1 round/lvl

Area of Effect: 40' + 10'/lvl

Components: V,S, M

Casting Time: 5 segments

Saving Throw: Special

This spell is similar to *Spectral Forces* in that it includes additional sensory components besides visual (olfactory, auditory, etc.). The illusion created only needs an additional 5 segments of concentration after the casting time for it to behave on its own. Then the caster can safely move on to other tasks.

If any viewer successfully Saves vs. Spells (disbelieves) they can communicate to others and if understood, grant a saving throw to them with a +4 bonus.

The material components needed are an small amount of fleece and several sand grains.

Alter Self

Phantasmal Transmutation/Alteration

Level: Illusionist 2

Range: Self

Duration: 3d4 rounds + 1 round/lvl

Area of Effect: Caster

Components: V,S

Casting Time: 2 segments

Saving Throw: None

Unlike the 1st-lvl spell *Change Self*, the *Alter Self* spell draws on the power of the Dreamlands to make a quasi-real change. An Illusionist altered by this spell can actually fly, although the shadowy, quasi-real wings struggle to lift a real weight in the material plane. Such flight is at a maximum of 30' per round (Aerial Agility level II at best). Using *Alter Self* the Illusionist can raise or lower his or her mass by up to 50%.

Charm Person

Phantasmal Enchantment/Charm

Level: Illusionist 2

Range: 120'

Duration: See below

Area of Effect: One person

Components: V,S

Casting Time: 2 segments

Saving Throw: Negates

Except as noted above, this spell is the same as the 1st-lvl Arcane spell *Charm Person*.

Chromatic Orb

Phantasmal Invocation/Evocation

Level: Illusionist 1

Range: 30'

Duration: Instantaneous

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 1 segment

Saving Throw: Special

The caster conjures a tiny ball of light and hurls it at a target. The caster must roll to-hit (the orb can affect creatures that would only be struck by magical weapons) and if the target is missed then the spell dissipates without effect. There is no non-proficiency penalty with the orb but there is a bonus if the target is close by, determined according to the following table:

RANGE	MODIFIER
-------	----------

Up to 10'	+3
10' - 20'	+2
20' - 30'	+1

The colour of the orb that can be conjured, the material component, and the effects vary according to the following table. The material component is destroyed in the casting (even if the caster misses).

CASTER LEVEL	ORB COLOUR	MATERIAL COMPONENT	DMG	SPECIAL EFFECT
1+	White	10gp quartz	1d4	Light: target must Save vs. Spells (unlisted categories) or be blinded for 1 round/caster level
2+	Crimson	20gp garnet	1d6	Heat: Up to 10 ¹³ of ice or snow will be melted. The target creature is at -1 to-hit and AC for 1 round unless it saves.
3+	Scarlet	50gp agate	1d8	Flame: Target must save or suffer 2hp additional damage from fire. If the save is failed, roll item saves for carried equipment.
4+	Yellow	100gp citrine	1d10	Lightning: Target must save or suffer 3hp additional damage from lightning. If the save is failed, roll item saves for carried equipment.
5+	Green	100gp peridot	1d12	Creates a small (5'radius) stinking cloud around the target, effects as the second level Arcane spell of that name.
6+	Cyan	200gp topaz	2d8	Target must Save vs. Paralysis or be paralysed for 3d6+2 rounds.
8+	Blue	250gp aquamarine	1d3	Target must Save vs. Death or be slowed for 4d6 rounds.
10+	Indigo	500gp amethyst	1d2	Target must Save vs. Petrification or be turned to stone.
13+	Violet	1,000gp sapphire	1	Target must Save vs. Death or be killed.

Concussive Detonation

Phantasmal Invocation/Evocation

Level: Illusionist 3

Range: 60'

Duration: Instan

Area of Effect: 30' diameter sphere

Components: V, S

Casting Time: 3 segments

Saving Throw: Negates

By means of this spell, the caster creates a stunning detonation consisting of a burst of bright light and a sudden, deafening sound. Creatures subject to the illusion (i.e. those that fail their save) fall backwards 1d10 feet and are stunned 1d3 rounds. The spell also inflicts 1hp of damage per level of the caster to everything in the area of effect. Undead, elementals, golems and extraplanar creatures are immune to the spell, as are those which do not have conventional senses. Huge creatures such as giants, dragons or most dinosaurs save at +5.

Dameon's Shadow Spellbook

Phantasmal Illusion/Mirage

Level: Illusionist 3

Range: Touch

Duration: 6 turns/level

Area of Effect: Special

Components: V, S

Casting Time: 1 turn

Saving Throw: None

This spell creates a semi-real phantasm of any of the caster's spellbooks. The phastasm glows with a soft light (equal to three candles) and allows the caster to memorize any spells contained within the real book. The shadow spellbook has 1 hp. The illusionist Dameon created this spell after yet another unfortunate imprisonment.

Death Fog

Phantasmal Invocation/Evocation

Level: Illusionist 6

Range: 30'

Duration: 1-4 rounds +1 round/lvl

Area of Effect: 2 cu. ft./lvl

Components: V, S, M

Casting Time: 6 segments

Saving Throw: None

This spell creates a highly caustic version of *Solid Fog* conforming to the aspects above. It is deadly to all plant and animals not immune to acid. Small plants die in 2 rounds, small woody plants in 4, young trees in 8 rounds and older trees in 16 rounds. The longer animal life stays, the more damage. This doubles each time starting with 1 HP the first round, 2 HP the second, 4 HP the third round and so on.

Material components are a pinch of dried and powdered peas, powdered hoof of an animal and some strong acid.

Deceived Corpse

(Phantasmal Illusion/Delusion)

Level: Illusionist 3

Range: 60' + 10'/lvl

Duration: See below

Area of Effect: 40'square + 10 sq.'./lvl

Components: V,S,M

Casting Time: 1 segment

Saving Throw: See below

This spell exactly resembles the 1st-lvl Phantasmal spell *Phantasmal Force*, except that instead of working on living creatures, it affects the eldritch senses possessed by the undead.

Delude

Phantasmal Transmutation/Alteration

Level: Illusionist 3

Range: 0

Duration: 1 turn/lvl

Area of Effect: The Illusionist

Components: V, S

Casting Time: 3 segments

Saving Throw: Negates

This spell allows the caster to assume the alignment of any other intelligent creature within 30'. This does not include animal intelligence or lower creatures. *Know Alignment* will only see the assumed alignment. A Saving Throw is allowed for the target of the *Delude* spell.

Dispel Magic

Phantasmal Abjuration

Level: Illusionist 4

Range: 120'

Duration: Permanent

Area of Effect: 30' cube

Components: V, S

Casting Time: 3 segments

Saving Throw: None

Except as noted above, this spell is the same as the 3rd-lvl Arcane spell of the same name.

Doggro's Synesthesia

Phantasmal Illusion/Delusion

Level: Illusionist 2

Range: 50'

Duration: 1d6 rounds + 1 round/lvl

Area of Effect: 1 creature

Components: V,S

Casting Time: 2 segments

Saving Throw: Negates

The Illusionist calls out and gestures at a target, and temporarily overwhelms its senses with random signals. Unless it passes a Saving Throw vs. Spells (unlisted categories), the target is stunned and unable to act until the spell expires.

Doggro's Voice of Reason

Phantasmal Enchantment/Charm

Level: Illusionist 2

Range: 50'

Duration: 1 round/lvl

Area of Effect: 1 creature

Components: V

Casting Time: 2 segments

Saving Throw: Negates

The Illusionist speaks persuasively to a hostile creature. Provided that (1) the creature shares a language with the Illusionist, (2) it fails its Saving Throw and (3) it is not being attacked this round, it will calm down and not attack, or stop attacking, enabling the caster to talk to or negotiate with it. If it would naturally be inclined to resume hostilities, it will tend to do so immediately after the spell expires, unless persuaded not to by a large bribe. If the creature is attacked the spell is dispelled. Undead, mindless or unintelligent creatures, and extraplanar creatures are unaffected by Doggro's voice of reason.

Dream

Phantasmal Transmutation/Alteration

Level: Illusionist 5

Range: Special

Duration: Special

Area of Effect: Special

Components: Special

Casting Time: 1 day

Saving Throw: Negates

This spell allows the caster to dream up an altered reality. It is even more limited in scope to *Limited Wish*. The castor must meditate for an hour thinking of the reality they want to make. Then, after an undisturbed 8 hour sleep, the reality will come into being in 1-12 hours.

Reasonable realities dreamed can be recovery of limbs or location of objects (not hidden by magical means). Detection of creatures 7 + or more hit dice may make a Saving Throw vs. Spells to avoid. This spell could replicate effects created by 5th-lvl or lesser spells (*Cure Wounds*, *Material Creation*, etc).

The spell cannot be lengthened by an *Extension* or *Permanency* spell. It can only be used once per week; additional castings of the spell will fail and age the caster 1-10 years.

Dream Horse

Phantasmal Transmutation/Alteration

Level: Illusionist 2

Range: Special

Duration: 8 hours

Area of Effect: Caster only

Components: V,M

Casting Time: 20 minutes

Saving Throw: None

This spell enables the caster and familiar to travel in their dreams and awaken in a new location in the Dreamlands. To prepare for the spell the caster must spend 20 minutes repeating an incantation while burning incense. They will dream of travelling upon a horse (or horse-like land-based creature) along a landscape similar to the real world but largely uninhabited (there is a 2% chance of encountering some form of dream or astral being during the journey). They may travel anywhere a horse might with a skilled rider in 8 hours, and obstacles in the real world which would obstruct or delay the passage of a horse will also exist in the Dreamlands and similarly slow or prevent the passage of the dream horse. At the end of the spell duration the caster will awake in the Dreamlands with as much equipment and apparel as they might reasonably have transported riding a real horse. Observers watching the caster will not perceive any movement until the end of the full-duration, at which point the caster will vanish from the old location and appear in the new one. If awakened prior to spell completion, the caster will simply remain in the original location and the spell is wasted.

Dream Horses

Phantasmal Transmutation/Alteration

Level: Illusionist 5

Range: Special

Duration: 8 hours

Area of Effect: See below

Components: V,M

Casting Time: 20 minutes

Saving Throw: None

The spell is almost identical to the 2nd-lvl level spell *Dream Horse* but may transport one character for every level of experience. Only creatures which might conceivably ride upon a horse (small or medium sized humanoids) may be transported, but no actual riding ability is required. Large groups may attract more attention in the Dreamlands so the chance of encountering increases by 2% for each additional traveller.

Erconfal's Impression

Phantasmal Illusion/Mirage

Level: Illusionist 2

Range: Self

Duration: 3 rounds

Area of Effect: Caster

Components: V

Casting Time: 2 segments

Saving Throw: Negates

By means of this spell the Illusionist can duplicate the sound made by any creature he or she has encountered. The sound normally originates from the Illusionist, but this spell can be combined with 2nd-lvl spell *Ventriloquism* to make it seem to emanate from elsewhere.

The spell can be used to duplicate magical sound effects made by certain monsters, depending on the caster's level:

CASTER'S LEVEL	SOUND EFFECTS
3-10	Harpy's call
11-16	Sphinx's roar
17+	Banshee's wail

In all such cases, any target creatures receive a Saving Throw vs. Spells to avoid the effects.

False Flag

Phantasmal Illusion/Delusion

Level: Illusionist 6

Range: 120 yards

Duration: See Below

Area of Effect: 10'/lvl

Components: S,M

Casting Time: 1 segment

Saving Throw: See below

This spell enables the Illusionist to make the actions of one being appear to be those of another and vice-versa. Usually this action is something unpleasant, criminal and/or treacherous. Both the real perpetrator and the patsy must be within the area of effect at the time of the action. A full sensory illusion is created, so convincing is this illusion that even the patsy must make a Saving Throw vs. Spells or be convinced that he is the perpetrator. Those viewing the events only receive a save if actively disbelieving, therefore a careful preparation prior to casting (such as disseminating rumours) will enhance the chances of success.

For example while killing the king the Assassin may appear to stand innocently by while the king's consort appears to carry out the killing. The consort herself must save or be convinced of her own guilt.

The material component of this spell is a fine silver thread, which the Illusionist breaks while casting the spell (this action can be performed with concealed hands).

Fascinate

Phantasmal Illusion/Delusion

Level: Illusionist 2

Range: 30'

Duration: See below

Area of Effect: 1 person

Components: V,S

Casting Time: 2 segments

Saving Throw: Negates

This spell can only affect a person (defined as in the 2nd-lvl Divine spell *Hold Person*). Unless the target

creature Saves vs. Spells (unlisted categories), it will perceive the Illusionist as its trusted friend and desired companion. It will tend to follow the Illusionist around, gazing at the Illusionist adoringly and sometimes seeking to attract his or her attention. If there is a shared language, the creature will tend to obey any reasonable-sounding requests the Illusionist might make, if a roll of 3d6 does not exceed the Illusionist's Charisma. If the roll does exceed the Illusionist's Charisma then the creature realises it has been duped by magic, in which case the spell will end and the creature is likely to be upset, angry or hostile.

Feign Death

Phantasmal Necromancy

Level: Illusionist 3

Range: 10'

Duration: 4 rounds + 2 rounds/caster lvl

Area of Effect: One creature

Components: V, S, M

Casting Time: 3 segments

Saving Throw: None

This spell exactly resembles the druidic (not the arcane or divine) spell of the same name.

Hakim's Dazzling Swordplay

Phantasmal Illusion/Mirage

Level: Illusionist 4

Range: 60'

Duration: 1 round/lvl

Area of Effect: See below

Components: V,S,M

Casting Time: 1 segment

Saving Throw: Negates

The caster or a willing recipient of this spell will appear to wield a blade as a supreme master regardless of actual ability - spinning the blade at unearthly speed in a dazzling array of cuts and thrusts. The recipient may make up to 2 illusionary attack routines for every normal attack routine. The apparent flurry of blows confounds evasion, negating an opponents Dexterity bonus to AC. In addition so terrifying is the apparent skill that melee opponents must immediately check morale. Opponents who successfully disbelieve the spell are immune to its effects. The recipient of the spell must wield an actual sword, knife or dagger.

Hakim's Unexpected Feint

Phantasmal Illusion/Mirage

Level: Illusionist 5

Range: 60'

Duration: 1 round/lvl

Area of Effect: See below

Components: V,S,M

Casting Time: 1 segment

Saving Throw: Negates

The caster or a willing recipient of this spell will appear to wield a blade with terrifying skill regardless of actual ability - spinning the blade at unearthly speed in a dazzling array of cuts and thrusts. For the spell's duration the recipient gains 2 illusory attacks for each one normal attack, with a +2 bonus "to hit" his or her amazed opponents. In addition, opponents who fail their save must check morale at -10% penalty. Opponents who successfully disbelieve the spell are immune to its effects. The recipient of the spell must wield an actual sword, knife or dagger. This spell does not combine with other spells named after Hakim.

Invisibility to Undead

Phantasmal Transmutation/Alteration

Level: Illusionist 2

Range: Touch

Duration: 1 round/lvl

Area of Effect: 1 creature

Components: V,S,M

Casting Time: 2 segments

Saving Throw: Negates

Except as may be noted above, this spell is identical to the 2nd-lvl Arcane (NOT the Divine) spell of the same name.

Magic Mirror

Phantasmal Divination

Level: Illusionist 5

Range: Touch

Duration: 1 round/lvl

Area of Effect: Special

Components: V, S, M

Casting Time: 1 hour

Saving Throw: None

This spell functions as per the 4th-lvl Arcane spell *Magic Mirror*. However, a *Vision* spell can be used to replace the material components without the extra functionality of the *Vision* spell.

Mass Invisibility

Phantasmal Illusion/Mirage

Level: Illusionist 7

Range: 10'/lvl

Duration: See below

Area of Effect: 30'radius sphere

Components: V,S,M

Casting Time: 7 segments

Saving Throw: None

Except as may be noted above, this spell is identical to the 7th-lvl Arcane spell of the same name.

Matador's Cloak

Phantasmal Illusion/Mirage

Level: Illusionist 1

Range: Self

Duration: 1 round/lvl

Area of Effect: 1 attack per 3 levels

Components: V,S,M

Casting Time: 1 segment

Saving Throw: See below

With this spell the caster can misdirect attacks against a cloak held at arm's length. The attacker must make a successful Saving Throw vs. Spells or waste their attack (one shot spells or effects such as *Shocking Grasp* will be lost). For the duration of the spell the caster can attempt misdirect up to one attack per three levels of experience providing they do not engage in spell-casting in the same

round.

The caster of this spell must possess a fine silk or velvet cloak of at least 25 gp value which must make an item Saving Throw at the end of the spell or be considered ruined. An Illusionist of at least 3rd-lvl may use a hat, cane or handkerchief of like value in lieu of a cloak.

Mendoza's Mass Non-Description

Phantasmal Illusion/Mirage

Level: Illusionist 5

Range: 100 yards

Duration: 1 hour per level

Area of Effect: 1 being per level

Components: V, M

Casting Time: 3 segments

Saving Throw: See below

This is identical to the 3rd-lvl spell *Mendoza's Non-Description*, but may affect multiple subjects. A crowd of 12 is required for each subject of the spell, so 10th-lvl caster could conceal 10 beings in a crowd of at least 120. As per the 3rd-lvl spell characters outside of the crowd may attempt to disbelieve the illusion, a successful save means they are able to discern all subjects concealed by the spell. Also as per the 3rd-lvl spell, members of the crowd may only attempt a save if they have been actively targeted by the subject in some way.

