



Saving Throws vs. Spells

With many magic spells, a character can often resist some of the spell's effects by making a 1d20 roll called a **saving throw**. A saving throw is the number the character must roll equal to or higher than to successfully "save against a spell." Basically, if your character makes his saving throw, he can either reduce the damage inflicted by the spell or he can partially (or fully) resist the spell's effects, depending on the individual spell.

If a character is allowed to make a saving throw vs. the effects of a spell, the spell description will mention the fact. The spell description also explains the effect of a successful save. You can learn more about saving throws in Chapter 8 on page 109.

Reversible Spells

Some spells can be cast "reversed," meaning that they result in an effect opposite to the effect normally described for the spell. For example, when a cleric casts a reversed healing spell, it harms the recipient.

On the spell lists you'll find in this chapter, any spell marked with an asterisk () may be reversed; the spell description will explain what the reversed spell does if it is not self-evident. If a spell name is not marked with an asterisk, the spell is not reversible.*

Magic-users must memorize their spells in the reversed form in order to use them reversed. Clerics, on the other hand, will learn their spells through meditation, and can decide during the casting whether to cast them in proper or reversed form.

Multiple Spell Effects

Some spells can be used to temporarily improve a character's attack rolls, damage rolls, saving throws, and other abilities.

As a general rule, casting the same spell twice on someone doesn't do any good; the spells' effects do *not* combine, even if they were cast by two different characters. For instance, two *haste* spells (described further in this chapter) do not combine to allow a target character to attack at four times the normal rate; only the first *haste* will take effect.

Different spells, on the other hand, or the effects of spells and magical items, will usually combine successfully. For example, a *bless* spell gives a character a +1 to his attack roll; so does a magical sword with a +1 bonus. If a character with a magical sword +1 is *blessed* by a cleric, the two bonuses combine and he has a +2 added to his attack roll (in addition to normal Strength bonuses).

Clerical Spells

Clerical spells tend to be less flashy than magic-user spells. Clerical magic primarily involves healing, divination of truth, protection from harm, and so forth. Seldom do you see clerical spells as forceful and dramatic as the magic-user's *lightning bolt*. On the other hand, clerics can fight well and don't need such spells.

Clerical Spells List

First Level

- 1 Cure Light Wounds*
- 2 Detect Evil
- 3 Detect Magic
- 4 Light*
- 5 Protection from Evil
- 6 Purify Food and Water
- 7 Remove Fear*
- 8 Resist Cold

Second Level

- 1 Bless*
- 2 Find Traps
- 3 Hold Person*
- 4 Know Alignment*
- 5 Resist Fire
- 6 Silence 15' Radius
- 7 Snake Charm
- 8 Speak with Animal

Third Level

- 1 Continual Light*
- 2 Cure Blindness
- 3 Cure Disease*
- 4 Growth of Animal
- 5 Locate Object
- 6 Remove Curse*
- 7 Speak with the Dead
- 8 Striking

Fourth Level

- 1 Animate Dead
- 2 Create Water
- 3 Cure Serious Wounds*
- 4 Dispel Magic
- 5 Neutralize Poison*
- 6 Protection from Evil 10' radius
- 7 Speak with Plants
- 8 Sticks to Snakes

Fifth Level

- 1 Commune
- 2 Create Food
- 3 Cure Critical Wounds*
- 4 Dispel Evil
- 5 Insect Plague
- 6 Quest*
- 7 Raise Dead*
- 8 Truesight

Sixth Level

- 1 Aerial Servant
- 2 Animate Objects
- 3 Barrier*
- 4 Create Normal Animals
- 5 Cureall
- 6 Find the Path
- 7 Speak with Monsters*
- 8 Word of Recall

Seventh Level

- 1 Earthquake
- 2 Holy Word
- 3 Raise Dead Fully*
- 4 Restore*
- 5 Survival
- 6 Travel
- 7 Wish
- 8 Wizardry

* Reversible Spell

Druidic Spells List

First Level

- 1 Detect Danger
- 2 Faerie Fire
- 3 Locate
- 4 Predict Weather

Second Level

- 1 Heat Metal
- 2 Obscure
- 3 Produce Fire
- 4 Warp Wood

Third Level

- 1 Call Lightning
- 2 Hold Animal
- 3 Protection from Poison
- 4 Water Breathing

Fourth Level

- 1 Control Temperature 10' radius
- 2 Plant Door
- 3 Protection from Lightning
- 4 Summon Animals

Fifth Level

- 1 Anti-Plant Shell
- 2 Control Winds
- 3 Dissolve
- 4 Pass Plant

Sixth Level

- 1 Anti-Animal Shell
- 2 Summon Weather
- 3 Transport Through Plants
- 4 Turn Wood

Seventh Level

- 1 Creeping Doom
- 2 Metal to Wood
- 3 Summon Elemental
- 4 Weather Control

Learning Spells

To learn a spell, the cleric meditates, petitioning the power he serves. The memory and details of the spells appear in the cleric's mind. The cleric may cast the spells at any time thereafter. The cleric will remember each spell until it is cast, even if it is not used for days or weeks.

As a player, all you need to do is choose whatever spells you want your character to have. This can only be done when the cleric has had a good night's sleep and immediately has a full hour when he does not have to do anything strenuous.

The cleric can meditate in a certain amount of noise: the sound of a camp readying itself in the morning, the normal bustling of a house or inn, even while people are trying to talk with him. He's not totally cut off from his surroundings, and can put up a hand or say a few words to forestall further interruption. But it's not possible for the cleric to meditate in the middle of a battle.

If the cleric learned spells on a previous day that he no longer wants to have available to him, he can opt to forget them and meditate on new spells.



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Magical Spells List

First Level	Second Level	Third Level
1 Analyze	Continual Light*	Clairvoyance
2 Charm Person	Detect Evil	Create Air
3 Detect Magic	Detect Invisible	Dispel Magic
4 Floating Disc	Entangle	Fireball
5 Hold Portal	ESP*	Fly
6 Light*	Invisibility	Haste*
7 Magic Missile	Knock	Hold Person*
8 Protection from Evil	Levitate	Infravision
9 Read Languages	Locate Object	Invisibility 10' Radius
10 Read Magic	Mirror Image	Lightning Bolt
11 Shield	Phantasmal Force	Protection from Evil 10' Radius
12 Sleep	Web	Protection from Normal Missiles
13 Ventriloquism	Wizard Lock	Water Breathing
Fourth Level	Fifth Level	Sixth Level
1 Charm Monster	Animate Dead	Anti-Magic Shell
2 Clothform	Cloudkill	Death Spell
3 Confusion	Conjure Elemental	Disintegrate
4 Dimension Door	Contact Outer Plane	Geas*
5 Growth of Plants*	Dissolve*	Invisible Stalker
6 Hallucinatory Terrain	Feeblemind	Lower Water
7 Ice Storm/Wall of Ice	Hold Monster*	Move Earth
8 Massmorph	Magic Jar	Projected Image
9 Polymorph Other	Passwall	Reincarnation
10 Polymorph Self	Telekinesis	Stone to Flesh*
11 Remove Curse*	Teleport	Stoneform
12 Wall of Fire	Wall of Stone	Wall of Iron
13 Wizard Eye	Woodform	Weather Control
Seventh Level	Eighth Level	Ninth Level
1 Charm Plant	Clone	Contingency
2 Create Normal Monsters	Create Magical Monsters	Create Any Monster
3 Delayed Blast Fireball	Dance	Gate*
4 Ironform	Explosive Cloud	Heal
5 Lore	Force Field	Immunity
6 Magic Door*	Mass Charm*	Maze
7 Mass Invisibility*	Mind Barrier*	Meteor Swarm
8 Power Word Stun	Permanence	Power Word Kill
9 Reverse Gravity	Polymorph Any Object	Prismatic Wall
10 Statue	Power Word Blind	Shapechange
11 Summon Object	Steelform	Survival
12 Sword	Symbol	Timestop
13 Teleport any Object	Travel	Wish

* Reversible Spell

Number and Types of Spells

The cleric may know at any one time the number of spells appropriate for his experience level, as shown on the cleric's experience table in Chapter 2.

The cleric may know any clerical spell from the list of clerical spells so long as he is of a high enough experience level to know it and cast it, and so long as the DM has not banned the use of that particular spell in his campaign. The cleric cannot learn a spell from either the druidic spells list or the magical spells list.

Reversible Spells

A cleric may reverse a spell simply by casting it backward. The player simply says, "My cleric is casting the spell in reverse."

However, Lawful clerics prefer not to cast spells in reversed form. They only cast the reversed forms in extreme life-or-death situations.

Chaotic clerics often use the reversed spells, and only use the normal forms to benefit their friends. Neutral clerics can choose to cast the normal or the reversed forms.

List of Clerical Spells

Following is a list of clerical spells and their descriptions. They're divided up into spell levels and set in alphabetical order. All spells marked with an asterisk (*) can be cast in reversed form.

First Level Clerical Spells

Cure Light Wounds*
Range: Touch
Duration: Permanent
Effect: Any one living creature

This spell either heals damage or removes paralysis. If used to heal, it can cure 2-7 (1d6 + 1) points of damage. It cannot heal damage if used

to cure paralysis. The cleric may cast it on himself if desired.

This spell cannot increase a creature's total hit points above the original amount.

When reversed, this spell, *cause light wounds*, causes 1d6 + 1 (2-7) points of damage to any creature or character touched (no saving throw is allowed). The cleric must make a normal attack roll to inflict this damage.

Detect Evil
Range: 120'
Duration: 6 turns
Effect: Everything within 120'

When this spell is cast, the cleric will see evilly enchanted objects within 120' glow. It will also cause creatures that want to harm the cleric to glow when they are within range. The actual thoughts of the creatures cannot be heard. Remember that a Chaotic alignment does not automatically mean Evil, although many Chaotic monsters have evil intentions. Traps and poison are neither good nor evil, merely dangerous; this spell does not reveal them.

Detect Magic
Range: 0
Duration: 2 turns
Effect: Everything within 60'

When this spell is cast, the cleric will see a glow surround magical objects, creatures, and places within the spell's effect. The glow will not last very long; clerics should normally use the spell only when they want to know if particular objects already within sight are, in fact, magical. For example, a door may be held shut magically, a stranger might actually be an enchanted monster, or a treasure might be enchanted.

Light*
Range: 120'
Duration: 12 turns
Effect: Volume of 30' diameter

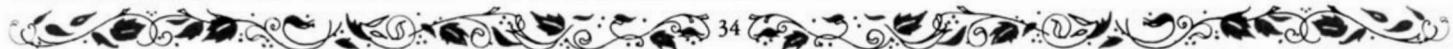
This spell creates a large ball of light, as if cast by a bright torch or lamp. If the spell is cast on an object (such as the cleric's weapon), the light will move with the object.

If the spell is cast at a creature's eyes, the victim must make a saving throw vs. spell. If he fails the saving throw, the victim will be blinded by the light for the duration of the spell, or until the spell effect is canceled.

When reversed, this spell, *darkness*, creates a circle of darkness 30' in diameter. It will block all sight except infravision. *Darkness* will cancel a *light* spell if cast upon it, but may itself be canceled by another *light* spell. If cast at an opponent's eyes, *darkness* causes blindness for the duration of the spell or until canceled. If the target makes a successful saving throw vs. spell, the spell misses.

Protection from Evil
Range: 0
Duration: 12 turns
Effect: The cleric only

This spell creates an invisible magical barrier all around the cleric's body (less than an inch





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away). While the spell lasts, characters and monsters attacking the cleric are penalized by -1 to their attack rolls, and the cleric gains a +1 bonus to all saving throws.

In addition, enchanted creatures cannot even touch the cleric! (An enchanted creature is one that normal weapons will not affect, one which only magical weapons can hit. A creature that can only be hit by a silver weapon—a werewolf, for example—is not an enchanted creature. Any creature that is magically summoned or controlled, such as a *charmed* character, is also considered to be an enchanted creature.) The barrier thus completely protects the cleric from all melee or hand-to-hand attacks from such creatures; however, it cannot prevent attacks from missile weapons. Enchanted creatures using missile weapons still suffer the -1 penalty to the attack roll, but they *can* hit the cleric.

This spell will not affect a *magic missile* spell used by magic-users.

If the cleric attacks an enchanted creature during the spell's duration, the spell's effect changes slightly. Enchanted creatures are then able to touch the magic-user, but still suffer the attack roll penalty; the penalty and the cleric's saving throw adjustments still apply until the spell duration ends.

Purify Food and Water

Range: 10'
Duration: Permanent
Effect: See below

This spell will make spoiled or poisoned food and water safe and usable. It will purify one ration of preserved food (either iron or standard rations), or six waterskins of water, or enough normal food to feed a dozen people. If cast at mud, the spell will cause the dirt to settle, leaving a pool of pure, clear water. The spell will not affect any living creature.

Remove Fear*

Range: Touch
Duration: 2 turns
Effect: Any one living creature

When the cleric casts this spell and then touches any living creature, the spell will calm the creature and remove any fear. If the creature has been affected by a *fear* spell or effect which does not normally allow a saving throw, the *remove fear* spell can still be useful. If the cleric casts the spell on someone afflicted by a magical *fear* effect, the victim gets to make a saving throw vs. spells, adding a bonus to the roll equal to the cleric's level of experience (up to a maximum bonus of +6). If the saving throw is successful, the victim's fear is negated. Regardless of the cleric's level or any bonuses, a roll of 1 will always fail.

The reversed form of the spell, *cause fear*, will make any one creature flee for two turns. The victim may make a saving throw vs. spells to avoid the effect. This reversed spell has a range of 120'.

Resist Cold

Range: 0
Duration: 6 turns
Effect: All creatures within 30'

When this spell is cast, all creatures within 30' of the cleric can withstand freezing temperatures without harm. In addition, those affected gain a bonus of +2 to all saving throws against cold attacks. Furthermore, any damage from cold is reduced by 1 point per die of damage (but with a minimum of 1 point of damage per die). The effect will move with the cleric.

Second Level Clerical Spells

Bless*

Range: 60'
Duration: 6 turns
Effect: All within a 20' square area

This spell improves the morale of friendly creatures by +1 and gives the recipients a +1 bonus on all attack and damage rolls. It will only affect creatures in a 20' x 20' area, and only those who are not yet in melee.

When reversed, this spell, *blight*, places a -1 penalty on enemies' morale, attack rolls, and damage rolls. Each victim may make a saving throw vs. spells to avoid the penalties.

Find Traps

Range: 0 (Cleric only)
Duration: 2 turns
Effect: Traps within 30' glow

This spell causes all mechanical and magical traps to glow with a dull blue light when the cleric comes within 30' of them. It does not reveal the types of traps, nor any method of removing them. Note that an ambush is not a trap, nor is a natural hazard, such as quicksand.

Hold Person*

Range: 180'
Duration: 9 turns
Effect: Paralyzes up to 4 creatures

The *hold person* spell will affect any human, demihuman, or human-like creature (bugbear, dryad, gnoll, hobgoblin, kobold, lizard man, ogre, orc, nixie, pixie or sprite, for instance). It will not affect the undead or creatures larger than ogres. Each victim must make a saving throw vs. spells or be paralyzed for nine turns. The spell may be cast at a single person or at a group. If cast at a single person, the victim suffers a -2 penalty to the saving throw. If cast at a group, it will affect up to four persons (of the cleric's choice), but with no penalty to their rolls. The paralysis may only be removed by the reversed form of the spell, or by a *dispel magic* spell.

The reverse of the spell, *free person*, removes the paralysis of up to four victims of the normal form of the spell (including *hold person* cast by a magic-user or an elf). It has no other effect; it does not, for instance, remove the effects of a ghoulish paralysis ability.

Know Alignment*

Range: 0 (Cleric only)
Duration: 1 round
Effect: One creature within 10'

The caster of this spell may discover the alignment (Lawful, Neutral, or Chaotic) of any one creature within 10'. The spell may also be used

to find the alignment of an enchanted item or area (if any).

The reverse of the spell, *confuse alignment*, lasts for one turn per level of the caster, and may be cast on any one creature, by touch. No saving throw is allowed. For as long as the spell lasts, a cleric trying to identify the alignment of the recipient by using the normal *know alignment* spell will get a false answer. That same false answer will be the result of any further attempts.

Resist Fire

Range: 30'
Duration: 2 turns
Effect: One living creature

For the duration of this spell, normal fire and heat cannot harm the spell's recipient. The recipient also gains a +2 bonus on all saving throws against magical fire (dragon's breath, *fireball*, etc.). Furthermore, damage from such fire is reduced by 1 point per die of damage (though each die will inflict at least 1 point of damage, regardless of adjustments). Red dragon breath damage is reduced by 1 point per Hit Die of the creature (again, to no less than 1 point of damage per Hit Die).

Silence 15' Radius

Range: 180'
Duration: 12 turns
Effect: Sphere of silence 30' across

This spell makes the area of effect totally silent. Conversation and spellcasting in this area are impossible for the duration of the spell. This spell does not prevent a person within the area from hearing noises outside the area. If cast on a creature, the victim must make a saving throw vs. spells or the spell effects will move with the creature. If the saving throw is successful, the spell remains in the area in which it was cast, and the victim may move out of the area.

Snake Charm

Range: 60'
Duration: 2-5 rounds or 2-5 turns
Effect: Charms 1 HD of snakes per level of the caster

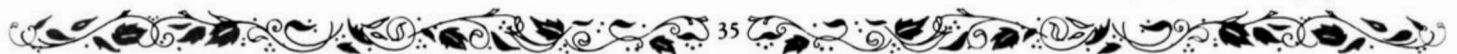
With this spell, a cleric may charm 1 Hit Die of snakes for each level of experience he has, and no saving throw is allowed. A 5th level cleric could charm one 5 HD snake, five 1 HD snakes, or any combination totalling 5 Hit Dice or less. The snakes affected will rise up and sway, but will not attack unless attacked themselves.

If the cleric uses the spell on snakes attacking him, the spell's duration is 1d4 + 1 (2-5) rounds; otherwise, it lasts 1d4 + 1 (2-5) turns. When the spell wears off, the snakes return to normal (but with normal reactions; they will not be automatically hostile).

Speak with Animals

Range: 0 (Cleric only)
Duration: 6 turns
Effect: Allows conversation within 30'

When casting this spell, the cleric must name one type of animal (such as wolves). For the duration of the spell, the cleric may speak with all





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animals of that type if they are within 30'; the effect moves with the caster.

The cleric can speak to any normal or giant forms of the specific animal type named, but only to one type at a time. The caster may not use this spell to speak to intelligent animals and fantastic creatures.

The creatures spoken to usually have favorable reactions (+2 bonus to the reaction roll), and they can be talked into doing a favor for the cleric if the reaction roll is high enough. The animal must be able to understand the request and must be able to perform it.

Third Level Clerical Spells

Continual Light*

Range: 120'

Duration: Permanent

Effect: Sphere of light 60' across

This spell creates light as bright as daylight in a spherical volume of 30' radius. It lasts until a *dispel magic* or *continual darkness* spell is cast upon it. Creatures penalized in bright daylight suffer the same penalties within this spell effect (for example, goblins, which suffer a -1 attack roll penalty in daylight, suffer the same penalty within the effect of *continual light*).

If the spell is cast on an opponent's eyes, the victim must make a saving throw vs. spells or be blinded until the effect is removed. This spell may be cast in an area, upon an object, or on a person or creature; it can also be cast directly on a person's or creature's eyes, thus blinding him.

The reverse of this spell, *continual darkness*, creates a completely dark volume of the same size. Torches, lanterns, and even a *light* spell will not affect it, and infravision cannot penetrate it. A *continual light* spell will, however, cancel it. If cast on a creature's eyes, the creature must make a saving throw vs. spells or be blinded (with the same effects as blindness from the normal *continual light* until the spell is removed).

Cure Blindness

Range: Touch

Duration: Permanent

Effect: One living creature

This spell will cure nearly any form of blindness, including those caused by *light* or *darkness* spells (whether normal or continual). It will not, however, affect blindness caused by a *curse*.

Cure Disease*

Range: 30'

Duration: Permanent

Effect: One living creature within range

This spell will cure any living creature of one disease, such as those caused by a mummy or green slime. If cast by a cleric of 11th level or greater, this spell will also cure lycanthropy.

The reverse of this spell, *cause disease*, infects the victim with a hideous wasting disease unless he successfully makes a saving throw vs. spells. A diseased victim has a -2 penalty on all attack rolls. In addition, the victim's wounds cannot be magically cured, and natural healing takes twice as long as usual. The disease is fatal in 2d12 (2-24) days unless removed by a *cure disease* spell.

Growth of Animal

Range: 120'

Duration: 12 turns

Effect: Doubles the size of one animal

This spell doubles the size of one normal or giant animal. The animal then has twice its normal strength and inflicts double its normal damage. It may also carry twice its normal encumbrance. This spell does not change an animal's behavior, armor class, or hit points, and does not affect intelligent animal races or fantastic creatures.

Locate Object

Range: 0 (Cleric only)

Duration: 6 turns

Effect: Detects one object within 120'

This spell allows the cleric to sense the direction of one known object. It gives no information about distance. It can detect a common object with only a partial description (such as "stairs leading up") but it will only reveal the direction to the closest such object. To find a specific object, the cleric must *know* exactly what the object looks like (size, shape, color, etc.). The spell will not locate a creature.

Remove Curse*

Range: Touch

Duration: Permanent

Effect: Removes any one curse

This spell removes one curse, whether on a character, item, or area. Some curses—especially those on magical items—may only be removed for a short time, at the DM's discretion; such curses would require a *dispel evil* spell for permanent removal (or possibly a *remove curse* cast by a high level cleric or magic-user, again at DM's discretion).

The reverse of this spell, *curse*, causes a misfortune or penalty to affect the victim. Curses are limited only by the caster's imagination, but if an attempted curse is too powerful, it may return to the caster (DM's discretion)! Safe limits to curses may include: -4 penalty on attack rolls; -2 penalty on saving throws; prime requisite reduced to half normal; -4 penalty on others' reaction rolls to him. The victim may make a saving throw vs. spells to avoid the curse.

Speak with the Dead

Range: 10'

Duration: 1 round per level of the cleric

Effect: Cleric may ask three questions

By means of this spell, a cleric may ask three questions of a deceased spirit if the body is within range.

A cleric of 6th or 7th level can contact recently deceased spirits (those dead up to 4 days). Clerics of levels 8-14 have slightly more power (contacting spirits up to 4 months dead), and clerics of levels 15-20 have even more (speaking with corpses up to 4 years dead). No time limits apply to clerics of 21st level or greater.

The spirit will always reply in a tongue known to the cleric, but can only offer knowledge of things up to the time of its death. If the spirit's alignment is the same as the cleric's, it will pro-

vide clear and brief answers; however, if the alignments differ, the spirit may reply in riddles.

Striking

Range: 30'

Duration: 1 turn

Effect: 1d6 bonus to damage on 1 weapon

This spell allows any one weapon to inflict 1d6 *additional* points of damage per attack (like a magical *staff of striking*). The weapon will inflict this extra damage with every successful blow for as long as the spell lasts. This bonus does not apply to attack rolls, but only to damage rolls.

If the cleric casts this spell on a normal weapon, the weapon may then damage creatures which are normally affected only by magic weapons; the weapon will do 1d6 points of damage per strike (regardless of the normal damage of the weapon).

Fourth Level Clerical Spells

Animate Dead

Range: 60'

Duration: Permanent

Effect: Creates zombies or skeletons

This spell allows the caster to make animated, enchanted skeletons or zombies from normal skeletons or dead bodies within range. These animated undead creatures will obey the cleric until they are destroyed by another cleric or a *dispel magic* spell.

For each experience level of the cleric, he may animate one Hit Die of undead. A skeleton has the same Hit Dice as the original creature, but a zombie has one Hit Die more than the original. Note that this *doesn't* count character experience levels as Hit Dice: For purposes of this spell, all humans and demihumans are 1 HD creatures, so the remains of a 9th level thief would be animated as a zombie with 2 HD.

