

# B/X ESSENTIALS

Cleric and Magic-User Spells



Necrotic Gnome Productions



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## Cleric and Magic-User Spells



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# Foreword

This book is, primarily, an aid for players of the standard spell-casting classes: clerics, elves, and magic-users (as presented in *B/X Essentials: Classes and Equipment*). The descriptions of the spells available to these classes are undoubtedly the most common thing players of magic-using characters find themselves referring to during play. This book—consisting solely of spell descriptions, separated from the clutter of other rules—is thus an eminently useful gaming aid.

Aside from their usefulness to players of the standard spell-casting classes, the descriptions of standard spells are essential for the referee. Many monsters are able to cast cleric or magic-user spells, and numerous magic items replicate or reproduce the effects of these spells.

In writing this book, I have continued to place heavy focus on the usability of the text during play. To this end, in contrast to the usual “block of text” style of spell presentation, I have broken down each spell’s description into logical chunks:

- Different mechanical aspects of a spell are separated out into bullet points for quick reference.
- If a spell has multiple possible uses, these are separated out and numbered. (For example, the humble *light* spell has three separate usages: conjuring light, blinding a creature, and dispelling *darkness*.)

Thus, the presentation of spells in this book differs somewhat from what you will find in the original Basic/Expert books or indeed in other gaming books. It is my hope that the new format proves easier to quickly refer to.

In addition to this approach to organising spell descriptions, I have made the following usability enhancements:

- All uses of spells that allow a saving throw are highlighted with **bold text**.
- Spell ranges of 0 or 0' (which are applied somewhat inconsistently in the Basic/Expert rules) are replaced with a clear verbal description. (e.g. “Range: The caster”, instead of “Range: 0”.)

- Likewise, spells with touch range have the additional clarification that the caster may cast the spell upon him- or herself.
- I have taken the liberty of including a description for the mythical *detect invisible* spell, famously missing from the Basic rules (an error that was, curiously, not corrected in the Expert rules!).

It is important to note, however, that I have *not* attempted to clarify all ambiguities in the spell descriptions. The relatively minimal descriptions of the Basic/Expert spells sometimes lead to areas of uncertainty, where the effects or limitations of a spell are not thoroughly specified. This is regarded as a charming feature of the rule set and an encouragement for the referee to make rulings as to how each spell works in his or her campaign. I have been careful to not resolve such uncertainties, except in rare cases where an actual contradiction was present.

One prominent area of unclarity is worth discussing specifically: a number of spells have effects that depend on the caster maintaining concentration. No strict definition of the requirements for concentrating is given in the Basic/Expert rules, thus some degree of referee interpretation is required. One spell—*conjure elemental*—mentions that the caster may not engage in combat or cast other spells while concentrating. The referee may wish to apply these stipulations to other spells that require concentration.

Once more, it is my hope that this book will play some small part in the furtherance of this timeless and beloved game and prove useful as a reference for those already familiar with its charms.

Gavin Norman, Winter 2017, Berlin.

# Cleric Spell List

## 1st Level

1. Cure Light Wounds (Cause Light Wounds)
2. Detect Evil
3. Detect Magic
4. Light (Darkness)
5. Protection from Evil
6. Purify Food and Water
7. Remove Fear (Cause Fear)
8. Resist Cold

## 2nd Level

1. Bless (Blight)
2. Find Traps
3. Hold Person
4. Know Alignment
5. Resist Fire
6. Silence 15' Radius
7. Snake Charm
8. Speak with Animals

## 3rd Level

1. Continual Light (Continual Darkness)
2. Cure Disease (Cause Disease)
3. Growth of Animal
4. Locate Object
5. Remove Curse (Curse)
6. Striking

## 4th Level

1. Create Water
2. Cure Serious Wounds (Cause Serious Wounds)
3. Neutralize Poison
4. Protection from Evil 10' Radius
5. Speak with Plants
6. Sticks to Snakes

## 5th Level

1. Commune
2. Create Food
3. Dispel Evil
4. Insect Plague
5. Quest (Remove Quest)
6. Raise Dead (Finger of Death)



# Magic-User Spell List

## 1st Level

1. Charm Person
2. Detect Magic
3. Floating Disc
4. Hold Portal
5. Light (Darkness)
6. Magic Missile
7. Protection from Evil
8. Read Languages
9. Read Magic
10. Shield
11. Sleep
12. Ventriloquism