Mendoza's Non-Description

Phantasmal Illusion/Mirage

Level: Illusionist 3

Range: Touch

Duration: 1 turn per level

Area of Effect: Single being

Components: V,M

Casting Time: 3 segments

Saving Throw: See below

With this spell the subject fades into a crowd of similar beings. Beings must be of reasonably similar form, so a unicorn may be hidden amongst herd of horses, a human may hide among a crowd of man-sized humanoids or demihumans, etc. A group of at least a dozen beings is required and concealment is total, sight, sound and even smell and tactile sensations are deluded, the subject simply appears one of the crowd. If casting spells, attacking or otherwise acting in a conspicuous manner the subject

will appear distinct, but may easily fade back into the group by ceasing such activity - for example a warrior may hide among a crowd of enemies, attack and then simply fade back into the crowd. Any character, not part of the crowd and actively attempting to disbelieve the illusion may attempt a Saving Throw; members of the crowd may only attempt a save if they have been actively targeted (such as attacks or spells) by the subject in some way.

Mendoza's Stultifying Harem

Phantasmal Illusion/Delusion

Level: Illusionist 7

Range: 120 yards

Duration: See below

Area of Effect: Single living target

Components: V,M

Casting Time: 3 segments

Saving Throw: See below

This potent spell transports a single being to a pocket of the Dreamlands occupied by the phantasmal harem of a long lost divinity. While pleasurable, the harem was originally meant for the pleasure of gods and goddesses of Dream and is eventually deadly to the mortal. The target must make a Saving Throw at -4 or disappear from its current location and be instantly transported to the confines of the harem and will lose any memorized spells (if any). The being will be confined for at least seven nights, thereafter they may attempt a further Saving Throw (again at -4) . A further save may be attempted every seven nights, but for each week within the harem the victim will permanently lose one point of Wisdom and Constitution. Should either be reduced the zero the victim either dies of exhaustion or is reduced to a gibbering, mindless wreck. It is possible to forcibly remove the victim from the harem through powerful magic, but in such cases the victim will be left with a permanent longing for the harem and will be transported back in their dreams if they fail a save (a Saving Throw must be made each night); this longing may be removed if they successfully save for 40 nights, or if a *Remove Curse* or *Wish* is used. The material component is a silken mask and small silver chain.

Mirage Arcane

Phantasmal Transmutation/Alteration

Level: Illusionist 6

Range: 10'/lvl

Duration: Special

Area of Effect: 10'/lvl

Components: V, S, (M)

Casting Time: 3/6 segments

Saving Throw: None

This spell allows the caster to either change an entire area to make it however they wish or replicate another existing area realistically. These are two different tasks the spell can accomplish and they have differences in casting times and components listed below.

Changing an area how the caster wishes takes 3 segments of casting time and only verbal and somatic components. A wine cellar as a torture chamber with wine racks becoming torture racks or a room full of chests as empty. The illusion can be discerned through tactile investigation and logic. Any objects hidden are still found by tactile means, but effectively invisible.

Replicating another existing area takes longer (6 segments) and requires the material component of something from the place being recreated. This version of the illusion can only be discerned by magical means of detection. The mind willing to explain away many logical disconnects. This is the enhanced form.

For both versions of the spell, the duration persists as long as the caster maintains it in their mind (talking is possible). After maintenance ends or the caster suffers damage/distraction/melee/etc. it continues to exist for 6 turns + 1 turn/lvl. There is no saving throw to disbelieve.

Mislead

Phantasmal Illusion/Mirage

Level: Illusionist 6

Range:

Duration:

Area of Effect:

Components:

Casting Time:

Saving Throw:

This spell allows the caster to create an illusory double of themselves that looks to move away from the area while the actual caster is cloaked with an *Improved Invisibility* effect. The double can speak and can be touched. Spells and items that can detect the individual effects can be utilized to reveal the illusion or the caster.

Olfactory Glamour

Phantasmal Illusion/Mirage

Level: Illusionist 1

Range: 60' + 10'/lvl

Duration: See below

Area of Effect: 40' x 40'square + 10' x 10' square/lvl

Components: V,S,M

Casting Time: 1 segment

Saving Throw: See below

This spell resembles the 3rd-lvl Arcane spell *Phantasmal Force*, but it affects the sense of smell rather than sight. It is effective against creatures such as bloodhounds.

Ospmi's Phantasmal Circumvention

Phantasmal Transmutation/Alteration

Level: Illusionist 2

Range: Touch

Duration: 1 round/lvl

Area of Effect: 6" diameter circle in the flat surface touched, maximum of 4" thick

Components: V,S

Casting Time: 3 segments

Saving Throw: None

A useful spell for any performing Illusionist, the caster can pass their hand through a non-magical solid surface and move small objects through the opening. At completion of casting of the spell, the Illusionist must touch the target surface with the tip of their finger. Once cast, a 6" diameter circle centred at the point touched by the caster will be insubstantial (only to the caster) and any physical object the caster is in contact with for the duration of the spell. The target surface must be solid, relatively smooth, larger than a circle 6 inches in diameter, and no more than 4" thick (e.g., the top of a rough hewn wooden treasure chest, an iron door, a stained glass window, a mortared stone wall less than 4 inches thick, etc.). While the caster cannot see through the surface, they could potentially reach into a chest and remove any contents that are small enough, lift a bar on the other side of a barred door, stab a dagger through a stone wall, etc. No one else can make use of the opening (or even tell that the opening is there barring *Detect Illusion*, *True Sight*, etc.). Should the spell expire with any part of the caster within the opening, the caster will remain stuck until circumstances change.

Parlour Trick

Phantasmal Illusion/Mirage

Level: Illusionist 1

Range: Caster

Duration: 1 round/caster level

Area of Effect: Touch

Components: S

Casting Time: 1 segment

Saving Throw: None

By use of this spell, the Illusionist is able to affect small objects (1 cu. ft. or smaller), making them seem to disappear with a wave of the hand. In reality, the spell caster is pocketing the object into a secret pouch located somewhere upon his or her person.

Phantasmagoria

Phantasmal Illusion/Delusion

Level: Illusionist 6

Range: 60'

Duration: 1 round/lvl

Area of Effect: 40' + 10'/lvl

Components: V, S

Casting Time: 6 segments

Saving Throw: Negates

Phantasmagoria is a special triggered illusion with full sensory components (sight, touch, sound, smell). The illusion created involves movement of the target or part of the environment. It can be falling, receding, escalating, etc. An example is the glass of water that is always unattainable as it constantly moved away, or falling/descending 5 flights of stairs rather than one, or fast rushing water flowing on said stairs ensuring a swift fall. It cannot be used to hide objects in an area, but only manipulate how to get around in the area or the perspective of the area.

Phantasmal Familiar

Phantasmal Conjuration/Summoning

Level: Illusionist 1

Range: Self

Duration: See below

Area of Effect: One familiar

Components: V,S,M

Casting Time: 1 night

Saving Throw: See below

Just as Magic-Users may summon creatures as Familiars, Illusionists may call upon the creatures of the Dreamlands as familiars. Such familiars lack physical form but can still be of great use to their summoners. To summon a *Phantasmal Familiar* the Illusionist must fast for a day and clear the mind

of all memorised spells before imbibing a potent and rare mix of ingredients (80+10d6 gp in value). That night the Illusionist will experience cogent dreams in which a creature will come forth. The creature is randomly selected from the same table as for the 1st-lvl Arcane spell *Find Familiar*.

The *Phantasmal Familiar* has its own distinctive identity, with an intelligence equal to half the caster's plus 1d6. It has 1d4 hp and AC6. It is essentially a semi-permanent, autonomous illusion or dream with a limited ability to interact with the world which increases as the caster rises in level:

CASTER'S LVL	FAMILIAR'S APPEARANCE
1-3	Appear as visual image or sound (including speech) only (as per <i>Phantasmal Force</i> or <i>Audible Glamour</i> , either/or chosen per day)
4-7	Appear as image with sound components (as per <i>Improved Phantasmal Force</i>)
8-9	Appear as illusion with full sensory components (as per <i>Spectral Force</i>)
10-12	Appear as semi-real creature (20% real)
13-15	Appear as 40% real
16+	Appear as 60% real

The creature usually appears as the normal form of its type, but once per day may assume giant form (though cats will appear as any great cat rather than a giant housecat). The giant form may be maintained for a number of rounds equal to the Illusionist's level. Whether normal sized or giant the familiar has the same distinctive markings as may thus always be recognized as the same being. The familiar may appear or disappear any time the Illusionist choose by either emerging from or entering into its master's hat, bag pocket or other receptacle belonging to the caster (size is not a factor). The familiar may also control any illusion created by the caster.

If the *Phantasmal Familiar* is successfully disbelieved, it can no longer attack that subject (unless partially real), but is otherwise unaffected. If the familiar is "killed" the caster must make a System Shock roll or pass out for 1d6 turns. The familiar will however return after its "death" within 7 nights provided the Illusionist can dream.

Phantasmal Projectile

Phantasmal Illusion/Delusion

Level: Illusionist 1

Range: 60'+ 10'/ caster level

Duration: Instantaneous

Area of Effect: 1+ creatures in a 10' x 10' area

Components: V,S

Casting Time: 1 segment

Saving Throw: Negates

The Illusionist creates illusory bolts or darts from the caster's fingertips, striking with perfect accuracy. The phantasmal projectiles inflict 1d3 points of damage each. For every two caster levels beyond first, the caster gains an additional projectile; thus, a 1st-lvl Illusionist can cast one missile, a 3rd-lvl caster may cast 2, a 5th-lvl caster may cast 3, and so on. If the target passes its Saving Throw, it

realises the projectiles are illusory and suffers no damage.

Phantom Armour

Phantasmal Transmutation/Alteration

Level: Illusionist 1

Range: Touch

Duration: Special

Area of Effect: 1 person

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

This spell creates a suit of plate armour made of shadowstuff on one target (including the caster). It does not hinder spell casting nor movement. It gives real protection of plate mail level to the target unless their opponent is able to successfully Save vs. Spells or *Dispel Magic* is cast on the target. The armour provides protection against blows at one hit point per level of the caster. Once it has absorbed this limit, the spell ends. The material component is 10gp worth of mithril, which is consumed in the casting.

Phantom Steed

Phantasmal Conjuration/Summoning

Level: Illusionist 3

Range: Touch

Duration: 6 turns/lvl

Area of Effect: Special

Components: V, S, M

Casting Time: 1 turn

Saving Throw: None

Phantom Steed allows the caster to create a semi-real steed made of shadowstuff and the means to ride it. It cannot carry anything but the person it was created for and what they carry. It is unable to be a beast of burden or use saddlebags. The steed has the armor class of a horse looking like various shades of grey, moving at a max rate of 40' per level of the caster. It can take 12 hit points of damage before being dispelled as well as using other dispelling magics. It makes no sound as it moves.

Depending on the level of the caster, additional abilities are available to the steed. At 8th-lvl, it can pass rough, slippery, swampy, or otherwise inaccessible terrain as if it were normal ground. At 10th-lvl,

the steed can pass over water as if it were solid ground. At 12th-lvl, it can cross chasms, canyons and river banks as if bridged (this is not flying). At 14th-lvl, it flies like a pegasus.

Phantom Wind

Phantasmal Transmutation/Alteration

Level: Illusionist 3

Range: 10'/lvl

Duration: 1 round/lvl

Area of Effect: 10' wide path

Components: V, S

Casting Time: 3 segments

Saving Throw: None

This spell creates a wind able to move non-living, inanimate objects. However, it cannot be felt by any living creature except by the inanimate objects impacted by it (papers flying in the face or a feeling a small sailing vessel moved by the spell). It can be used to move or disperse clouds and fogs, including spells that create them like *Cloudkill* or *Stinking Cloud*. The wind moves forward at 10' per round starting from the range of the spell and 10' wide, onward until the duration ends, not unlike a wave of air.

Prismatic Blade

Phantasmal Conjuration/Summoning

Level: Illusionist 6

Range: Touch

Duration: See below

Area of Effect: See below

Components: V,S,M

Casting Time: 6 segments

Saving Throw: See below

Except as noted above, this spell exactly resembles the 7th-lvl Arcane spell of the same name.

Programmed Audible Glamour

Phantasmal Illusion/Mirage

Level: Illusionist 3

Range:

Duration:

Area of Effect:

Components:

Casting Time:

Saving Throw:

To do

Programmed Paracusia

Phantasmal Illusion/Mirage

Level: Illusionist 3

Range:

Duration:

Area of Effect:

Components:

Casting Time:

Saving Throw:

To do

Psychosomatic Blast

Phantasmal Invocation/Evocation

Level: Illusionist 3

Range:

Duration:

Area of Effect:

Components:

Casting Time:

Saving Throw:

Illusory area of effect damage spell — appears to be a cone of fire or frost, whichever the target fears more. Inflicts 1d4 damage per Illusionist level to all in area of effect.

Pyanpi's Camouflage

*Phantasmal Illusion/Mirage***Level:** Illusionist 1**Range:** Touch**Duration:** 1 turn/lvl**Area of Effect:** Creature touched**Components:** V,S**Casting Time:** 1 segment**Saving Throw:** None

This spell causes the target to be as hard to see as if it were wearing a ***cloak of elvenkind***.

Pyanpi's Enticement*Phantasmal Illusion/Mirage***Level:** Illusionist 1**Range:** Touch**Duration:** 1 turn/lvl**Area of Effect:** Creature touched**Components:** V,S**Casting Time:** 1 segment**Saving Throw:** None

Target perceives something they desire (pile of gold and jewels, scent of roasting meat, etc.) in a direction specified by Illusionist, will probably move that way.

Pyanpi's Tiptoe*Phantasmal Illusion/Mirage***Level:** Illusionist 1**Range:** Touch**Duration:** 1 turn/lvl**Area of Effect:** Creature touched**Components:** V,S**Casting Time:** 1 segment

Saving Throw: None

This spell causes the target to move as quietly as if it were wearing ***boots of elvenkind***.

Rainbow Pattern

Phantasmal Transmutation/Alteration

Level: Illusionist 4

Range: 70'

Duration: Special

Area of Effect: 30' x 30'

Components: S, M

Casting Time: 4 segments

Saving Throw: Negates

This spell is similar to *Hypnotic Pattern*, but with rainbow-like colours that play off the dimensions. At a gesture, the pattern will move in the direction indicated at a rate of 30' per round. Up to 24 HD of creatures will be entranced by the pattern and follow it. After concentration, the pattern continues in the last direction indicated for an additional 1d3 rounds.

Targets of the spell are allowed an additional Saving Throw vs. Spells if put in immediate danger, like toward a pit of spikes, etc. If the pattern is obscured or blocked, the effect is also broken.

The material components for the spell are a prism and a bit of phosphor.

Scent Mask

Phantasmal Illusion/Mirage

Level: Illusionist 1

Range: Touch

Duration: 1 turn/level

Area of Effect: 1 creature/level

Components: V,S,M

Casting Time: 1 segment

Saving Throw: Negates

Except as may be noted above, this spell is as the 2nd-lvl Arcane spell *Scent Mask*.

Shadow Walk

Phantasmal Enchantment/Charm

Level: Illusionist 7

Range: Touch

Duration: 6 turns/lvl

Area of Effect: Special

Components: V, S

Casting Time: 1 segment

Saving Throw: None

This spell allows the caster and whomever they touch (unwilling targets allowed a saving throw) to be transported to the edge of the Plane of Shadow, provided they are in a heavily shadowed area in their current location. Travel along the boarder with the Prime is much faster to other locations in the Prime material, moving at a rate of 24 miles per turn. Only the Illusionist can control the travel accuracy and can simply step out into the Prime Material in the location desired.

The Illusionist can travel to other planes bordering on the Plane of Shadow. Creatures that are separated from the caster risk a 50% chance of wandering deep into the Plane of Shadow or back to a random location in the Prime Material (within the range of travel rate above). If the spell expires while the separated target is wandering they will be ejected in the same manor or trapped deep in the Plane of Shadow (again 50% of either).

Silver Tongue

Phantasmal Enchantment/Charm

Level: Illusionist 4

Range: 0

Duration: 2 rds/lvl

Area of Effect: Caster

Components; V,S

Casting Time: 4 segments

Saving Throw: None

This spell enhances the Illusionist's ability to influence crowds or evade *Detect Lie* spells. Upon casting, the Illusionist's voice projects complete confidence in a sonorous tone. Anything said for the duration of the spell will be received by listeners as if the Illusionist had a charisma score of 19 (+40% to reaction rolls). Also, as long as at least some truth is contained in a statement, a detect lie spell has only a 25% chance of working correctly. Even a complete lie has a 50/50 chance of evading the spell's detection.