Animated creatures do not have any spells, but are immune to *sleep* and *charm* effects and poison. Lawful clerics must take care to use this spell only for good purpose. Animating the dead is usually a Chaotic act.

Create Water

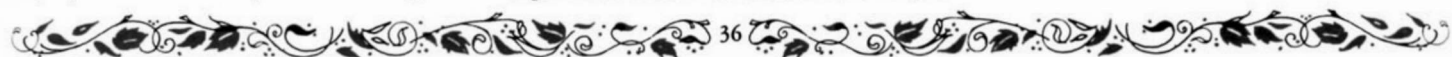
Range: 10'

Duration: 6 turns

Effect: Creates one magical spring

With this spell, the cleric summons forth an enchanted spring from the ground or a wall. The spring will flow for an hour, creating enough water for 12 men and their mounts (for that day, about 50 gallons). For each of the cleric's experience levels above 8, water for twelve additional men and mounts is created; thus a 10th level cleric could create water for 36 men and horses.

The cleric doesn't have to create the maximum amount of water if he doesn't wish to. He might wish to create a spring which will flow for half an hour, or a few minutes; the player need only tell the GM how many gallons he wants the spell to create, up to the spell's maximum.



Cure Serious Wounds*

Range: Touch
Duration: Permanent
Effect: Any one living creature

This spell is similar to a *cure light wounds* spell, but will cure one creature of 2d6 + 2 (4-14) points of damage.

The reverse of this spell, *cause serious wounds*, causes 2d6 + 2 points of damage to any creature or character touched (no saving throw). The caster must make a normal attack roll to successfully cast the *cause serious wounds* spell.

Dispel Magic

Range: 120'
Duration: Permanent
Effect: Destroys spells in a 20' cube

This spell destroys other spell effects in a cubic volume of 20' × 20' × 20'. It does not affect magical items. Spell effects created by a caster (whether cleric, druid, magic-user, or elf) of a level equal to or lower than the caster of the *dispel magic* are automatically and immediately destroyed. Spell effects created by a higher-level caster might not be affected. The chance of failure is 5% per level of difference between the casters. For example, a 7th level cleric trying to dispel a *web* spell cast by a 9th level magic-user would have a 10% chance of failure.

Dispel magic will not affect a magical item (such as a scroll, a magical sword, etc.). However, it can dispel the effects of the magical item when that item is used (for example, a spellcaster can cast *dispel magic* on the victim of a *ring of human control* and snap him out of that control, or on a flaming weapon to douse the flame).

Neutralize Poison*

Range: Touch
Duration: Permanent
Effect: A creature, container, or object

This spell will make poison harmless either in a creature, a container (such as a bottle), or on one object (such as a chest). It will even revive a victim slain by poison if cast within 10 rounds of the poisoning!

The spell will affect any and all poisons present at the time it is cast, but does not cure any damage (and will thus not revive a poisoned victim who has died of wounds).

The reverse of this spell, *create poison*, may be cast, by touch, on a creature or container. A cleric cannot cast it on any other object. A victim must make a saving throw vs. poison or be immediately slain by the poison. If cast on a container, the spell poisons its contents; no saving throw applies, even for magical containers or contents (such as potions). (Of course, when someone drinks those poisoned contents, he gets a saving throw.) Using *create poison*, or poisoning in any case, is usually a Chaotic act.

Protection from Evil 10' Radius

Range: 0
Duration: 12 turns
Effect: Barrier 20' diameter

This spell creates an invisible magical barrier all around the caster, extending for a 10' radius

in all directions. The spell serves as protection from attacks by monsters of an alignment other than the caster's. Each creature within the barrier gains a +1 to all saving throws, and all attacks against those within are penalized by -1 to the attacker's attack roll while the spell lasts.

In addition, enchanted creatures cannot attack those within the barrier in hand-to-hand (melee) combat. (An enchanted creature is any creature which is magically summoned or controlled, such as a *charmed* character, or one that is not harmed by normal weapons. A creature that can be hit only by a silver weapon—a werewolf, for example—is not an enchanted creature.)

If anyone within the barrier attacks an enchanted creature, the barrier will no longer prevent the creature from attacking hand-to-hand, but the bonus to saving throws and penalty to attack rolls will still apply.

Attackers, including enchanted creatures, can attack people inside the barrier by using missile or magical attacks. They do suffer the -1 penalty to attack rolls, but that is the only penalty they suffer.

Speak with Plants

Range: 0 (Cleric only)
Duration: 3 turns
Effect: All plants within 30'

This spell enables the cleric to talk to plants as though they are intelligent. The cleric may request a simple favor, and the plants will grant it if it is within the plants' power to understand and perform. This spell may be used to allow the cleric and party to pass through otherwise impenetrable undergrowth. It will also allow the cleric to communicate with plantlike monsters (such as treants).

Sticks to Snakes

Range: 120'
Duration: 6 turns
Effect: Up to 16 sticks

This spell turns 2d8 sticks into snakes (detailed below). The snakes may be poisonous (50% chance per snake; the DM can roll 1d6 for each snake; on a roll of 1-3, the snake is poisonous). They obey the cleric's commands, but will turn back into sticks when slain or when the spell's duration ends.

Snakes: NA 2d8 (2d8); AC 6, HD 1; AT 1 bite; Dmg 1d4; MV 90' (30'); Save F1; ML 12; TT Nil; AL Neutral; SA poison (50% chance for each snake to be poisonous); XP 10 (non-poisonous) or 13 (poisonous).

Fifth Level Clerical Spells

Commune

Range: 0 (Cleric only)
Duration: 3 turns
Effect: 3 questions

This spell allows the cleric to ask questions of the greater powers (whatever forces of nature, greater spirits, or legendary Immortals the DM has created for this campaign world). The cleric may ask three questions that can be answered "yes" or "no."

A cleric may *commune* only once a week. If the clerics in the campaign are using the spell too often, the DM may wish to limit its use to once a month. Once a year the cleric may ask twice the normal number of questions. The DM might wish to establish that this must occur on a day which is significant to the greater powers being questioned.

Create Food

Range: 10'
Duration: Permanent
Effect: Creates food for 12 or more

This spell creates enough normal food to feed up to 12 men and their mounts for one day. For every level of the cleric above 8th, the spell creates enough food for 12 additional men and mounts. The cleric doesn't have to create the maximum amount of food if he doesn't wish to; he can create a lesser amount. Created food spoils after 24 hours; therefore it is impossible to lay in a big store of food created by this spell.

Cure Critical Wounds*

Range: Touch
Duration: Permanent
Effect: Any one living creature

This spell is similar to a *cure light wounds* spell, but will cure one living creature of 3d6 + 3 (6-21) points of damage.

The reverse of this spell (*cause critical wounds*) causes 3d6 + 3 (6-21) points of damage to any living creature or character touched (no saving throw). The caster must make a normal attack roll to cause the critical wound.

Dispel Evil

Range: 30'
Duration: 1 turn
Effect: Enchanted or undead monsters or one *curse* or *charm*

This spell may affect all undead and enchanted (summoned, controlled, and animated) monsters within range. It will destroy the monster unless each victim makes a saving throw vs. spells. If cast at only one creature, that creature takes a -2 penalty to the saving throw. Any creature from another plane is banished (forced to return to its home plane) if it fails the saving throw. Even if the victims successfully roll their saving throws, they must flee the area, and will stay away as long as the caster concentrates; the caster cannot move while concentrating.

This spell will also remove the *curse* from any one cursed item, or may be used to remove the influence of any magical *charm*.

Insect Plague

Range: 480'
Duration: 1 day
Effect: Creates a swarm of 30' radius

This spell summons a vast swarm of insects. The swarm obscures vision and drives off creatures of less than 3 Hit Dice (no saving throw). The swarm moves at up to 20' per round as directed by the cleric while it is within range. The caster must concentrate, without moving, to control the swarm. If the caster is disturbed, the



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insects scatter and the spell ends. This spell only works outdoors and above-ground.

Quest*

Range: 30'

Duration: Special

Effect: Compels one living creature

This spell forces the victim to perform some special task or quest, as commanded by the caster. The victim may make a saving throw vs. spells; if he succeeds, the spell does not affect him.

A typical task might involve slaying a certain monster, rescuing a prisoner, obtaining a magical item for the caster, or going on a pilgrimage. If the task is impossible or suicidal, the spell has no effect. Once the task is completed, the spell ends.

The spell forces the victim to undertake a task, but doesn't force him to like it. Once the task is accomplished, the victim might wish to exact revenge on the cleric, just depending on the circumstances of the adventure. Any victim refusing to go on the quest is *curse*d until the quest is continued. The type of *curse* is decided by the DM, but may be double normal strength.

The reverse of this spell, *remove quest*, may be used to dispel an unwanted quest or a quest-related *curse*. The chance of success is 50%, modified by 5% for every level of the caster differs from the level of the caster of the first quest. Thus, an 11th level cleric attempting to remove a quest cast by a 13th level cleric has only a 40% chance of success; a 36th level cleric attempting to remove a quest cast by a 20th level cleric has a 130% chance (reduced to 99% to provide for a 1% chance of failure).

Raise Dead*

Range: 120'

Duration: Permanent

Effect: Body of one human or demihuman

By means of this spell, the cleric can raise any human, dwarf, halfling, or elf from the dead. The body must be present, and if part is missing, the raised character will be disabled accordingly.

An 8th level cleric can raise a body that has been dead for up to four days. For each level of the cleric above 8th, add four days to this time. Thus, a 10th level cleric can raise bodies that have been dead for up to twelve days.

The recipient returns to life with 1 hit point, and cannot fight, cast spells, use abilities, carry heavy loads, or move at more than half speed. These penalties will disappear after two full weeks of complete bed rest, but the healing cannot be speeded by magic.

The cleric may also cast this spell at any one undead creature within range. The undead creature will be destroyed unless it makes a saving throw vs. spells with a -2 penalty. However, a vampire which fails its saving throw is not destroyed, merely forced to retreat to its coffin, in gaseous form, as fast as possible. When cast at an undead creature of more Hit Dice than a vampire, this spell inflicts 3d10 (3-30) points of damage. The creature can make a saving throw vs. spells to take half damage.

The reverse of this spell, *finger of death*, creates a death ray that will kill any one living crea-

ture within 60'. The victim may make a saving throw vs. death ray to avoid the effect. A Lawful cleric will only use *finger of death* in a life-or-death situation. *Finger of death* will actually cure 3d10 (3-30) points of damage for any undead with 10 or more Hit Dice (phantom, haunt, spirit, nightshade, or special).

Truesight

Range: 0 (cleric only)

Duration: 1 turn + 1 round per level of caster.

Effect: Reveals all things

When he casts this spell, the cleric is able to see all things within 120'. The spell is quite powerful; the cleric can clearly see all hidden, invisible, and ethereal objects and creatures as with the magic-user *detect invisible* spell. In addition, any secret doors as well as things or creatures not in their true form—whether *polymorphed*, disguised, or otherwise—are seen as they truly are, with no possibility of deception. Alignment is also "seen," as is experience and power.

Sixth Level Clerical Spells

Aerial Servant

Range: 60'

Duration: 1 day per level of caster

Effect: Servant fetches one item or creature

An aerial servant is a very intelligent being from the elemental plane. With this spell, the cleric summons one of these beings, which appears immediately. The cleric must then describe one creature or item and its location to the servant, or else it will depart. When it hears this description and location, the aerial servant leaves, trying to find the item or creature and bring it to the cleric. The servant will take as much time as needed, up to the limit of the duration. If the spell's duration lapses before the task is completed, even if the aerial servant is already bringing the target back to the caster, the aerial servant has failed to accomplish its task. See below for further details.

The aerial servant has 18 Strength, and can carry up to 500 lbs (5,000 cn). It can become ethereal at will, and thus can travel to most places easily. However, it cannot pass through a *protection from evil* spell effect.

If it cannot perform its duty within the duration of the spell, the servant becomes insane and returns to attack the caster.

See Chapter 14 for a full description of the aerial servant.

Animate Objects

Range: 60'

Duration: 6 turns

Effect: Causes objects to move

The cleric may use this spell to cause any non-living, nonmagical objects to move and attack. Magical objects are not affected. The spell can animate any one object up to 400 lbs (4,000 cn) (roughly the size of two men), or a number of smaller objects whose total weight does not exceed 400 lbs.

The DM must decide on the movement rate, number of attacks, damage, and other combat

details of the objects animated. As a guideline, a man-sized statue might move at 30' per round, attack once per round for 2d8 (2-16) points of damage, and have an armor class of 1. A chair might only be AC 6, but move at 180' per round on its four legs, attacking twice per round for 1d4 points per attack. All objects have the same chances to hit as the cleric animating them.

Barrier*

Range: 60'

Duration: 12 turns

Effect: Creates whirling hammers

This spell creates a magical barrier in an area up to 30' in diameter and 30' high. The barrier is a wall of whirling and dancing hammers, obviously dangerous to any who come in contact with it. Any creature passing through the barrier takes 7d10 (7-70) points of damage from the whirling hammers (no saving throw allowed). This spell is often used to block an entrance or passage.

The reverse of this spell (*remove barrier*) will destroy any one barrier created by a cleric. It can also be used to destroy a magic-user's *wall of ice*, *wall of fire*, *clothform*, *woodform*, or *wall of stone* spell effects. It will not affect the magic-user spells *wall of iron*, *stoneform*, *ironform* or *steelform*.

Create Normal Animals

Range: 30'

Duration: 10 turns

Effect: Creates 1-6 loyal animals

The cleric is able to create normal animals from thin air with this spell. The animals will appear at a point chosen (within 30'), but may thereafter be sent (by command) up to 240' away, if desired. The animals created will understand and obey the cleric at all times. They will fight if so commanded, and will perform other actions (carrying, watching, etc.) to the best of their abilities. They are normal animals, and may attack others unless their instructions are carefully worded.

The cleric may choose the number of animals created, but not the exact type; the DM should decide, or even randomly determine, what sort of animals appear. The spell will create one large animal (elephant, hippopotamus, etc.), three medium-sized animals (bear, great cat, etc.), or six small animals (wolf, rock baboon, etc.). The spell cannot create giant animals. The animals disappear when slain or when the spell duration ends.

Cureall

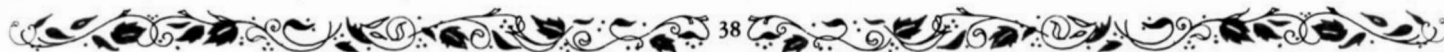
Range: Touch

Duration: Permanent

Effect: Cures anything

This spell is the most powerful of the healing spells. When used to cure wounds, it cures nearly all damage, leaving the recipient with only 1d6 points of damage. (Restore the victim to full starting hit points, then roll 1d6 and subtract that amount from the victim's hit point total.)

The spell can remove a curse, neutralize a poison, cure paralysis, cure a disease, cure blindness, or even remove a feeblemind effect instead





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of healing. However, it will cure one thing only; if the recipient is suffering from two or more afflictions (such as wounds and a curse), the cleric must name the ailment the spell is intended to cure.

If cast on the recipient of a *raise dead* spell, the *cureall* eliminates the need for two weeks of bed rest; the recipient can immediately function normally. This is the only form of magical curing that will work on a newly-*raised* creature.

Find the Path

Range: 0 (Cleric only)

Duration: 6 turns + 1 turn per level of the caster
Effect: Shows the path to an area

When casting this spell, the cleric must name a specific place, though it need not be a place he has visited before. For the duration of the spell, the cleric knows the direction to that place. In addition, the cleric will magically gain any special knowledge needed to get to the place; for example, he would know the location of secret doors, passwords, and so forth.

When the spell's duration runs out, the caster only remembers the general direction to the place. All other special information is forgotten. The spell is instantly negated if the caster attempts to write down, record, or disclose that special knowledge to others. This spell is often used to find a fast escape route.

Speak with Monsters*

Range: 0 (Cleric only)

Duration: 1 round per level of the cleric

Effect: Permits conversation with any monster

This spell gives the caster the power to ask questions of any and all living and undead creatures within 30'. Even unintelligent monsters will understand and respond to the cleric. Those spoken to will not attack the cleric while engaged in conversation, but may defend themselves or flee if attacked. The cleric may ask only one question per round, and the spell lasts one round per level of the caster.

The reverse of this spell, *babble*, has a 60' range, a duration of 1 turn per level of the caster, and affects one target within spell range. The victim may make a saving throw vs. spells to avoid the effect, but with a -2 penalty to the roll. If he fails the saving throw, the victim cannot communicate with any other creature for the duration of the spell. Even hand motions, written notes, telepathy, and all other forms of communication will seem garbled. This does not interfere with the victim's spellcasting (if any), but does prevent him from using any magical items which are activated by command words—the command words turn into gibberish.

Word of Recall

Range: 0 (Cleric only)

Duration: Instantaneous

Effect: Teleports the caster to sanctuary

Similar to a magic-user's *teleport* spell, this spell carries the cleric and all equipment carried (but no other creatures) to the cleric's home, regardless of the distance. The cleric must have a permanent home (such as a castle), and a meditation room within that home; this room is the

destination when the spell is cast. During the round in which this spell is cast, the cleric automatically gains initiative unless surprised.

Seventh Level Clerical Spells

Earthquake

Range: 120 yards

Duration: 1 turn

Effect: Causes earth tremors

This powerful spell causes a section of earth to shake, and opens large cracks in the ground. A 17th level caster can affect an area up to 60' square, adding 5' to each dimension with each experience level above 17th. For example, an 18th level cleric affects an area up to 65' square; 19th level, 70' square; and so forth.

Within the area of effect, all small dwellings are reduced to rubble, and larger constructions are cracked open. Earthen formations (hills, cliffsides, etc.) form rockslides. Cracks in the earth may open and engulf 1 creature in 6 (determined randomly), crushing them (when the die roll randomly determines that a character is in danger of falling into a crack and being crushed, the character gets a saving throw vs. death to escape falling in).

Holy Word

Range: 0

Duration: Instantaneous

Effect: All creatures within 40'

This spell affects all creatures, friend or foe, within a circular area of 40' radius, centered on the caster. When the cleric casts this spell, all creatures of alignments other than the cleric's are affected as follows (no saving throw vs. spells allowed):

Holy Word Effects

Up to 5th Level:	Killed
Level 6-8:	Stunned 2d10 turns
Level 9-12:	Deafened 1d6 turns
Level 13+:	Stunned 1d10 rounds

Any victim of 13th level (or Hit Dice) or higher, or any victim of the same alignment as the caster, may make a saving throw vs. spells to avoid all spell effects. This powerful spell cannot be blocked by stone, nor by any other solid material except lead. It *can*, however, be blocked by an *anti-magic shell*.

Raise Dead Fully*

Range: 60'

Duration: Permanent

Effect: Raises any living creature

This spell is similar to the 5th level spell *raise dead*, except that it can *raise* any living creature—not just humans and demihumans. Any human or demihuman recipient awakens immediately, with full hit points, and is able to fight, use abilities, spells known, etc., without any penalties—except those penalties the creature already possessed at the time of death. For example, a victim *cursed* or *diseased* at death would still suffer the affliction when *raised fully*.

If any other living creature (other than a human or demihuman) is the recipient, the guide-

lines given in the *raise dead* spell apply (including time limitations, rest needed, etc.).

A 17th level cleric can use this spell on a human or demihuman body that has been dead up to 4 months; for each level of experience above 17th, this time increases 4 months. Thus, a 19th level cleric could cast *raise dead fully* on a body that has been dead up to 12 months.

The spell is fatal to undead. Cast on an undead creature of 7 Hit Dice or less, the spell immediately destroys the creature (no saving throw). The spell forces an undead creature of 7 to 12 Hit Dice to make a saving throw vs. spells, with a -4 penalty to the roll; if the creature fails the roll, it is destroyed. The spell inflicts 6d10 (6-60) points of damage upon an undead monster of more than 12 Hit Dice, but the victim may make a saving throw vs. spells to take half damage.

The reverse of this spell (*obliterate*) will affect a living creature just as the normal form affects undead (destroy 7 Hit Dice or less, et al.). If cast at an undead creature of any type, *obliterate* has the same effect as a *cureall* would on a living creature (curing all but 1d6 points of damage, or curing blindness or *feeblemind*, etc.).

Restore*

Range: Touch

Duration: Permanent

Effect: Restores 1 level lost to *energy drain*

This spell restores one full level of energy (experience) to any victim who has lost a level because of *energy drain* (for instance, from a vampire's attack). It does not *restore* more than one level, nor does it add a level if no level has been lost. Furthermore, the cleric casting this spell loses one level of experience, as if struck by a wight when the spell is cast; however, the cleric's loss is *not* permanent, and the cleric need only rest for 2d10 (2-20) days to regain the lost experience.

The reverse of this spell, *life drain*, drains one level of experience from the victim touched, just like the touch of a wight or wraith. Casting the reversed spell causes no experience level loss to the cleric, nor does it require any rest afterward, but it is a Chaotic act, avoided by Lawful clerics.

Survival

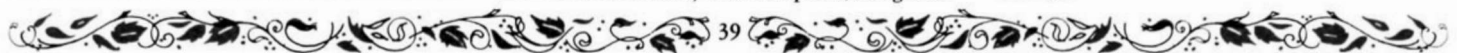
Range: Touch

Duration: One hour per level of the caster

Effect: Protects one creature against all non-magical damage from the environment

This spell protects the recipient from adverse conditions of all types, including normal heat or cold, lack of air, and so forth. While the spell is in effect, the caster needs no air, food, water, or sleep. The spell does not protect against magical damage of any type, attack damage, poisons, breath weapons, or physical blows from creatures. It does protect against all damage caused by natural conditions on other planes of existence.

For example, a cleric might use this spell: in a desert or blizzard to prevent damage from the natural conditions; underground or underwater, enabling survival without air; in space, to magically survive in vacuum; or on the elemental plane of Fire, to protect against conditional fire damage.



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Travel

Range: 0

Duration: One turn per level of the caster

Effect: Allows aerial or gaseous travel

This spell allows the cleric to move quickly and freely, even between the planes of existence. The caster (only) may fly in the same manner as given by the magic-user's spell, at a rate of 360' (120'). The cleric can also enter a nearby plane of existence, simply by concentrating for one round. He may enter a maximum of one plane per turn.

The cleric may bring one other creature for every five levels of experience (rounded down; for example, a 29th level cleric could bring five other creatures on the journey). To bring others, he must touch them, or they must touch him, while the spell is cast and the shift is made. Any unwilling creature can make a saving throw vs. spells to avoid the effect. The cleric must take the others with him—he cannot send them while remaining behind.

While this spell is in effect, the caster (only) may assume gaseous form by concentrating for one full round. (If he is interrupted, no change occurs.) Unlike the potion effect, all equipment carried also becomes part of the same gaseous cloud. In this form, the caster may travel at double the normal flying rate: 720' (240'). While gaseous, the cleric cannot use items or cast spells, but also cannot be damaged except by magic (weapons or certain spells). Also, a gaseous being cannot pass through a protection from evil spell effect or an anti-magic shell.

Wish

Range: Special

Duration: Special

Effect: Special

A wish is the single most powerful spell a cleric can have. It is never found on a scroll, but may be placed elsewhere (in a ring, for example) in rare cases. Only clerics of 36th level and with an 18 (or greater) Wisdom score may cast the wish spell.

Wording the Wish: The player must say or write the exact wish his character makes. The wording is very important. The wish will usually follow the literal wording, and whatever the intentions of the cleric.

The DM should try to maintain game balance, being neither too generous nor too stingy in deciding the effects of a wish. Even a badly phrased wish, made with good intentions, may have good results. However, if the wish is greedy, or made with malicious intent, the DM should make every effort to distort the results of the spell so that the caster does not profit from it. If necessary, the DM can even disallow the wish; it would then have no effect. Whenever a wish fails or is misinterpreted, the DM should explain (after the game) the problem or flaw in the phrasing.