## 2nd Level

1. Continual Light (Continual Darkness)
2. Detect Evil
3. Detect Invisible
4. ESP
5. Invisibility
6. Knock
7. Levitate
8. Locate Object
9. Mirror Image
10. Phantasmal Force
11. Web
12. Wizard Lock

## 3rd Level

1. Clairvoyance
2. Dispel Magic
3. Fire Ball
4. Fly
5. Haste
6. Hold Person
7. Infravision
8. Invisibility 10' Radius
9. Lightning Bolt
10. Protection from Evil 10' Radius
11. Protection from Normal Missiles
12. Water Breathing

*(Reversed versions of spells are listed in parentheses.)*

## 4th Level

1. Charm Monster
2. Confusion
3. Dimension Door
4. Growth of Plants
5. Hallucinatory Terrain
6. Massmorph
7. Polymorph Others
8. Polymorph Self
9. Remove Curse (Curse)
10. Wall of Fire
11. Wall of Ice
12. Wizard Eye

## 5th Level

1. Animate Dead
2. Cloudkill
3. Conjure Elemental
4. Contact Higher Plane
5. Feeblemind
6. Hold Monster
7. Magic Jar
8. Pass-Wall
9. Telekinesis
10. Teleport
11. Transmute Rock to Mud (Transmute Mud to Rock)
12. Wall of Stone

## 6th Level

1. Anti-Magic Shell
2. Control Weather
3. Death Spell
4. Disintegrate
5. Geas (Remove Geas)
6. Invisible Stalker
7. Lower Water
8. Move Earth
9. Part Water
10. Projected Image
11. Reincarnation
12. Stone to Flesh (Flesh to Stone)



# 1st Level Cleric Spells

## Cure Light Wounds

**Duration:** Instant

**Range:** The cleric or a creature touched

This spell has two uses:

1. Healing a living subject of 1d6+1 hit points of damage. This cannot grant more hit points than the subject's normal maximum.
2. Curing the subject of paralysis.

### **Reversed: Cause Light Wounds**

Inflicts 1d6+1 hit points of damage to a touched creature. In combat, a melee attack roll is required.

## Detect Evil

**Duration:** 6 turns

**Range:** 120'

Objects enchanted for evil purposes or living beings with evil intentions are caused to magically glow.

- This spell does not grant the ability to read minds, but only grants a general sense of evil intent.
- The referee must decide what is "evil". Some things that are potentially harmful, like traps, are not "evil."

## Detect Magic

**Duration:** 2 turns

**Range:** 60'

Enchanted objects, areas, or creatures are caused to glow. Both permanent and temporary enchantments are revealed.

## Light

**Duration:** 12 turns

**Range:** 120'

This spell has three usages:

1. Conjuring light in a 15' radius. The magical light is sufficient for reading, but is not as bright as daylight. The spell may be cast upon an object, in which case, the light moves with the object.
2. Blinding a creature by casting the spell upon its eyes. If the target fails a **saving throw versus spells**, it is blinded for the duration. A blind creature cannot attack.
3. Cancelling a *darkness* spell (see below).

### **Reversed: Darkness**

Creates a 15' radius area of magical blackness, preventing normal sight (but not infravision). Like *light*, it may alternatively be used to blind creatures or to dispel a *light* spell.

## Protection from Evil

**Duration:** 12 turns

**Range:** 0

This spell wards the cleric from attacks by creatures of another alignment, as follows:

- The cleric gains a +1 bonus to saving throws against attacks or special abilities of affected creatures.
- Affected creatures' attacks against the cleric are penalised by -1.

Additionally, the spell prevents enchanted, constructed, or summoned creatures from attacking the cleric in melee, though they may still make ranged attacks. If the cleric engages such a creature in melee, this protection is broken (the cleric still gains the bonuses to saving throws and attack rolls mentioned above).

## Purify Food and Water

**Duration:** Permanent

**Range:** 10'

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. One of the following may be affected:

- 6 quarts of drink.
- One trail ration (iron or standard).
- A quantity of unpreserved food for 12 human-sized beings.

## Remove Fear

**Duration:** 2 turns

**Range:** The cleric or a creature touched

The creature touched is calmed and purged of fear. Magically induced fear may dispelled, but this requires the subject to make a **saving throw versus spells**. The save is modified by +1 per level of the cleric.

### Reversed: Cause Fear

Will cause a target within 120' to flee for the duration unless it **saves versus spells**.