Solid Fog

Phantasmal Transmutation/Alteration

Level: Illusionist 4

Range: Touch

Duration: 1 turn/lvl

Area of Effect: Creature touched

Components: V,S

Casting Time: 1 segment

Saving Throw: None

This spell creates a *Wall of Fog* effect that is much thicker. Only a storm-strength wind can disperse it (Gust of Wind does not work). It can be burnt away in one round with *Fireball*, *Wall of Fire* or *Flame Strike*. Creatures can move through the fog at a rate of 10' per round until out of the area of effect. Missile weapons are ineffective entering or within the area of effect.

The material component is small bit of split dried peas.

Spook

Phantasmal Illusion/Delusion

Level: Illusionist 4

Range: Touch

Duration: 1 turn/lvl

Area of Effect: Creature touched

Components: V,S

Casting Time: 1 segment

Saving Throw: None

Spook enables to caster to frighten away a target by simply approaching in a threatening manner. If the target fails a Saving Throw vs. Spells, they turn and move at maximum speed away from the caster. Every round running allows another Saving Throw with a cumulative +1 to end the spell. The spell is not powerful enough to cause the target to drop items held or other similar fear effects.

Temporal Fugue (Reversible)

Phantasmal Illusion/Delusion

Reversed Temporal Fugue (*Reversible*)

Level: Illusionist 5

Range: Touch

Duration: 5 turn/lvl

Area of Effect: 10' radius

Components: V, S

Casting Time: 5 segments

Saving Throw: None

Explanation/Description: This powerful illusion affects the minds and bodies of all those within the area of effect. The spell causes those affected to perceive the passage of time in a much faster manner.

Those entering this area after the casting is completed are similarly affected. Every turn (10 minutes) spent under the temporal fugue spell seems like a full hour to those within its dweomer. Because of this, all functions of affected individuals are speeded up accordingly. They must eat, sleep, and so forth according to an accelerated rate. The duration of other spells cast within the temporal fugue area is also sped up accordingly. One hour is as six to them, four hours a full day. This acceleration of time allows rest, renewal of spells, and recovery of hit points lost.

If desired, the spell caster can reverse the spell so that time is slowed for the individuals: An hour will seem as only a turn, a day merely four hours. Reversal requires no special preparation. In either case, the illusionist is also affected by the spell. Under the reverse, the effects will always last at least one turn after the caster desires its dispelling, because his or her reactions are so greatly slowed. (UA)

Vacancy

Phantasmal whatever

Level: Illusionist 4

Range:

Duration:

Area of Effect:

Components:

Casting Time:

Saving Throw:

To do

Vertigo

Phantasmal Abjuration

Level: Illusionist 1

Range: 10'/caster level

Duration: 2 rounds + 1 round/caster level

Area of Effect: One creature

Components: V,S

Casting Time: 1 segments

Saving Throw: See below

By casting this spell, the Illusionist causes a single creature to become dizzy; the victim's world seeming to spin uncontrollably. The victim will have no sense of left and right, or up and down, rendering them unable to engage in any activity as he struggles to simply keep to his feet. The target of the spell will need to make a successful Save vs. Paralysis each round, or fall prone to the ground, dropping anything that was in their hands.

If the number of the creature's hit die is equal to or more than that of the Illusionist, they are entitled to a Saving Throw to avoid the effects of the spell. Creatures with 5 hit die or more than the Illusionist, and creatures from the outer planes of existence are immune to the spell's effects. Creatures with fewer hit dice than the Illusionist get no Saving Throw.

Weird

Phantasmal Invocation/Evocation

Level: Illusionist 7

Range: 30'

Duration: Special

Area of Effect: 20' radius

Components: V, S

Casting Time: 7 segments

Saving Throw: Special

Explanation/Description: When this spell is cast the illusionist must be able to converse with the subject or subjects to bring the dweomer into being. During the casting, the illusionist must call out to the subject or subjects, informing one or all that their final fate, indeed their doom, now is upon them. The force of the magic is such that even if the subject or subjects make their saving throw, fear will paralyze them for a full 7 segments, and they will lose from 1-4 strength points from this fear, although the lost strength will return in 7 rounds. Failure to Save vs. Spells will cause the subject or subjects to face their nemesis, the opponent(s) most feared and inimical to them. Actual combat must then take place, for no magical means of escape will be possible. The foe fought is real for all intents and purposes. If the subject or subjects lose, then death occurs. If the weird caused by the dweomer is slain, then the subject or subjects emerge with no damage, no loss of items seemingly used in the combat, and no loss of spells likewise seemingly expended. The characters gain experience for defeating the weird if applicable. Although each round of combat seems normal, it takes but 1 segment of real time. During the course of the spell, the illusionist must concentrate fully upon maintaining it. (UA)

Wraithform

Phantasmal Illusion/Delusion

Level: Illusionist 3

Range: 0

Duration: 2 rounds/lvl

Area of Effect: The Illusionist

Components: S, M

Casting Time: 1 segment

Saving Throw: None

Explanation/Description: When this spell is cast, the illusionist and all of his or her gear become insubstantial. The caster can be hit only by magic weapons of + 1 or better, or by creatures otherwise able to affect those struck only by magic weapons. Undead of most sorts will ignore an individual in wraithform, believing him or her to be a wraith or spectre, though a lich or "special" undead may Save vs. Spells at - 4 to recognize the dweomer. The illusionist will be able to pass through small holes or narrow openings, even mere cracks, with all he or she wears or holds in his or her hands, as long as the spell persists.

No form of attack is possible when in wraithform, except against creatures which exist on the Ethereal Plane, where all attacks (both ways) are normal. Dispel illusion and dispel magic are the only ways to force an illusionist in wraithform back to normal form. The spell caster can return to normal form at will, but this ends the spell effect. The material components for this spell are a bit of gauze and a wisp of smoke. (UA)

SUPPLEMENTARY & VARIANT MAGIC RULES

SPELLBOOKS

Just as individual mages are so closely associated with their spell books - their spell books will also reflect individual personalities and habits. All Magic-Users, Illusionists and Witches that have completed their apprenticeship (at least 1st-lvl) will have at least one standard spellbook and possibly more, depending on the campaign and the GM's discretion. There are 2 primary types of spellbooks available for PCs: the standard spellbook and the adventuring spellbook. In either case, a single spell requires a number of pages equivalent to the spell level so a spell book is limited only by the number of pages it contains. GMs interested in constructing interesting spellbooks for their campaign should refer to the tables at the end of this chapter for suggestions.

Standard Spellbooks: these hefty tomes are often composed of vellum or parchment pages bound with gut and covered with simple dyed leather (or another type of hide) or hidebound ceramic boards, painted wood or even metallic sheets. The covers often have attached long, leather strips that can be used both as bookmarks or to tie the book closed. In some cases they will be equipped with complex locking mechanisms, chains, embossed signature sigils or titling and so on. The prices, effects and weight of such adornments is left up to the GM.

Adventuring Spellbooks: these are typically far more slender and travelworthy than standard spellbooks of very thin vellum or parchment bound in a supple leather of some sort with leather ties and often treated with tar or oils to increase its resistance to the elements.

Some spellbooks, their prices, weight and page counts are listed in the table below:

TYPE	MATERIAL COST(gp)	COST/ SPELL LVL	DIMENSIONS H/W/THICKNESS	WEIGHT/ENC	TIME	SAVE AS
Standard 50pp	800	100	16"x12"x6"	100/300	1d4+2 wks	Leather or book +2 vs.Acid, Fire, Lightning
Standard 100pp	1,000	100	17x12"x8"	150/450	1d4+3 wks	Leather or book +2 vs.Acid, Fire, Lightning
Standard 150 pp	1,250	100	18"x12"x9	200/600	1d4+4 wks	Leather or book +2 vs.Acid, Fire, Lightning
Adventuring, 25pp	250	100	12" x 6" x ½"	25/40	1d4 wks	Leather or book
Adventuring, 50pp	500	100	12" x 6" x 1	30/60	1d4+1 wks	Leather or book
Adventuring, 100pp	1000	100	12" x 6 x 2	40/80	1d4+2 wks	Leather or book

MAGIC RESISTANCE FOR PC SPELLCASTERS (OPTIONAL)

Shield Of Magic: A Magic-User or Illusionist will gain +5% magic resistance per level up to 10th level. The shield of magic works against all spells except for evocation or summoning spells. The **shield of magic** does not work against spell-like monster abilities and only against Arcane magic.

Shield Of Faith: A cleric or druid will gain +5% magic resistance per level up to 10th level. The shield of faith works against all spells except for evocation or summoning spells. The shield of magic does not work against spell-like monster abilities but can work only against Divine and magic.

The two shields only protect against direct magic attack. Spells that create something that causes further damage (such as *Fireball* or *Cloudkill*) are not direct magical attacks. Spells of this type are usually evocation spells with the occasional rare summoning spell.

Notes For The Gamemaster: The *Shield of Magic* variant was developed for two reasons. First, it recognises that Magic-Users have numerous ways of subverting fellow Magic-Users, such as *Charm Person*. Despite high Saving Throws against spells the probable implication is that Magic-Users will tend to be loners with only a few trusted friends or companions.

Some GMs like the idea that their player characters are members of a Wizard's Guild or similar organised fellowship of Magic-Users. The *Shield of Magic* makes it difficult for Magic-Users to subvert each other, allowing them to meet in safety. In addition the use of this variant does not affect the balance of Fighter vs Magic-Users. A high level Fighter or Thief has just as much (or little) chance of taking out a high-level Magic-Users. This variant solely affects the interaction between Magic-Users.

At the GM's discretion this variant may be used to represent a superior order of Magic-Users in this game. It is recommended that it is made the default order for PC Magic-Users, in case players feel their Magic-User characters are unduly penalised.

The *Shield of Faith* variant was developed for those settings where Clerics are the dominant order of magic. In these setting the power of magic is but a dim candle against faith and the power of the divine (or infernal as the case may be). If this variant is used, it is recommended that the GM roleplays the interaction of the character with his religion. In these setting often the price of access to these powers is absolute service to one's deity not to oneself. A character may have doubts and questions but by the end of the day he must serve his deity and his religion or be denied his powers.

Again, at the GM's discretion, he or she may limit the *Shield of Faith* to a certain religious order or the followers of a particular diety.

SUPPLEMENTARY RULES FOR ILLUSIONISTS (Optional)

Judging from online discussions of the various OSRIC classes, many GMs seem to find the Illusionist the most challenging class to adjudicate. The class varies widely from GM to GM depending on how illusions are ruled; in one group the class might seem rather weak, while in another it might be a great deal more effective. This is not necessarily a bad thing, and OSRIC does not seek to make all games consistent with each other, but because some GMs may prefer clearer guidance, the following optional rules are meant to offer a framework for adjudicating illusions.

The role of the Illusionist is to mislead and deceive. Examining the canonical illusion/phantasm spells reveals two basic ways of doing this:

1) Deceptions that fool the senses. These resemble holograms, except that they can fool other senses as well as sight (*Audible Glamour*, for example, is within this category), and that as well as creating seemings of things that are unreal, they can conceal real things (so *Invisibility* is also included).

The most confusingly-named spell in this category is probably *Phantasmal Force*. In Gary Gygax's earliest writings, which concerned wargames, a "Phantasmal Force" was an illusory body of troops. This name stuck, and created endless misunderstandings among GMs who understood the word "force" in terms of physics, or George Lucas, and among players of later-edition roleplaying games (which gave a specific definition of "phantasm" which *Phantasmal Force* did not fit). The upshot is that in later-edition games, a *Phantasmal Force* is neither a force nor a phantasm!

In OSRIC, these sensory deceptions will collectively be called "mirages".

2) Deceptions that fool the mind. Although these still affect the target's perceptions, they do so by operating on its brain instead of its sense organs. These spells are the illusions most akin to Enchantment/Charm school. A good example of such a spell is *Phantasmal Killer*.

In OSRIC, these psychological deceptions will collectively be called "delusions".

Another category of psychological deception is those Illusionist spells that create a weak thing and clothe it in the illusion of strength. These spells are unlike other illusions in that they are only partly deception - there is something real as well. A good example of such a spell is *Shadow Monsters*.

Arguably these spells should be a third category of illusion, but in practice they will be handled like delusions so it is convenient to lump them together.

Notes For The Gamemaster: In the game Gary Gygax wrote, there are hints that Illusionists' power comes from the Plane of Shadow. This idea was not developed much further. Gary probably intended to write more about the Plane of Shadow at a later stage, but unfortunately this never happened. This present volume includes the Dreamlands, drawing on H.P. Lovecraft's corpus, and so it is suggested that OSRIC Illusionists' powers come from both the Dreamlands and the Plane of Shadow. This has no practical effect on the Prime Material Plane, although it has influenced the design of some of the spells; it will come to matter if the characters leave the Prime Material.

[Insert section on Grodog's Shadow Master class if he develops it.]

RAMIFICATIONS

Mirages:

1) Affect any and all creatures that observe it. The “area of effect” for spellcasting purposes might be relatively small (such as an Invisibility spell cast on a single creature, or a Phantasmal force representing a pile of coins in a meadow), but creatures that are outside the area of effect will still perceive the mirage.

2) Affect a limited range of senses. An Invisibility spell conceals the target from sight but it still makes sounds; an Improved phantasmal force of a bonfire might look and sound right, but it will not smell of woodsmoke or radiate heat. Thus a mirage can often be overcome by deploying a different sense.

Delusions:

1) Affect only a limited number of creatures or a limited area. With a delusion creatures outside the area of effect do not perceive it at all, so a *Phantasmal Killer* is seen only by its intended target.

2) Affect all the target's senses. Unless disbelieved, a *Shadow Monster* of a giant skunk looks, sounds, smells, and feels like a giant skunk.

Terminology: Formerly in OSRIC spells were classified as “illusion” or “illusion/phantasm”. This work uses “illusion/mirage” and “illusion/delusion”, so that GMs not wishing to use this optional rule can simply disregard the term after the slash.

BELIEF AND DISBELIEF (Optional)

“Disbelief is a communicable disease.”

- Old Illusionists' saying

If (1) a Saving Throw against a particular illusion is allowed, and (2) a creature in a group makes its Saving Throw against an illusion, and (3) that creature can communicate with its group, then all the creatures in the group get an additional (second) Saving Throw.

The Familiarity Guideline: If the Illusionist has never seen a real example of the illusory thing, then the target creature always gets a Saving Throw. If the target creature is more familiar with the illusory thing than the casting Illusionist is, then that creature probably gets a Saving Throw.

For example, Isobel Illusionist makes an *Improved Phantasmal Force* of a sleeping giant toad. If Isobel has never seen a giant toad, then she might make a basic mistake (“Giant toads aren't that colour!” yelled the orc) and this is simulated by all the target creatures receiving Saving Throws. If she's seen a giant toad, then the onlooking orcs don't get a Saving Throw - but another giant toad has a good

chance of spotting a mistake.

Limits Of Psychosomatic Damage: Mirages can do two kinds of damage, real and psychosomatic. A good example of “real damage” would be a pit covered by a phantasmal force spell of the floor. Although the damage is attributable to an illusion, it comes from a real source. Real damage is unlimited - a first level Illusionist concealing a pit with a 100' drop onto poison-coated spikes, can use the spell to kill a very powerful monster.

A good example of “psychosomatic damage” would be an illusionary pit created by a phantasmal force spell on a plain floor. In this case the damage does not come from a real source.

Psychosomatic damage from mirages is limited to:

1) Effects the Illusionist has personally experienced. An Illusionist who has been struck by a 6-dice *Fireball* but never suffered red dragon breath can make a convincing illusion of a 6-dice fireball, but his or her illusion of a dragon's breath would not be convincing.

2) A general maximum of 1d6 hp damage per level of the Illusionist. Thus our hypothetical Illusionist who has survived a 6-dice *Fireball* could only create an illusionary 6-dice fireball once he or she has attained 6th level!

Psychosomatic damage is “real” to the target, and it can kill. It can be healed normally. In short, it is exactly the same as normal damage. There is no need to keep track of it separately. Psychosomatic damage caused by delusions is not limited in the same way as that caused by mirages.

INVISIBILITY

Detection of Invisible Creatures: Invisibility is far from full-proof at avoiding detection. An invisible creature still makes sounds, has an odour and will radiate body heat if it is alive. It will leave footprints on soft soil and dust, bend ground vegetation with its passing and disturb the flow of air as it moves. Attacking an unseen enemy is possible but causes a -4 penalty on rolls to hit.

If the entity is invisible when encountered, it must be detected using the system below before it can be targeted by an attack. Even being attacked by an invisible creature does not automatically reveal where it is; the foe still needs to detect it first. One attempt may be made per round. Once a PC succeeds and engages the creature in combat he will know where it is and where to strike (with the -4 penalty) until either of the combatants disengages or retreats (i.e. leaves the combat completely). If this happens a new attempt to detect the being must be made before it can be attacked again.

Someone witnessing another becoming invisible will be able to deliver their first attack normally, on that same round or the next, with the usual -4 to hit penalty. With a successful attack the character will know where the invisible being is as if he had detected it normally and can make further attacks as detailed above. If the attack fails the PC must detect the being as usual before being able to attempt a new one.

Saving Throw vs. Invisibility: Except as noted above, detection of an invisible foe requires a 1d20 Saving Throw with a target number equal to 21 minus the detecting character's level. This base score never decreases below 5, but the roll is modified by the value indicated on the Mental Saving Throw column on the Wisdom Score table, replacing that Ability Score with Intelligence.