Here are some examples of faulty wishes:

"I wish that I knew everything about this dungeon" could result in the character knowing all for only a second, and then forgetting it.

"I wish for a million gold pieces" can be granted by having them land on the character (that's 100,000 pounds of gold!), and then vanish.

"I wish to immediately and permanently pos-

sess the gaze power of a basilisk while retaining all of my own abilities and items" is a carefully worded wish that's out of balance. Characters able to use these high-level spells are already quite powerful. This wish could result in the character growing a basilisk head in addition to the character's own head.

A wish cannot be used to gain either experience points or levels of experience.

Possible Effects: A properly worded wish can substitute for any other magical spell of 8th level or less, or any clerical or druidic spell of 6th level or less, at the DM's discretion. This common use of a wish is more likely to succeed with little chance for error than other uses of the spell. Otherwise, if the wish is used to harm another creature, the victim may make a saving throw vs. spells. If the save is successful, the victim takes half the ill effects and the other half rebounds on the caster (who may also save to avoid it, but with a -4 penalty to the roll). If the wish will inconvenience someone without harming him (for example, by causing him to teleport into a prison cell), the victim gets no saving throw.

A character can use a wish to gain treasure, up to a maximum of 50,000 gold pieces per wish. However, the caster loses 1 experience point per gold piece value of treasure gained, and this loss cannot be magically restored.

The cleric can use a wish to temporarily change any one ability score to a minimum of 3 or maximum of 18. This effect lasts for only six turns.

Wishes can also be used to permanently increase ability scores, but the cost is very high: You must cast as many wishes as the number of the ability score desired. All the wishes must be cast within a one-week period.

You may raise an ability score only one point at a time. To raise your Strength from 15 to 16 takes 16 wishes. To then raise it to 17 will take an additional 17 wishes. Wishes cannot permanently lower ability scores.

A wish cannot raise the maximum experience level for human characters; 36th level is an absolute limit. However, one wish can allow demihumans to gain one additional Hit Die (for a new maximum of 9 for halflings, 11 for elves, and 13 for dwarves). This affects only hit points, and does not change any other scores (such as attack rolls, elves' number of spells, etc.).

A wish can change a demihuman to a human, or the reverse. Such a change is permanent, and the recipient does not become magical. Halflings and dwarves become fighters of the same level. Elves become magic-users or fighters (but not both), at the choice of the caster of the wish. The changed character would then gain levels of experience normally. A human changes to the same level demihuman, but no higher than the normal racial maximum.

If one character casts a wish to change another's character class, the victim (at his option) may make a saving throw vs. spells with a +5 bonus to resist the change.

A wish can sometimes change the results of a past occurrence. This is normally limited to events of the previous day. A lost battle may be won, or the losses may be made far less severe, but impossible odds cannot be overcome completely. A death could be changed to a near-death survival; a permanent loss could be made

temporary. The DM may wish to advise players when their wishes exceed the limit of the spell's power (or his patience).

Important Note: Whenever an effect is described as being unchangeable "even with a wish," that statement supersedes all others here.

Wishes can cause great problems if not handled properly. The DM must see that wishes are reasonably limited or the balance and enjoyment of the game will be completely upset. The DM should not allow wishes that alter the basics of the game (such as a wish that dragons can't breathe for damage). The more unreasonable and greedy the wish is, the less likely that the wish will become reality.

Wizardry

Range: 0 (cleric only)

Duration: One turn

Effect: Allows the use of one magic-user device or scroll spell

The cleric using this spell gains the power to use one item normally restricted to magic-users: either a device (such as a wand) or a scroll containing a 1st or 2nd level magic-user spell. (The cleric cannot cast spells of 3rd or higher level, even though they may be present on the scroll.) This ability lasts for one turn, or until the scroll or device is used.

The cleric magically gains knowledge of the proper use of the item, as if the character were a magic-user. For the duration and effect of the magic-user spell, the caster is treated as the minimum level necessary to cast the spell.



Druidic Spells

Druids can learn and cast any spell that a cleric can—with the exception of spells that affect alignments (such as *protection from evil*).

However, druids also have their own spells, spells which clerics and magic-users cannot utilize. The druid cannot cast more spells in a day than a cleric, but he has the advantage of being able to learn spells from two different sources, his own list and the cleric's spell list.

Druidic spells tend to concern nature and the natural order of life rather than combat or power like many of the clerical and magical spells. Druidic spells are also not reversible.

First Level Druidic Spells

Detect Danger

Range: 5' per level of the caster
Duration: One hour
Effect: Reveals hazards

This spell combines some effects of *detect evil* and *find traps*. While it is functioning, the druid can concentrate on places, objects, or creatures within range. He needs a full round of concentration to examine one square foot of area, one creature, or one small object (a chest, weapon, or smaller item). Larger objects require more time.

After he examines the thing, the druid will know whether it is immediately dangerous, potentially dangerous, or benign (all strictly from the druid's point of view). Note that most creatures are potentially dangerous. This spell will detect poisons, while other spells may not.

The duration is a full hour when used in natural outdoor settings on the Prime Plane; elsewhere, the duration is half normal (three turns).

Faerie Fire

Range: 60'
Duration: 1 round per level of caster
Effect: Illuminates creatures or objects

With this spell, the druid can outline one or more creatures or objects with a pale, flickering, greenish fire. The fire does not inflict any damage. The objects or creatures need only be detected in some way (such as by sight, or a *detect invisible* spell) to be the object of this spell.

All attacks against the outlined creature or object gain a +2 bonus to attack rolls. The druid can outline one man-sized creature (about 12' of fire) for each 5 levels of experience. Thus, at 20th level, 48' of fire can be produced (outlining one dragon-sized creature, two horse-sized, or four man-sized creatures).

Locate

Range: 0 (druid only)
Duration: 6 turns
Effect: Detects 1 animal or plant within 120'

This spell allows the druid to sense the direction of one known normal animal or plant. The druid can locate (similar to the *locate object* spell) any normal or giant-sized animal, but not fantastic creatures, plant monsters, nor any intelligent creature or plant.

He must name the exact type of animal or plant, but does not need to see the specific one

he wishes to locate. The animal or plant gets no saving throw. (This spell is most often used to find special rare plants.)

Predict Weather

Range: 0 (druid only)
Duration: 12 hours
Effect: Gives knowledge of coming weather

This spell enables the druid to learn the accurate weather to come for the next 12 hours. It affects an area 1 mile in diameter per level of the druid; for example, a 20th level druid would learn the weather within a 20 mile diameter (a 10 mile radius). The spell does not give the druid any control over the weather; it merely predicts what is to come.

Second Level Druidic Spells

Heat Metal

Range: 30'
Duration: 7 rounds
Effect: Warms one metal object

This spell causes one object to slowly heat and then cool. It will affect one metal item weighing up to one-half pound (5 cn) per level of the caster. A 12th level druid, for example, can heat up to 6 pounds (60 cn—a normal sword, for instance), while a 20th level druid can heat 10 pounds (100 cn—for example, a two-handed sword).

The heat causes no damage to magical items. Normal weapons or other items may be severely damaged, especially if made of both wood and metal (as a normal lance), as the wood will burn away at the point of contact with metal.

If the object is being held when heated, the heat causes damage to the holder: 1 point of damage during the first round, 2 points in the second, 4 points in the third, 8 points in the fourth, and then decreasing at the same rate (for a total of 22 points of heat damage over seven rounds). In the fourth round, the searing heat will cause leather, wood, paper, and other flammable objects in contact with the metal to catch fire.

The holder gets no saving throw, but fire resistance negates all damage. The character can drop the item at any time, of course, and creatures of low intelligence are 80% likely to do so (check each round).

Once the spell has been cast, the druid no longer needs to concentrate; the heating and cooling proceed automatically. A *dispel magic* can stop the effect, but normal means (immersion in water, etc.) will not.

If the spell is used on an item imbedded in an opponent (such as an arrow or dagger), the opponent may remove the item but loses initiative for that round (and takes the appropriate heat damage for that round as well).

Heat damage disrupts concentration; the victim cannot cast spells during any round in which he sustains damage from this spell.

Obscure

Range: 0 (druid only)
Duration: 1 turn per level of the caster
Effect: Creates a huge misty cloud

This spell causes a misty vapor to arise from the ground around the druid, forming a huge cloud. The cloud is 1' high per level of the druid, and is 10' in diameter for each level. For example, a 20th level druid could cast an *obscure* 20' tall and 200' diameter (100' radius). The cloud has no ill effects except to block vision.

The caster, and all creatures able to see invisible things, will be able to see dimly through the cloud. All other creatures within the cloud will be delayed and confused by the effect. While within the cloud, these creatures are effectively blind.

Produce Fire

Range: 0 (druid only)
Duration: 2 turns per level
Effect: Creates fire in hand

This spell causes a small flame to appear in the druid's hand. It does not harm the caster in any way, and sheds light as if a normal torch. The flame can be used to ignite combustible materials touched to it (a lantern, torch, oil, etc.) without harming the magical flame. While holding the flame, the caster can cause it to disappear and reappear by concentration once per round, until the duration ends. Other items may be held and used in the hand while the fire is out. If desired, the fire may be dropped or thrown to a 30' range, but disappears 1 round after leaving the druid's hand. (Any fire it ignites during that round remains burning.)

Warp Wood

Range: 240'
Duration: Permanent
Effect: Causes wooden weapons to bend

This spell causes one or more wooden weapons to bend and (probably) become useless. The spell will affect one arrow for each level of the caster; treat a spear, javelin, or magical wand as two arrows' worth, and any club, bow or staff (magical or otherwise) as four. The spell will not affect any wooden items other than weapons. If a magical wooden item (such as an enchanted staff) is the target, the wielder may make a saving throw vs. spells to avoid the effect. Items carried but not held get no saving throw; magical items with "pluses" might not be affected, at a 10% chance per "plus." (For example, an *arrow +1* would have a 10% chance to be unaffected.)

Third Level Druidic Spells

Call Lightning

Range: 360'
Duration: 1 turn per level of the caster
Effect: Calls lightning bolts from a storm

This spell cannot be used unless a storm of some (any) type is within range of the druid. (This does not mean that he must be within the spell's range of the storm cloud, but only that the stormy weather be taking place within 360' of him.)

If a storm is present, the druid may call 1 lightning bolt per turn (10 minutes) to strike at any point within range. The *lightning bolt* descends from the sky, hitting an area 20' across.

Chapter 3: Spells and Spellcasting



Each victim within that area takes 8d6 (8-48) points of electrical damage, but may make a saving throw vs. spells to take half damage. The druid need not call the lightning every turn unless desired; it remains available until the spell duration (or the storm) ends.

Hold Animal

Range: 180'

Duration: 1 turn per level of the caster

Effect: Paralyzes several animals

This spell will affect any normal or giant-sized animal, but will not affect any fantastic creature, nor one of greater than animal intelligence (2). Each victim must make a saving throw vs. spells or be paralyzed for the duration of the spell.

The druid can affect 1 Hit Die of animals for each level of experience, ignoring "pluses" to Hit Dice. For example, a 20th level druid could cast the spell at 10 giant toads (which have 2 + 2 Hit Dice each). Note that the spell *can* affect summoned, conjured, or controlled animals.

Protection from Poison

Range: Touch

Duration: One turn per level of the caster

Effect: Gives one creature immunity to all poisons

For the duration of this spell, the recipient is completely immune to the effects of poisons of all types, including gas traps and *cloudkill* spells. This protection extends to items carried (thus protecting against a spirit's poisonous presence, for example). Furthermore, the recipient gains a +4 bonus on saving throws vs. poisonous breath weapons (such as green dragon breath), but not petrification breath (such as a gorgon's).

Water Breathing

Range: 30'

Duration: 1 day

Effect: One air-breathing creature

This spell allows the recipient to breathe while under water (at any depth). It does not affect movement in any way, nor does it interfere with the breathing of air.

Fourth Level Druidic Spells

Control Temperature 10' radius

Range: 0 (druid only)

Duration: 1 turn per level of the caster

Effect: Cools or warms air within 10'

This spell allows the druid to alter the temperature within an area 20' across. The maximum change is 50 degrees (Fahrenheit), either warmer or cooler. The change occurs immediately, and the effect moves with the druid. The druid may change the temperature simply by concentrating for 1 round, and the temperature will remain changed as long as the spell lasts. The spell is useful for resisting cold or heat so the caster may survive temperature extremes.

Plant Door

Range: 0 (druid only)

Duration: 1 turn per level of the caster

Effect: Opens a path through growth

For the duration of this spell, no plants can prevent the druid's passage, no matter how dense. Even trees will bend or magically open to allow the druid to pass. The druid can freely carry equipment while moving through such barriers, but no other creature can use the passage.

Note that a druid can hide inside a large tree after casting this spell. The druid cannot see what is happening while he is in the tree.

Protection from Lightning

Range: Touch

Duration: 1 turn per level of the caster

Effect: Protects against lightning attack

Any recipient of this spell is immune to a given amount of electrical damage. The druid's experience level determines the amount of damage: for each level of experience, one die (1d6) of damage is negated. Subtract the *number* of dice from the *number* of dice of damage that would be done to him.

Example: A 20th level druid casts this spell. He is protected against 20d6 lightning damage. For example, this would negate the effects of two full *call lightning* attacks (of 8 dice each) on him, plus half of a third ($8 + 8 + 4 = 20$). The third *call lightning* inflicts 4d6 points of damage on him (but he does get his saving throw against it), and any subsequent *call lightning* attacks made against him will do full damage.

Summon Animals

Range: 360'

Duration: 3 turns

Effect: Calls and befriends normal animals

With this spell, the druid can summon any or all normal animals within range. Only normal, nonmagical creatures of animal intelligence are affected, including mammals, reptiles, amphibians, etc. The spell does not affect insects, arthropods, humans, and demihumans. The druid may choose one or more known animals, may call for specific types, or may summon everything within range. The total Hit Dice of the animals responding will equal the level of the druid. Treat normal small creatures (frogs, mice, squirrels, small birds, etc.) as $\frac{1}{10}$ Hit Die each.

Animals affected will come at their fastest movement rate, and will understand the druid's speech while the spell is in effect. They will befriend and help the druid, to the limit of their abilities. If harmed in any way, a summoned animal will normally flee, the spell broken for that animal. However, if the druid is being attacked when a summoned animal arrives, the animal will immediately attack the opponent, fleeing only if it fails a morale check.

This spell may also be used to calm hostile animals encountered while adventuring.

Fifth Level Druidic Spells

Anti-Plant Shell

Range: 0 (druid only)

Duration: 1 round per level of the druid

Effect: Personal barrier which blocks plants

This spell creates an invisible barrier around the druid's body (less than an inch away). The

barrier stops all attacks by plants and plant-like monsters, so that they can inflict no damage. If the caster pushes through normal but dense growth while protected, he will open a path that others can pass through.

While protected, the druid cannot attack plants except by spells; the plants are protected from the druid's physical attacks, just as the druid is protected from theirs.

Control Winds

Range: 10' radius per level of the caster

Duration: 1 turn per level of the caster

Effect: Calms or increases winds

With this spell, the druid can cause all the air within range to behave as desired, either increasing to gale force or slowing to a dead calm. The druid must concentrate for one full turn of concentration (can't move or attack) to change the wind completely (calm to gale, for example). Any higher-level spellcaster using the same spell can easily counter the spell. The effect moves with the caster.

If the spell is cast against an air creature (such as an elemental), the victim can make a saving throw vs. spells. If the victim fails its roll, the druid can slay or control the air creature by proper use of the wind force. The creature will only obey as long as the druid maintains concentration and while the spell is active; if the druid's concentration is broken or the spell's duration lapses, the creature will attack the druid.

Dissolve

Range: 240'

Duration: 3-18 days

Effect: Liquefies 3,000 square feet

Nearly identical to the 5th level magic-user spell of the same name, this effect changes a volume of soil or rock (but not a construction) to a morass of mud. An area up to 10' deep or thick is affected, and may have up to 3,000 square feet of surface area. The druid may choose the exact width and length (20' x 150', 30' x 100', etc.), but the entire area of effect must be within 240' of the caster. Creatures moving through the mud are slowed to 10% of their normal movement rate at best, and may become stuck (at the DM's discretion, a victim must make saving throw vs. spells to avoid becoming stuck).

Pass Plant

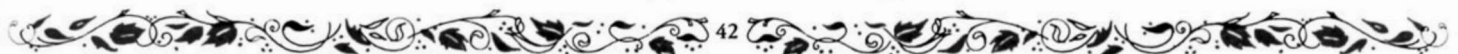
Range: 0 (druid only)

Duration: Instantaneous

Effect: Short-range teleportation

With this spell, the druid can enter one tree, teleport, and immediately step out of another tree of the same type. The trees must be large enough to enclose the druid. The range a druid can teleport varies by the type of tree, as follows.

Oak	600 yards
Ash, Elm, Linden, Yew	360 yards
Evergreen trees	240 yards
Other trees	300 yards





Sixth Level Druidic Spells

Anti-Animal Shell

Range: 0 (druid only)

Duration: 1 turn per level of the caster

Effect: Personal barrier that blocks animals

This spell creates an invisible barrier around the druid's body (less than an inch away). The barrier stops all attacks by animals, both normal and giant-sized, as well as insects and all other nonfantastic creatures of animal intelligence or less (0-2). The druid cannot attack animals while protected except by use of other spells; the animals are protected from the druid's physical attacks, just as the druid is protected from theirs.

Summon Weather

Range: 5 miles or more

Duration: 6 turns per level

Effect: Brings weather to druid's area

When the druid casts this spell, some known nearby weather condition is pulled to the druid's location. The druid does not have control of the weather, but merely summons it.

Only a druid of 25th level or greater may summon severe weather (hurricane, severe heat wave, etc.). The range of summoning is 5 miles at levels 12 to 15, adding 1 mile for each level of the caster above 15th. (A 20th level druid could *summon weather* from up to 10 miles away.)

Transport Through Plants

Range: Infinite

Duration: Instantaneous

Effect: Long-range teleportation

This spell may be used a maximum of once per day. The druid must be near a plant (of any size), and must choose either a general location or a specific known plant elsewhere. After casting the spell, the druid magically enters the nearby plant and steps out of a plant at the destination (if the druid could not specify the exact plant, he appears from a plant determined randomly by the DM). There is no limit to the range, but the plants must both be living for the spell to work, and must both be on the same plane of existence. If either plant is dead, the spell fails. Otherwise, the caster immediately reappears at the new location. The caster can transport two additional willing creatures.

Turn Wood

Range: 30'

Duration: One turn per level of the druid

Effect: Pushes all wooden items away

This spell creates an invisible wave of force, 120' long and 60' tall. Its midpoint can be created anywhere within 30' of the caster. This wave of force then immediately moves in one horizontal direction, as specified by the caster, at the rate of 10' per round. If the druid desires, he can stop the wave of force at any time, but cannot thereafter move it again.

All wooden objects contacting or contacted by the wave of force become stuck to it and move with it. The wave of force continues moving until it reaches the maximum range of 360 feet, and stops there for the remainder of the spell du-

ration. The items caught are not harmed by the effect, but wooden weapons (bows, crossbows, most spears and javelins, etc.) and magical items (wands, staves, etc.) cannot be used while trapped in the effect.

Once created, the wave of force does not require concentration. However, the caster may cause it to vanish before the duration ends by concentrating for one round.

This spell has many useful applications during mass combat (against a group of archers or siege engines) and waterborne adventures (to move a ship). It will move wooden objects which have metal attachments (such as treasure chests). However, it will not move permanent constructions (such as buildings, including objects permanently attached to them such as doors) or other secured objects (such as trees).

Seventh Level Druidic Spells

Creeping Doom

Range: 120'

Duration: 1 round per level of the caster

Effect: Creates a 20' x 20' insect horde

This spell magically creates a huge swarm of 1,000 creeping insects, appearing anywhere within 120' of the druid (as chosen by the caster). They fill an area at least 20' x 20', and can be ordered to fill any area up to a maximum of 60' x 60'.

The *creeping doom* can move at up to 60'(20') if the caster remains within 120' of any part of the swarm. They vanish after the duration ends, or whenever the druid is more than 120' away.

The insects always attack everyone and everything in their path, inflicting 1 point of damage per 10 insects, a total of 100 points per round to each creature caught in the effect (no saving throw). Normal attacks (such as fire) can damage the horde slightly, but even a *fireball* spell will only slay 100 of them (reducing the damage accordingly). The *creeping doom* can be destroyed by a *dispel magic* spell (at normal chances for success), but it can penetrate a *protection from evil* effect, and can move over most obstacles at the normal movement rate.

Metal to Wood

Range: 120'

Duration: Permanent

Effect: Changes metal into dead wood

This spell can be used to change any metal item or items into wood. The spell can transmute five pounds (50 cn weight) per level of the caster. Any magical metal item is 90% resistant to the magic. The effect is permanent, and the affected metal cannot be changed back with a *dispel magic* spell. Any armor changed to wood falls off the wearer and any weapons affected turn to nonmagical wooden clubs.

Summon Elemental

Range: 240'

Duration: 6 turns

Effect: Summons one 16 HD elemental

This spell allows the caster to summon any one elemental per spell (see Chapter 14). The druid may only summon one of each type of elemental

(air, earth, fire, water) in one day. The elemental will understand the druid's spoken commands and will perform any tasks within its power (carrying, attacking, etc.) as directed by the caster.

Unlike the magic-user's version of the spell, the druid does not need to concentrate to control the creature. The caster may send it back to its own plane with a simple command, and someone else may send it back by the use of a *dispel magic* or *dispel evil* spell.

Weather Control

Range: 0 (druid only)

Duration: Concentration

Effect: All weather within 240 yards

This spell allows the druid to create one special weather condition in the surrounding area (within a 240 yard radius). The caster may select the weather condition. The spell only works outdoors, and the weather will affect all creatures in the area (including the caster). The effects last as long as the caster concentrates, without moving; if the caster is being moved (for example, aboard a ship), the effect moves also. The spell's effects vary, but the following results are typical:

Rain: -2 penalty to attack rolls applies to all missile fire. After three turns, the ground becomes muddy, reducing movement to half the normal rate.

Snow: Visibility (the distance a creature can see) is reduced to 20'; movement is reduced to half the normal rate. Rivers and streams may freeze over. Mud remains after the snow thaws, for the same movement penalty.

Fog: 20' visibility, half normal movement. Those within the fog might become lost, moving in the wrong direction.

Clear: This cancels bad weather (rain, snow, fog) but not secondary effects (such as mud).

Intense Heat: Movement reduced to half normal. Excess water (from rain, snow, mud transmuted from rock, etc.) dries up.

High Winds: No missile fire or flying is possible. Movement reduced to half normal. At sea, ships sailing with the wind move 50% faster. In the desert, high winds create a sandstorm, for half normal movement and 20' visibility.

Tornado: This creates a whirlwind under the druid control, attacking and moving as if it was a 12 HD air elemental. At sea, treat the tornado as a storm or gale.

Magical Spells

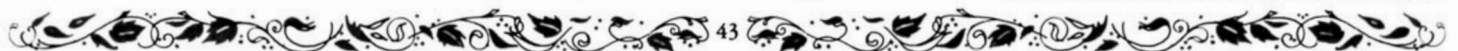
Casting Magical Spells

Spells used by magic-users and elves are somewhat different from those used by clerics and druids, both in their effects and the ways they are learned and used.

Spell Books

When a magic-user or elf begins play at first level, he starts with a spell book, given to him by his teacher. The spell book will contain two 1st level spells. The Dungeon Master will tell you what spells your character starts with.

The spell book is large and bulky, and cannot be easily carried (about 2' square, 2-6 inches thick, weighing at least 20 pounds). It will not fit inside a normal sack of any size, but may be





carried in a backpack or satchel. All spell books are written in magical words, and only their owners may read them without using the *read magic* spell (described later).

As previously discussed, the magic-user or elf forgets each spell as he casts it. This is why he has a spell book: He can memorize the spell again later and have it available to him once more.

