

OLD-SCHOOL ESSENTIALS

CLASSIC FANTASY

Cleric and Magic-User Spells

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**NECROTIC
GNOME**

1st Level Cleric Spells

#	Name	Page	Rev.	Duration	Range
1	Cure light wounds	10	Yes	Instant	Caster or touch
2	Detect evil	10	–	6 turns	120'
3	Detect magic	10	–	2 turns	60'
4	Light	10	–	12 turns	120'
5	Protection from evil	11	–	12 turns	Caster
6	Purify food and water	11	–	Permanent	10'
7	Remove fear	11	–	2 turns	Caster or touch
8	Resist cold	11	–	6 turns	30'

2nd Level Cleric Spells

#	Name	Page	Rev.	Duration	Range
1	Bless	12	Yes	6 turns	60'
2	Find traps	12	–	2 turns	30'
3	Hold person	12	–	9 turns	180'
4	Know alignment	12	–	1 round	10'
5	Resist fire	13	–	2 turns	30'
6	Silence 15' radius	13	–	12 turns	180'
7	Snake charm	13	–	1d4+1 rds/turns	60'
8	Speak with animals	13	–	6 turns	30'

Memorizing Spells

Rest and time: A spell caster can memorize spells after an uninterrupted night's sleep. Memorizing all spells the character is capable of memorizing takes one hour.

Duplicate spells: A character may memorize the same spell more than once, as long as they are capable of memorizing more than one spell of the given level.

Casting Spells

Once only: When a spell is cast, knowledge of the spell is erased from the mind of the caster, until it is memorized again.

Freedom: The character must be able to speak out loud and move their hands.

Line of sight: Unless noted in a spell's description, the intended target (a specific monster, character, object, or area of effect) must be visible to the caster.

Spell Effects

Selecting targets: Some spells affect multiple targets, either by area or by Hit Dice total. If the spell description does not specify how targets are selected, the referee must decide whether they are selected randomly, by the caster, etc.

Concentration: Some spells specify that the caster must concentrate in order to maintain the magical effect. The referee must decide which actions break concentration. For example, the referee may rule that the caster may not engage in combat, cast other spells, or move at greater than half speed while concentrating on a spell.

Cumulative effects: Multiple spells cannot be used to increase the same ability (e.g. bonuses to attack rolls, AC, damage rolls, saving throws, etc.). Spells can be combined with the effects of magic items.

3rd Level Cleric Spells

#	Name	Page	Rev.	Duration	Range
1	Continual light	14	–	Permanent	120'
2	Cure disease	14	–	Instant	30'
3	Growth of animal	15	–	12 turns	120'
4	Locate object	15	–	6 turns	120'
5	Remove curse	15	Yes	Inst./perm. (rev.)	Caster or touch
6	Striking	15	–	1 turn	30'

4th Level Cleric Spells

#	Name	Page	Rev.	Duration	Range
1	Create water	16	–	Permanent	Touch
2	Cure serious wounds	16	Yes	Instant	Caster or touch
3	Neutralize poison	16	–	Instant	Caster or touch
4	Protection from evil 10' radius	16	–	12 turns	10' around caster
5	Speak with plants	17	–	3 turns	30'
6	Sticks to snakes	17	–	6 turns	120'

5th Level Cleric Spells

#	Name	Page	Rev.	Duration	Range
1	Commune	18	–	3 turns	Caster
2	Create food	18	–	Permanent	Caster's presence
3	Dispel evil	18	–	Concentr. or inst.	30'
4	Insect plague	18	–	Concentration	480'
5	Quest	19	Yes	Special/inst. (rev.)	30'
6	Raise dead	19	Yes	Instant	120'

Arcane Magic

Memorizing spells: Spells are memorized from the selection available in the caster's spell book, which must be at hand.

Reversing spells: The normal or reversed form of a spell must be selected when the spell is memorized.

Divine Magic

Memorizing spells: Spells are memorized through prayer to a deity. Any spell of appropriate level on the class' spell list may be chosen.

Reversing spells: The normal or reversed form of a spell may be selected when the spell is cast.

Deity disfavour: If a spell caster falls out of favour with their deity, penalties (determined by the referee) may be imposed.

Deity alignment: A divine spell caster may draw disfavour when casting spells (or their reversed versions) whose effects go against the deity's alignment.