Further situational modifiers must be adjudicated by the GM. As a general rule conditions that are somewhat helpful (fighting among dense underbrush that gets rattled by the invisible being, or in a very dusty room) grant a +2 bonus while very beneficial situations (fighting in dense fog that reveals

the mass of the invisible creature as it rolls around it) increase the bonus to +4.

Detrimental conditions for detection will be rarer; facing an invisible being in a featureless, clean room while it wears muffled footwear could cause a -2 penalty to detect its location. Only extraordinarily rare and exotic situations would make this penalty more severe, and never worse than -4.

Regardless of the target number and modifiers a natural roll of 20 is always a success and a natural result of 1 always fails.

Creatures calculate their Saving Throw vs. Invisibility in the same manner as characters. Level is replaced with HD, hit point modifiers are ignored but beings with less than 1 full Hit Die are considered to have HD 0. The roll is modified according to their Intelligence class.

INTELLIGENCE	MODIFIER
Non- *	-4
Animal *	-3
Semi- *	-2
Low	-1
Average	+0
Very	+1
High	+2
Exceptional	+3
Genius	+4
Supra-Genius +	+5
* - natural predators of semi- or lower intelligence make the save as if they were of Average intelligence (+0)	

Note that these rules apply only to creatures that rely on visual senses to fight. For example: bats using echolocation discern and fight invisible beings without penalty. Blind creatures like grimlocks or those fully devoid of visual organs (slimes, moulds, etc) can detect and attack invisible creatures as easily as they can visible ones. A careful reading of a creature's description is always recommended to determine if these rules apply: creatures that can “see” the invisible will detect and attack invisible creatures normally, but those that may merely “detect” the invisible, while automatically knowing where an invisible being is, will still suffer the -4 penalty To Hit.

Special Cases: Undead do not have functioning eyes or ears. They have supernatural senses that “see” life force, and they disregard normal invisibility (but are fully affected by invisibility to undead). Certain creatures that are innately invisible, such as invisible stalkers, have special adaptations to deal with other invisible creatures. They receive a special modifier of +4 to their Saving Throws vs. Invisibility.

Wild Swing: In extremis, a creature can attack in a random direction. In this case it rolls 1d6 and on a “6” attacks in the right direction (for man-sized targets).

RITUAL MAGIC (Optional)

Any spell in the caster's spellbook may be cast as a ritual. The Casting time is 1 turn (10 minutes) or ten times the Casting time whichever is longer. In addition any spell cast this way requires ritual

components worth the spell level squared time 10gp. This is in addition to any material components the spell may require.

The caster must be able to memorise the spell in order to cast it as ritual. For example, a 6th-lvl Magic-User can only cast up to 3rd-lvl spells as rituals even if there is a 4th-lvl spell inscribed in his or her spellbook.

If you are using the Material Component variant then ritual components are drawn from the same stock as material components are.

Using this variant will increase the amount of utility magic being used in your setting. Character will typically only memorize spells they feel to be useful in combat or other time critical situations (like falling down a shaft).

The referee may control the effectiveness of this variant in several ways. First they may wish to increase the multiplier from 10 gp to a high number like 100gp. They can also increase the Casting time upwards from 1 turn. Finally they cap the max level of the spells that can be cast this way. Instead of any spell in the caster's spellbook this can be changed to 1/2 the highest level spell the caster can cast.

CHARMS (Optional)

Charms are temporary magic items similar to scrolls and wands in that they are used to cast the spell stored within them. Charms are made out of fine materials worth at least 10gp times the spell level stored. They can take the form of pendants, rings, cords, and other items that are easy to wear.

GMs Note: Using this variant creates items that occupy an intermediate step between scrolls and charged magic items. This will make the use of magic more common in your setting.

Enchant Charm (OPTIONAL)

Arcane, Divine Conjuration/Summoning

Level: Magic-User 4th-lvl, Cleric 3rd-lvl, Druid 4th-lvl, Illusionist 4th-lvl.

Range: Touch

Duration: Permanent

Area of Effect: One Item

Components: V,S,M

Casting Time: see below

Saving Thrown: See below

This spell is used to create magical charms. Only one charm to store one spell may be cast on an object at a time, but unlike scrolls, once used the charm can have another spell infused in them at a considerably cheaper cost; at half of the cost of a scroll of the same spell level.

Once made a charm can be only be infused with a spell of the same spell level or lower. For example

once used a *Fireball* charm can only have another 1st, 2nd, or 3rd-lvl spell infused in them.

RAISING & RESURRECTION (Optional)

Each time a character is *raised* or *resurrected*, roll 1d6. On a “1”, take a roll on the side-effects table:

1d8	RESULT
1	Prophetic dreams give the character unreliable glimpses into the future. Each time the character is asked to make a significant choice (GM defines “significant”), 25% chance he or she is affected as if by the 1 st -lvl Divine spell <i>Portent</i> . Disturbed sleep means that with each night's rest, there is a 1 in 6 chance the character will not be able to regain spells.
2	Character has unexplained knowledge of the true name or other significant fact regarding a demon or devil. The GM selects an appropriate type (a quasit or soul worm for low level characters, ranging up to lords and princes for very high level ones). This demon or devil hates the player character and will come hunting for them whenever it can - but will attack only from behind the scenes. It will avoid direct contact with the character who knows its secrets!
3	One of the character's childhood memories is replaced by someone else's memory entirely. The memory comes from someone of a totally different alignment, culture, religion and/or sex. 5% chance the character gains knowledge of a password, cult mystery or secret of some kind.
4	The character's mind, soul and body return, but his or her sense of humour does not come back with it. Character no longer laughs and takes all jokes literally; 50% chance of losing understanding of irony and sarcasm as well. Now immune to the 2 nd -lvl Arcane spell <i>Uncontrollable Laughter</i> .
5	The character comes back completely colour blind but with enhanced night vision. They can now see in darkness as if via darkvision. If character previously had darkvision, its range is doubled.
6	Character's hair turned white.
7	An aura of the afterlife still clings to the character for the next 1d6 weeks. This aura is perceptible to the weird, unfathomable senses possessed by the undead. Undead of all kinds within a radius of ten miles are attracted by the character and will move towards him or her whenever they can.
8	The character's body comes back, but with someone else's mind inhabiting it (50%); or, the character's mind comes back, but in someone else's body (50%).

REINCARNATION (Optional)

When a character is reincarnated, as per the 7th-lvl Druidic spell, the GM should roll on the following Results table with a modifier from the table below according to the average of the caster's WIS and the subject's WIS. The subject may choose whether or not to apply the modifier or not.

Average	Modifier
0-7	-2
6-10	-1
11-14	0
15-17	+1
17-18	+2

1d20	RESULT
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1	Roll on Animal table. No memory of previous existence.
2	Roll on Animal table. Fleeting glimpses of previous existence (Retain former WIS)
3	Roll on Animal table. Resounding memories of a former life (Retain former hp and WIS)
4	Roll on Animal tables. Complete memories of former life (Lvl halved)
5	Roll on Animal tables. Complete memories of former life (Same lvl)
6	Roll on Human table. No memory of previous existence.
7	Roll on Human table. Fleeting glimpses of previous existence (Retain former WIS)
8	Roll on Human table. Resounding memories of a former life (Retain former hp and WIS)
9	Roll on Human table. Complete memories of former life (Lvl halved)
10	Roll on Human table. Complete memories of former life (Same lvl)
11	Roll on Demi-human table. No memory of previous existence.
12	Roll on Demi-human table. Fleeting glimpses of previous existence (Retain former WIS)
13	Roll on Demi-human table. Resounding memories of a former life (Retain former hp and WIS)
14	Roll on Demi-human table. Complete memories of former life (Lvl halved)
15	Roll on Demi-human table. Complete memories of former life (Same lvl)
16	Roll on Monster tables. No memory of previous existence.
17	Roll on Monster tables. Fleeting glimpses of previous existence (Retain former WIS)
18	Roll on Monster tables. Resounding memories of a former life (Retain former hp and WIS)
19	Roll on Monster tables. Complete memories of former life (Lvl halved)
20	Roll on Monster tables. Complete memories of former life (Same lvl)

SPELLBOOK ASSORTMENTS

MAGIC-USER SPELLBOOKS LEVELS 1-2	
1d20	CONTENTS
1	1: <i>Friends, Hold Portal, Read Magic, Write</i>
2	1: <i>Friends, Jump, Message, Read Magic</i>
3	1: <i>Burning Hands, Hold Portal, Read Magic, Sleep</i>
4	1: <i>Burning Hands, Identify, Jump, Read Magic</i>
5	1: <i>Detect Magic, Enlarge, Read Magic, Spider Climb</i>
6	1: <i>Affect Normal Fires, Charm Person, Mending, Read Magic</i>
7	1: <i>Feather Fall, Magic Missile, Mending, Read Magic</i>
8	1: <i>Affect Normal Fires, Light, Read Magic, Unseen Servant</i>
9	1: <i>Charm Person, Dancing Lights, Erase, Read Magic</i>
10	1: <i>Feather Fall, Find Familiar, Light, Read Magic</i>
11	1: <i>Hold Portal, Mending, Read Magic, Shocking Grasp</i>
12	1: <i>Comprehend Languages, Dancing Lights, Friends, Read Magic</i>
13	1: <i>Floating Disk, Message, Read Magic, Unseen Servant, Write</i>
14	1: <i>Detect magic, Floating Disk, Message, Read Magic, Sleep</i>
15	1: <i>Dancing Lights, Erase, Magic Missile, Read Magic, Floating Disc, Mount</i>
16	1: <i>Feather Fall, Friends, Identify, Read Magic, Shield, Armour</i>
17	1: <i>Identify, Protection from Evil, Read Magic, Shield, Sleep, Precipitation, Taunt</i>
18	1: <i>Charm Person, Comprehend Languages, Enlarge, Hold Portal, Magic Missile, Push, Read Magic, Melt</i>
19	1: <i>Detect Magic, Enlarge, Erase, Read Magic, Shield, Unseen Servant</i>
20	1: <i>Charm Person, Hold Portal, Read Magic, Unseen Servant, Alarm, Wizard Mark</i>

MAGIC-USER SPELLBOOKS LEVELS 3-4	
1d20	CONTENTS
1	1: <i>Identify, Push, Read Magic, Shocking Grasp, Spider Climb, Ventriloquism, Write</i> 2: <i>Mirror Image, Deeppockets, Zephyr</i>
2	1: <i>Enlarge, Protection from Evil, Read Magic, Unseen Servant, Write</i> 2: <i>ESP, Levitate, Magic Mouth, Deeppockets, Irritation</i>
3	1: <i>Enlarge, Message, Push, Read Magic, Shield, Taunt</i> 2: <i>ESP, Mirror Image, Strength, Web, Flaming Sphere</i>
4	1: <i>Affect Normal Fires, Burning Hands, Charm Person, Comprehend Languages, Read Magic, Sleep, Spider Climb, Alarm, Wizard Mark</i> 2: <i>Detect Invisibility, Wizard Lock, Bind, Flaming Sphere</i>
5	1: <i>Charm Person, Detect Magic, Find Familiar, Friends, Protection from Evil, Read Magic, Unseen Servant, Ventriloquism, Wizard Mark</i> 2: <i>Knock, Scare, Flaming Sphere</i>
6	1: <i>Erase, Mending, Read Magic, Shield, Shocking Grasp, Ventriloquism</i> 2: <i>Knock, Rope Trick, Preserve</i>
7	1: <i>Identify, Light, Read Magic, Shield, Write, Firewater</i> 2: <i>ESP, Invisibility</i>
8	1: <i>Burning Hands, Identify, Read Magic, Shield, Sleep, Run</i> 2: <i>Fool's Gold, Strength, Web, Know Alignment, Preserve</i>
9	1: <i>Charm Person, Dancing Lights, Feather Fall, Find Familiar, Hold Portal, Read Magic, Sleep</i> 2: <i>Pyrotechnics, Acid Arrow</i>
10	1: <i>Burning Hands, Charm Person, Light, Protection from Evil, Read Magic, Alarm</i> 2: <i>Locate Object, Magic Mouth</i>
11	1: <i>Hold Portal, Read Magic, Shocking Grasp, Unseen Servant, Wizard Mark</i> 2: <i>Continual Light, Shatter, Strength, Know Alignment</i>
12	1: <i>Dancing Lights, Mending, Push, Read Magic, Firewater</i> 2: <i>Scare, Preserve, Whip</i>
13	1: <i>Enlarge, Magic Aura, Protection from Evil, Read Magic, Shocking Grasp, Sleep</i> 2: <i>Detect Evil, Web</i>
14	1: <i>Comprehend Languages, Jump, Read Magic, Sleep, Floating Disc, Unseen Servant, Write, Mount, Taunt</i> 2: <i>Detect Invisibility, Trap</i>
15	1: <i>Find Familiar, Light, Push, Read Magic, Spider Climb, Taunt</i> 2: <i>Scare, Wizard Lock, Uncontrollable Hideous Laughter</i>
16	1: <i>Comprehend Languages, Friends, Hold Portal, Read Magic, Alarm</i> 2: <i>Trap, Shatter, Know Alignment</i>
17	1: <i>Comprehend Languages, Dancing Lights, Friends, Protection from Evil, Read Magic, Shield</i> 2: <i>Invisibility, Shatter, Strength, Web</i>
18	1: <i>Comprehend Languages, Feather Fall, Protection from Evil, Read Magic, Sleep</i> 2: <i>Rope Trick, Strength</i>
19	1: <i>Dancing Lights, Detect Magic, Friends, Magic Missile, Read Magic</i> 2: <i>Scare, Preserve</i>
20	1: <i>Affect Normal Fires, Comprehend Languages, Message, Read Magic, Sleep</i> 2: <i>Magic Mouth, Web, Preserve</i>
MAGIC-USER SPELLBOOKS LEVELS 5-6	
1d20	CONTENTS
1	1: <i>Dancing Lights, Find Familiar, Hold Portal, Protection from Evil, Read Magic, Shield, Sleep</i> 2: <i>Detect Evil, Shatter, Stinking Cloud</i> 3: <i>Fireball, Suggestion</i>

2	1: <i>Affect Normal Fires, Erase, Light, Read Magic, Spider Climb</i> 2: <i>Darkness, 15' Radius, Knock, Message,</i> 3: <i>Feign Death, Fly, Gust of Wind, Haste, Detect Illusion</i>
3	1: <i>Burning Hands, Magic Missile, Mending, Protection from Evil, Read Magic, Grease</i> 2: <i>Mirror Image, Ray of Enfeeblement, Stinking Cloud, Preserve, Protection from Cantrips, Wizard Lock</i> 3: <i>Fly, Item, Material</i>
4	1: <i>Charm Person, Feather Fall, Jump, Magic Missile, Read Magic, Unseen Servant, Write</i> 2: <i>Darkness, 15' Radius, Fool's Gold</i> 3: <i>Blink, Clairaudience, Flame Arrow, Protection from Evil 10' Radius</i>
5	1: <i>Affect Normal Fires, Charm Person, Light, Mending, Read Magic, Unseen Servant</i> 2: <i>Continual Light, Detect Evil, Pyrotechnics, Shatter, Irritation</i> 3: <i>Clairaudience, Dispel Magic, Hold Person, Infravision, Protection from Normal Missiles, Cloudburst, Wind Wall</i>
6	1: <i>Affect Normal Fires, Enlarge, Find Familiar, Read Magic, Shield, Precipitation</i> 2: <i>Detect Invisibility, Forget, Knock, Stinking Cloud, Whip</i> 3: <i>Clairaudience, Explosive Runes, Cloudburst</i>
7	1: <i>Burning Hands, Read Magic, Shield, Sleep, Mount</i> 2: <i>Levitate, Flaming Sphere, Irritation, Preserve</i> 3: <i>Explosive Runes, Fly, Water Breathing</i>
8	1: <i>Burning Hands, Light, Protection from Evil, Read Magic, Shield, Alarm</i> 2: <i>Detect Invisibility, Levitate, Scare</i> 3: <i>Blink, Explosive Runes, Tongues</i>
9	1: <i>Detect Magic, Feather Fall, Magic Missile, Read Magic, Alarm</i> 2: <i>Trap, Locate Object</i> 3: <i>Infravision, Invisibility 10' Radius, Detect Illusion</i>
10	1: <i>Burning Hands, Charm Person, Protection from Evil, Read Magic, Ventriloquism</i> 2: <i>Detect Invisibility, Levitate, Pyrotechnics, Scare, Preserve</i> 3: <i>Lightning Bolt, Protection from Evil 10' Radius, Minute Meteor</i>
11	1: <i>Burning Hands, Friends, Message, Protection from Evil, Read Magic, Shield, Alarm, Precipitation, Run</i> 2: <i>Invisibility, Pyrotechnics, Rope Trick, Know Alignment, Preserve</i> 3: <i>Material, Sepia Snake Sigil</i>
12	1: <i>Erase, Push, Read Magic, Ventriloquism, Taunt</i> 2: <i>Pyrotechnics, Stinking Cloud</i> 3: <i>Explosive Runes, Detect Illusion, Secret Page</i>
13	1: <i>Charm Person, Enlarge, Hold Portal, Jump, Magic Missile, Read Magic, Unseen Servant, Write</i> 2: <i>Detect Invisibility, Knock, Levitate</i> 3: <i>Dispel Magic, Slow, Suggestion</i>
14	1: <i>Affect Normal Fires, Burning Hands, Dancing Lights, Magic Aura, Magic Missile, Read Magic, Shield, Spider Climb</i> 2: <i>ESP, Mirror Image, Pyrotechnics, Rope Trick, Strength, Web</i> 3: <i>Dispel magic, Fireball, Slow</i>
15	1: <i>Find Familiar, Mending, Read Magic, Shield, Sleep, Unseen Servant</i> 2: <i>Invisibility, Irritation, Zephyr</i> 3: <i>Flame Arrow, Cloudburst, Item</i> <i>Sepia Snake Sigil</i>
16	1: <i>Dancing Lights, Detect Magic, Enlarge, Feather Fall, Read Magic, Firewater, Melt</i> 2: <i>Audible Glamour, Continual Light, Zephyr</i> 3: <i>Fly, Detect Illusion</i>
17	1: <i>Charm Person, Hold Portal, Read Magic, Unseen Servant, Precipitation, Run</i> 2: <i>Magic Mouth, Pyrotechnics, Wizard Lock</i> 3: <i>Secret Page, Wind Wall</i>