On the magic-user and elf experience tables, the "Spells/Level" columns indicate how many spells of each level the character can have memorized at one time. This doesn't limit the number of spells the character can have in his spell books.

For example, a fourth level magic-user can memorize four spells—two 1st level and two 2nd level. But his spell book might have more spells written in it. He might have six 1st level spells written in his book, for instance, and he might have three 2nd level spells. He can still only memorize two of each type in a day.

Learning New Spells

Every magic-user and elf was taught magic by someone else—normally, by a nonplayer character spellcaster of 7th experience level or higher.

Your campaign can assume that magic-user and elf characters have such a teacher, whom they visit and learn from whenever they're not adventuring. The DM may wish to work this NPC into a full-fledged character who can appear in adventures as a consultant or expert.

The PCs' teacher does not go on adventures—not until the characters reach or exceed his experience level, and only then if the DM wishes him to. Otherwise, the player characters would have a very powerful ally along, one who would solve most of their adventuring problems.

When the player character begins play, the teacher gives him a spell book with two 1st level spells in it. When the PC reaches 2nd level, the teacher writes another 1st level spell in the book. When the PC reaches 3rd level, the teacher will write a 2nd level spell in his book, and when he reaches 4th level the teacher will give him one more 2nd level spell.

In many campaigns, that's the point at which the teacher stops instructing the character. The character has gone from apprentice to journeyman, and now he must journey in order to learn more of magic.

So, where can PCs learn more spells? They have several options, and may explore any or all of them during their careers.

Other Magic-Users: By ancient tradition—of necessity and common sense—magic-users are loathe to trade spells among themselves. Each magic-user knows that he may become a very powerful wizard some day . . . and that he may end up being the enemy of another wizard of similar power. No wizard wants to teach the other fellow magic that can kill him. This is something the DM should reinforce in his campaign: If he finds characters casually trading spells from their spell books, he should remind them of the traditions of secrecy, of the good reasons for that tradition, of the paranoia that infects the magic-users' community, and so on. If they decline to accept his recommendation, their characters may pick up a reputation—as magic-users who can't keep their trade secret. Other spellcasters, perhaps even their old teachers, will refuse to teach them and will take special pains to keep their

magic hidden from them. Higher-level magic-users may even decide to steal or destroy the PCs' spell books to teach them a lesson—forcing them to work for many boring weeks or months to reconstruct them (see "Lost Spell Books," below).

But that's *casual* exchanges of spells. It's known for magic-users to give spells to PCs in more remarkable circumstances. For instance, low-level spellcasters might do a great favor for a high-level magician (save his child, undertake a special quest for him and demonstrate remarkable bravery while carrying it out, etc.). In such a case, it is not necessarily inappropriate for the NPC to reward the PC with a spell.

The Teacher: Once the player character reaches 4th experience level, his teacher doesn't have to leave play entirely. The PC might be able to visit and train with him from time to time, and the teacher could continue to teach him spells. But since the PC is a journeyman now, the teacher might also require him to undertake specific tasks ("Now, I need you to take this flask to Esdevius in far-off Parokaland . . . and don't let the dragon get you.") in order to remain his student. While the PC could continue learning spells this way, the teacher should not be his only source for new spells; he should be learning others as he adventures.

Scrolls: One magical treasure sometimes found in adventures is the magical scroll. Some scrolls have magic-user spells written upon them. A magic-user can use the scroll by casting the spell from it—in which case the written spell disappears as soon as it is cast. Or, he can transfer it to his spell book (during this process, the spell disappears from the scroll), and he will have gained a new spell.

Enemy Magic-Users: Should the PCs encounter and defeat an enemy magic-user, the PC magic-user might try to help himself to the enemy's spell book. The DM should make sure that the spell book has many spells which are identical to those in the PC's spell book: Most magic-users have many spells in common, especially the lower-level spells. The PC should gain only one or two new spells out of such an encounter. A new spell is a rare find, and a spell book is an even rarer treasure; the books are always well hidden and protected. PCs using someone else's spell book may find magical traps and *curses* within before they find any new spells.

Higher-level Spells

A magic-user cannot put into his spell book a spell of a higher-level than he can cast. In other words, if he can't yet cast a 3rd level spell, he certainly can't write one in his spell book.

Lost Spell Books

A magic-user or elf whose spell book is lost or destroyed cannot regain spells until he replaces the spell book. He can't just read from somebody else's spell book. He can recreate the spells from memory and research . . . but it takes a lot of money and a lot of time.

The method, amount of time, and cost it takes to recreate a spell book are for the DM to decide. Here's a rough guideline: 1,000 gold pieces and one week of study for each spell level replaced. (For example, each 3rd level spell would require 3,000 gp and three weeks to reconstruct). This reconstruction takes up all the

character's time, leaving none for adventuring.

A character can make a second spell book to leave in a safe place in case his primary book is destroyed. This doesn't take all the time and money which reconstruction of spells requires; a magic-user or elf could copy four spells a day from his primary spell book to his "backup."

The Player Character's Spell Book

Both the player and the DM need to keep track of exactly which spells are in a character's spell book. Both people can keep track of which spells the character has had access to; the player can keep track of the ones the character acquires. If ever there's a difference in the two spell lists, the player should be able to remember where the character acquired the extra spells; if the explanation doesn't satisfy the DM, he's may remove the spell from the character's spell book. Appendix 3 provides a copyable spell book sheet, on which players can keep the name and description of all their characters' spells.

Reversible Spells

Unlike clerical spells, magical spells must be memorized in their reversed form to be usable in that form. The spellcaster must select the normal or reversed form of the spell when he memorizes the spell for the day. There's no problem to memorizing a spell in reversed form; if the spell can be reversed, the magic-user knows how to memorize it that way.

Of course, a magic-user could memorize it once in normal form and once in reversed form. For example, if a spellcaster has a *light* spell in a spell book, the character could memorize both *light* and *darkness* for an adventure.

In the spell lists below, all spells which can be reversed are marked with an asterisk (*).

First Level Magical Spells

Analyze

Range: 0 (touch only)

Duration: 1 round

Effect: Analyzes magic on one item

A spellcaster using this spell can handle one item and learn the enchantment on it. Helms must be put on the spellcaster's head, swords held in his hand, bracelets put on his wrist, etc. for this spell to work. Any consequences of this action (for example, from *cursed* or booby-trapped objects) fall upon the spellcaster, though he gets his usual saving throws.

The spellcaster has a chance of 15% plus 5% per experience level to determine one magical characteristic of the item; if the item is non-magical, his chance is to determine that fact.

The spell does not reveal much precise information. It will characterize a weapon's pluses (attack bonus) as "many" or "few," will estimate the number of charges on an item within 25% of the actual number, etc.

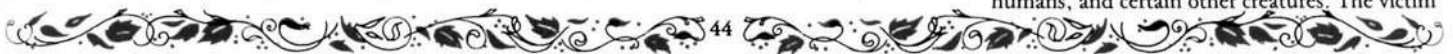
Charm Person

Range: 120'

Duration: See below

Effect: One living person (see below)

This spell will only affect humans, demi-humans, and certain other creatures. The victim





Chapter 3: Spells and Spellcasting



is allowed a saving throw vs. spells. If the saving throw is successful, the spell has no effect. If it fails, the victim will believe that the spellcaster is its "best friend," and will try to defend the spellcaster against any threat, whether real or imagined. The victim is *charmed*.

As a general rule, the spell only affects creatures which look similar to humans in various ways—humans, demihumans, certain giant-class creatures, etc. It will not affect animals, magical creatures (such as living statues), undead monsters, or human-like creatures larger than ogres.

If the spellcaster can speak a language that the *charmed* victim understands, the spellcaster may give orders to the victim. These orders should sound like suggestions, as if "just between friends." The *charmed* victim will usually obey, but the victim may resist orders that are contrary to the victim's nature (alignment and habits)—he doesn't need to roll anything to resist. A victim will refuse to obey if ordered to kill itself.

A *charm* may last for months. The victim may make another saving throw every so often, depending on its Intelligence score.

Charm Person Duration

If the Victim Has:	He Saves Every:
High Intelligence (13-18):	1 day
Average Intelligence (9-12):	1 week
Low Intelligence (3-8):	1 month

A more complex system for determining the duration of a *charm* spell appears in Chapter 13, on page 144.

A victim who is given conflicting orders and impressions by his old adventuring friends and his new "best friend" should react as any person would in real life: with confusion. He will not automatically assume that one party or the other is lying . . . even if the player wants him to.

The *charm* is automatically broken if the spellcaster attacks the victim, whether by spell or by weapon. The victim will fight normally if attacked by the spellcaster's allies.

Detect Magic

Range: 0
Duration: 2 turns
Effect: Everything within 60'

When he casts this spell, the spellcaster will see a glow surround all magical objects, creatures, and places which are visible and within range of the spell. No saving throw is allowed.

Example: Shortly after casting this spell, a magic-user walks into a room containing a door locked by magic, a magical potion lying nearby, and a treasure chest containing a magical wand. All the magic will glow, but the spellcaster can see only the door and potion; the light of the glowing wand is hidden by the treasure chest.

Floating Disc

Range: 0
Duration: 6 turns
Effect: Disc remains within 6'

This spell creates an invisible magical horizontal platform about the size and shape of a small round shield. It can carry up to 5000 cn (500 pounds). It cannot be created in a place occupied

by a creature or object. The *floating disc* is created at the height of the spellcaster's waist, and will always remain at that height. It will automatically follow the spellcaster at his current movement rate, remaining within 6' of him at all times. It can never be used as a weapon, because it has no solid existence and veers away from anything it might run into. When the duration ends, the *floating disc* will disappear, suddenly dropping anything upon it. No saving throw is allowed.

Hold Portal

Range: 10'
Duration: 2-12 (2d6) turns
Effect: One door, gate, or similar portal

This spell will magically hold shut any portal—for example, a door or gate. A *knock* spell will open the *hold portal*. Any creature three or more Hit Dice greater than the caster (and characters three or more levels higher) may break open a held portal in one round, but the portal will relock if allowed to close within the duration of the spell.

Example: Any 5th level character can break through a *hold portal* spell cast by a 2nd level spellcaster.

Light*

Range: 120'
Duration: 6 turns + 1 turn/level of the caster
Effect: Volume of 30' diameter

This spell creates a large ball of light, much like a bright torchlight. If the spell is cast on an object (such as a coin), the *light* will move with the object. If cast at a creature's eyes, the creature must make a saving throw vs. spells. If he fails the saving throw, the victim will be blinded by the *light* until the duration ends (see page 150, for the effects of blindness). If he makes the saving throw, the *light* appears in the air behind the intended victim.

When reversed, this spell, *darkness*, creates a circle of darkness 30' in diameter. It will block all sight except infravision. *Darkness* will cancel a *light* spell if cast upon it (but may itself be canceled by another *light* spell). If cast at an opponent's eyes, it will cause blindness until canceled, or until the duration ends; as before, the victim does get a saving throw.

Magic Missile

Range: 150'
Duration: 1 round
Effect: Creates 1 or more arrows

A *magic missile* is a glowing arrow, created and shot by magic, which inflicts 1d6 + 1 (2-7) points of damage to any creature it strikes. After the spell is cast, the arrow appears next to the spellcaster and hovers there (moving with him) until the spellcaster causes it to shoot. When shot, the *magic missile* will automatically hit any one visible target the spellcaster specifies. The *magic missile* actually has no solid form, and cannot be touched. A *magic missile* never misses its target and the target is *not* allowed a saving throw.

For every 5 levels of experience of the caster, two more missiles are created by the same spell.

Thus a 6th level spellcaster may create three missiles. The spellcaster may shoot the missiles all at one target or at different targets.

Protection from Evil

Range: 0
Duration: 6 turns
Effect: The spellcaster only

This spell creates an invisible magical barrier all around the spellcaster's body (less than an inch away). All attacks against the spellcaster are penalized by -1 to their attack rolls, and the spellcaster gains a +1 bonus to all saving throws, while the spell lasts.

In addition, enchanted creatures cannot attack the spellcaster in hand-to-hand or melee combat. (An enchanted creature is one that normal weapons cannot hurt; only magical weapons can hit the creature. A creature that can be only hit by a silver weapon—a werewolf, for example—is not an enchanted creature. Any creature that is magically summoned or controlled, such as a *charmed* character, is also considered to be an enchanted creature.)

The barrier thus completely prevents all attacks from those creatures unless they use missile weapons; the barrier is no defense against missiles, though the attackers still suffer the -1 attack roll penalties.

This spell will not affect a *magic missile*, either incoming or outgoing. If the spellcaster attacks (hand-to-hand) anything during the spell's duration, the effect changes slightly. Enchanted creatures are then able to touch the spellcaster, but the attack roll and saving throw adjustments still apply until the spell duration ends.

Read Languages

Range: 0
Duration: 2 turns
Effect: The spellcaster only

This spell will allow the spellcaster to read, *not* speak, any unknown languages or codes, including treasure maps, secret symbols, and so forth, until the duration ends.

Read Magic

Range: 0
Duration: 1 turn
Effect: The spellcaster only

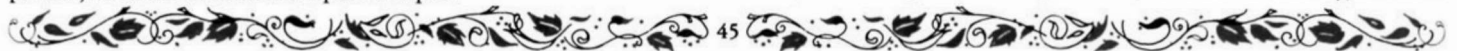
This spell will allow the spellcaster to read, *not* speak, any magical words or runes, such as those found on scrolls and other items. A spellcaster cannot understand unfamiliar magic writings without using this spell. However, once a spellcaster reads a scroll or runes with this spell, he can read or speak that magic later *without* using a spell.

All spell books are written in magical words, and only their owners may read them without using this spell.

Shield

Range: 0
Duration: 2 turns
Effect: The spellcaster only

This spell creates a magical barrier all around the spellcaster (less than an inch away). It moves





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with the spellcaster. While the duration lasts, the spellcaster has an AC of 2 against missiles, and AC 4 against all other attacks.

If someone shoots a *magic missile* at a spellcaster protected by this spell, the spellcaster may make a saving throw vs. spells (one saving throw per missile). If the saving throw is successful, the *magic missile* has no effect; it hits the barrier and evaporates.

Sleep

Range: 240'

Duration: 4d4 (4-16) turns

Effect: 2-16 Hit Dice of living creatures within a 40' square area

This spell will put creatures to sleep for up to 16 turns. It will only affect creatures with 4 + 1 Hit Dice or less—generally, small or man-sized creatures. The spell will not affect creatures outside the 40' x 40' area which the player chooses as the spell's target area. The spell will not work against undead or very large creatures, such as dragons.

When a character is first hit with a *sleep* spell, falling or sagging to the ground will not wake him up. However, characters affected by a *sleep* spell are not in a deep sleep. Any sleeping character or creature will awaken if slapped, kicked, or shaken.

Characters can kill a sleeping victim with a single blow of any edged weapon, regardless of the creature's hit points.

Your Dungeon Master will roll 2d8 to find the total Hit Dice or experience levels of monsters affected by the spell.

The victims get *no* saving throw against this spell.

Ventriloquism

Range: 60'

Duration: 2 turns

Effect: One item or location

This spell will allow the spellcaster to make the sound of his or her voice come from somewhere else, such as a statue, animal, a dark corner, and so forth. The "somewhere else" must be within range of the spell.

Second Level Magical Spells

Continual Light*

Range: 120'

Duration: Permanent

Effect: Volume of 60' diameter

This spell creates a globe of light 60' across. It is much brighter than a torch, but not as bright as full daylight. It will continue to glow forever, or until it is magically removed. It may be cast on an object, just as the first level *light* spell. If cast at a creature's eyes, the victim must make a saving throw vs. spells. If he fails the saving throw, the victim is blinded—permanently, or until the spell is dispelled. If he makes the saving throw, the globe will still appear, but will remain in the place it was cast, and the intended victim will suffer no ill effects.

The reverse of this spell, *continual darkness*, creates a volume of *complete darkness* in a 30' radius. Torches, lanterns, and even a *light* spell

will not affect it, and infravision cannot penetrate it. If cast on a creature's eyes, the creature must make a saving throw vs. spells or be blinded until the spell is removed. A *continual light* spell will cancel its effects.

Detect Evil

Range: 60'

Duration: 2 turns

Effect: Everything within 60'

When this spell is cast, the spellcaster will see a glow surround all evilly-enchanted objects within 60'. It will also cause creatures that want to harm the spellcaster to glow when they are within range. The spell, however, does *not* allow the spellcaster to hear the actual thoughts of the creatures.

Remember that Chaotic alignment is not automatically the same as evil, although many Chaotic monsters have evil intentions. Traps and poison are neither good nor evil, but merely dangerous.

Detect Invisible

Range: 10' per level of the spellcaster

Duration: 6 turns

Effect: The spellcaster only

When this spell is cast, the spellcaster can see all invisible creatures and objects within range. The range is 10' for each level of the spellcaster. For example, a 3rd level spellcaster can use this spell to see invisible things within 30'.

Entangle

Range: 30'

Duration: 1 round per level

Effect: Controls ropes

This spell allows the spellcaster to use any rope-like object of living or once-living material (roots, vines, leather ropes, plant-fibre ropes, etc.) to behave as he or she orders. About 50' of normal 1/2" diameter vine plus 5' per level of the caster can be affected.

The commands which can be given during an *entangle* spell include: *coil* (form a neat stack), *coil and knot*, *loop*, *loop and knot*, *tie and knot*, and the reverses of all the above. The vine or rope must be within 1' of any object it is to coil around or tie up, so it must often be thrown at the target. This spell is very useful in climbing situations; a spellcaster can toss a rope up the side of a wall or cliff and command it to *loop and knot* itself around a projection at the height of the throw. *Coil and knot* effectively ties up a victim.

A person or monster attacked by any use of the spell may make a saving throw vs. spells to avoid the effects of the *entangle*.

ESP*

Range: 60'

Duration: 12 turns

Effect: All thoughts in one direction

This spell will allow the spellcaster to "hear" thoughts. The spellcaster must concentrate in one direction for six rounds (one minute) to hear the thoughts (if any) of a creature within range. The spell allows the spellcaster to understand the

thoughts of any single living creature, regardless of the language. The spell does not allow the caster to hear the thoughts of undead creatures.

If more than one creature is within range and in the direction the caster is concentrating, the spellcaster will "hear" a confused jumble of thoughts. The spellcaster can sort out the jumble only by concentrating for an extra six rounds to find a single creature.

ESP will not be hampered by any amount of wood or liquid, and will penetrate as much as two feet of rock, but a thin coating of lead will block the spell. Targets can make a saving throw vs. spell to avoid the spell effects.

The reverse of this spell, *mindmask*, may be cast, by touch, on any one creature. The recipient is completely immune to ESP and all other forms of mind-reading for the spell duration.

Invisibility

Range: 240'

Duration: Permanent until broken

Effect: One creature or object

This spell will make any one creature or object invisible. When a creature becomes invisible, all items that he carries and wears also become invisible. Any invisible item becomes visible again when it leaves the creature's possession (dropped, set down, etc.). A light source (such as a torch) may be made invisible, but the light given off will always remain visible.

If the spellcaster makes an object invisible that is not being carried or worn, it will become visible again when touched by any living creature. An invisible creature will remain invisible until he or she attacks or casts any spell.

Knock

Range: 60'

Duration: See below

Effect: One lock or bar

This spell will open any type of lock. This spell will open any normal or magically locked door (one affected by a *hold portal* or *wizard lock* spell), and any secret door (but a secret door *must* be found before it can be *knocked* open). Any locking magic will remain, however, and will take effect once again when the door is closed. This spell will also unlock a gate, or unstick it if it is stuck, and will cause any treasure chest to open easily. It will also cause a barred door to open, magically forcing the bar to fall to the floor. If a door is locked *and* barred, only one type of lock will be opened.

Levitate

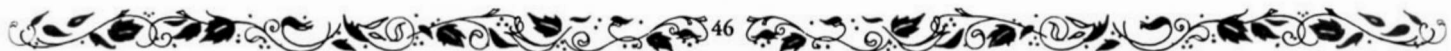
Range: 0

Duration: 6 turns + 1 turn/level of the caster

Effect: The spellcaster only

When this spell is cast, the spellcaster may move up or down in the air without any support. This spell does *not*, however, allow the spellcaster to move from side to side. For example, a spellcaster could levitate to a ceiling, and then could slowly move sideways by pushing and pulling. His movement up or down is at the rate of 20' per round.

The spell cannot be cast on another person or object. The spellcaster may carry a normal



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amount of weight while levitating, up to 2,000 *cn* (200 lbs) in weight, possibly another man-sized creature (if it isn't wearing metal armor). Any creature smaller than man-sized can be carried, unless heavily laden. No saving throw is allowed.

Locate Object

Range: 60' + 10' per level of the spellcaster

Duration: 2 turns

Effect: One object within range

The spellcaster casts this spell to find an object within the spell's range. For this spell to work, the spellcaster must know exactly what the object looks like. He can specify a common type of object, such as "any flight of stairs," instead.

The spell will point to the nearest designated object within range, giving the direction but *not* the distance.

The spell's range increases as the spellcaster gains levels of experience. For example, a 2nd level spellcaster can locate objects up to 80' away; a 3rd level spellcaster, up to 90'.

Mirror Image

Range: 0

Duration: 6 turns

Effect: The spellcaster only

With this spell, the spellcaster creates 1d4 (1-4) additional images which look and act exactly like him. The images appear and remain next to (within 3' of) the spellcaster, moving if the spell-

caster moves, talking if the spellcaster talks, and so forth. The spellcaster need not concentrate; the images will remain until the duration ends, or until they are hit.

The images are not real, and cannot actually do anything. Any successful attack on the spellcaster will strike an image instead, which will merely cause that image to disappear (regardless of the actual damage); this continues until all the images are dispelled. (If the spellcaster is caught in the effect of an area-type attack, such as a *fireball* spell, all images will disappear and the spellcaster will be affected by the spell.)

Phantasmal Force

Range: 240'

Duration: Concentration (see below)

Effect: A volume 20' × 20' × 20'

This spell creates or changes appearances of everything within the area affected. The spellcaster can create the illusion of something he or she has seen. If not, the DM will give a bonus to the saving throws of those trying to ignore the spell's effects. If the spellcaster does not use this spell to attack, the illusion created by this spell will disappear when touched.

If the spellcaster uses the spell to create the illusion of a monster, it will appear in every way to be the monster in question. However, the monster is AC 9 and will disappear when hit.

If the spellcaster uses the spell to create an attack (a phantasmal *magic missile*, collapsing wall, etc.), the victim may make a saving throw

vs. spells; if he is successful, the victim is not affected, and realizes that the attack is an illusion.

The phantasmal force will remain as long as the spellcaster concentrates. If the spellcaster moves, takes any damage, or fails any saving throw, his concentration is broken and the phantasm disappears.

This spell *never* inflicts any real damage. Those "killed" by it will merely fall unconscious, those "turned to stone" will be paralyzed, and so forth. The effects wear off in 1d4 turns. If the character does make his saving throw to realize that the attack is an illusion, the damage sustained disappears immediately.