1st Level Magic-User Spells

#	Name	Page	Rev.	Duration	Range
1	Charm person	22	–	1+ days	120'
2	Detect magic	22	–	2 turns	60'
3	Floating disc	22	–	6 turns	6'
4	Hold portal	22	–	2d6 turns	10'
5	Light	23	Yes	6 turns +1/level	120'
6	Magic missile	23	–	1 turn	150'
7	Protection from evil	23	–	6 turns	Caster
8	Read languages	23	–	2 turns	Caster
9	Read magic	24	–	1 turns	Caster
10	Shield	24	–	2 turns	Caster
11	Sleep	24	–	4d4 turns	240'
12	Ventriloquism	24	–	2 turns	60'

2nd Level Magic-User Spells

#	Name	Page	Rev.	Duration	Range
1	Continual light	25	Yes	Permanent	120'
2	Detect evil	25	–	2 turns	60'
3	Detect invisible	25	–	6 turns	10'/level
4	ESP	25	–	12 turns	60'
5	Invisibility	26	–	Perm. until broken	240'
6	Knock	26	–	1 round	60'
7	Levitate	26	–	6 turns +1/level	Caster
8	Locate object	26	–	2 turns	60' +10'/level
9	Mirror image	26	–	6 turns	Caster
10	Phantasmal force	27	–	Concentration	240'
11	Web	27	–	48 turns	10'
12	Wizard lock	27	–	Permanent	10'

3rd Level Magic-User Spells

#	Name	Page	Rev.	Duration	Range
1	Clairvoyance	28	–	12 turns	60'
2	Dispel magic	28	–	Instant	120'
3	Fire ball	28	–	Instant	240'
4	Fly	28	–	1d6 turns +1/level	Caster or touch
5	Haste	28	–	3 turns	240'
6	Hold person	28	–	1 turn/level	120'
7	Infravision	29	–	1 day	Caster or touch
8	Invisibility 10' radius	29	–	Perm. until broken	120'
9	Lightning bolt	29	–	Instant	180'
10	Protection from evil 10' radius	29	–	12 turns	10' around caster
11	Protection from normal missiles	29	–	12 turns	30'
12	Water breathing	29	–	1 day	30'

4th Level Magic-User Spells

#	Name	Page	Rev.	Duration	Range
1	Charm monster	30	–	1+ days	120'
2	Confusion	30	–	12 rounds	120'
3	Dimension door	30	–	1 round	10'
4	Growth of plants	31	–	Permanent	120'
5	Hallucinatory terrain	31	–	Until touched	240'
6	Massmorph	31	–	Permanent	240'
7	Polymorph others	31	–	Permanent	60'
8	Polymorph self	31	–	6 turns +1/level	Caster
9	Remove curse	32	Yes	Inst./perm. (rev.)	Caster or touch
10	Wall of fire	32	–	Concentration	60'
11	Wall of ice	32	–	12 turns	120'
12	Wizard eye	32	–	6 turns	240'

5th Level Magic-User Spells

#	Name	Page	Rev.	Duration	Range
1	Animate dead	33	–	Permanent	60'
2	Cloudkill	33	–	6 turns	30'
3	Conjure elemental	34	–	Perm. until broken	240'
4	Contact higher plane	35	–	1 conversation	Caster
5	Feeblemind	35	–	Permanent	240'
6	Hold monster	35	–	6 turns +1/level	120'
7	Magic jar	36	–	Special	Caster
8	Pass-wall	36	–	3 turns	30'
9	Telekinesis	36	–	Conc. (max 6 rds)	120'
10	Teleport	37	–	Instant	10'
11	Transmute rock to mud	37	Yes	3d6 days/per. (rev.)	120'
12	Wall of stone	37	–	Permanent	60'

6th Level Magic-User Spells

#	Name	Page	Rev.	Duration	Range
1	Anti-magic shell	38	–	12 turns	Caster
2	Control weather	38	–	Concentration	240yds around cstr.
3	Death spell	38	–	Instant	240'
4	Disintegrate	39	–	Instant	60'
5	Geas	39	Yes	Perm./inst. (rev.)	30'
6	Invisible stalker	39	–	1 mission	Caster's presence
7	Lower water	39	–	10 turns	240'
8	Move earth	40	–	6 turns	240'
9	Part water	40	–	6 turns	120'
10	Projected image	40	–	6 turns	240'
11	Reincarnation	40	–	Permanent	Caster's presence
12	Stone to flesh	40	Yes	Permanent	120'