18	1: <i>Affect Normal Fires, Comprehend Languages, Light, Read Magic, Unseen Servant</i> 2: <i>Invisibility, Preserve, Whip</i> 3: <i>Detect Illusion, Item, Sepia Snake Sigil</i>
19	1: <i>Enlarge, Identify, Magic Aura, Protection from Evil, Read Magic, Ventriloquism, Melt</i> 2: <i>Fool's Gold, Magic Mouth, Strength, Know Alignment</i> 3: <i>Blink, Feign Death, Gust of Wind, Item</i>
20	1: <i>Burning Hands, Feather Fall, Magic Missile, Read Magic, Mount</i> 2: <i>Forget, Locate Object</i> 3: <i>Infravision, Cloudburst</i>
MAGIC-USER SPELLBOOKS LEVELS 7-8	
1d12	CONTENTS
1	1: <i>Detect Magic, Hold Portal, Magic Missile, Magic Aura, Push, Read Magic, Firewater</i> 2: <i>Detect Invisibility, ESP, Pyrotechnics</i> 3: <i>Monster Summoning I, Sepia Snake Sigil</i> 4: <i>Mnemonic Enhancer, Resilient Sphere</i>
2	1: <i>Dancing Lights, Light, Message, Read Magic, Sleep, Write, Precipitation</i> 2: <i>Continual Light, Levitate, Whip</i> 3: <i>Fly, Detect Illusion</i> 4: <i>Enchanted Weapon, Fire Shield, Dispel Illusion</i>
3	1: <i>Read Magic, Shield, Sleep, Write, Taunt</i> 2: <i>Continual Light, Preserve</i> 3: <i>Tongues, Detect Illusion</i> 4: <i>Confusion, Black Tentacles</i>
4	1: <i>Dancing Lights, Detect Magic, Find Familiar, Read Magic, Shield, Sleep</i> 2: <i>Stinking Cloud, Acid Arrow</i> 3: <i>Blink, Clairvoyance, Dispel Magic, Invisibility 10' Radius, Tiny Hut, Item</i> 4: <i>Enchanted Weapon, Fire Trap, Plant Growth, Polymorph Self</i>
5	1: <i>Burning Hands, Comprehend Languages, Dancing Lights, Enlarge, Read Magic, Shield, Shocking Grasp</i> 2: <i>Invisibility, Locate Object, Ray of Enfeeblement</i> 3: <i>Phantasmal Force, Sepia Snake Sigil</i> 4: <i>Ice Storm, Monster Summoning II, Wizard Eye</i>
6	1: <i>Burning Hands, Feather Fall, Find Familiar, Friends, Hold Portal, Identify, Magic Missile, Read Magic, Floating Disc</i> 2: <i>Detect Invisibility, Mirror Image, Bind, Vocalize</i> 3: <i>Haste, Monster Summoning I</i> 4: <i>Dig, Massmorph, Wizard Eye</i>
7	1: <i>Affect Normal Fires, Burning Hands, Hold Portal, Read Magic, Shield, Shocking Grasp, Run</i> 2: <i>Ray of Enfeeblement, Rope Trick, Stinking Cloud, Preserve</i> 3: <i>Slow, Tongues</i> 4: <i>Enchanted Weapon, Stoneskin</i>
8	1: <i>Detect Magic, Enlarge, Message, Read Magic, Shield, Sleep, Run</i> 2: <i>Audible Glamour, Strength</i> 3: <i>Clairvoyance, Suggestion, Water Breathing, Cloudburst, Secret Page</i> 4: <i>Fire Shield, Fumble</i>
9	1: <i>Hold Portal, Identify, Magic Missile, Mending, Message, Read Magic, Sleep, Ventriloquism, Alarm</i> 2: <i>Invisibility, Strength, Web, Know Alignment, Vocalize</i> 3: <i>Clairaudience, Flame Arrow, Lightning Bolt, Protection from Normal Missiles, Slow, Secret Page</i> 4: <i>Enchanted Weapon, Fear, Fire Trap, Fumble, Hallucinatory Terrain, Wizard Eye, Resilient Sphere, Stoneskin</i>

10	1: <i>Burning Hands, Mending, Message, Protection from Evil, Read Magic, Shield, Sleep</i> 2: <i>Audible Glamour, Mirror Image, Scare, Strength</i> 3: <i>Blink, Clairvoyance, Flame Arrow, Gust of Wind</i> 4: <i>Confusion, Dimension Door, Extension I, Polymorph Self, Wizard Eye</i>
11	1: <i>Hold Portal, Push, Read Magic, Spider Climb, Write</i> 2: <i>Strength, Wizard Lock, Deeppockets</i> 3: <i>Fireball, Cloudburst, Minute Meteor</i> 4: <i>Dimension Door, Fear</i>
12	1: <i>Mending, Read Magic, Shocking Grasp, Spider Climb, Wizard Mark</i> 2: <i>Acid Arrow, Vocalize</i> 3: <i>Dispel Magic, Explosive Runes, Fly, Slow, Detect Illusion</i> 4: <i>Dimension Door, Minor Globe of Invulnerability</i>
MAGIC-USER SPELLBOOKS LEVELS 9-11	
1d12	CONTENTS
1	1: <i>Friends, Hold Portal, Mending, Read Magic, Spider Climb</i> 2: <i>Continual Light, ESP, Magic Mouth</i> 3: <i>Fireball, Flame Arrow, Tiny Hut, Protection from Normal Missiles, Material</i> 4: <i>Polymorph Other, Dispel Illusion</i> 5: <i>Secret Chest, Dolor</i> 6: <i>Extension III, Guards and Wards</i>
2	1: <i>Erase, Friends, Jump, Magic Missile, Mending, Protection from Evil, Read Magic, Firewater</i> 2: <i>Rope Trick, Whip</i> 3: <i>Monster Summoning I, Material</i> 4: <i>Wall of Ice, Stoneskin</i> 5: <i>Animate Dead, Passwall</i>
3	1: <i>Feather Fall, Find Familiar, Friends, Jump, Push, Read Magic</i> 2: <i>Continual Light, Pyrotechnics, Bind, Know Alignment</i> 3: <i>Hold Person, Monster Summoning I, Protection from Normal Missiles</i> 4: <i>Charm Monster, Fire Charm</i> 5: <i>Airy Water, Magic Jar, Telekinesis</i>
4	1: <i>Affect Normal Fires, Charm Person, Erase, Find Familiar, Light, Read Magic, Taunt</i> 2: <i>Ray of Enfeeblement, Irritation</i> 3: <i>Fireball, Infravision</i> 4: <i>Dig, Enchanted Weapon, Fear</i> 5: <i>Contact Other Plane, Dolor, Sending</i>
5	1: <i>Burning Hands, Dancing Lights, Message, Read Magic, Shield, Write</i> 2: <i>Continual Light, Vocalize</i> 3: <i>Fly, Protection from Normal Missiles, Secret Page</i> 4: <i>Fire Trap, Fumble, Dispel Illusion, Magic Mirror</i> 5: <i>Cloudkill, Contact Other Plane, Transmute Rock to Mud, Wall of Iron, Dismissal</i>
6	1: <i>Burning Hands, Magic Missile, Protection from Evil, Read Magic, Floating Disc, Write</i> 2: <i>Detect Invisibility, Whip</i> 3: <i>Clairvoyance, Dispel Magic, Gust of Wind, Protection from Evil 10' Radius</i> 4: <i>Charm Monster, Plant Growth, Secure Shelter</i> 5: <i>Cone of Cold, Stone Shape</i>
7	1: <i>Feather Fall, Find Familiar, Friends, Protection from Evil, Read Magic</i> 2: <i>Rope Trick, Deeppockets, Irritation, Preserve, Zephyr</i> 3: <i>Hold Person, Suggestion</i> 4: <i>Fire Shield, Dispel Illusion</i> 5: <i>Animate Dead, Telekinesis, Wall of Stone</i>

8	1: <i>Dancing Lights, Identify, Light, Read Magic, Write, Grease, Melt</i> 2: <i>Shatter, Deeppockets</i> 3: <i>Haste, Protection from Normal Missiles, Tongues</i> 4: <i>Fear, Fire Charm, Resilient Sphere</i> 5: <i>Airy Water, Contact Other Plane, Stone Shape</i>
9	1: <i>Burning Hands, Erase, Read Magic, Shield, Sleep, Alarm</i> 2: <i>Detect Invisibility, Levitate, Locate Object, Stinking Cloud</i> 3: <i>Tiny Hut, Minute Meteor</i> 4: <i>Dig, Fear, Wall of Ice, Dispel Illusion, Black Tentacles</i> 5: <i>Distance Distortion, Feeblemind, Passwall</i>
10	1: <i>Burning Hands, Comprehend Languages, Find Familiar, Hold Portal, Read Magic, Shield, Unseen Servant, Grease</i> 2: <i>Magic Mouth, Stinking Cloud, Strength</i> 3: <i>Fly, Haste, Slow, Cloudburst</i> 4: <i>Enchanted Weapon, Fire Charm, Polymorph Self</i> 5: <i>Interposing Hand, Conjure Elemental, Distance Distortion, Stone Shape, Dolor</i>
11	1: <i>Dancing Lights, Detect Magic, Hold Portal, Mending, Read Magic, Shocking Grasp</i> 2: <i>Detect Invisibility, Levitate</i> 3: <i>Blink, Invisibility 10' Radius, Material</i> 4: <i>Fear, Minor Globe of Invulnerability</i> 5: <i>Animal Growth, Cloudkill, Cone of Cold</i>
12	1: <i>Feather Fall, Find Familiar, Light, Message, Read Magic, Melt</i> 2: <i>Detect Evil, Shatter, Zephyr</i> 3: <i>Clairvoyance, Protection from Normal Missiles</i> 4: <i>Fire Shield, Fire Trap, Ice Storm, Ultravision</i> 5: <i>Interposing Hand, Contact Other Plane, Secret Chest, Wall of Force</i>
MAGIC-USER SPELLBOOKS LEVELS 12-13	
1d8	CONTENTS
1	1: <i>Comprehend Languages, Enlarge, Erase, Friends, Push, Read Magic, Spider Climb, Ventriloquism, Melt, Mount</i> 2: <i>Continual Light, Trap, Deeppockets, Preserve</i> 3: <i>Haste, Infravision, Tiny Hut, Secret Page, Sepia Snake Sigil</i> 4: <i>Charm Monster, Enchanted Weapon, Hallucinatory Terrain, Minor Globe of Invulnerability, Monster Summoning II, Wizard Eye</i> 5: <i>Animate Dead, Cone of Cold, Monster Summoning II, Telekinesis, Wall of Force, Wall of Iron</i> 6: <i>Disintegrate, Eyebite, Lucubration, Transmute Water to Dust</i>
2	1: <i>Magic Missile, Message, Read Magic, Ventriloquism, Armour</i> 2: <i>Scare, Shatter</i> 3: <i>Blink, Fireball, Cloudburst, Secret Page</i> 4: <i>Charm Monster, Massmorph, Minor Globe of Invulnerability, Wall of Fire</i> 5: <i>Feeblemind, Fabricate</i> 6: <i>Globe of Invulnerability, Invisible Stalker, Lower Water, Monster Summoning IV, Reincarnate, Stone to Flesh, Ensnarement</i>
3	1: <i>Affect Normal Fires, Burning Hands, Magic Missile, Read Magic, Write</i> 2: <i>Magic Mouth, Know Alignment</i> 3: <i>Hold Person, Invisibility 10' Radius, Material</i> 4: <i>Dig, Fire Trap</i> 5: <i>Hold Monster, Wall of Force</i> 6: <i>Enchant an Item, Invisible Stalker, Lower Water, Spiritwrack</i>

4	1: <i>Dancing Lights, Find Familiar, Identify, Light, Mending, Read Magic, Shield</i> 2: <i>Levitate, Locate Object, Vocalize</i> 3: <i>Infravision, Sepia Snake Sigil, Wind Wall</i> 4: <i>Enchanted Weapon, Extension I, Plant Growth, Shout</i> 5: <i>Passwall, Fabricate</i> 6: <i>Control Weather, Glassee, Lower Water, Monster Summoning IV, Reincarnate</i>
5	1: <i>Find Familiar, Friends, Hold Portal, Jump, Read Magic, Shield, Run, Taunt</i> 2: <i>Invisibility, Pyrotechnics</i> 3: <i>Lightning Bolt, Suggestion, Material</i> 4: <i>Confusion, Extension I, Mnemonic Enhancer, Black Tentacles</i> 5: <i>Contact Other Plane, Distance Distortion, Secret Chest, Dismissal</i> 6: <i>Anti-Magic Shell, Globe of Invulnerability, Contingency</i>
6	1: <i>Comprehend Languages, Read Magic, Shield, Sleep, Alarm</i> 2: <i>Invisibility, Ray of Enfeeblement, Shatter, Deep pockets, Preserve, Uncontrollable Hideous Laughter, Vocalize,</i> 3: <i>Haste, Item, Secret Page,</i> 4: <i>Enchanted Weapon, Extension I, Hallucinatory Terrain, Plant Growth, Wall of Fire</i> 5: <i>Mage's Faithful Hound, Passwall, Avoidance</i> 6: <i>Forceful Hand, Control Weather, Part Water</i>
7	1: <i>Jump, Light, Read Magic, Floating Disc, Write, Firewater</i> 2: <i>Invisibility, Trap, Levitate, Mirror Image, Wizard Lock, Irritation, Vocalize</i> 3: <i>Clairaudience, Clairvoyance, Protection from Evil 10' Radius, Slow, Suggestion, Sepia Snake Sigil</i> 4: <i>Confusion, Fear, Stoneskin</i> 5: <i>Cone of Cold, Contact Other Plane, Secret Chest</i> 6: <i>Anti-Magic Shell, Repulsion, Eyebite, Transmute Water to Dust</i>
8	1: <i>Burning Hands, Charm Person, Dancing Lights, Find Familiar, Read Magic, Write, Alarm</i> 2: <i>Mirror Image, Wizard Lock, Deep pockets, Zephyr</i> 3: <i>Blink, Explosive Runes, Hold Person, Invisibility 10' Radius</i> 4: <i>Charm Monster, Fumble, Minor Globe of Invulnerability</i> 5: <i>Cloudkill, Sending</i> 6: <i>Anti-Magic Shell, Control Weather, Enchant an Item, Move Earth, Project Image</i>
MAGIC-USER SPELLBOOKS LEVELS 14-15	
1d8	CONTENTS
1	1: <i>Comprehend Languages, Hold Portal, Jump, Read Magic, Sleep, Precipitation, Taunt</i> 2: <i>Darkness, 15' Radius, Invisibility, Pyrotechnics</i> 3: <i>Monster Summoning I, Phantasmal Force, Detect Illusion, Secret Page</i> 4: <i>Charm Monster, Fire Charm, Fire Trap, Minor Globe of Invulnerability, Monster Summoning II</i> 5: <i>Airy Water, Contact Other Plane, Distance Distortion</i> 6: <i>Forceful Hand, Disintegrate, Geas, Repulsion, Lucubration</i> 7: <i>Duo-Dimension, Simulacrum, Sequester</i>
2	1: <i>Find Familiar, Jump, Read Magic, Shocking Grasp, Unseen Servant, Write, Mount</i> 2: <i>ESP, Wizard Lock</i> 3: <i>Explosive Runes, Invisibility 10' Radius, Monster Summoning I, Slow</i> 4: <i>Fire Charm, Massmorph, Wizard Eye</i> 5: <i>Cloudkill, Teleport, Wall of Stone</i> 6: <i>Disintegrate, Glassee, Ensnarement</i> 7: <i>Instant Summons, Teleport Without Error, Torment</i>