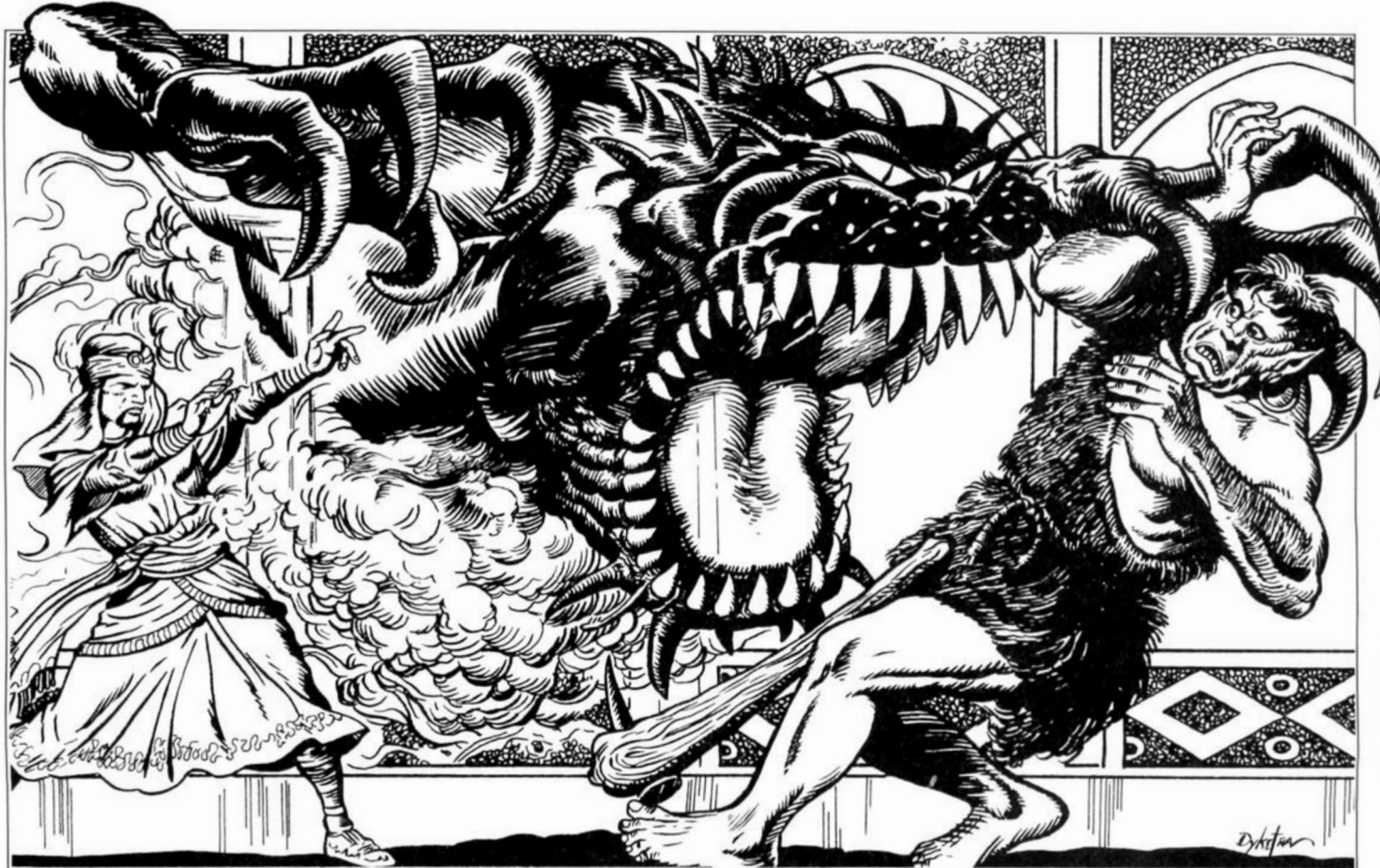
Web

Range: 10'

Duration: 48 turns

Effect: A volume 10' × 10' × 10'

This spell creates a mass of sticky strands which are difficult to destroy except with flame. It usually blocks the area affected. Giants and other creatures with great strength can break through a web in 2 rounds. A human of Average Strength (a score of 9-12) will take 2d4 (2-8) turns to break through the web. Flames (from a torch, for example) will destroy the web in 2 rounds, but all creatures within the web will be burned for 1-6 (1d6) points of damage. Anyone wearing *gauntlets of ogre power* (a magical treasure) can break free of a web in 4 rounds.





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Wizard Lock

Range: 10'

Duration: Permanent

Effect: One portal or lock

This spell is a more powerful version of a *hold portal* spell. It will work on any lock, not merely doors, and will last forever (or until magically dispelled). However, a *knock* spell can open the *wizard lock*.

The wizard who cast the *wizard lock* can easily open the door he has enchanted, as can any magic-using character or creature of three or more levels (or Hit Dice) greater than the caster. This sort of door-opening does *not* remove the magic, and the magical lock will relock when allowed to close (just as with the *hold portal* spell).

Third Level Magical Spells

Clairvoyance

Range: 60'

Duration: 12 turns

Effect: See through another's eyes

With this spell, the caster may see through the eyes of any single creature in spell range.

"Seeing" through a creature's eyes takes one full turn, after which the caster can change to another creature, even one in another direction; he does not have to cast the spell again to do so. Two feet of rock or a thin coating of lead blocks the effects of this spell. No saving throw is allowed.

Create Air

Range: Immediate area, 8,000 cu. ft.

Duration: 1 hour per level of caster

Effect: Provides breathable air

This spell provides breathable air, especially in areas where otherwise there is none to be had. It is cast on a volume of 8,000 cubic feet (such as a 20' x 20' x 20' room) and, while it is in effect, everyone in that area has good air to breathe.

Customarily, it's used when dungeon explorers are trapped where air is running out. When cast in this fashion, the spell effect stays in one place; it does not move with the caster.

However, it does not have to be cast in only that way; it can be cast on enclosed vehicle interiors (such as the below-deck areas of ships), living creatures, or pieces of equipment. When it is so cast, it will provide pressurized air for the duration of the spell effect, and the spell will travel with the vehicle on which it is cast.

The spell may be cast upon one person, whereupon he can breathe normally. It's not the same as *water breathing*, though—if he dives underwater, he can still breathe, but great quantities of air are always bubbling up from him, making stealthy travel an impossibility.

The spell may be cast upon a specific piece of equipment like a helmet, and whichever one person wears it may breathe normally. If the helmet is not fully enclosed (i.e., airtight), air will leak out from it under pressure; underwater this makes stealthy movement impossible.

A flying creature on which this spell is cast can not only breathe in hostile environments, it can fly through airless void. This means that a pegasus-rider could cast one spell on himself and one on his pegasus, and then the two of them

could fly into the ether of outer space.

The spell does not protect people from the effects of poison gasses unless the gas in question is a normal component of the atmosphere.

Dispel Magic

Range: 120'

Duration: Permanent

Effect: Destroys spells in a 20' cube

This spell destroys other spell effects in a cubic volume of 20' x 20' x 20'. It does not affect magical items. Spell effects created by a caster (whether cleric, druid, magic-user, or elf) of a level equal to or lower than the spellcaster of the *dispel magic* are automatically and immediately destroyed. Spell effects created by a higher-level spellcaster might not be affected. The chance of failure is 5% per level of difference between the spellcasters. For example, a 7th level magic-user trying to dispel a *web* spell cast by a 9th level cleric would have a 10% chance of failure.

Dispel magic will not affect a magical item (such as a scroll, a magical sword, etc.). However, it can dispel the effects of the magical item when that item is used (a spellcaster can cast *dispel magic* on the victim of a *ring of human control* and snap him out of that control).

Fireball

Range: 240'

Duration: Instantaneous

Effect: Explosion in a sphere 40' diameter

This spell creates a missile of fire that bursts into a ball of fire with a 40' diameter (20' radius) where it strikes a target. The *fireball* will cause 1d6 points of fire damage per level of the caster to every creature in the area of effect.

Each victim may make a saving throw vs. spells; if successful, the spell will only do half damage. For example, a *fireball* cast by a 6th level spellcaster will burst for 6d6 (6-36) points of damage; characters who make their saving throw vs. spell will take only half of the damage rolled on the dice.

Fly

Range: Touch

Duration: 1d6 (1-6) turns + 1 turn per level of the caster

Effect: One creature may fly

This spell allows the target it is cast upon (possibly the spellcaster himself) to fly. The recipient can fly in any direction and at any speed up to 360' (120') by mere concentration. The recipient may also stop and hover at any point (as a *levitate* spell); this does not require concentration.

Haste*

Range: 240'

Duration: 3 turns

Effect: Up to 24 creatures move double speed

This spell allows up to 24 creatures in a 60' diameter circle to perform actions at double speed for half an hour (3 turns). Those affected may move at up to twice normal speed and make double the normal number of missile or hand-to-hand attacks.

This spell does not affect the rate at which

magic works, so a *hasted* spellcaster can still not cast more than one spell per round, and the use of magical devices (such as wands) cannot be speeded up.

The reverse of this spell, *slow*, will remove the effects of a *haste* spell, or will cause the victims to move and attack at half normal speed.

As with *haste*, the *slow* spell does not affect spellcasting or the use of magical devices.

The victims may make a saving throw vs. spells to avoid the effect.

Hold Person*

Range: 120'

Duration: 1 turn/level

Effect: Paralyzes up to 4 creatures

The *hold person* spell will affect any human, demihuman, or human-like creature (bugbear, dryad, gnoll, hobgoblin, kobold, lizard man, ogre, orc, nixie, pixie or sprite, for instance). It will not affect the undead or creatures larger than ogres.

Each victim must make a saving throw vs. spells or be paralyzed for nine turns. The spell may be cast at a single person or at a group. If cast at a single person, the victim suffers a -2 penalty to the saving throw. If cast at a group, it will affect up to four persons (of the cleric's choice), but with no penalty to their rolls. The paralysis may only be removed by the reversed form of the spell, or by a *dispel magic* spell.

The reverse of the spell, *free person*, removes the paralysis of up to four victims of the normal form of the spell (including *hold person* cast by a cleric). It has no other effect; e.g., it does not remove the effects of a ghoul's paralysis ability.

Infravision

Range: Touch

Duration: 1 day

Effect: One living creature

This spell enables the recipient to see in the dark, to a 60' range, with the same sort of vision possessed by dwarves and elves.

Infravision is the ability to see heat (and the lack of heat). Dwarves, elves, and casters of the *infravision* spell have infravision in addition to normal sight and can see 60' in the dark. Infravision does not work in normal and magical light. Fire and other heat sources can interfere with infravision, just as a bright flash of light can make normal vision go black for a short time.

With infravision, warm things appear red, and cold things appear blue. For example, an approaching creature could be seen as a red shape, leaving faint reddish footprints. A cold pool of water would seem a deep blue color.

Characters with infravision can even see items or creatures which are the same temperature as the surrounding air (such as a table or a skeleton), since air flow will inevitably show the viewer their borders, outlining them in a faint lighter-blue tone. Until they move, they will be very faint to the eye; once they start moving, they become blurry but very obvious light-blue figures.

Infravision isn't good enough to read by. A character can use his infravision to recognize an individual only if they are within 10' distance unless the individual is very, very distinctive (for example, 8' tall or walking with a crutch).

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Invisibility 10' radius

Range: 120'

Duration: Permanent until broken

Effect: All creatures within 10'

This spell makes the recipient (and all others within 10' at the time of the casting) invisible. This is an area effect, and those who move further than 10' from the recipient become visible. They may not regain *invisibility* by returning to the area. Otherwise, the invisibility is the same as that bestowed by the spell *invisibility*. An invisible creature will remain invisible until he or she attacks or casts any spell.

All items carried (whether by the recipient or others within 10') also become invisible.

Lightning Bolt

Range: 180'

Duration: Instantaneous

Effect: Bolt 60' long, 5' wide

This spell creates a bolt of lightning, starting up to 180' away from the caster and extending 60' in a straight line further away. All creatures within the area of effect take 1d6 points of damage per level of the spellcaster. (Thus a 6th level elf would cast a *lightning bolt* doing 6d6 points of damage.)

Each victim may make a saving throw vs. spells; if successful, he takes only half damage.

If the *lightning bolt* strikes a solid surface (such as a wall), it will bounce back toward the caster until the total length of the bolt is 60'.

Protection from Evil 10' Radius

Range: 0

Duration: 12 turns

Effect: Barrier 20' diameter

This spell creates an invisible magical barrier all around the caster, extending for a 10' radius in all directions. The spell serves as protection from attacks by monsters of an alignment other than the caster's. Each creature within the barrier gains a +1 to all saving throws, and all attacks against those within are penalized by -1 to the attacker's attack roll while the spell lasts.

In addition, enchanted creatures cannot attack those within the barrier in hand-to-hand (melee) combat. (An enchanted creature is any creature which is magically summoned or controlled, such as a *charmed* character, or one that is not harmed by normal weapons. A creature that can be hit only by a silver weapon—a werewolf, for example—is not an enchanted creature.)

If anyone within the barrier attacks an enchanted creature, the barrier will no longer prevent the creature from attacking hand-to-hand, but the bonus to saving throws and penalty to attack rolls will still apply.

Attackers, including enchanted creatures, can attack people inside the barrier by using missile or magical attacks. They do suffer the -1 penalty to attack rolls, but that is the only penalty they suffer.

Protection from Normal Missiles

Range: 30'

Duration: 12 turns

Effect: One creature

This spell gives the recipient complete protection from all small nonmagical missiles (such as arrows, quarrels, thrown spears, etc.); the ranged attacks simply miss. Large or magical attacks, such as a catapult stone or a magic arrow, are not affected.

The spellcaster can cast the spell on any one creature within the spell's range.

Water Breathing

Range: 30'

Duration: 1 day (24 hours)

Effect: One air-breathing creature

This spell allows the recipient to breathe while underwater (at any depth). It does not affect his movement in any way, nor does it interfere with the breathing of air if the recipient emerges from the water.

Fourth Level Magical Spells

Charm Monster

Range: 120'

Duration: Special

Effect: One or more living creatures

This spell effect is identical to that of a *charm person* spell, but will affect any creature except an undead monster. If cast on victims with 3 Hit Dice or less, the spell will *charm* 3d6 (3-18) victims. Otherwise, it will *charm* only one victim.

Each victim may make a saving throw vs. spells to avoid the effects.

Clothform

Range: Touch

Duration: Permanent

Effect: Creates up to 30' × 30' cloth

This spell creates quantities of cloth up to 30' × 30'. The cloth created by a single spell must appear in one piece. Unlike many creation-type spells, this one creates cloth that is nonmagical and cannot be dispelled.

If the campaign uses the optional general skills and the caster has an appropriate Craft skill, he may shape the cloth as he creates it. He may thus create a tent, a sail, a single garment, a drape, 60' of common rope, etc. If the campaign doesn't use the skills rules, the character could have been defined earlier as one who knows how to work cloth in order for him to do this. Naturally, unshaped cloth created by this spell can later be cut, sewn and otherwise fashioned into such objects.

The cloth so created is much like undyed linen—it's tough, serviceable, and unglamorous. A caster can create his cloth with an unfinished end, and later he or another caster can use another *clothform* to create cloth joined to the first on that edge—and there will be no seam or weakness at the joining. This makes it a good spell for creating rugged, dependable sails.

When created, the cloth extrudes from the caster's hands and out along the ground. If there are obstacles, it piles up against them but does not shove them back. The spell may not be cast to create a huge sheet which falls over a unit of enemies, for instance. The cloth, when created, may not be attached to anything except to another expanse of *clothform* cloth, as described

above. The cloth cannot be cast in a space occupied by another object.

In adventures, this spell is often used to make quick shelters and to create rope.

Confusion

Range: 120'

Duration: 12 rounds

Effect: 3-18 creatures in an area 60' across

This spell will confuse its victims, affecting all creatures within a 30' radius. Victims with less than 2+1 Hit Dice are not allowed a saving throw. Those with 2+1 or more Hit Dice must make a saving throw vs. spells every round of the spell's duration, if they remain in the area, or be confused.

Confused creatures act randomly. The DM should roll 2d6 each round to determine each creature's action, using the following chart:

Confusion Results

2d6 Roll	Result
2-5	Attack the spellcaster's party
6-8	Do nothing
9-12	Attack the creature's own party

Dimension Door

Range: 10'

Duration: 1 round

Effect: Safely transport one creature

This spell will transport one creature (either the caster or a victim up to 10' from the caster) to a place up to 360' away. The caster picks the desired destination. If he does not know the location, the caster may specify the direction and distance of travel, but the distance cannot exceed a total of 360' (for example, 360' straight up; or 200' west, 60' south, and 100' down).

If this would cause the recipient to arrive at a location occupied by a solid object, the spell has no effect.

An unwilling recipient may make a saving throw vs. spells to avoid the effect.

Growth of Plants*

Range: 120'

Duration: Special

Effect: Enlarges 3000 square feet of plants

This spell causes normal brush or woods to become thickly overgrown with vines, creepers, thorns, and briars (or types of small plant-life appropriate to the area). The spell affects an area of up to 3,000 square feet (the caster chooses the dimensions of the spell effect). The plants to be affected must be entirely within the spell's range.

The area affected by the spell is impassable to all but giant-sized creatures. The effect lasts until removed by the reversed form of the spell or by a *dispel magic* spell.

The reverse of this spell, *shrink plants*, causes all normal plants within the area of effect to shrink and become passable. It may be used to negate the effects of the normal spell. *Shrink plants* will not affect plant-like monsters (such as treants).



Hallucinatory Terrain

Range: 240'

Duration: Special

Effect: Changes or hides terrain in 240' radius (or less)

This spell creates the illusion of a terrain feature, either indoors (such as a pit, stairs, etc.) or outdoors (hill, swamp, grove of trees, etc.), possibly hiding a real feature. The caster could create the illusion of solid ground over a series of pits or quicksand pools, or he could create the image of dense forest over his army's camp, etc.

The caster may choose to place his *hallucinatory terrain* over a comparatively small area (for instance, a throne room) or over a much larger one (for example, a hill). If he chooses to cast the spell on a larger terrain feature, the entire feature to be affected must be within the range of the spell. (A hill with greater than a 480' diameter would not be affected.)

The spell lasts until the illusion is touched by an intelligent creature, or until dispelled.

Ice Storm/Wall of Ice

Range: 120'

Duration: Storm, 1 round; Wall, 12 turns

Effect: Storm in 20' × 20' × 20' volume; or Wall of 1,200 square feet

This spell may be cast in either of two ways: either as an icy blast, *ice storm*, or *wall of ice*.

An *ice storm* fills a 20' × 20' × 20' cube. If cast in a smaller area, it will remain 20' long at most. The storm inflicts 1d6 points of cold damage per

level of the caster to every creature in the area. Each victim may make a saving throw vs. spells; if he is successful, he takes only half damage. Fire-type creatures (red dragons, flame salamanders, etc.) have a -4 penalty on their saving throws, but cold-type creatures (frost giant, frost salamander, etc.) are not affected by the spell.

A *wall of ice* is a thin vertical wall of any dimensions and shape determined by the spellcaster totalling 1,200 square feet or less (10' × 120', 30' × 40', etc.). The wall is opaque and will block sight. The wall must be cast to rest on the ground or similar support, and cannot be cast in a space occupied by another object.

Creatures of less than 4 Hit Dice or levels cannot break through the wall. Creatures of 4 HD or more levels can break through, but take 1d6 points of damage in the process. Fire-type creatures each take twice the amount of damage (2d6) while breaking through.

Massmorph

Range: 240'

Duration: See below

Effect: Causes illusion of trees within 240' range

This spell will affect up to 100 human or man-sized creatures in a 240' diameter, making them appear to be the trees of an orchard, dense woods, or other large plant life appropriate to the region. (Unless the campaign's deserts feature very large cactus, the spell won't work in the desert.) Unwilling creatures are not affected. Creatures larger than man-size (such as horses) may be included, counting as two or three men

each. The illusion will hide the recipients from creatures moving through the area affected.

The spell lasts until a *dispel magic* is cast on it or until the caster decides to drop the illusion. The appearance of each disguised creature returns to normal if the creature moves out of the affected area. However, movement within the area does not destroy the illusion.

Polymorph Other

Range: 60'

Duration: Permanent until dispelled

Effect: Changes one living creature

This spell changes the victim into another living creature. The new form may have no more than twice as many Hit Dice as the original, or the spell will fail. The victim's hit points remain the same; an 8th level prince with 32 hit points could end up as a frog with 32 hit points.

Unlike the *polymorph self* spell, the *polymorph others* spell actually turns the victim into the new creature, giving him any and all special abilities of the new form, plus its tendencies and behavior. For example, a hobgoblin polymorphed into a mule will think and act like a mule.

This spell cannot create a duplicate of a specific individual, only a race or monster type. For example, a creature polymorphed into a 9th level fighter will indeed become a human, but not necessarily a fighter and no higher than 1st level.

The victim of this spell may make a saving throw vs. spells to avoid the effect. The effect lasts until dispelled, or until the creature dies.

Polymorph Self

Range: 0 (Caster only)

Duration: 6 turns + 1 turn per level of the caster

Effect: Caster may change shapes

This spell allows the caster to change shape, taking the physical form of another living creature. The Hit Dice of the new form must be equal to or less than the Hit Dice of the caster, or the spell will fail.

The caster's armor class, hit points, attack rolls, and saving throws do not change, and he does not gain special abilities (such as ghouls' paralysis) or special immunities of the new form; however, he does gain the natural physical abilities of the new form. For example, a spellcaster polymorphed into a frost giant has the strength of a frost giant and the ability to hurl boulders, but not immunity from cold. A spellcaster polymorphed into a dragon could fly but would not be able to use any breath weapons or spells.

The spellcaster cannot cast spells while polymorphed into a different form. The spell lasts for the listed duration, or until dispelled, or until the caster is killed. This spell will not enable the caster to take the form of a specific individual (see *polymorph other*).

Remove Curse*

Range: Touch

Duration: Permanent

Effect: Removes any one curse

This spell removes one curse, whether on a character, item, or area. Some curses—especially



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those on magical items—may only be temporarily removed, at the DM's discretion, requiring a clerical *dispel evil* spell for permanently removing the effects (or possibly a *remove curse* cast by a high-level spellcaster).

The reverse of this spell, *curse*, causes a misfortune or penalty to affect the recipient. Curses are limited only by the caster's imagination, but if an attempted curse is too powerful, it may return to the caster (DM's discretion)! Safe limits to curses may include: -4 penalty on attack rolls; -2 penalty to all saving throws; prime requisite reduced to half normal. The victim may make a saving throw vs. spells to avoid the *curse*.

Wall of Fire

Range: 60'
Duration: Concentration
Effect: Creates 1200 square feet of fire

This spell creates a thin vertical wall of fire of any dimension and shape, determined by the spellcaster, totalling 1,200 square feet (for example, 10' x 120', 20' x 60', 30' x 40', etc.). The wall is opaque and will block sight. The wall cannot be cast in a space occupied by another object. It lasts as long as the caster concentrates, without moving, on it.

Creatures of less than 4 Hit Dice cannot break through the wall. Creatures of 4 HD or more can break through, but take 1d6 points of damage in the process. Undead and cold-using creatures (white dragons, frost giants, etc.) each take double damage while breaking through.

Wizard Eye

Range: 240'
Duration: 6 turns
Effect: Creates movable invisible eye

This spell creates an invisible eye through which the caster can see. It is the size of a real eye and has infravision (60' range). The *wizard eye* floats through the air at up to 120' per turn, but will not go through solid objects nor move more than 240' away from the caster. The spellcaster must concentrate (without moving) to see through the eye.

Fifth Level Magical Spells

Animate Dead

Range: 60'
Duration: Permanent
Effect: Creates zombies or skeletons

This spell allows the spellcaster to make animated, enchanted skeletons or zombies from normal skeletons or dead bodies within range. These animated undead creatures will obey the cleric until they are destroyed by another cleric or a *dispel magic* spell.

For each experience level of the cleric, he may animate one Hit Die of undead. A skeleton has the same Hit Dice as the original creature, but a zombie has one Hit Die more than the original. Note that this *doesn't* count character experience levels as Hit Dice: For purposes of this spell, all humans and demihumans are 1 HD creatures, so the remains of a 9th level thief would be animated as a zombie with 2 HD.

Animated creatures do not have any spells,

but are immune to *sleep* and *charm* effects and poison. Lawful clerics must take care to use this spell only for good purpose. Animating the dead is usually a Chaotic act.

Cloudkill

Range: 1'
Duration: 6 turns
Effect: Creates a moving poisonous cloud

This spell creates a circular cloud of poisonous vapor, 30' across and 20' tall, which appears next to the spellcaster. It moves away at the rate of 60' (20' per round) in any one direction (with the wind, if any; otherwise, in the direction chosen by the caster). This cloud is heavier than air and will sink when possible (going down holes, sliding downhill, etc.). The cloud will evaporate if it hits trees or thick vegetation. If cast in a small area (such as in a 10' tall dungeon corridor), the cloud may be of smaller than normal size.

All living creatures within the cloud take 1 point of damage per round. Any victim of less than 5 Hit Dice must make a saving throw vs. poison or be killed by the vapors.

Conjure Elemental

Range: 240'
Duration: Concentration
Effect: Summons one 16 HD elemental

This spell allows the caster to summon any one elemental (AC -2, HD 16, Damage 3d8; see the description of elementals in Chapter 14). The caster can only summon one of each type of elemental (earth, air, fire, water) in one day.

The elemental will perform any tasks within its power (carrying, attacking, etc.) as long as the caster maintains control by concentrating. The caster cannot fight, cast other spells, or move over half Normal Speed, else he will lose control of the elemental. If he loses control, he cannot regain it. An uncontrolled elemental will try to slay its summoner, and may attack anyone in its path while pursuing him.

The spell's caster may return a controlled elemental to its home plane simply by concentration. A *dispel magic* or *dispel evil* spell can return an uncontrolled elemental to its plane.

Contact Outer Plane

Range: 0 (spellcaster only)
Duration: See below
Effect: 3-12 questions may be answered

This spell allows the spellcaster to contact one of the outer planes of existence to seek knowledge from an Immortal creature—a powerful magical being played by the DM. The wisest and most powerful Immortals live on the most distant outer planes. However, mental contact with an Immortal may cause a mortal to go insane. The more distant the plane, the greater the chance of a correct answer—but the greater the chance of insanity as well.

The number of questions the spellcaster may ask is equal to the "distance" to the outer plane. "Distance" to any other plane of existence is measured in the number of planes the character would have to cross in order to visit that plane. See the chart on page 264 to see where the various planes of existence lie in relation to one another.

The "distance" between the Prime Plane and the closest outer plane is 3—the Ethereal, elemental, and Astral Planes lie "between" them. There are many outer planes, many too far removed to be affected by this spell.

The caster may choose the distance, up to the maximum allowed. The DM checks the caster's chance of insanity once, when the Immortal is first contacted. If the caster is 21st level or greater, the chance of insanity is reduced by 5% per level of the caster above 20.

Even if insanity does not result, the Immortal may still not know the answer to the character's questions, or may lie, at the DM's discretion. If the DM does not wish just to decide whether the Immortal knows or is lying, he can roll on the chart below to determine this.

Contact Outer Plane

Distance & Number of Questions	Chance of . . .		
	Insanity	Knowing	Lying*
3	5%	25%	50%
4	10%	30%	45%
5	15%	35%	40%
6	20%	40%	35%
7	25%	50%	30%
8	30%	60%	25%
9	35%	70%	20%
10	40%	80%	15%
11	45%	90%	10%
12	50%	95%	5%

* Or not knowing

The spellcaster can use this spell once a month at most (or less often, at the DM's option). An insane character recovers with rest, after a number of weeks of game time equal to the number of the plane contacted.

Dissolve*

Range: 120'
Duration: 3-18 days
Effect: Liquefies 3000 square feet

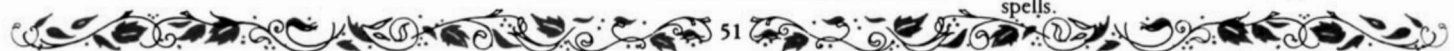
This spell changes a volume of soil or rock (but not a construction) to a morass of mud. An area up to 10' deep or thick is affected, and may have up to 3,000 square feet of surface area. The magic-user may choose the exact width and length (20' x 150', 30' x 100', etc.), but the entire area of effect must be within 240' of the caster. Creatures moving through the mud are slowed to 10% of their normal movement rate at best, and may become stuck (at the DM's discretion, a victim must make saving throw vs. spells to avoid becoming stuck).

The reverse of this spell (*harden*) will change the same volume of mud to rock, but permanently. A victim in the mud may make a saving throw vs. spells to avoid being trapped in the hardened mud.

Feeblemind

Range: 240'
Duration: Permanent until dispelled
Effect: Lowers Intelligence score to 2

This spell will only affect a magic-user, elf, or a monster which can cast magical spells; it does not affect those which cast only cleric or druid spells.





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It will make the victim helpless, unable to cast spells or think clearly (as if the victim has an Intelligence score of 2). The victim may make a saving throw vs. spells to avoid the effect, but with a -4 penalty to the roll.

The *feeblemind* lasts until removed by a *dispel magic* spell (at normal chances for success) or by a cleric's *cureall* spell.

Hold Monster*

Range: 120'

Duration: 6 turns + 1 turn per level of the caster

Effect: Paralyzes 1-4 creatures

This spell has an effect identical to that of a *hold person* spell, but will affect any living creature. (It does not affect the undead.) Each victim must make a saving throw vs. spells or be paralyzed. The spell may be cast at a single creature or a group. If cast at a single creature, the victim takes a -2 penalty to his saving throw. If cast at a group, it will affect 1d4 creatures (of the spellcaster's choice, and within spell range), but with no penalties to the saving throw.

The reverse of this spell, *free monster*, removes the paralysis of up to four victims of *hold person* or *hold monster* spells. It has no other effect.

Magic Jar

Range: 30'

Duration: See below

Effect: Take over one body

This spell causes the caster's body to fall into a trance, while the caster's life force is placed in an inanimate object (which is called a *magic jar* regardless of its form; it does not have to be an actual jar) within range. From this object, the caster's life force may attempt to take over any one creature within 120' of the *magic jar*. If the victim makes a successful saving throw vs. spells, the attempt fails and the caster may not try to take over that victim again for one turn. If the victim fails the saving throw, the caster takes over his body and the life force of the victim is placed into the *magic jar*.

The caster may cause the body to perform any normal actions, but not special abilities (similar to a *polymorph self* effect). A *dispel evil* spell will force the spellcaster's life force out of the victim's body and back into the magic jar. When the spellcaster returns to his or her real body, the victim's life force returns to his body and the spell ends.

If the possessed body is destroyed, the victim's life force dies, and the caster's life force returns to the *magic jar*. From there the caster may try to take over another body or return to the original body.

If the *magic jar* is destroyed while the caster's life force is within it, the caster is killed. If the *magic jar* is destroyed while the caster's life force is in a victim's body, the life force is stranded in that body, and the life force of the body's original owner is destroyed. If the caster's original body is destroyed, his life force is stranded in the *magic jar* until the caster can take over another body!

The taking over of another body is a Chaotic act.

Passwall

Range: 30'

Duration: 3 turns

Effect: Creates a hole 10' deep

This spell causes a hole 5' diameter, 10' deep to appear in solid rock or stone only. The hole may be horizontal or vertical.

The stone reappears at the end of the duration. If someone is still in the tunnel when the stone reappears, he gets a saving throw vs. turn to stone. If he succeeds, he is hurled out the nearest end of the tunnel. If he fails, he is trapped within the reappearing stone, and dies.

Telekinesis

Range: 120'

Duration: 6 rounds

Effect: 200 cn of weight per level of caster

This spell enables the spellcaster to move a creature or object simply by concentrating. The item may weigh up to 200 cn (20 lbs) per level of the caster (a 10th level elf could move an object weighing up to 2,000 cn, or 200 lbs). The caster may move the object in any direction, at a rate of up to 20' per round.

An unwilling victim may make a saving throw vs. spells to avoid the effect. If he makes the roll, he doesn't budge. If a target is being held by someone, the holder can make a saving throw with a -2 penalty to retain the target item.

If the *telekinesis* grabs an object that is being carried but not held in the hand, the owner may grab for it as it is yanked away. To catch the departing object, he must make a saving throw vs. spells with a -5 penalty.

The caster must concentrate while moving objects, and the objects will fall if the caster is disturbed.

Teleport

Range: 10'

Duration: Instantaneous

Effect: Transports one creature with equipment

This spell instantly transports the spellcaster or another recipient to any unoccupied destination on the same plane of existence. Distance does not matter so long as the destination is on the same plane. The recipient arrives at the destination with all equipment he was carrying. An unwilling victim can make a saving throw vs. spell to avoid the spell effects.

The caster may not deliberately choose a destination he knows to be occupied by a solid object, and he must choose to appear on a surface (such as ground level or the top of a building); he cannot choose to appear far up in the air.

Teleporting is dangerous; there is a chance the teleporter will appear in a solid object. The teleporter's chance of arriving safely depends on how carefully the caster has studied the area.

On the chart below, the DM determines how well the caster knows the destination.

Teleport Chances

Knowledge of Destination			Result
Casual	General	Exact	
01-50	01-80	01-95	Success
51-75	81-90	96-99	Too High
76-00	91-00	00	Too Low

"Casual Knowledge" means that the caster has been there once or twice, or is visualizing the aiming point from descriptions or magical means. "General Knowledge" means the caster has been to the area often, or has spent several weeks studying the area magically (via *crystal ball*, etc.). "Exact Knowledge" means the caster has made a detailed personal study of the area.

Once the DM has determined how well the character knows the destination, the DM rolls d%. If the result is "Success," the teleporter arrives exactly where the caster desired.

If the result is "Too High," the recipient arrives 1d10 × 10' above the desired destination, then falls, taking damage on impact (1d6 points of damage per 10' fallen). (If he had already cast a *fly* or *levitate* spell, or already had a flying device operating, he can avoid this damage.)

If the result is "Too Low," the recipient arrives 1d10 × 10' below the desired location. Any creature teleporting into a solid object is instantly killed unless a vacant area (such as a cave or dungeon) lies at that point (DM's discretion).

Wall of Stone

Range: 60'

Duration: Special

Effect: Creates 1000 cubic feet of stone

This spell creates a vertical stone wall exactly 2' thick. The caster chooses the wall's dimensions and shape, but its total area must be 500 square feet or less (10' × 50', 20' × 25', etc.), and the entire wall must be within 60' of the caster.

The caster must create the wall where the wall will rest on the ground or similar support, and cannot create the wall in a space already occupied by another object.

The wall lasts until it is dispelled or physically broken.

If a wall of stone topples, it causes 10d10 points of damage to what it hits, and it shatters.

Woodform

Range: Touch

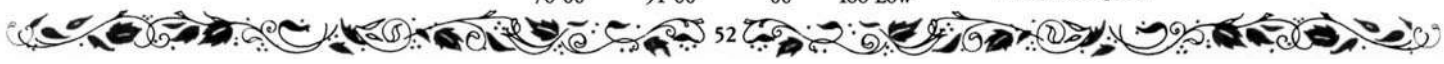
Duration: Permanent

Effect: Creates 1,000 cubic feet of wood

This spell creates a mass of wood equal to 1,000 cubic feet; it may be arranged in any fashion the caster desires (10' × 10' × 10' block, 25' × 20' × 2' wall, etc.)

Casting time varies depending on the complexity of the design. A simple wall and other simple shapes take 1 round. A simple staircase may take 10 rounds (1 turn). A complicated design which is supposed to adhere to very tight specifications—such as the keel of a ship—could take the maximum time allowable, 12 turns (2 hours) just to work up in rough form. When the caster wants to try a complicated design, the DM decides how long the casting will take.

The object must be created as a single piece, with no moving parts. The original caster of the spell may later cast *woodform* on an object he has already created with the same spell, in order to modify it for up to two hours. This is how spellcaster artists often make fine woodcarvings, for instance. When he is satisfied with his work, he casts *woodform* on it one last time to "lock it in place," and it may no longer be modified by *woodform* spells.



The mass of wood must be created so as to rest on the ground or similar support, and cannot be cast in a space occupied by another object.

A caster can create his wood with one or more rough sides, and later he or another caster can use another *woodform* to create wood perfectly joined to the first on that side—and there will be no seam or weakness at the joining. This makes it a good spell for creating strong ships and wooden buildings.

The caster may decide what sort of wood is created, within reason. The DM may refuse to allow the caster to pick very expensive, exotic, or magical woods.

The wood created by this spell is not dispellable; it lasts until broken through, burned, or destroyed by spells like *disintegrate*.

The armor class and hit points of building materials are given in the Fortifications Table on page 137. Based on those guidelines, a wall of wood has an AC of $-4(6)$ and 60 hit points per 1' thickness. Most building exterior walls would be about 8" thick and have 40 hit points.

Sixth Level Magical Spells

Anti-Magic Shell

Range: 0 (Caster only)

Duration: 12 turns

Effect: Personal barrier which blocks magic

This spell creates an invisible barrier around the spellcaster's body (less than an inch away). The barrier stops all spells or spell effects, including the caster's. The caster may destroy the shell at will; otherwise, it lasts for the duration. Except for a *wish*, no magic (including a *dispel magic* spell) can cancel the barrier.

Death Spell

Range: 240'

Duration: Instantaneous

Effect: Slays 4d8 (4-32) Hit Dice of creatures within a 60' × 60' × 60' area

This spell will affect 4d8 (4-32) Hit Dice of living creatures within the given area. Normal plants and insects are automatically slain, and those with no hit points (normal insects, plants smaller than shrub-sized, for instance) are not counted in the total affected. Undead are not affected, nor are creatures with 8 or more Hit Dice (or levels of experience).

The lowest Hit Dice creatures are affected first. Each victim must make a saving throw vs. death ray or die.

Disintegrate

Range: 60'

Duration: Instantaneous

Effect: Destroys one creature or object

This spell causes one creature or nonmagical object to crumble to dust. A victim may make a saving throw vs. death ray to avoid the effect. (The spell can *disintegrate* a dragon, a ship, or a 10' section of wall, for example.)

The spell does not affect magical items or spell effects.

Geas*

Range: 30'

Duration: Until completed or removed

Effect: Compels one creature

This spell forces a victim either to perform or avoid a stated action. For example, a character may be *geased* to bring back an object for the caster, to eat whenever the chance arises, or never to reveal certain information. The action must be possible and not directly fatal or else the *geas* will return and affect the caster instead!

When the spell is first cast, the victim may make a saving throw vs. spells to avoid the spell's effect.

If the victim ignores the *geas*, penalties (decided by the DM) are applied until the character either obeys the *geas* or dies. Suitable penalties include penalties in combat, lowered ability scores, loss of spells, pain and weakness, and so forth. *Dispel magic* and *remove curse* spells will not affect a *geas*.

The *geas* makes the victim perform an action, but does not make him think it is his own idea: Once he finishes performing his task, he may decide to exact revenge on the spellcaster.

The reverse of this spell, *remove geas*, will rid a character of an unwanted *geas* and its effects. However, if the caster is of a lower level than the caster of the original *geas*, there is a chance of failure (5% per level difference).

Invisible Stalker

Range: 0 (Caster only)

Duration: Until mission is accomplished

Effect: Summons one creature

This spell summons an *invisible stalker* (from Chapter 14) which will perform one task for the caster. The creature will serve the caster regardless of the time or distance involved, until the task is completed or until the creature is slain. A *dispel evil* spell will force the creature to return to its home plane.

Lower Water

Range: 240'

Duration: 10 turns

Effect: Cuts depths to half normal

This spell causes a body of water to lower to half its normal depth. It will effect an area up to 10,000 square feet (width and length). If cast on a constantly-renewed source of water (such as a river or ocean), it lowers that area of water for the entire duration of the spell (or until it is dispelled); surrounding water does not rush in until the spell is ended. If cast around a boat or ship, the vessel may become stuck.

At the end of the spell's duration, the sudden rush of water filling the "hole" will sweep a ship's deck clear of most items (and people who fail their saving throws vs. spells) and cause 1d12 + 20 (21-32) points of hull damage.

This spell can turn a rampaging river into a river which the heroes' party can ford, can cause some pools to lower far enough for the adventurers to see what's deeper in them, etc. If cast around a boat or ship, this spell may cause the bay or river to drop enough for the vessel to become stuck.

Move Earth

Range: 240'

Duration: 6 turns

Effect: Moves soil

This spell causes soil (but not rock) to move. The caster can use the spell to move earth horizontally to make a hill, or vertically, to open a large hole (one up to 240' deep, unless it reaches solid rock). The spell moves the soil at up to 60' per turn, and at the end of the spell duration, the moved soil remains where it is put. This spell is helpful for constructing castles.

Projected Image

Range: 240'

Duration: 6 turns

Effect: Creates one image

This spell creates an image of the caster up to 240' away; the image will last without concentration. The *projected image* cannot be distinguished from the original except by touch. Any spell the spellcaster casts will seem to come from the image, but the caster must still be able to see the target.

Spells and missile attacks will not appear to affect the image. If the image is touched or struck by a hand-to-hand weapon, it disappears.

Reincarnation

Range: 10'

Duration: Permanent

Effect: Creates a new body

To cast this spell, the magic-user must have a part (however small) of a dead body. The spell magically creates a new body, and the life force which was once in the dead body returns and inhabits the new one. The DM can choose what sort of body is created, or can refer to the tables below to decide.

If the life force is *reincarnated* as a different race, all details of the new race apply, instead of the old. For example, a cleric reincarnated as an elf is no longer a cleric, but is able to cast magic-user spells and fight as an elf.

The victim's level of experience does not change unless restricted by the maximum for demihumans. If the victim is reincarnated in a monster body, the victim's alignment helps determine the type of monster which appears; a character will not be reincarnated in the body of a monster that cannot have his alignment. A monster body may not gain levels of experience; the character must play as the reincarnated creature, or retire from play, or (perhaps) be *reincarnated* again when slain.

Reincarnation Results

Type of Body Appearing (Roll 1d8)

1 Human	5 Elf
2 Human	6 Halfling
3 Human	7 Original race
4 Dwarf	8 Monster (see below)



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Type of Monster Body Appearing (Roll 1d6)

1d6	Lawful	Neutral	Chaotic
1	Blink Dog	Ape, White	Bugbear
2	Gnome	Bear*	Gnoll
3	Neanderthal	Centaur	Kobold
4	Owl, giant	Griphon	Manticore
5	Pegasus	Lizard Man	Orc
6	Treant	Pixie	Troglodyte

* Any normal bear

The DM may add more monsters to the lists. Such monsters should have 8 Hit Dice or less and should be at least semi-intelligent.

Stone to Flesh*

Range: 120'

Duration: Permanent

Effect: One creature or object

This spell turns any one statue (or quantity of stone up to 10' x 10' x 10') to flesh. It is usually used to restore a character turned to stone (by gorgon breath, for example).

The reverse of this spell, *flesh to stone*, will turn one living creature, including all equipment carried, to stone. The victim may make a saving throw vs. turn to stone to avoid the effect.

Stoneform

Range: Touch

Duration: Permanent

Effect: Creates 1,000 cubic feet of stone

This spell creates a mass of stone equal to 1,000 cubic feet; it may be arranged in any fashion the caster desires (10' x 10' x 10' block, 25' x 20' x 2' wall, etc.).

Casting time varies depending on the complexity of the design. A simple wall and other simple shapes take 1 round. A simple staircase may take 10 rounds (1 turn). A complicated design meant to adhere to very tight specifications—such as an ornate fountain or statue—could take the maximum time allowable, 12 turns (2 hours), just to work up in rough form. When the caster wants to try a complicated or unusual design, the DM decides how long the casting will take.

The object must be created as a single piece, with no moving parts. The original caster of the spell may later cast *stoneform* on an object he has already created with the same spell in order to modify it for up to two hours. This is how magic-user artists often make fine statues, for instance. When he is satisfied with his work, the magic-user casts *stoneform* on it one last time to "lock it in place," and it may no longer be modified by *stoneform* spells.

The mass of stone must be created to rest on the ground or similar support, and cannot be cast in a space occupied by another object.

A caster can create his stone with one or more rough sides, and later he or another caster can use another *stoneform* to create stone joined to the first on that side—and there will be no seam or weakness at the joining. This makes it a good spell for creating strong walls and gigantic buildings—colisea, palaces, etc.

The caster may decide what sort of stone is created, within reason. The DM may refuse to allow the caster to pick very expensive, exotic, or magical stones. Valuable jade, for instance, is an in-

appropriate choice. However, a caster can choose such stones as clear lead crystal, and so make thick, strong, perfect windows with this spell.

The stone is not dispellable; it lasts until broken or destroyed by spells like *disintegrate*.

The armor class and hit points of building materials are given on the Fortifications Table on page 137. In general, from those guidelines, stone walls have an AC of -4(6) and 100 hit points per 1' thickness; doing 500 hit points of damage to a 5' wall will definitely knock a hole in it. Building exterior walls tend to be about 7" thick and have 60 hit points.

Wall of Iron

Range: 120'

Duration: Permanent

Effect: Creates 500 square feet of iron

This spell creates a vertical wall of iron exactly 2' thick. The magic-user may choose any length and width, but the total area must be 500 square feet or less (10' x 50', 20' x 25', etc.), and the entire wall must be within 120' of the caster. The caster must create the wall so it rests on the ground or similar support. It cannot be cast in a space occupied by another object. It lasts until dispelled, disintegrated, or physically broken (though it will resist all but giant-sized physical attacks). Most other spell effects, including *fireball*, *lightning bolt*, etc., have no effect on a *wall of iron*. If the wall is made to topple, it causes 10d10 (10-100) points of damage to whatever it hits, and shatters.

If the wall is attacked, it has a number of hit points equal to the level of the caster. A rust monster can destroy a *wall of iron* with a single touch. Otherwise, the wall can only be damaged by battering; see Chapter 9 (page 118) for more on battering attacks.

Weather Control

Range: 0 (magic-user only)

Duration: Concentration

Effect: All weather within 240 yards

This spell allows the magic-user to create one special weather condition in the surrounding area (within a 240 yard radius). The spellcaster may select the weather condition. The spell only works outdoors, and the weather will affect all creatures in the area (including the caster). The effects last as long as the spellcaster concentrates, without moving; if the caster is being moved (for example, aboard a ship), the effect moves also. The spell's effects vary, but the following results are typical:

Rain: -2 penalty to attack rolls applies to all missile fire. After three turns, the ground becomes muddy, reducing movement to half the normal rate.

Snow: Visibility (the distance a creature can see) is reduced to 20'; movement is reduced to half the normal rate. Rivers and streams may freeze over. Mud remains after the snow thaws, for the same movement penalty.

Fog: 20' visibility, half normal movement. Those within the fog might become lost, moving in the wrong direction.

Clear: This cancels bad weather (rain, snow, fog) but not secondary effects (such as mud).

Intense Heat: Movement reduced to half nor-

mal. Excess water (from rain, snow, mud transmuted from rock, etc.) dries up.

High Winds: No missile fire or flying is possible. Movement reduced to half normal. At sea, ships sailing with the wind move 50% faster. In the desert, high winds create a sandstorm, for half normal movement and 20' visibility.

Tornado: This creates a whirlwind under the magic-user control, attacking and moving as if it was a 12 HD air elemental. At sea, treat the tornado as a storm or gale.

Seventh Level Magical Spells

Charm Plant

Range: 120'

Duration: 6 months(see below)

Effect: Charms one tree or more smaller plants

Similar to a *charm person* spell, this effect causes one tree, six medium-sized bushes, 12 small shrubs, or 24 small plants to become friends of the magic-user (no saving throw). However, a plant-like monster (treant, shrieker, etc.) may make a saving throw vs. spells to resist the effect.

The *charmed* plants will understand and obey all commands of the magic-user, as long as the tasks are within their ability (including the entangling of passers-by within range, but not including movement, sensing alignment, etc.). The plants will remain *charmed* for six months, until the charm is dispelled, or until winter (when they sleep). (This spell is quite useful around a stronghold, both inside and out, especially when used after a 4th level *growth of plants* spell, and possibly a *permanence* as well.)