3	1: <i>Erase, Jump, Magic Missile, Read Magic, Alarm, Armour</i> 2: <i>Levitate, Wizard Lock, Acid Arrow, Zephyr</i> 3: <i>Blink, Fireball, Fly, Secret Page, Sepia Snake Sigil</i> 4: <i>Fumble, Polymorph Self, Wall of Fire, Stoneskin</i> 5: <i>Magic Jar, Teleport, Wall of Stone</i> 6: <i>Enchant an Item, Guards and Wards, Invisible Stalker, Chain Lightning</i> 7: <i>Limited Wish, Power Word, Stun, Statue, Forcecage</i>
4	1: <i>Dancing Lights, Erase, Message, Read Magic, Sleep, Grease</i> 2: <i>Bind, Acid Arrow</i> 3: <i>Clairvoyance, Fireball</i> 4: <i>Dimension Door, Hallucinatory Terrain, Shout</i> 5: <i>Interposing Hand, Feeblemind, Secret Chest</i> 6: <i>Anti-Magic Shell, Geas, Glassee</i> 7: <i>Grasping Hand, Cacodemon, Duo-Dimension</i>
5	1: <i>Burning Hands, Friends, Message, Magic Aura, Read Magic, Shield</i> 2: <i>Rope Trick, Web, Zephyr</i> 3: <i>Feign Death, Haste, Hold Person, Infravision, Invisibility 10' Radius, Secret Page</i> 4: <i>Ice Storm, Monster Summoning II</i> 5: <i>Wall of Force, Dismissal</i> 6: <i>Disintegrate, Guards and Wards, Legend Lore, Reincarnate, Contingency, Transmute Water to Dust</i> 7: <i>Charm Plants, Limited Wish, Simulacrum, Truename</i>
6	1: <i>Find Familiar, Friends, Identify, Push, Read Magic, Shield, Floating Disc, Ventriloquism</i> 2: <i>Detect Evil, ESP, Magic Mouth</i> 3: <i>Dispel Magic, Flame Arrow, Secret Page</i> 4: <i>Charm Monster, Wall of Ice, Secure Shelter</i> 5: <i>Animal Growth, Animate Dead, Stone Shape, Wall of Iron</i> 6: <i>Anti-Magic Shell, Lower Water, Reincarnate, Eyebite</i> 7: <i>Reverse Gravity, Statue, Banishment</i>
7	1: <i>Erase, Magic Missile, Read Magic, Unseen Servant, Ventriloquism</i> 2: <i>Darkness, 15' Radius, Locate Object, Flaming Sphere, Irritation, Uncontrollable Hideous Laughter</i> 3: <i>Dispel Magic, Flame Arrow, Gust of Wind, Item, Minute Meteor</i> 4: <i>Dig, Magic Mirror</i> 5: <i>Telekinesis, Wall of Iron</i> 6: <i>Legend Lore, Freezing Sphere, Repulsion, Lucubration</i> 7: <i>Charm Plants, Torment</i>
8	1: <i>Affect Normal Fires, Erase, Feather Fall, Magic Missile, Read Magic, Ventriloquism</i> 2: <i>Locate Object, Bind, Know Alignment, Vocalize</i> 3: <i>Dispel Magic, Haste, Phantasmal Force, Suggestion</i> 4: <i>Ice Storm, Massmorph, Wizard Eye, Magic Mirror, Resilient Sphere</i> 5: <i>Animal Growth, Interposing Hand, Cloudkill, Mage's Faithful Hound, Dismissal</i> 6: <i>Enchant an Item, Extension III, Legend Lore, Chain Lightning, Lucubration</i> 7: <i>Charm Plants, Delayed Blast Fireball, Duo-Dimension, Reverse Gravity</i>
MAGIC-USER SPELLBOOKS LEVELS 16-17	
1d6	CONTENTS

1	1: <i>Affect Normal Fires, Jump, Magic Aura., Read Magic, Sleep, Unseen Servant</i> 2: <i>Trap, Locate Object, Scare</i> 3: <i>Invisibility 10' Radius, Phantasmal Force</i> 4: <i>Hallucinatory Terrain, Wall of Ice, Ultravision</i> 5: <i>Conjure Elemental, Secret Chest, Wall of Stone</i> 6: <i>Forceful Hand, Geas, Monster Summoning IV, Repulsion, Spiritwrack</i> 7: <i>Cacodemon, Delayed Blast Fireball, Mass Invisibility, Mage's Sword, Reverse Gravity, Sequester</i> 8: <i>Mass Charm, Irresistible Dance, Symbol</i>
2	1: <i>Erase, Read Magic, Shield, Shocking Grasp, Spider Climb</i> 2: <i>Locate Object, Ray of Enfeeblement, Rope Trick</i> 3: <i>Monster Summoning I, Minute Meteor</i> 4: <i>Minor Globe of Invulnerability, Polymorph Other, Polymorph Self, Remove Curse, Dispel Illusion, Black Tentacles</i> 5: <i>Airy Water, Hold Monster, Passwall, Wall of Force</i> 6: <i>Forceful Hand, Disintegrate, Lower Water, Repulsion, Transformation</i> 7: <i>Grasping Hand, Charm Plants, Limited Wish, Mage's Sword, Reverse Gravity</i> 8: <i>Clone, Incendiary Cloud, Irresistible Dance, Trap The Soul, Binding</i>
3	1: <i>Affect Normal Fires, Find Familiar, Identify, Magic Missile, Read Magic, Write</i> 2: <i>Locate Object, Magic Mouth, Stinking Cloud</i> 3: <i>Blink, Flame Arrow, Slow, Detect Illusion</i> 4: <i>Resilient Sphere, Ultravision</i> 5: <i>Conjure Elemental., Extension II</i> 6: <i>Control Weather, Enchant an Item, Extension III, Guards and Wards, Freezing Sphere, Reincarnate, Contingency, Eyebite</i> 7: <i>Cacodemon, Power Word, Stun, Banishment, Magnificent Mansion, Sequester, Teleport Without Error</i> 8: <i>Maze, Mind Blank, Binding</i>
4	1: <i>Detect Magic, Message, Push, Read Magic, Ventriloquism</i> 2: <i>Continual Light, Pyrotechnics, Zephyr</i> 3: <i>Feign Death, Flame Arrow, Monster Summoning I, Sepia Snake Sigil</i> 4: <i>Wall of Fire, Dispel Illusion, Stoneskin</i> 5: <i>Conjure Elemental, Hold Monster, Stone Shape, Wall of Force</i> 6: <i>Forceful Hand, Extension III, Invisible Stalker, Lower Water</i> 7: <i>Mass Invisibility, Mage's Sword</i> 8: <i>Clenched Fist, Clone, Symbol</i>
5	1: <i>Affect Normal Fires, Comprehend Languages, Magic Missile, Protection from Evil, Read Magic, Shield, Spider Climb, Run</i> 2: <i>Audible Glamour, Mirror Image, Scare, Shatter</i> 3: <i>Clairaudience, Dispel Magic, Material</i> 4: <i>Fumble, Minor Globe of Invulnerability, Wall of Fire, Stoneskin</i> 5: <i>Secret Chest, Monster Summoning II, Passwall, Lamentable Belabourment</i> 6: <i>Forceful Hand. Control Weather, Glassee, Reincarnate</i> 7: <i>Cacodemon, Power Word, Stun, Reverse Gravity, Simulacrum</i> 8: <i>Antipathy/Sympathy, Clone, Mind Blank, Monster Summoning VI, Trap The Soul</i>
6	1: <i>Dancing Lights, Magic Missile, Protection from Evil, Read Magic, Sleep, Unseen Servant, Firewater</i> 2: <i>Fool's Gold, Vocalize</i> 3: <i>Tiny Hut. Protection from Normal Missiles, Material</i> 4: <i>Extension I, Ice Storm, Wall of Fire, Shout</i> 5: <i>Cone of Cold, Stone Shape, Avoidance</i> 6: <i>Anti-Magic Shell. Control Weather, Enchant an Item, Project Image, Repulsion, Contingency</i> 7: <i>Delayed Blast Fireball, Teleport Without Error</i> 8: <i>Antipathy/Sympathy, Irresistible Dance</i>
MAGIC-USER SPELLBOOKS LEVELS 18-24	

1d6 CONTENTS	
1	1: Charm Person, Identify, Light, Magic Aura, Read Magic, Spider Climb, Unseen Servant, Taunt 2: Locate Object, Deeppockets, Preserve 3: Feign Death, Hold Person, Secret Page 4: Charm Monster, Ice Storm, Shout 5: Interposing Hand, Extension II 6: Anti-Magic Shell, Glassee, Project Image 7: Mage's Sword, Statue, Teleport Without Error 8: Clone, Glassteel, Permanency, Telekinetic Sphere 9: Astral Spell, Crushing Hand, Wish
2	1: Burning Hands, Enlarge, Read Magic, Shocking Grasp, Spider Climb, Mount, Run 2: Darkness, 15' Radius, Detect Evil, Rope Trick, Vocalize, Zephyr 3: Dispel Magic, Phantasmal Force, Tongues 4: Dig, Polymorph Other, Ultravision 5: Animate Dead, Monster Summoning II, Wall of Iron, Dolor 6: Control Weather, Move Earth, Chain Lightning, Lucubration 7: Mass Invisibility, Monster Summoning V, Forcecage 8: Mind Blank, Demand, Sink 9: Monster Summoning VII, Power Word, Kill, Temporal Stasis
3	1: Friends, Identify, Protection from Evil, Read Magic, Shocking Grasp, Ventriloquism 2: Scare, Vocalize 3: Clairaudience, Invisibility 10' Radius, Cloudburst 4: Ice Storm, Shout 5: Avoidance, Dolor 6: Control Weather, Death Spell, Lower Water, Contingency 7: Grasping Hand, Mass Invisibility, Monster Summoning V, Statue 8: Clenched Fist, Mass Charm, Monster Summoning VI, Demand 9: Gate
4	1: Burning Hands, Erase, Hold Portal, Magic Aura, Read Magic, Shocking Grasp 2: Magic Mouth, Stinking Cloud, Preserve 3: Dispel Magic, Phantasmal Force, Protection from Evil 10' Radius, Wind Wall 4: Black Tentacles, Shout 5: Animate Dead, Stone Shape, Dolor 6: Anti-Magic Shell, Death Spell, Geas, Chain Lightning 7: Grasping Hand, Simulacrum 8: Maze, Mind Blank, Power Word, Blind, Sink 9: Meteor Swarm, Monster Summoning VII, Shape Change, Wish
5	1: Charm Person, Find Familiar, Friends, Jump, Read Magic, Shocking Grasp, Run 2: Continual Light, Detect Invisibility, Invisibility, Deeppockets 3: Dispel Magic, Fireball, Infravision, Invisibility 10' Radius, Phantasmal Force, Material 4: Fire Charm, Fumble, Minor Globe of Invulnerability, Plant Growth, Polymorph Other, Black Tentacles 5: Airy Water, Animate Dead, Extension II, Wall of Force, Dolor, Lamentable Belabourment 6: Control Weather, Extension III, Invisible Stalker, Legend Lore, Move Earth, Repulsion, Lucubration 7: Delayed Blast Fireball, Mage's Sword, Vanish, Banishment 8: Maze, Mind Blank, Demand 9: Gate, Imprisonment, Monster Summoning VII, Prismatic Sphere, Time Stop, Energy Drain

6	1: Find Familiar, Magic Missile, Mending, Push, Read Magic, Shield, Shocking Grasp, Sleep, Spider Climb, Write 2: Detect Evil, Knock, Trap, Shatter, Strength, Irritation, Preserve, Detect Invisibility 3: Lightning Bolt, Slow, Minute Meteor 4: Ice Storm, Polymorph Other, Black Tentacles, Secure Shelter 5: Conjure Elemental, Transmute Rock to Mud, Wall of Force, Fabricate 6: Legend Lore, Reincarnate, Contingency 7: Duo-Dimension, Banishment 8: Permanency, Power Word, Blind, Trap The Soul, Sink 9: Meteor Swarm, Power Word, Kill, Prismatic Sphere, Energy Drain
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ILLUSIONIST SPELLBOOKS LEVELS 1-2	
1d20	CONTENTS
1	1: Detect Illusion, Phantasmal Familiar, Audible Glamour
2	1: Olfactory Glamour, Pyanpi's Camouflage, Chromatic Orb, Hypnotism
3	1: Olfactory Glamour, Matador's Cloak, Phantom Armour, Phantasmal Familiar
4	1: Colour Spray, Vertigo, Phantasmal Force, Spook
5	1: Phantasmal Projectile, Matador's Cloak, Pyanpi's Camouflage, Change Self
6	1: Wall of Fog, Audible Glamour, Scent Mask, Chromatic Orb
7	1: Pyanpi's Tiptoe, Dancing Lights
8	1: Pyanpi's Tiptoe, Colour Spray, Gaze Reflection, Dancing Lights
9	1: Darkness, Detect Illusion
10	1: Phantom Armour, Parlour Trick, Spook
11	1: Phantasmal Projectile, Parlour Trick, Gaze Reflection
12	1: Matador's Cloak, Light, Chromatic Orb
13	1: Spook, Hypnotism, Matador's Cloak
14	1: Olfactory Glamour, Detect Illusion, Hypnotism, Chromatic Orb
15	1: Light, Phantasmal Force
16	1: Olfactory Glamour, Phantasmal Projectile, Darkness, Detect Illusion
17	1: Wall of Fog, Phantasmal Projectile, Light
18	1: Pyanpi's Tiptoe, Phantasmal Familiar, Pyanpi's Camouflage
19	1: Detect Illusion, Pyanpi's Camouflage, Darkness
20	1: Pyanpi's Tiptoe, Phantasmal Familiar
ILLUSIONIST SPELLBOOKS LEVELS 3-4	
1d20	CONTENTS
1	

2: Deafness, Dream Horse, Blindness, Fascinate, Pyanpi's Enticement, Fog Cloud|

2

2: Mirror Image, Doggro's Synesthesia, Magic Mouth, Erconfal's Impression|

3

2: Invisibility to Undead, Alter Self, Detect Magic, Misdirection, Charm Person, Mirror Image|

4

2: Blur, Hypnotic Pattern, Misdirection, Charm Person, Hakim's Unexpected Feint|

5

2: *Doggro's Synesthesia, Dream Horse, Fog Cloud, Magic Mouth, Ventriloquism, Detect Magic*|

6

2: *Doggro's Voice of Reason, Invisibility to Undead, Whispering Wind, Misdirection*|

7

2: *Alter Self, Doggro's Synesthesia, Hypnotic Pattern, Invisibility to Undead*|

8

2: *Detect Magic, Doggro's Voice of Reason, Invisibility, Ventriloquism, Deafness*|

9

2: *Fog Cloud, Pyanpi's Enticement, Deafness, Magic Mouth, Blindness*|

10

2: *Hypnotic Pattern, Invisibility to Undead, Hakim's Unexpected Feint, Mirror Image, Blindness, Dream Horse*|

11

2: *Hypnotic Pattern, Deafness, Doggro's Voice of Reason, Magic Mouth, Alter Self*|

12

2: *Alter Self, Dream Horse, Misdirection, Blindness, Charm Person, Fog Cloud*|

13

2: *Improved Phantasmal Force, Ospmi's Phantasmal Circumvention, Mirror Image, Alter Self, Blur, Invisibility to Undead*|

14

2: *Alter Self, Blur, Fog Cloud, Pyanpi's Enticement*|

15

2: *Ventriloquism, Magic Mouth, Charm Person, Fascinate, Blur, Deafness*|

16

2: *Deafness, Fog Cloud, Ventriloquism, Dream Horse, Fascinate, Detect Magic*|

17

2: *Invisibility, Fascinate, Hakim's Unexpected Feint, Fog Cloud*|

18

2: *Dream Horse, Improved Phantasmal Force, Detect Magic, Fog Cloud, Blindness*|

19

2: *Fog Cloud, Magic Mouth, Whispering Wind, Doggro's Voice of Reason*|

20

2: *Blindness, Whispering Wind, Ospmi's Phantasmal Circumvention, Fog Cloud*|

ILLUSIONIST SPELLBOOKS LEVELS 5-6	
2d10	CONTENTS
2	

2: *Invisibility, Dream Horse, Whispering Wind, Pyanpi's Enticement, Blindness, Ospmi's Phantasmal Circumvention* 3: *Illusionary Script, Wraithform, Hallucinatory Terrain, Phantom Wind*|

3

2: *Erconfal's Impression, Pyanpi's Enticement, Hypnotic Pattern, Blur* 3: *Suggestion, Non-detection, Psychosomatic Blast, Programmed Paracusia, Continual Darkness, Fear*|

4

2: *Blur, Invisibility, Charm Person, Magic Mouth, Hakim's Unexpected Feint* 3: *Suggestion, Non-detection, Fear, Programmed Paracusia, Paralyzation, Rope Trick*|

5

2: *Doggro's Synesthesia, Improved Phantasmal Force, Blindness, Erconfal's Impression, Doggro's Voice of Reason* 3: *Delude, Phantom Wind, Suggestion, Continual Darkness, Wraithform*|

6

2: *Invisibility, Erconfal's Impression, Hakim's Unexpected Feint, Blindness, Pyanpi's Enticement* 3: *Delude, Wraithform, Paralyzation, Phantom Wind, Illusionary Script*|

7

2: *Blindness, Detect Magic, Misdirection, Hypnotic Pattern, Ospmi's Phantasmal Circumvention* 3: *Concussive Detonation, Invisibility 10' Radius, Feign Death, Fear, Continual Darkness, Spectral Force*|

8

2: *Alter Self, Erconfal's Impression, Pyanpi's Enticement, Fog Cloud* 3: *Illusionary Script, Phantom Steed, Concussive Detonation, Mendoza's Non-description*|

9

2: *Ospmi's Phantasmal Circumvention, Deafness, Blindness, Hypnotic Pattern* 3: *Mendoza's Non-*

description, Phantom Steed, Delude, Programmed Paracusia, Suggestion|

10

2: *Mirror Image, Hakim's Unexpected Feint, Improved Phantasmal Force, Whispering Wind, Charm Person* 3: *Rope Trick, Invisibility 10' Radius, Dameon's Shadow Spellbook, Spectral Force, Non-detection, Wraithform|*

11

2: *Magic Mouth, Doggro's Voice of Reason, Improved Phantasmal Force, Erconfal's Impression, Mirror Image, Hakim's Unexpected Feint* 3: *Suggestion, Paralyzation, Delude, Deceived Corpse, Non-detection|*

12

2: *Blur, Invisibility to Undead, Ventriloquism, Deafness, Dream Horse, Charm Person* 3: *Wraithform, Phantom Steed, Spectral Force, Psychosomatic Blast, Dispel Illusion, Dameon's Shadow Spellbook|*

13

2: *Blindness, Doggro's Voice of Reason, Dream Horse, Erconfal's Impression, Invisibility* 3: *Hallucinatory Terrain, Dameon's Shadow Spellbook, Concussive Detonation, Dispel Illusion, Suggestion|*

14

2: *Magic Mouth, Fascinate, Fog Cloud, Dream Horse, Ventriloquism, Erconfal's Impression* 3: *Wraithform, Continual Darkness, Rope Trick, Illusionary Script, Phantom Steed, Spectral Force|*

15

2: *Hakim's Unexpected Feint, Erconfal's Impression, Doggro's Voice of Reason, Ospmi's Phantasmal Circumvention* 3: *Fear, Dameon's Shadow Spellbook, Continual Darkness, Deceived Corpse, Hallucinatory Terrain|*

16

2: *Deafness, Improved Phantasmal Force, Alter Self, Doggro's Synesthesia, Charm Person, Blur* 3: *Non-detection, Fear, Continual Darkness, Hallucinatory Terrain, Spectral Force, Feign Death|*

17

2: *Alter Self, Blindness, Hypnotic Pattern, Fog Cloud, Whispering Wind, Doggro's Voice of Reason* 3: *Spectral Force, Programmed Paracusia, Invisibility 10' Radius, Fear, Rope Trick|*

18

2: *Doggro's Synesthesia, Detect Magic, Ospmi's Phantasmal Circumvention, Improved Phantasmal Force* 3: *Delude, Phantom Steed, Fear, Rope Trick, Dispel Illusion|*

19

2: Blindness, Doggro's Synesthesia, Erconfal's Impression, Invisibility to Undead 3: Feign Death, Mendoza's Non-description, Illusionary Script, Hallucinatory Terrain, Paralyzation, Deceived Corpse|

20

2: Misdirection, Detect Magic, Whispering Wind, Doggro's Voice of Reason, Dream Horse 3: Continual Darkness, Mendoza's Non-description, Concussive Detonation, Deceived Corpse, Programmed Paracusia, Feign Death|

ILLUSIONIST SPELLBOOKS LEVELS 7-9	
1d12	CONTENTS
1	

2: Deafness, Whispering Wind, Charm Person, Doggro's Synesthesia, Fog Cloud 3: Phantom Wind, Deceived Corpse, Dispel Illusion, Psychosomatic Blast, Continual Darkness 4: Rainbow Pattern, Minor Creation, Hakim's Dazzling Swordplay, Shadow Monsters, Hakim's Onerous Tome|

2

2: Blindness, Charm Person, Mirror Image, Hakim's Unexpected Feint, Improved Phantasmal Force, Blur 3: Spectral Force, Feign Death, Paralyzation, Illusionary Script 4: Dispel Exhaustion, Dispel Magic, Hakim's Onerous Tome, Minor Creation|

3

2: Fascinate, Whispering Wind, Invisibility to Undead, Hypnotic Pattern, Ospmi's Phantasmal Circumvention, Fog Cloud 3: Deceived Corpse, Illusionary Script, Spectral Force, Psychosomatic Blast 4: Hakim's Onerous Tome, Rainbow Pattern, Hakim's Dazzling Swordplay, Dispel Magic, Shadow Monsters, Phantasmal Killer|

4

2: Magic Mouth, Alter Self, Hakim's Unexpected Feint, Detect Magic 3: Feign Death, Delude, Continual Darkness, Phantom Steed, Illusionary Script 4: Hakim's Dazzling Swordplay, Silver Tongue, Dispel Exhaustion, Phantasmal Killer, Rainbow Pattern, Confusion|

5

2: Hypnotic Pattern, Mirror Image, Charm Person, Invisibility, Deafness, Blindness 3: Deceived Corpse, Phantom Steed, Programmed Paracusia, Spectral Force 4: Shadow Monsters, Minor Creation, Silver Tongue, Dispel Exhaustion, Vacancy|

6

2: Deafness, Blindness, Blur, Ventriloquism, Doggro's Voice of Reason, Pyanpi's Enticement 3: Phantom Steed, Paralyzation, Phantom Wind, Dameon's Shadow Spellbook, Invisibility 10' Radius, Dispel Illusion 4: Emotion, Massmorph, Rainbow Pattern, Dispel Exhaustion|

7

2: Alter Self, Ospmi's Phantasmal Circumvention, Ventriloquism, Invisibility 3: Continual Darkness, Psychosomatic Blast, Suggestion, Delude, Phantom Wind, Illusionary Script 4: Vacancy, Hakim's

Onerous Tome, Rainbow Pattern, Dispel Exhaustion|

8

2: *Hakim's Unexpected Feint, Ospmi's Phantasmal Circumvention, Fascinate, Doggro's Voice of Reason* 3: *Invisibility 10' Radius, Continual Darkness, Phantom Wind, Feign Death* 4: *Hakim's Onerous Tome, Improved Invisibility, Hakim's Dazzling Swordplay, Rainbow Pattern, Dispel Exhaustion|*

9

2: *Fog Cloud, Whispering Wind, Alter Self, Deafness* 3: *Fear, Rope Trick, Invisibility 10' Radius, Psychosomatic Blast* 4: *Vacancy, Jibber Jabber, Improved Invisibility, Dispel Exhaustion, Emotion, Solid Fog|*

10

2: *Alter Self, Whispering Wind, Blindness, Erconfal's Impression, Hakim's Unexpected Feint* 3: *Wraithform, Illusionary Script, Hallucinatory Terrain, Spectral Force, Feign Death* 4: *Silver Tongue, Minor Creation, Jibber Jabber, Improved Invisibility|*

11

2: *Blur, Magic Mouth, Doggro's Voice of Reason, Blindness, Mirror Image, Fog Cloud* 3: *Concussive Detonation, Hallucinatory Terrain, Mendoza's Non-description, Feign Death* 4: *Hakim's Onerous Tome, Vacancy, Jibber Jabber, Confusion, Solid Fog|*

12

2: *Improved Phantasmal Force, Detect Magic, Fascinate, Ventriloquism, Magic Mouth, Alter Self* 3: *Fear, Invisibility 10' Radius, Non-detection, Continual Darkness* 4: *Emotion, Hakim's Onerous Tome, Hakim's Dazzling Swordplay, Confusion, Minor Creation|*

ILLUSIONIST SPELLBOOKS LEVELS 10-11	
1d10	CONTENTS
1	

2: *Erconfal's Impression, Blindness, Improved Phantasmal Force, Blur, Pyanpi's Enticement* 3: *Concussive Detonation, Hallucinatory Terrain, Wraithform, Paralyzation, Delude, Rope Trick* 4: *Confusion, Silver Tongue, Shadow Monsters, Vacancy, Dispel Exhaustion, Solid Fog* 5: *Shadow Door, Dream, Magic Mirror, Chaos, Major Creation|*

2

2: *Erconfal's Impression, Blindness, Dream Horse, Doggro's Voice of Reason, Invisibility* 3: *Hallucinatory Terrain, Feign Death, Delude, Illusionary Script* 4: *Hakim's Onerous Tome, Phantasmal Killer, Emotion, Jibber Jabber, Minor Creation* 5: *Magic Mirror, Shadow Door, Mendoza's Mass Non-description, Dream Horses, Shadow Magic, Maze|*

3

2: *Deafness, Invisibility, Detect Magic, Misdirection* 3: *Concussive Detonation, Paralyzation, Phantom Wind, Delude, Deceived Corpse, Invisibility 10' Radius* 4: *Silver Tongue, Dispel Exhaustion, Hakim's*

Dazzling Swordplay, Phantasmal Killer, Hakim's Onerous Tome 5: Shadow Door, Temporal Fugue/Reverse Temporal Fugue, Demi-shadow Monsters, Advanced Illusion, Magic Mirror

4

2: Doggro's Voice of Reason, Dream Horse, Fog Cloud, Improved Phantasmal Force 3: Illusionary Script, Deceived Corpse, Non-detection, Delude, Continual Darkness 4: Phantasmal Killer, Shadow Monsters, Hakim's Dazzling Swordplay, Hakim's Onerous Tome, Confusion 5: Demi-shadow Monsters, Project Image, Temporal Fugue/Reverse Temporal Fugue, Summon Shadow, Shadow Door

5

2: Hakim's Unexpected Feint, Pyanpi's Enticement, Blur, Misdirection, Detect Magic, Fascinate 3: Wraithform, Invisibility 10' Radius, Illusionary Script, Non-detection, Rope Trick 4: Shadow Monsters, Improved Invisibility, Dispel Exhaustion, Solid Fog, Minor Creation 5: Demi-shadow Monsters, Mendoza's Mass Non-description, Project Image, Summon Shadow, Major Creation

6

2: Blindness, Blur, Charm Person, Erconfal's Impression, Fog Cloud, Invisibility to Undead 3: Rope Trick, Deceived Corpse, Psychosomatic Blast, Fear 4: Dispel Exhaustion, Dispel Magic, Phantasmal Killer, Rainbow Pattern, Confusion 5: Magic Mirror, Major Creation, Temporal Fugue/Reverse Temporal Fugue, Shadow Door

7

2: Fascinate, Mirror Image, Fog Cloud, Invisibility to Undead 3: Non-detection, Dispel Illusion, Programmed Paracusia, Delude, Feign Death, Hallucinatory Terrain 4: Phantasmal Killer, Solid Fog, Minor Creation, Dispel Exhaustion 5: Temporal Fugue/Reverse Temporal Fugue, Dream Horses, Chaos, Magic Mirror

8

2: Fog Cloud, Blur, Hypnotic Pattern, Blindness, Doggro's Voice of Reason, Detect Magic 3: Feign Death, Mendoza's Non-description, Phantom Steed, Invisibility 10' Radius, Phantom Wind 4: Improved Invisibility, Hakim's Onerous Tome, Vacancy, Confusion 5: Chaos, Magic Mirror, Project Image, Dream, Temporal Fugue/Reverse Temporal Fugue, Dream Horses

9

2: Ventriloquism, Blindness, Magic Mouth, Detect Magic, Mirror Image, Fascinate 3: Mendoza's Non-description, Feign Death, Rope Trick, Invisibility 10' Radius, Programmed Paracusia 4: Hakim's Onerous Tome, Shadow Monsters, Solid Fog, Minor Creation, Dispel Magic, Rainbow Pattern 5: Chaos, Shadow Door, Demi-shadow Monsters, Dream

10

2: Charm Person, Doggro's Synesthesia, Hakim's Unexpected Feint, Pyanpi's Enticement, Detect Magic, Fog Cloud 3: Paralyzation, Spectral Force, Deceived Corpse, Hallucinatory Terrain, Wraithform, Delude 4: Jibber Jabber, Vacancy, Minor Creation, Shadow Monsters 5: Dream, Project Image, Shadow Door, Shadow Magic, Maze

ILLUSIONIST SPELLBOOKS LEVELS 12-13	
1d8	CONTENTS
1	1: Audible Glamour, Colour Spray, Detect Illusion, Light, Phantasmal Force, Wall of Fog 2: Improved Phantasmal Force, Mirror Image, Misdirection, Ventriloquism 3: Non-detection, Paralyzation, Spectral Force, Suggestion 4: Dispel Exhaustion, Phantasmal Killer, Shadow Monsters 5: Chaos, Projected Image, Shadow Door 6: Mass Suggestion, Permanent Illusion, Programmed Illusion, Veil
2	

2: Invisibility to Undead, Ventriloquism, Improved Phantasmal Force, Hypnotic Pattern, Invisibility 3: Continual Darkness, Deceived Corpse, Illusionary Script, Phantom Wind 4: Jibber Jabber, Improved Invisibility, Minor Creation, Confusion 5: Temporal Fugue/Reverse Temporal Fugue, Dream, Mendoza's Mass Non-description, Mendoza's False Castings, Major Creation, Maze 6: Mislead, Veil, Hakim's Ricasso Riposte, Phantasmagoria, Conjure Animals, Shades|

3

2: Fascinate, Misdirection, Ventriloquism, Fog Cloud 3: Invisibility 10' Radius, Concussive Detonation, Programmed Paracusia, Delude, Mendoza's Non-description, Wraithform 4: Improved Invisibility, Confusion, Massmorph, Hakim's Onerous Tome 5: Major Creation, Maze, Project Image, Advanced Illusion, Chaos 6: Prismatic Blade, Programmed Illusion, Phantasmagoria, Permanent Illusion|

4

2: Blur, Whispering Wind, Pyanpi's Enticement, Fog Cloud, Deafness, Hypnotic Pattern 3: Spectral Force, Hallucinatory Terrain, Mendoza's Non-description, Fear, Paralyzation, Feign Death 4: Confusion, Massmorph, Improved Invisibility, Minor Creation, Jibber Jabber, Silver Tongue 5: Chaos, Magic Mirror, Demi-shadow Monsters, Summon Shadow 6: Prismatic Blade, Mirage Arcane, Permanent Illusion, Phantasmagoria, Mislead|

5

2: Blur, Detect Magic, Magic Mouth, Hakim's Unexpected Feint 3: Continual Darkness, Invisibility 10' Radius, Paralyzation, Programmed Paracusia, Psychosomatic Blast, Concussive Detonation 4: Rainbow Pattern, Vacancy, Jibber Jabber, Silver Tongue, Solid Fog 5: Advanced Illusion, Shadow Magic, Mendoza's False Castings, Dream, Shadow Door 6: Veil, Shades, Demi-shadow Magic, Death Fog, Mirage Arcane|

6

2: Pyanpi's Enticement, Ospmi's Phantasmal Circumvention, Improved Phantasmal Force, Fog Cloud, Doggro's Voice of Reason, Deafness 3: Feign Death, Deceived Corpse, Invisibility 10' Radius, Mendoza's Non-description, Concussive Detonation 4: Confusion, Hakim's Dazzling Swordplay, Shadow Monsters, Hakim's Onerous Tome, Minor Creation, Rainbow Pattern 5: Dream Horses, Chaos, Summon Shadow, Dream, Demi-shadow Monsters, Maze|

7

2: Invisibility, Doggro's Voice of Reason, Fog Cloud, Misdirection, Hypnotic Pattern 3: Phantom Steed, Dameon's Shadow Spellbook, Wraithform, Rope Trick 4: Massmorph, Hakim's Dazzling Swordplay, Phantasmal Killer, Minor Creation 5: Magic Mirror, Advanced Illusion, Demi-shadow Monsters, Chaos, Mendoza's False Castings 6: Demi-shadow Magic, Programmed Illusion, Permanent Illusion, Veil,

Phantasmagoria|

8

2: Hypnotic Pattern, Fog Cloud, Hakim's Unexpected Feint, Mirror Image, Doggro's Voice of Reason 3: Paralyzation, Non-detection, Dispel Illusion, Hallucinatory Terrain, Programmed Paracusia 4: Minor Creation, Hakim's Onerous Tome, Vacancy, Rainbow Pattern, Dispel Magic 5: Temporal Fugue/Reverse Temporal Fugue, Dream, Maze, Summon Shadow
6: Phantasmagoria, Mass Suggestion, Hakim's Ricasso Riposte, Shades, Prismatic Blade, Mislead|

ILLUSIONIST SPELLBOOKS LEVELS 14-24	
1d8	CONTENTS
1	

2: Doggro's Voice of Reason, Whispering Wind, Blindness, Dream Horse 3: Wraithform, Dameon's Shadow Spellbook, Phantom Wind, Non-detection, 4: Emotion, Confusion, Hakim's Onerous Tome, Dispel Exhaustion 5: Shadow Door, Temporal Fugue/Reverse Temporal Fugue, Dream Horses, Mendoza's Mass Non-description, Major Creation, Demi-shadow Monsters 6: Death Fog, Demi-shadow Magic, Veil, False Flag, Mass Suggestion 7: Mendoza's Stultifying Harem, Prismatic Spray, Prismatic Wall, Vision|