Create Normal Monsters

Range: 30'

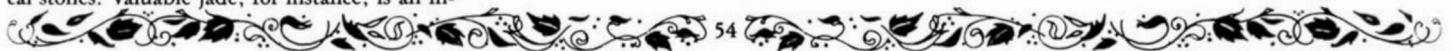
Duration: 1 turn

Effect: Creates 1 or more monsters

This spell causes monsters to appear out of thin air. All monsters appearing will understand and obey the caster's commands—fighting, carrying or fetching things, etc. They will faithfully obey all commands to the best of their abilities. Each monster will appear carrying its normal weapons and wearing its normal armor (if any), but arrives otherwise unequipped. At the end of one turn, all the monsters created vanish back into thin air, along with all their equipment. (If a monster has dropped a weapon while fighting and then vanishes, the weapon disappears, too.)

The total number of Hit Dice of monsters appearing is equal to the level of the magic-user casting the spell. (If the spellcaster's level is not an exact multiple of the monsters' Hit Dice, drop all fractions). The magic-user may choose the exact type of monsters created, but he must select only monsters with no special abilities (i.e., no asterisk next to the Hit Die number in the monster explanation). This spell does not create humans, demihumans, or undead. Creatures of 1-1 Hit Die are counted as 1 Hit Die; creatures of 1/2 Hit Die or less are counted as 1/2 Hit Die each.

Example: With this spell, a 15th level caster could summon 30 giant bats, rats, or kobolds (1/2 Hit Die monsters); or 15 goblins, orcs, or hobgoblins (1 Hit Die monsters); or 7 rock ba-



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boons, gnolls, or lizard men (2 Hit Die monsters); or 5 boars, draco lizards, or bugbears (3 Hit Die monsters); or 3 black bears, panthers, or giant weasels (5 Hit Die monsters); and so forth.

Delayed Blast Fireball

Range: 240'

Duration: 0 to 60 rounds

Effect: Delayed blast fireball of 20' radius

As the name implies, this is a *fireball* spell whose blast can be delayed; it behaves like a time bomb. When he casts the spell, the magic-user states the exact number of rounds of delay (from 0 to 60) until the spell detonates. A small rock, very similar in appearance to a valuable gem, then shoots out toward the desired location, and remains at that location until the stated delay elapses. The "gem" may be picked up, carried, and so forth.

When the stated duration ends, it explodes in an effect identical to a normal *fireball*—a sudden instantaneous explosion inflicting 1d6 points of damage per level of the caster to all within the area of effect (a sphere of 20' radius). Each victim may make a saving throw vs. spells to take half damage.

Once the spell has been cast, the explosion cannot be hurried nor further delayed, except with a *wish*. The "gem" created is pure magic, not an actual object, and cannot be moved magically (by *telekinesis*, *teleport*, etc.); however, it can be dispelled.

Ironform

Range: Touch

Duration: Permanent

Effect: Creates 500 square feet of iron

This spell creates a wall of iron 2" thick (or less) with an area equal to 500 square feet; it may be arranged in any fashion the caster desires (10' × 50' wall, or 25' × 20' wall, etc.)

Casting time varies depending on the complexity of the design. A simple wall and other simple shapes take 1 round. A simple staircase may take 10 rounds (1 turn). A complicated design which is supposed to adhere to very tight specifications—such as a giant portcullis—could take the maximum time allowable, 12 turns (2 hours) just to create in rough form. When the caster wants to try a complicated or unusual design, the DM decides how long the casting will take.

The object must be created as a single piece, with no moving parts. The original caster of the spell may later cast *ironform* on an object he has already created with the same spell, in order to modify it for up to two hours. This is how magic-user artists often make fine iron statues, for instance. When he is satisfied with his work, he casts *ironform* on it one last time to "lock it in place," and it may no longer be modified by *ironform* spells.

The iron wall must be created to rest on the ground or similar support, and cannot be cast in a space occupied by another object. Unlike the metal created by the *wall of iron* spell, it does not have to be created in a vertical position.

A caster can create his iron with one or more rough sides, and later he or another caster can use another *ironform* to create iron joined to the

first on that side—and there will be no seam or weakness at the joining. This makes it a good spell for creating iron reinforcements for walls.

The iron so created is not dispellable; it lasts until broken or destroyed by spells like *disintegrate* or creatures such as rust monsters.

The armor class and hit points of building materials are given in the Fortifications Table on page 137. Following these general guidelines, we find that an iron wall will have an AC of -10(2) and about 15 hit points per 1" thickness.

Lore

Range: 0 (magic-user only)

Duration: Permanent

Effect: Reveals details of 1 item, place, or person

By means of this spell, the magic-user may gain knowledge of one item, place, or person. If the caster holds the item being studied, the spell takes 1d4 turns to complete, and the magic-user learns the item's name, method of operation and command words (if any), and approximate number of charges (if any, within five of the correct number).

If the item has more than one mode of operation, or more than one command word, only one function will be revealed for each *lore* spell used, and the spell will not even hint that the object has any other functions.

If the spell is being used to investigate a place or person, or an item which the caster is not holding, the spell may take 1d100 days to complete. A purely legendary topic should require large amounts of time, and the information gained may be in the form of a riddle or poem. The Dungeon Master should reveal only general details if the place is large, or if the person is of great power.

Magic Door*

Range: 10'

Duration: 7 uses

Effect: Creates one passage

This spell may be cast on any wall, floor, ceiling, or section of ground. It creates a magical, invisible doorway that only the spellcaster may use. It also creates a passage through up to 10' of non-living solid material beyond the doorway itself. It cannot be created in a living object of any kind. The door is undetectable except by a *detect magic* spell, and cannot be destroyed except by a *dispel magic* spell (at normal chances for success).

The *magic door* lasts until dispelled, or until it has been used seven times. Note that each one-way passage through the door is counted as a separate use.

The reverse of this spell, *magic lock*, is a powerful version of the 2nd level *wizard lock* spell, but cannot be affected by a *knock* spell or by the effects of any magical item. The *magic lock* causes any one portal to become totally impassable as long as the magic remains; only the spellcaster can use the portal. The spell can affect an empty 10' × 10' portal-like area (such as an empty doorway). The *locked* portal does not change in appearance. As with a *magic door*, the enchantment remains until the portal has been used seven times or until removed by a *dispel magic* spell.

Mass Invisibility*

Range: 240'

Duration: Permanent until broken

Effect: Creatures or objects in 60' square area

This bestows *invisibility* (as the 2nd level spell) on several creatures. All the recipients must be within an area 60' square within 240' of the magic-user. The spell will affect up to 6 dragon-sized creatures, or up to 300 man-sized creatures. After the spell is cast, each creature becomes invisible, along with all equipment it carries (as per the *invisibility* spell, above). An invisible creature will remain invisible until he or she attacks or casts any spell.

The reverse of this spell, (*appear*), will cause all invisible creatures and objects in a 20' × 20' × 20' volume to become visible. Creatures on the Astral and Ethereal planes are *not* within the area of effect; the spell cannot reach across planar boundaries. All other forms of invisibility are affected, both magical and natural, and all victims of this spell cannot become invisible again for one full turn.

Power Word Stun

Range: 120'

Duration: 2d6 or 1d6 turns

Effect: Stuns 1 creature of 70 hp or less

This lets the caster *stun* one victim within 120' (no saving throw). A victim with 1-35 hit points is stunned for 2d6 turns; a victim with 36-70 hit points is stunned for 1d6 turns. No creature with 71 or greater hit points is affected.

Reverse Gravity

Range: 90'

Duration: 1/3 round (2 seconds)

Effect: Causes victims in a 30' cubic volume to fall upward

This spell affects all creatures and objects within a cubic volume 30' × 30' × 30', causing them to "fall" in a direction opposite the normal gravity. In two seconds, creatures and objects can "fall" a maximum of 65'. No saving throw is allowed, and all victims hitting a ceiling or other obstruction take 1d6 points of damage per 10' "fallen." Note that after the two seconds have elapsed, gravity returns to normal and all victims will fall back to their original places, suffering more falling damage. The DM should make a morale check for each NPC victim of this spell.

Example: A magic-user casts this spell at a group of approaching giants in a 40' tall room. The giants "fall" to the ceiling and then back to the floor, each taking a total of 8d6 points of damage in the process: 4d6 from "falling" up and hitting the ceiling, and another 4d6 from falling back down to the floor.

Statue

Range: 0 (Magic-user only)

Duration: 2 turns per level of the caster

Effect: Allows caster to turn to stone

This allows the magic-user to change into a statue, along with all nonliving equipment he carries, up to once per round (to or from statue form) for the duration of the spell. The caster can concentrate on other spells while in statue



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for, though he can cast no new spells while in this form. Although this spell does not give him immunity to "turn to stone" effects (from a gorgon's attack), the caster may simply turn back to normal one round after becoming petrified.

While in statue form, the magic-user is armor class -4, but cannot move. He cannot be damaged by cold or fire (whether normal or magical) or by normal weapons. He does not breathe, and is thus immune to all gas attacks, drowning, etc. Magical weapons and other spells (such as *lightning bolt*) inflict normal damage on him. If a fire or cold spell is cast at the magic-user while in normal form, the character need only win initiative (with a +2 bonus) to turn into a statue before the attacking spell strikes.

Summon Object

Range: Infinite

Duration: Instantaneous

Effect: Retrieves one object from caster's home

By means of this spell, the magic-user can cause one nonliving object to leave the spellcaster's home and appear in his hand. The object must weigh no more than 500 cn (50 pounds), and may be no bigger than a staff or small chest. The spellcaster must be very familiar with the item and its exact location, or the spell will not work. The caster must also have prepared the item beforehand by sprinkling it with a special powder that costs 1,000 gold pieces per item prepared; the powder becomes invisible and does not interfere with the item in any way. The spell cannot summon items that have not been prepared in this fashion.

If the magic-user prepares a chest for use with this spell, fills the chest with weapons and magical items, and then later tries to summon it to him, the chest appears—empty. All its contents stay behind, where the chest originally stood, since they have not been magically prepared for use with the spell, and since the spell can summon only one prepared object at a time.

If another being possesses the item summoned, it will not appear, but the caster will know approximately who and where the possessor is.

The magic-user may use this spell from any location, even if the item summoned is on another plane of existence.

Sword

Range: 30'

Duration: 1 round per level of the caster

Effect: Creates a magical sword

When this spell is cast, a glowing sword made of magic, rather than metal, appears next to the caster. The magic-user may cause it to attack any creature within 30', simply by concentrating; the sword flies to the target and attacks. If the caster's concentration is broken, the sword merely stops attacking. It remains in existence for one round per level of the spellcaster.

The sword moves very quickly, attacking twice per round and making its attack rolls at the caster's level. Damage is the same as a two-handed sword (1d10), but this magical creation is capable of hitting any target (even those hit only by powerful magical weapons).

The sword cannot be destroyed before the duration ends, except by a *dispel magic* spell effect

(at normal chances of success) or a *wish*.

Teleport Any Object

Range: Touch

Duration: Instantaneous

Effect: Causes 1 object to teleport

This spell is similar to the 5th level *teleport* spell, but nonliving objects can be affected. After casting this spell, the spellcaster may touch one creature or object and cause it to teleport. The normal chance of error apply (see the description of the *teleport* spell above) an object appearing too high will fall and probably break, while one appearing too low will be destroyed instantly. If the spellcaster uses this spell to teleport himself, there is no chance for error. The caster may not deliberately choose a destination occupied by a solid object or in open air above the ground.

The maximum weight affected is 500 cn (50 pounds) per level of the caster. If an object is a solid part of a greater whole (such as a section of wall), the spell will teleport a maximum of one 10' x 10' x 10' cube of material. If the caster is trying to teleport a creature that weighs more than the spell allows, the spell fails.

If another creature holds or carries the item which the caster is trying to teleport, the creature may make a saving throw vs. spells (with a -2 penalty). If the saving throw is successful, the teleport fails.

If the caster touches another creature, the target creature may make a saving throw vs. spells (if so desired) to avoid being teleported, but with a -2 penalty to the roll.

Eighth Level Magical Spells

Clone

Range: 10'

Duration: Permanent

Effect: Grows one duplicate creature from a piece of the original creature

A clone is an exact duplicate of another living creature, grown from a piece of the original through the use of this spell. The piece need not be alive at the time the spell is cast.

A human or demihuman clone is rare and may be very dangerous. A clone of any other living creature is a more common thing called a simulacrum. A character can have only one clone at a time; attempts at making multiple clones of a single character automatically fail. Undead and constructs cannot be *cloned*, because they are not living creatures. (You could *clone* someone from flesh taken before that person became undead, but he would not be subject to the effects described below for situations where two examples of the same person exist.)

Human and demihuman clones: To create a human or demihuman clone, this spell must be cast on one pound of the person's flesh. This spell requires the caster to use up other materials costing 5,000 gold pieces per Hit Die of the original. The clone awakens only when fully grown; this takes one week per Hit Die of the clone. When completed, the clone is not magical and cannot be dispelled.

If the human or demihuman original is not alive when the clone awakens, the clone has all

the features, statistics (abilities), and memories possessed by the original at the time the flesh was taken. This is a very important point. For example, a 20th level magic-user might leave a pound of flesh with a scroll of this spell, so that he might be restored if lost; but if the character gains another ten levels of experience and then dies, the clone will be the younger, less-experienced, 20th level form.

If a clone duplicates a person still living, or if the original person regains life, a very hazardous situation develops. Each form instantly becomes aware of the other's existence. A partial mind-link exists between them; each can feel the other's emotions (but no other thoughts). If either one is damaged, the other takes the same damage (but may make a saving throw vs. spells to take half damage). This effect does not apply to *charm*, *sleep*, cures, or other effects that do not cause damage.

The clone is immediately obsessed with the need to destroy its original and will do anything to accomplish this. From the time a clone becomes aware of its original, it has one day per level of its creator (i.e., the caster of the *clone* spell) to kill the original.

Example: A 25th level fighter dies. His friend the 34th level magic-user, who possesses a pound of the fighter's flesh for this precise purpose, *clones* him. Then someone else raises the fighter from the dead. The clone becomes aware of his original and is compelled to kill him. He has 34 days to do so—one day for every experience level of his creator.

If the clone succeeds in killing its original, it can continue with its life normally; but if it fails and does not immediately die, it becomes insane.

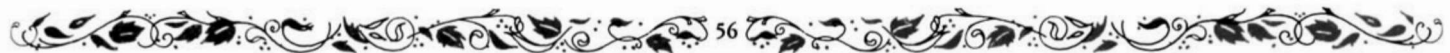
When a clone goes insane, the original creature permanently loses one point of Intelligence and one point of Wisdom. The original may also thereafter become insane (5% chance per day, not cumulative). If this occurs, the victim and the clone die one week later, both forever dead and unrecoverable even with a *wish*.

Special Note: If the original and the clone are kept on different planes of existence, no mind-link occurs, and the clone is not compelled to kill its original. No ill effects occur, and the two remain completely unaware of their situation. If they ever occupy the same plane, the mind-link occurs and cannot be broken thereafter except by the destruction of the clone or its original.

Other clones: A clone of any other living creature (not a human or demihuman) is called a simulacrum. One percent of the original's flesh is needed, and the cost of other materials is 500 gold pieces per hit point of the original. As with a normal clone, the time required to grow a simulacrum is one week per Hit Die of the original.

A simulacrum always obeys its creator (the spellcaster). It understands all the languages spoken by the caster. Within a range of 10' per level of the caster, it can receive mental commands if the creator concentrates on sending them.

A simulacrum is an enchanted monster. It can be blocked by a *protection from evil* spell and is magical; a *dispel magic* spell can (subject to normal chances of failure for that spell) cause it to vanish without a trace.



The simulacrum's alignment is the same as that of the spellcaster, regardless of the original creature's alignment. Its armor class, movement rate, morale, and number of attacks are the same as the original's.

A simulacrum has only 50% of the original's Hit Dice, hit points, and damage per attack. The DM rolls d100 for each special ability; it is present in the simulacrum if the result is 01-50. However, a freshly grown simulacrum never has any of the spells or spell-like abilities of the original.

If the original creature is alive, the simulacrum does not grow beyond this point. If the original creature dies (or is already dead), the simulacrum continues to increase in abilities, gaining an additional 5% per week to a maximum of 90% of the original's statistics. When complete, the DM rolls again to see which special abilities previously missing are gained, including spells and spell-like abilities (using the 90% chance for each; all may be present).

Create Magical Monsters

Range: 60'
Duration: Two turns
Effect: Creates one or more monsters

This spell is similar to the 7th level *create normal monsters* spell, except that it can create monsters with some special abilities (up to two asterisks). The range and duration are double those of the lesser spell. All other details are the same: the creatures are chosen by the caster, appear out of thin air, and vanish at the end of the spell duration.

The total number of Hit Dice of monsters appearing is equal to the level of the magic-user casting the spell (again, dropping fractions if the caster's level is not an exact multiple of the creatures' Hit Dice). The spell does not create humans or demihumans, but can create undead. Creatures of 1-1 Hit Die count as 1 Hit Die; creatures of 1/2 Hit Die or less count as 1/2 Hit Die each.

Special Note: This spell can create a construct (as defined in Chapter 14) if the spellcaster uses the materials normally required for the construct's creation. Only one construct will appear, regardless of the caster's Hit Dice; but it is permanent, and does not vanish at the end of the spell duration—though it still may be dispelled at normal chances of success. This construct may have only two asterisks (special abilities) or less; see Chapter 14 for lists of the known types of constructs and the number of special abilities they have. The cost of materials is a minimum of 5,000 gold pieces per asterisk (or more, depending on your campaign). Chapter 16 contains more rules for enchanting magical items (including constructs), and has suggestions regarding nondispellable constructs.

Dance

Range: Touch
Duration: 3 or more rounds
Effect: Causes 1 victim to dance

This spell causes one victim to prance madly about, performing a jig or other dance, for 3 or more rounds. The magic-user must touch the victim for the spell to take effect (a normal attack roll). The victim gets no saving throw, and can-

not attack, use spells (or spell-like abilities), or flee. While dancing, the victim suffers a -4 penalty to his saving throws, and a +4 penalty to his armor class.

The duration is three rounds for a caster of 18th to 20th level; four rounds for levels 21-24, five rounds at levels 25-28, six rounds at levels 29-32, and seven rounds at levels 33-36.

Explosive Cloud

Range: 1'
Duration: 6 turns
Effect: Creates a moving poisonous cloud

This spell creates an effect which looks identical to the 5th level *cloudkill* spell (a 20' tall cloud of greenish gas 30' in diameter appearing next to the caster). The cloud is only mildly poisonous; all victims within it must make a saving throw vs. spells or be paralyzed that round. Each victim within the cloud makes a new saving throw each round.

The cloud is filled with sparkling lights (visible only to those within it), which are small explosions. Each round, all those within the cloud take damage from the explosions, with no saving throw allowed. This damage is 1 point for each two levels of experience of the magic-user, rounded down (9 points at 18th or 19th level, 10 points at 20th or 21st level, etc.). This explosive damage will affect any creature, including those immune to fire, gas, electricity, and other special attacks.

Force Field

Range: 120'
Duration: 6 turns
Effect: Creates an invisible barrier

This spell creates an invisible, immovable barrier or object of pure force. It has almost no thickness, but cannot be broken or destroyed by any means except a *disintegrate* spell or a *wish*; even a *dispel magic* spell cannot affect it. A *force field's* shape is limited to a sphere, hemisphere, a flat surface, a cylinder, a square or rectangular box with flat sides, or part of such a box. The sphere's radius can be a maximum of 20'. The flat surface or combinations thereof may be up to 5,000 square feet in total area. The *force field* cannot be irregular in shape, and its surface must be perfectly smooth. It can be as small as the caster desires.

The *force field* will not appear within any solid or creature. Any part of it that would do so will not appear, leaving a hole in the *force field*—normally, a hole large enough for the victim to escape through. Furthermore, the edges of the field are blunt and cannot cause damage in any way. The *force field* will stay where it is put until it disappears, and cannot be moved by any means but a *wish*.

Creature(s) completely enclosed by a sealed *force field* will not starve, suffer from lack of air, or otherwise be harmed by the encasement. A sealed *force field* magically preserves any within it from natural death. This does not prevent damage or death from attacks by others within the *force field*.

Nothing can pass through a *force field*. Spells, missiles, blows, breath weapons, and all other attack forms merely bounce off it. However, a

teleport or *dimension door* spell can bypass it; these spells allow the caster to travel into or out of the field without harming the field. The *force field* exists only on one plane of existence. Thus, planar travel (via *gate* or other means) can also bypass it.

Though most often used as a barrier or cage, a *force field* can easily be used to create an invisible floor, stairway, chair, or other object. A *force field* can be made permanent, but the *permanence* spell is still subject to *dispel magic*, and if removed, the *force field* disappears immediately. Even if treated with a *permanence* spell, a *force field* will always vanish if struck by a *disintegrate* spell or *wished* away.

Mass Charm*

Range: 120'
Duration: Special (as *charm person* spell)
Effect: 30 Levels of creatures

This spell creates the same effect as a *charm person* or *charm monster* spell, except that the spell affects 30 levels (or Hit Dice) at once. Each victim may make a saving throw vs. spells to avoid the *charm*, but with a -2 penalty to the roll. The spell will not affect a creature of 31 or more levels or Hit Dice.

The duration of each *charm* is determined by the victim's Intelligence (see *charm person*, above). If the magic-user attacks one of the *charmed* victims, only that one creature's *charm* is automatically broken. Any other *charmed* creatures seeing the attack may make another saving throw, but other creatures' *charms* are not affected.

The reverse of this spell, *remove charm*, will unflinchingly remove all *charm* effects within a 20' × 20' × 20' volume. It will also prevent any object in that area from creating *charm* effects for one turn.

Mind Barrier*

Range: 10'
Duration: 1 hour per level of the caster
Effect: Protects against mind-affecting spells and items

This spell affects one creature; an unwilling recipient may make a saving throw vs. spells to avoid the effect.

The spell prevents any form of *ESP*, *clairvoyance*, *clairaudience*, *crystal ball* gazing, or any other form of mental influence or information gathering (such as by a *contact higher plane* or *summon object*) from working on the target creature. The caster or recipient simply does not exist for the purposes of those and similar spell effects for the duration of the *mind barrier* spell.

In addition, the recipient gains a bonus of +8 to saving throws against mind-influencing attacks, such as all forms of *charm*, *illusion* and *phantasms*, *feeblemind*, and the like. (However, a roll of 1 always fails the saving throw, regardless of adjustments.)

The reverse of this spell, *open mind*, causes the victim touched to be vulnerable to all the mind-influencing attacks given above. All the victim's saving throws against such effects are penalized by -8 for the duration of the spell. This reversed spell must be cast by touch, requiring a normal attack roll.

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Permanence

Range: 10'

Duration: Permanent until dispelled

Effect: Causes one magical effect to become permanent

By means of this spell, the magic-user can cause one other magic-user spell effect of 7th level or less to become permanent. This spell will not make permanent any spell which has an "instantaneous" or "permanent" duration (such as *dispel magic*, *fireball*, *lightning bolt*, etc.); clerical spells and 8th or 9th level magic-user spells also cannot be made permanent.

The DM can declare that the *permanence* spell will not work with any other specific spell. Whenever a character wishes to cast the spell, the DM should carefully consider whether *permanence* will affect the other spell. Certain spell combinations could seriously affect a campaign's game balance, and the DM should carefully regulate all uses of this spell.

A *permanence* spell lasts until dispelled by a *dispel magic* spell from either the caster or some higher-level spellcaster (at normal chances for success). When the *permanence* spell is dispelled, the other spell effect vanishes immediately.

Except for weapons, an item can only receive one *permanence* spell, and a creature can receive two at most. If a *permanence* spell is cast on an item or area that already has one in effect (or a creature which already has two, or a weapon which already has five), both *permanence* spells automatically fail. A weapon may have up to five permanent effects, but a 25% (noncumulative) chance of failure applies to each *permanence* after the first. Furthermore, if the *permanence* fails, it destroys the weapon completely.

Some spells used on a creature that are commonly made permanent are: *detect magic*, *protection from evil*, *read languages*, *read magic*, *detect invisible*, and *fly*. Some spells commonly made permanent on areas are *light*, *phantasmal force*, *confusion*, and *cloudkill*.

A magic-user does not need a *permanence* spell to make any permanent magical item. Using *permanence* to bind a spell to an object is not the same as *enchanted* the object. Enchanted objects are more durable and permanent than objects which have merely had spells permanently placed upon them.

Polymorph any Object

Range: 240'

Duration: See below

Effect: Changes form of one object or creature

This spell is similar to the 4th level *polymorph others* spell, except that it will affect objects as well as creatures. If the object is part of a greater whole (such as a section of wall), the spell will affect up to a 10' × 10' × 10' volume. A creature may avoid the effects if it successfully makes a saving throw vs. spells is made at a -4 penalty to the roll.

The duration of the *polymorph* depends on the degree of the change. There are three basic kingdoms of all things—animal, vegetable, and mineral. If an object is polymorphed to one of a nearby kingdom (animal-vegetable, vegetable-mineral) the spell's duration is one hour per level

of the caster. If the change is from animal to mineral (or the reverse), it lasts for one turn per level of the caster. If no change in kingdom occurs (for example, if a creature is polymorphed into some other creature), the change is permanent until removed by a *dispel magic* spell (at normal chances for success).

Note that creatures created by means of this spell are *not* automatically friendly. A *polymorph* cannot affect a creature's age or hit points. (See the 4th level *polymorph self* and *polymorph others* spells for other guidelines.)

This spell will not affect a creature which has more than 2 × the spellcaster's experience levels in Hit Dice. For example, a 20th level magic-user cannot affect a creature with 41 or more Hit Dice.

Power Word Blind

Range: 120'

Duration: 1-4 days or 2-8 hours (see below)

Effect: Blinds 1 creature with 80 hit points or less

With this spell, the caster may *blind* one victim within 120' (no saving throw). A victim with 1-40 hit points is blinded for 1d4 days; one with 41-80 hit points is blinded for 2d4 hours. The spell does not affect creatures with 81 or more hit points.

A *blinded* victim suffers penalties of -4 on all saving throws and +4 on armor class. A cleric's *cure blindness* or *cureall* spell will not remove this blindness unless the cleric is of a level equal to or higher than the caster of the *power word blind*.

Steelform

Range: Touch

Duration: Permanent

Effect: Creates up to 500 square feet of steel

This spell is effectively identical to the 7th level *ironform* spell. However, the material created is of weapon-quality; a swordmaker with this spell could cast the spell and create a finely-crafted, high-quality sword in 12 turns (two hours) or less.

Following the same general guidelines as *ironform*, a steel wall will have an AC of -10(2) and about 20 hit points per 1" thickness.

Symbol

Range: Touch

Duration: Permanent

Effect: Creates one magical rune

This spell creates a written magical drawing (a "rune") of great power. There are six kinds of symbols; the caster must select one when the spell is memorized. The rune may be placed on an object (such as a door or wall) or placed in mid-air. The rune cannot move; if placed on a creature or moving object, it will remain at that point when the surface moves (possibly floating in mid-air).

When any living creature passes over or through the rune, or touches the object on which the rune is inscribed, or (foolishly) reads the rune, the rune's effect takes place immediately (no saving throw).

There is one exception: a magic-user, and any other creature which can normally cast magic-

user spells (high-level thieves with scrolls do not count!), may make a saving throw vs. spells if he merely reads or touches (rather than passes) the symbol. If the saving throw is successful, the *symbol* has no effect.

All *symbols* look similar to normal writings. Six *symbols* and their effects are given below; the DM may create others (such as *polymorph*, *teleport*, *charm*, *geas*, etc.).

Death: Slays any creature with 75 hit points or less; does not affect a creature with 76 hit points or more.

Discord: The victim attacks allies (if any) or is otherwise *confused* (as the 4th level *confusion* spell). The effect is permanent until removed by a *dispel magic* spell (at normal chances for success) or by a cleric's *cureall* spell.

Fear: The victim immediately runs away from the symbol, at his Running Speed, for 30 rounds (as the wand).

Insanity: The victim becomes insane, and cannot attack, cast spells, or use special abilities or items. The victim may walk, but must be carefully tended or may run away. This effect is permanent until removed by a *dispel magic* spell (at normal chances for success) or by a cleric's *cureall* spell.

Sleep: The victim falls asleep, and cannot be awakened. The victim will wake normally in 1d10 + 10 (11-20) hours or if *dispel magic* is used to negate it (at normal chances for success).

Stunning: Affects any creature with 150 or fewer hit points. The victim is stunned for 2d6 turns (as the *power word stun* spell).

Travel

Range: 0 (caster only)

Duration: One turn per level of the caster

Effect: Allows aerial or gaseous travel

This spell allows the magic-user to move quickly and freely, even between the planes of existence. The caster (only) may *fly* in the same manner as given by the magic-user's spell, at a rate of 360' (120'). The caster can also enter a nearby plane of existence, simply by concentrating for one round. He may enter a maximum of one plane per turn.

The magic-user may bring one other creature for every five levels of experience (rounded down; for example, a 28th level magic-user could bring five other creatures on the journey). To bring others, he must touch them, or they must touch him, while the spell is cast and the shift is made. Any unwilling creature can make a saving throw vs. spells to avoid the effect. The caster must take the others with him—he cannot send them while remaining behind.

While this spell is in effect, the magic-user (only) may assume *gaseous form* by concentrating for one full round. (If he is interrupted, no change occurs.) Unlike the potion effect, all equipment carried also becomes part of the same *gaseous* cloud. In this form, the caster may travel at double the normal flying rate: 720' (240'). While *gaseous*, the magic-user cannot use items or cast spells, but also cannot be damaged except by magic (weapons or certain spells). Also, a *gaseous* being cannot pass through a *protection from evil* spell effect or an *anti-magic shell*.

Ninth Level Magical Spells

Contingency

Range: Touch

Duration: Indefinite (see below)

Effect: Prepares one other spell

This powerful spell acts as a trigger for one stated magic-user spell; this second spell must be of 4th level or less that does not normally cause damage.

While casting a *contingency* spell, the magic-user must describe one situation and the spell which is contingent upon it. When that situation next occurs, the contingent spell effect triggers automatically and immediately, as if cast at that time.

Examples of proper use:

"When I am touched or struck by any living creature that is not a Lawful or Neutral cleric, except for my friends Charlie McGonigle and Sally Silvernose (contingency), then cast *charm monster* on the creature touching or striking me (spell)."

"When I have eight hit points or less and am about to be damaged (contingency), then cast *dimension door* on myself to take me to a destination one inch above ground level directly upward; or, if that is greater than 360' away, to the furthest unoccupied area within range that I have seen within the 12 hour period prior to the existence of this contingency (spell effect)."

No item or creature can have more than one *contingency* spell cast on it; not even a *wish* can allow multiple applications. The *contingency* described can be as detailed or as simple as desired, but is somewhat limited in effect: It must pertain to something within 120' of the triggering event. A contingency based on a far-off occurrence is beyond the spell's capacity. The target and effect of the secondary spell must always be specified, and if any necessary details are lacking, the secondary spell does not occur.

A *contingency* spell effect has no maximum duration. It may remain for centuries before the situation described comes to pass.

Create Any Monster

Range: 90'

Duration: 3 turns

Effect: Creates one or more monsters

This spell is similar to the 7th level spell *create normal monsters* and the 8th level spell *create magical monsters*, but with fewer limitations on the types of creatures appearing.

The range and duration are triple those of the 7th level version. The spell cannot create humans and demihumans, but can create any other creature, regardless of the number of special abilities (asterisks). However, if the caster wants to create a creature with three or more asterisks, the caster must have carefully studied one (either alive or dead) for at least one hour to be able to create another with this spell. As with the lesser spells, the maximum number of Hit Dice of creatures is equal to the level of the caster.

To *create a construct* (as described in Chapter 14), the caster must obtain the proper materials necessary to create the construct. The spell will create only one construct, regardless of the caster's Hit Dice; but it is permanent, and does not

vanish at the end of the spell duration. (However, a *dispel magic* spell, with normal chances of success, can destroy this type of construct.)

As with the 8th level spell, the cost of materials required to create a construct is a minimum of 5,000 gold pieces per asterisk (or more, depending on your campaign). If the construct has four or more asterisks (such as a drolern), the cost is doubled (or more; ask your DM). Chapter 16 contains more rules for enchanting magical items (including constructs), and has suggestions regarding nondispellable constructs.

Created monsters of all types can be blocked by a *protection from evil* or *anti-magic shell* spell effect.

Gate*

Range: 30'

Duration: 1d10 × 10 (1-100) turns or 1 turn

Effect: Opens a portal to another plane

When the magic-user casts this spell, he must name one target: the Ethereal Plane, the Astral Plane, one of the four elemental planes, or one outer plane. He must also name a resident of that plane, usually that of an Immortal, a ruler of the plane. The spell opens a direct connection to the other plane of existence.

A *gate* to an outer plane remains open for only one turn. Any other *gate* remains open for 1d10 × 10 (1-100) turns, and there is a 10% chance per turn that some other-planar creature will wander through the *gate* while it is open.

A *gate* to an elemental plane actually creates a *vortex* and a *wormhole*, and a *wish* may be used to make them permanent. Planes, vortexes, and wormholes are described in Chapter 18.

Contact with an outer plane is dangerous, and the magic-user must know and speak the name of the Immortal he wishes to contact. The Immortal he calls will probably (95% chance) arrive in 1d6 rounds, but there is a 5% chance that some other being from the outer planes will respond. When the being arrives, it immediately looks for the spellcaster.

If the caster does not have an excellent reason for opening the *gate*, the being will probably destroy the caster. Even if the caster provides an excellent reason, the being may merely leave immediately, showing no interest. If the reason is of supreme importance to the magic-user and of some interest to the being (DM's discretion), it may actually help for a short time.

The reverse of this spell, *close gate*, will close a *gate* created by normal form of the spell. It can also be used to close a permanent *gate* to a nearby plane (such as an elemental vortex). But the spell cannot affect an Immortal; it cannot, for instance, make him leave if he chooses to stay.

Heal

Range: Touch (one creature)

Duration: Permanent

Effect: Cures anything

This spell's effect is identical to that of the 6th level cleric spell *cureall*. When used to cure wounds, it cures nearly all of the damage, leaving only 1d6 points of damage remaining. It can instead remove a *curse*, neutralize a poison, cure a disease, cure blindness, or even remove a *feeblemind* effect.

Immunity

Range: Touch (one creature)

Duration: One turn per level of the caster

Effect: Bestows immunity or resistance to some spells and weapons

This spell gives the recipient total immunity to all 1st-, 2nd-, and 3rd level spells. Furthermore, 4th- and 5th level spells have only half normal effect, or one-quarter normal if the victim makes a successful saving throw. Any spell effect that is quantifiable is reduced in effect; these effects include reductions in duration, bonuses, penalties, damage, etc. Round fractions off in the recipient's favor.

The recipient is also completely immune to all missiles (normal or magical), as well as normal and silver weapons; he takes half damage from magical hand-held weapons. This applies only to weapons; claws, bites, breath weapons, and other natural attack forms are not blocked.

By concentrating, the recipient can drop the protection, allowing spells (such as *cure wounds*) to have normal effects for that round. If dropped, the *immunity* is absent for one round (including the protection from weapons), but returns automatically at the end of the round.

A carefully worded *wish* spell can extend this protection, giving immunity to 4th level spells and +1 weapons, and half normal effect from 5th and 6th level spells. No further improvements are possible.

Maze

Range: 60'

Duration: See below (1d6 turns, 2d20 rounds, 2d4 rounds, or 1d4 rounds)

Effect: Traps one creature

This spell creates an indestructible maze in the Astral Plane and places one victim into the maze (he gets no saving throw). The intelligence of the victim determines the time he needs to escape the *maze*.

Maze Duration

Victim's Intelligence	Time Required To Escape
Non- to Low (1-8)	1d6 (1-6) turns
Average (9-12)	2d20 (2-40) rounds
High (13-17)	2d4 (2-8) rounds
Genius (18+)	1d4 (1-4) rounds

When he escapes the *maze*, the victim returns to the exact place from which he originally disappeared.

Meteor Swarm

Range: 240'

Duration: Instantaneous

Effect: Creates four or eight meteor-fireballs

This spell creates either 4 or 8 meteors (at the caster's choice). Each meteor can be aimed at a different target within range, but only one meteor can be aimed at any one creature. Each meteor slams into its target and explodes like a *fireball* (affecting all creatures within a 20' radius).

If the caster creates four meteors, each strikes for 8d6 (8-48) points of damage and then explodes for 8d6 (8-48) points of fire damage. If

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the caster creates eight smaller meteors, each strikes for 4d6 (4-24) points and then explodes for 4d6 more points of fire damage. Note that if the meteors are aimed accurately, a victim or area might find itself within overlapping blasts and thus take explosion damage multiple times.

The player rolls damage for each strike and blast separately. A meteor never misses its target.

Any victim struck by a meteor takes full "strike" damage (no saving throw). Each victim within a blast radius may make a saving throw vs. spells to take only half of the given blast damage. Even fire-resistant and fire-using creatures are fully affected by *strikes* from a *meteor swarm*, although they might be resistant to the fiery explosions. A separate saving throw must be made for each blast the character contacts.

Power Word Kill

Range: 120'

Duration: Instantaneous

Effect: Slays or stuns one or more creatures

This spell enables the caster to affect one or more victims within 120' (no saving throw). Exception: A magic-user, and any creature which can cast magic-user spells, may make a saving throw vs. spells to avoid this effect, with a -4 penalty to the roll.

A single victim with 1-60 hit points is automatically slain; one with 61-100 hit points is *stunned* (as *power word stun*) and unable to act for 1d4 turns. No creature with 101 or more hit points is affected.

The spell can also be used to slay up to five victims if each has 20 hit points or less (again, no saving throw).

Prismatic Wall

Range: 60'

Duration: 6 turns

Effect: Creates a multi-colored barrier

This spell creates a barrier of many colors with a glittering appearance as if from light shining through a prism. This wall is 2" thick, with 1/8" between the colors. The effect must be either a sphere with a radius of 10', centered on the caster, or a flat surface (vertical or horizontal) of up to 500 square feet in area.

Whatever its form, the *prismatic wall* cannot be moved (even by a *wish*). The caster may pass through it freely and unharmed, with any items he chooses to carry. All other creatures and objects contacting or passing through the *prismatic wall* are affected by its magic, starting with the first color they contact.

It takes powerful magic to break through the wall. A *wish* spell or a *rod of cancellation* will remove the three outermost remaining colors, but that's all.

To break through a *prismatic wall*, an attacker must attack it with a specific sequence of spells. Each spell will cancel one color of the *prismatic wall*. These remedy spells, shown on the chart below, must be cast in the correct order (first, any magical cold to remove the red layer; then, any magical lightning to remove the orange layer; and so on). When cast successfully, each spell causes the appropriate color to disappear from the wall. When all layers are gone, so is the wall.

A person with an active *anti-magic shell* (in-

cluding the caster of the *prismatic wall*) will not be able to pass through the wall, but the attempt will not damage either the *anti-magic shell* or the *prismatic wall*.

The *prismatic wall* extends into the nearest plane of existence (the Ethereal Plane, if cast on the Prime Plane), appearing there as an indestructible solid wall. Planar and dimensional travel can therefore not bypass it.

The colors and effects of a *prismatic wall* are always the same; when created, the violet side is always closest to the caster. The effects and colors of the *prismatic wall* are summarized below.

Shapechange

Range: 0 (caster only)

Duration: One turn per level of the caster

Effect: Caster may change form

This spell is similar to the 4th level *polymorph self* spell, but is far more powerful. The caster actually becomes another creature or object in all respects except the mind, hit points, and saving throws. The caster takes his new armor class, attack rolls, special attack forms, immunities, and all other details from the form he has taken.

A magic-user cannot cast spells in any form except that of a bipedal humanoid (demihuman, goblin, ogre, giant, etc.). The caster cannot take a completely unique form (such as that of a specific character, Elemental Ruler, or Immortal). He can gain the likeness but not the abilities of another character class. When wearing another form, he can only cast spells from his own memory; he can't cast from scrolls or his spell book. He cannot assume huge inanimate forms; if he tries to, the form will be a maximum of one foot tall per experience level of the caster and 100 cn weight per level.

Except for these limits, the caster can become any creature or object that he or she has ever seen. He cannot change into imaginary or unfamiliar creatures; unless there are ten-armed trolls in your campaign, for example, he cannot turn into one. The caster may change shape at will during the spell's duration; each change requires a full round of concentration.

Note that the caster does assume the flaws of the new form as well as its strengths. If, for example, the caster is struck by a sword +2, +5 vs. dragons while in dragon form, the +5 bonus applies against his new form.

This spell effect cannot be made permanent and is subject to *dispel magic*. During the spell duration, the caster cannot pass through any *protection from evil* or *anti-magic shell* spell effect.

Survival

Range: Touch

Duration: One hour per level of the caster

Effect: Protects one creature against all non-magical environmental damage

This spell protects the recipient from adverse conditions of all types, including normal heat or cold, lack of air, and so forth. While the spell is in effect, the caster needs no air, food, water, or sleep. The spell does not protect against magical damage of any type, attack damage, poisons, breath weapons, or physical blows from creatures. It does protect against all damage caused by natural conditions on other planes of existence.

For example, a cleric might use this spell: in a desert or blizzard to prevent damage from the natural conditions; underground or underwater, enabling survival without air; in space, to magically survive in vacuum; or on the elemental plane of Fire, to protect against conditional fire damage.

Prismatic Wall Effects

Color	Effect	Negated By
Red	Blocks all magical missiles; inflicts 12 points of damage (no saving throw allowed)	Any magical cold
Orange	Blocks all nonmagical missiles; inflicts 24 points of damage (no saving throw allowed)	Any magical lightning
Yellow	Blocks all breath weapons; inflicts 48 points of damage (no saving throw allowed)	Magic missile spell
Green	Blocks all detection spells (crystal balls, ESP, etc.); anyone touching it must make a saving throw vs. poison or die	Passwall spell
Blue	Blocks all poisons, gases, and gaze attacks; anyone touching it must make a saving throw vs. turn to stone or be petrified	Disintegrate spell
Indigo	Blocks all matter; anyone touching it must make a saving throw vs. spells or be gated to a random outer plane, and possibly (50%) lost forever	Dispel magic spell
Violet	Blocks magic of all types; anyone touching it must make a saving throw vs. wands or be struck unconscious and insane (curable only by a <i>cureall</i> spell or a <i>wish</i>)	Continual light spell

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Timestop

Range: 0 (caster only)

Duration: 2-5 rounds

Effect: Allows caster to act for 1d4+1 (2-5) rounds while everything else "stops"

To the caster, this spell seems to stop time. It speeds the caster so greatly that all other creatures seem frozen at their Normal Speeds, in "normal time." From the caster's point of view, the effect lasts for 1d4+1 (2-5) rounds. The caster may perform one action during each of these magical rounds.

Normal and magical fire, cold, gas, etc. can still harm the caster. While the *timestop* is in effect, however, other creatures are invulnerable to the caster's attacks and spells. Spells with durations other than "instantaneous" may be created and left to take effect when time resumes. Note that *no time elapses* while this spell is in effect; durations of other spells cast start after the *timestop* ends.

The spellcaster cannot move items held by those in "normal time," but can move other items that are not "stuck," including those worn or carried by others. The caster is completely undetectable by those in "normal time." However, the magic-user cannot pass through a *protection from evil* or *anti-magic shell* while under this spell's effect.

Wish

Range: Special

Duration: Special

Effect: Special

A *wish* is the single most powerful spell a magic-user can have. It is never found on a scroll, but may be placed elsewhere (in a ring, for example) in rare cases. Only magic-users of 36th level and with an 18 (or greater) Wisdom score may cast the *wish* spell.

Wording the Wish: The player must say or write the exact *wish* his character makes. The wording is very important. The *wish* will usually follow the literal wording, and whatever the intentions of the magic-user.

The DM should try to maintain game balance, being neither too generous nor too stingy in deciding the effects of a *wish*. Even a badly phrased *wish*, made with good intentions, may have good results. However, if the *wish* is greedy, or made with malicious intent, the DM should make every effort to distort the results of the spell so that the caster does not profit from it. If necessary, the DM can even disallow the *wish*; it would then have no effect. Whenever a *wish* fails or is misinterpreted, the DM should explain (after the game) the problem or flaw in the phrasing.

Here are some examples of faulty wishes:

"I wish that I knew everything about this dungeon" could result in the character knowing all for only a second, and then forgetting it.

"I wish for a million gold pieces" can be granted by having them land on the character (that's 100,000 pounds of gold!), and then vanish.

"I wish to immediately and permanently possess the gaze power of a basilisk while retaining all of my own abilities and items" is a carefully worded *wish* that's out of balance. Characters

able to use these high-level spells are already quite powerful. This wish could result in the character growing a basilisk head in addition to the character's own head.

A *wish* cannot be used to gain either experience points or levels of experience.

Possible Effects: A properly worded *wish* can substitute for any other magical spell of 8th level or less, or any clerical or druidic spell of 6th level or less, at the DM's discretion. This common use of a *wish* is more likely to succeed with little chance for error than other uses of the spell. Otherwise, if the *wish* is used to harm another creature, the victim may make a saving throw vs. spells. If the save is successful, the victim takes half the ill effects and the other half rebounds *on the caster* (who may also save to avoid it, but with a -4 penalty to the roll). If the *wish* will inconvenience someone without harming him (for example, by causing him to *teleport* into a prison cell), the victim gets no saving throw.

A character can use a *wish* to gain treasure, up to a maximum of 50,000 gold pieces per *wish*. However, the caster loses 1 experience point per gold piece value of treasure gained, and this loss cannot be magically restored.

The magic-user can use a *wish* to temporarily change any one ability score to a minimum of 3 or maximum of 18. This effect lasts for only six turns.

Wishes can also be used to permanently increase ability scores, but the cost is very high: You must cast as many *wishes* as the number of the ability score desired. All the *wishes* must be cast within a one-week period.

You may raise an ability score only one point at a time. To raise your Strength from 15 to 16 takes 16 wishes. To then raise it to 17 will take an additional 17 wishes. Wishes cannot permanently lower ability scores.

A *wish* cannot raise the maximum experience level for human characters; 36th level is an absolute limit. However, one *wish* can allow demihumans to gain one additional Hit Die (for a new maximum of 9 for halflings, 11 for elves, and 13 for dwarves). This affects only hit points, and does not change any other scores (such as attack rolls, elves' number of spells, etc.).

A *wish* can change a demihuman to a human, or the reverse. Such a change is permanent, and the recipient does not become magical. Halflings and dwarves become fighters of the same level. Elves become magic-users or fighters (but not both), at the choice of the caster of the *wish*. The changed character would then gain levels of experience normally. A human changes to the same level demihuman, but no higher than the normal racial maximum.

If one character casts a *wish* to change another's character class, the victim (at his option) may make a saving throw vs. spells with a +5 bonus to resist the change.

A *wish* can sometimes change the results of a past occurrence. This is normally limited to events of the previous day. A lost battle may be won, or the losses may be made far less severe, but impossible odds cannot be overcome completely. A death could be changed to a near-death survival; a permanent loss could be made temporary. The DM may wish to advise players when their *wishes* exceed the limit of the spell's power (or his patience).

Important Note: Whenever an effect is described as being unchangeable "even with a *wish*," that statement supersedes all others here.

Wishes can cause great problems if not handled properly. The DM must see that *wishes* are reasonably limited or the balance and enjoyment of the game will be completely upset. The DM should not allow *wishes* that alter the basics of the game (such as a wish that dragons can't breathe for damage). The more unreasonable and greedy the *wish* is, the less likely that the *wish* will become reality.