2

2: Invisibility to Undead, Deafness, Hakim's Unexpected Feint, Ospmi's Phantasmal Circumvention, Misdirection 3: Fear, Wraithform, Hallucinatory Terrain, Continual Darkness 4: Silver Tongue, Hakim's Dazzling Swordplay, Dispel Exhaustion, Emotion 5: Chaos, Dream, Summon Shadow, Mendoza's False Castings, Advanced Illusion 6: Mislead, Mirage Arcane, Veil, True Sight, Phantasmagoria, False Flag 7: Shadow Walk, Prismatic Spray, Astral Spell, Mass Invisibility (Arcane 7), Prismatic Wall, Weird|

3

2: Fog Cloud, Detect Magic, Hypnotic Pattern, Ventriloquism, Doggro's Synesthesia, Magic Mouth 3: Wraithform, Illusionary Script, Invisibility 10' Radius, Suggestion, Mendoza's Non-description 4: Massmorph, Solid Fog, Hakim's Dazzling Swordplay, Emotion 5: Project Image, Dream, Mendoza's False Castings, Chaos, Shadow Door, Summon Shadow 6: Death Fog, Mass Suggestion, Shades, Mislead 7: Message, Prismatic Spray, Mendoza's Stultifying Harem, Weird, Alter Reality|

4

2: Hakim's Unexpected Feint, Mirror Image, Deafness, Fog Cloud 3: Invisibility 10' Radius, Rope Trick, Wraithform, Concussive Detonation 4: Vacancy, Hakim's Dazzling Swordplay, Improved Invisibility, Silver Tongue 5: Summon Shadow, Temporal Fugue/Reverse Temporal Fugue, Major Creation, Dream Horses, Shadow Magic, Magic Mirror 6: Hakim's Ricasso Riposte, Veil, Mirage Arcane, Programmed Illusion 7: Run, Prismatic Wall, Weird, Mendoza's Stultifying Harem, Astral Spell, Prismatic Spray|

5

2: Doggro's Voice of Reason, Mirror Image, Fog Cloud, Charm Person, Improved Phantasmal Force, Deafness 3: Suggestion, Phantom Wind, Deceived Corpse, Mendoza's Non-description, Paralyzation 4: Improved Invisibility, Hakim's Onerous Tome, Dispel Magic, Minor Creation, Emotion 5: Chaos, Shadow Door, Magic Mirror, Mendoza's False Castings, Dream 6: Death Fog, Mass Suggestion, Conjure Animals, Shades, Prismatic Blade 7: Weird, Alter Reality, Prismatic Spray, Mendoza's Stultifying

Harem|

6

2: Detect Magic, Blur, Hypnotic Pattern, Fog Cloud, Ventriloquism, Pyanpi's Enticement 3: Phantom Wind, Phantom Steed, Feign Death, Psychosomatic Blast, Programmed Paracusia, Hallucinatory Terrain 4: Phantasmal Killer, Improved Invisibility, Jibber Jabber, Dispel Exhaustion 5: Shadow Magic, Advanced Illusion, Mendoza's False Castings, Demi-shadow Monsters, Major Creation 6: Veil, True Sight, Demi-shadow Magic, Hakim's Ricasso Riposte, Mismatch, Mirage Arcane 7: Astral Spell, Burning Hands, Vision, Prismatic Wall, Mendoza's Stultifying Harem, Prismatic Spray|

7

2: Hakim's Unexpected Feint, Whispering Wind, Invisibility to Undead, Blindness, Deafness 3: Deceived Corpse, Illusionary Script, Concussive Detonation, Dameon's Shadow Spellbook 4: Jibber Jabber, Silver Tongue, Minor Creation, Confusion 5: Chaos, Dream, Maze, Mendoza's Mass Non-description, Major Creation, Summon Shadow 6: Prismatic Blade, Permanent Illusion, Veil, Mismatch 7: Weird, Vision, Affect Normal Fires, Mass Invisibility (Arcane 7), Prismatic Wall, Shadow Walk|

8

2: Doggro's Voice of Reason, Invisibility, Fascinate, Charm Person, Alter Self, Hypnotic Pattern 3: Dameon's Shadow Spellbook, Continual Darkness, Rope Trick, Illusionary Script, Dispel Illusion, Delude 4: Shadow Monsters, Solid Fog, Massmorph, Silver Tongue 5: Maze, Mendoza's False Castings, Shadow Door, Dream, Mendoza's Mass Non-description 6: True Sight, Veil, Shades, Mirage Arcane, Programmed Illusion 7: Astral Spell, Prismatic Wall, Prismatic Spray, Weird|

MAGIC TABLES

TYPES OF MAGIC	SPELL SOURCES	MAGICAL CABALS			
1d20	TYPE	1d20	SOURCE	1d20	GROUP
1	Alchemy	1	A dragon	1	Unknown Heiropphants of Zufar
2	Sorcery	2	A monument	2	Sons of Memn
3	Illusionism	3	Another plane	3	Brown Druids of Briarbarrow
4	Thaumaturgy	4	A summoned creature	4	Reformed Octagon
5	Elementalism	5	An artifact	5	Conclave of the Fiery Ankh
6	Astrology	6	A god / goddess	6	Theosophic Society
7	Demonology	7	A lich	7	Grand Illuminated Magi Prime
8	Necromancy	8	An ancient tome	8	Constellation of Dweomercrafters
9	Druidism	9	A tomb inscription	9	Circle of Eleven
10	Clerical / Divine	10	A teacher / master	10	Main Ten
11	Shamanism	11	An old scroll	11	Orthodox Union of Clergy and Hedgewizards
12	Witchcraft	12	A library	12	Super-Planar & Ethereal League of Legerdemain
13	Divination	13	A dungeon	13	Fire Mages of Thrax

14	Mentalism	14	A ruin/tomb			14	Phantasmal Light Orchestra		
15	Hypnotism / Charm	15	A wish			15	The Bilious Clam Coven		
16	Chronomancy	16	A pact with a demon / devil			16	Serpentine Sisterhood		
17	Extra-Planar	17	Theft from a rival			17	Credible Conclave of Rudd		
18	Clerical / Infernal	18	Guild / cabal secret			18	Keepers of the Ice Flame		
19	Technomancy	19	A djinni			19	The Green Men		
20	Enchantment	20	Unique research			20	Society of Practical Spellcasters		
MAGICAL MENTORS & MASTERS		DEMEANOUR & FEATURES							
1d20	CLASS	1d20	ALIGNMENT	1d20	LEVEL	1d12	DEMEANOR	1d12	FEATURE
1-10	Magic-User	1-2	Lawful Good	1-5	5	1	Harsh	1	Tattooed
11-15	Illusionist	3-4	Chaotic Good	6	6	2	Strict	2	Baroque clothing
16-17	Sorcerer	5-6	Lawful Neutral	7	7	3	Demanding	3	Rarely if ever, speaks
18-19	Witch	7-8	Neutral Good	8	8	4	Erudite	4	Obsssive behavioural tics
20	Warlock	9-12	Neutral	9	9	5	Helpful	5	Blasphemous
		13-14	Neutral Evil	10	10	6	Kindly	6	Gregarious
		15-16	Chaotic Neutral	11	11	7	Mean	7	Alcoholic/Drug Addict
		17-18	Chaotic Evil	12	12	8	Greedy	8	Avid Hobbyist
		19-20	Lawful Evil	13-15	1d4+12	9	Unhelpful	9	Vulgar
				16-17	1d4+15	10	Lazy	10	Battle-scarred
				18-19	1d4+17	11	Jealous	11	Pious
				20	1d4+19	12	Degenerate	12	Ascetic
MAGICAL TITLES	LITTLE-KNOWN SPELLS		LEGENDARY MAGES						
1d20	TITLE		1d20	SPELL		1d20	PERSON		
1	Magus		1	Prata's Sign of Friendship		1	Memnhisir the Undying (Necromancer)		
2	Enchanter		2	Algolei's Eidetic Posterior		2	Thrudsturm (Elementalist)		
3	Illusionist		3	Northrundicandus's Faithful Wife		3	St. Mortimor (Cleric, Necromancer)		
4	Demonologist		4	Pyanpi's Breasts of Leather		4	Bennist Pearl the Hesitant (MU)		
5	Evoker		5	Ermanaric's Puissant Phlegmball		5	Doggro the Prolific (Illusionist/Fighter)		
6	Thaumaturgist		6	Halaster's Orb of Dimwittedness		6	Pyanpi the Reticent (Thief/Illusionist)		
7	Witch-doctor		7	Ghul's Invisible Editor		7	Zaragond (Cleric/Fighter/Thief)		
8	Botanomancer		8	Flenser's Stinking Disc		8	Brenzer (Thief/Magic-User)		
9	Rhabdomancer		9	Speak with Llaurenela		9	Vingotsky (Necromancer/Pirate)		
10	Alchemist		10	Barton's Blessed Fireball		10	St. Gamchicoth (Paladin)		

11	Astrologer	11	<i>Shickles' Tiny Tool</i>	11	Nehema the Healer (Druid/Ranger)
12	Sorceror	12	<i>Gro's Canine Ward</i>	12	Black Erconfal (Warlock/Illusionist)
13	Hedgewizard	13	<i>Karac Zuun's Blotter Acid</i>	13	Hakim the Piper (Troubadour/Illusionist)
14	Technomancer	14	<i>Woodgreen's Illusionary Orgy</i>	14	Ospmi the Slippery (Illusionist/Thief)
15	Chronomancer	15	<i>Wheggi's Fellatio of Fear</i>	15	Francisco Mendoza (Illusionist/Assassin)
16	Theurgist	16	<i>Mortard's Pointed Urination</i>	16	Loran the Maimed (Warlock)
17	Heirophant	17	<i>Fauster's Poisonous Pen</i>	17	Xel-Xan-Z'uun (Sorceror)
18	Diabolist	18	<i>Flax Blental's Voice of Reason</i>	18	Baba Jedza (Witch)
19	Diviner	19	<i>Melan's Cantrip of Choosing</i>	19	Bel Hadrathshaz the Patriarch (Cleric)
20	Charmer	20	<i>Flentser's Point of Belabourment</i>	20	El-Mahmood (Warlock)

Esoteric Tomes

d%	TITLE	TOPIC
01	<i>The Seven Cryptical Tablets of Shan</i>	High level evocation magic
02-03	<i>The Ebon Shards</i>	Lower planar cosmology
04-05	<i>The Greater Tome of Jade Warding</i>	Encyclopedia of circles of protection and warding
06-07	<i>The Runestones of Gnorrir-zhal</i>	Higher planar cosmology
08-09	<i>The Red Priest's Hornbook</i>	Herbology and plant magics
10-11	<i>The Timonym Fragments</i>	Incomplete guide to monster summoning
12-13	<i>The Canticles of Xarhastur</i>	Poetic conjuration magic
14-15	<i>The Testimony of Memnhisir</i>	Procedures for becoming a lich
16-17	<i>The Flesh Manual of Inimical Copulation</i>	Procedures for making chimerae
18-19	<i>Vivimancy Studies</i> by Horbus Zell	Necromantic processes for golem creation
20-21	<i>Gargantuan</i> by Eust	Polymorphic techniques
22-23	<i>The Living Tome</i> by Garibald the Mad	Incomplete guide to mastery of the undead
24-25	<i>The Damned Manual of Eyes</i>	The intersection of phantasm and insanity
26-27	<i>The Thirteen Radiant Scrolls</i>	1 st -level Phantasmal magic
28-29	<i>The Humna Plates</i>	Divination case studies
30-31	<i>The Alexite Thaumaturgion</i>	Thaumaturgic case studies
32-33	<i>The Necronomicon</i>	Mind-shattering necromancy
34-35	<i>The Complete Commentary & Discourses of Eljus</i>	Philosophical spellcasting theory
36-37	<i>Xoxhi's Elemental Almanac</i>	Basic elementalism explained
38-39	<i>Pyanpi's A Polymath's Odyssey</i>	High level Phantasmal magics
40-41	<i>The Alchemical Wedding of Artemus Phlox</i>	Alchemical philosophy
42-43	<i>The Tenfold Phylactery</i>	Warding/Protection spell theory & practice
44-45	<i>The Telluric Lectures of the Xox</i>	Elemental Earth magic
46-47	<i>The Protean Plates</i>	Magic-item creation
48-49	<i>The Epistles of Illusymus the Younger</i>	Charming magics

50-51	<i>The Heirarchical Omnibus of Gesticulated Dweomers</i>	Somatic spellcasting procedures
52-53	<i>The Copper Lexicon of the Venerable Archons</i>	Verbal spellcasting procedures
54-55	<i>Worley's Ethereal Taxonomy</i>	Aethereal creatures and aethereal travel
56-57	<i>Oxfam's Astral Monographs</i>	Astral landmarking and navigation
58-59	<i>Nagora's Extemporaneous Phantasmagoria</i>	Impromptu illuisionism
60-61	<i>The Prophecies of Uong-Sal</i>	Fortunetelling and divination magic
62-63	<i>The Indivisible Chalcedony Tablature</i>	1 st -level Arcane magics
64-65	<i>Telemachian Quattros vols. 1-9</i>	Common spellcasting case studies by level
66-67	<i>Shoshanna's Guide to Incipient Conjuration</i>	Ritual spellcasting procedures
68-69	<i>The Vermilion Compendium of Conflagratory Evocations</i>	Elemental Fire magics
70-71	<i>Phlonk's Teleology & Topography of the Hidden Realms</i>	Extra-planar geography
72-73	<i>Magister Gharkal's Systemic Conjuration</i>	Basic spellcasting techniques
74-75	<i>Effulgent Theurgical Inscriptions</i> by Simak the Inscrutable	Fanciful and obscure spellcasting methodology
76-77	<i>The Aquamantic Exegisis</i> by Marinus Rolias	Elemental Water magic
78-79	<i>Cutullus Boreali's Atmospheric Dweomercafting</i>	Elemental Air magic
80-81	<i>Geoffrey of Kant's Unexpurgated Ethical Occultism</i>	Morally repugnant defense of ritual murder
82-83	<i>The Greatest Glamour</i> by Thedris of Thred	An allegory on botched spellcasting
84-85	<i>Ghoff's Interpretive Supernumerology</i>	A flawed theory of mathematical conjuration
86-87	<i>Ogg's Abyssal Onomastikon</i>	Badly transcribed, dangerous list of demonic names
88-89	<i>The Commentaries</i> of El-Mahmood	Thoroughly evil methods of undead manufacture
90-91	<i>The Fervent Tome</i> of Scald the Unflinching	A cursed book that inspires feverish obsession
92-93	<i>Journeys Among the Planes</i> by Scoliosi Magus	A fantastic and entirely fictional planar travelogue
94-95	<i>The Homonculi Monologues</i>	Deceitful series of essays on various diabolical topics
96-97	<i>The Fifth Elemental</i> by Krekkius vos-Savant	A misguided manual on elemental summoning
98-99	<i>Miscibility for the Soul</i> by Ralhd the Resplendent	Parables encouraging freeform somatic gestures
00	<i>The Xhelddannic Living Bestiary</i>	An engrossing book that devours the reader bit by bit

SPELLBOOK FEATURES

SpellBook/ Scroll Forms	Spellbook's Age	Spellbook's Protection			
1d12	FORM	1d12	AGE	1D12	PROTECTION
1	Beaten Lead Sheets	1	Very Ancient (1d6 x 1,000 years)	1	Major Curse
2	Flayed Skin	2	Ancient (d00 x 10 years)	2	Power Word
3	Clay Tablets	3	Very Old (d00 x 5 years)	3	Poison Needle

4	Wax Tablets	4	Old (1d10 x 100 years)	4	Minor Curse
5	Inscribed Runestones	5	Old (1d10x 50 years)	5	<i>Magic Mouth</i>
6	Ivory Plaques	6	Old (d00 years)	6	Teleportation Trap
7	Bamboo Slats	7	Recent (1d20 years)	7	Guardian Daemon
8	Linen	8	Recent (1d4 years)	8	Rot Grubs
9	Vellum	9	Recent (1d10 years)	9	Heavy locked chain
10	Parchment	10	Almost New (1d12 months)	10	Heavy padlock
11	Beaten Precious Metal	11	New (1d6 months)	11	Delicate padlock
12	Glass	12	Brand New (1d4 weeks)	12	None
1d12	SPELLBOOK FEATURES				
1	Original. Manuscript is written in the author's own hand.				
2	Badly-damaged copy (e.g. fire, water, bookworms, etc.)				
3	Forgery. May contain substantial differences from the original.				
4	Censored. Certain portions deemed inflammatory or dangerous have been redacted.				
5	Commentary. Handwritten commentary from different author(s) in the margins.				
6	Illustrated. Several pertinent or possibly unrelated illustrations throughout.				
7	Translation. Text is in a different language than the original. May not be accurate.				
8	Missing pages. Several passages have been removed.				
9	Encoded. Text is written in an unknown secret code.				
10	Printed. Text has been printed using woodblock type.				
11	Illuminated. Text has been copied by a calligrapher.				
12	Falsified. Key passages are either lacking crucial information or have been deliberately altered.				

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