## Resist Cold

**Duration:** 6 turns

**Range:** 30'

All creatures within range are protected from cold, as follows:

- Unharmed by non-magical freezing temperatures.
- Gain a +2 bonus to all saving throws versus cold-based magical or breath attacks.
- Cold-based damage is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)

# 2nd Level Cleric Spells

## Bless

**Duration:** 6 turns

**Range:** 60'

May be used in one of two ways:

1. Allies within a 20' square area who are not yet in melee gain a +1 bonus to attack and damage rolls and a +1 bonus to morale.
2. Casting *bless* may also form part of rituals of purification or consecration, at the referee's discretion.

### Reversed: Blight

Incurs a -1 penalty to morale checks, attacks rolls, and damage rolls of enemies within a 20' square area. A **save versus spells** is allowed to resist the *blight*.

## Find Traps

**Duration:** 2 turns

**Range:** 30'

Trapped objects or areas within range of the cleric glow with a magical blue light.

- Both magical and mechanical traps are detected.
- No knowledge about the nature of the trap or how to deactivate it is granted.

## Hold Person

**Duration:** 9 turns

**Range:** 180'

This spell causes one or more humans, demihumans, or humanoid monsters to be paralysed if they fail a **saving throw versus spells**. It may be cast in two ways:

1. Against an individual. The target's saving throw is penalised by -2.
2. Against a group. 1d4 individuals in the group are targeted.

Humanoids of greater than 4+1 HD and undead are not affected.



## Know Alignment

**Duration:** 1 round

**Range:** 10'

The cleric gains immediate knowledge of the alignment of one character, monster, object, or location within range. (Most objects or locations do not have an alignment, but magic items or holy places might.)

## Resist Fire

**Duration:** 2 turns

**Range:** 30'

A single creature is bestowed with supernatural resistance to fire, as follows:

- Unharmed by non-magical heat or fire.
- Gain a +2 bonus to all saving throws versus fire-based magical or breath attacks.
- Fire-based damage is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)

## Silence 15' Radius

**Duration:** 12 turns

**Range:** 180'

A 15' radius area is rendered utterly silent.

- All sound is stopped and conversation and spell casting are impossible.
- Noise originating from outside the silenced area can be heard by those within it.
- *Silence* may be cast upon a creature, which must **save versus spells**. If the save fails, the 15' radius area of *silence* moves with the creature. If the save succeeds, the spell's effect remains stationary—the targeted creature may move out of it.

## Snake Charm

**Duration:** 1d4+1 rounds or turns

**Range:** 60'

One or more snakes are rendered non-hostile, rearing up and swaying to and fro but not attacking.

- The spell affects snakes whose total Hit Dice do not exceed the cleric's level. For example, a 7th level cleric can affect 7 HD of snakes, which can equal seven 1 HD snakes, or two 3 HD snakes and one 1 HD snake, or any other combination.
- When cast on snakes that are already attacking, the spell lasts for 1d4+1 rounds. Otherwise, it lasts for 1d4+1 turns.

## Speak with Animals

**Duration:** 6 turns

**Range:** 30'

The cleric can communicate with one type of animal within range when the spell is cast.

- Ordinary animals or giant versions of ordinary animals may be targeted.
- The cleric can ask questions of and receive answers from animals of the chosen kind, although the spell doesn't make animals any more friendly or cooperative than normal (a reaction roll may be required).
- If an animal is friendly toward the cleric, it may perform some favour or service.



# 3rd Level Cleric Spells

## Continual Light

Duration: Permanent

Range: 120'

This spell has three usages:

1. Conjuring light in a 30' radius. The magical light is as bright as full daylight (creatures that suffer attack penalties in daylight are affected). The spell may be cast upon an object, in which case, the light moves with the object.
2. Blinding a creature by casting the spell upon its eyes. If the target fails a **saving throw versus spells**, it is blinded. A blind creature cannot attack.
3. Cancelling a *continual darkness* spell (see below).

### Reversed: Continual Darkness

Creates a 30' radius area of magical blackness, preventing both normal sight and infravision. Light sources brought within the area of darkness do not illuminate it. Like *continual light*, it may alternatively be used to blind creatures or to dispel a *continual light* spell.

## Cure Disease

Duration: Instant

Range: 30'

This spell has two uses:

1. Cure a subject of any disease, including those of magical origin.
2. Instantly kill green slime.

### Reversed: Cause Disease

Inflicts a terrible withering disease on a victim, if a **saving throw versus spells** is failed. The disease has the following effects:

- Death within 2d12 days.
- A -2 penalty to attack rolls.
- Natural healing takes twice the usual time.
- Magical healing is utterly ineffective.

This disease can be cured with a casting of *cure disease*.

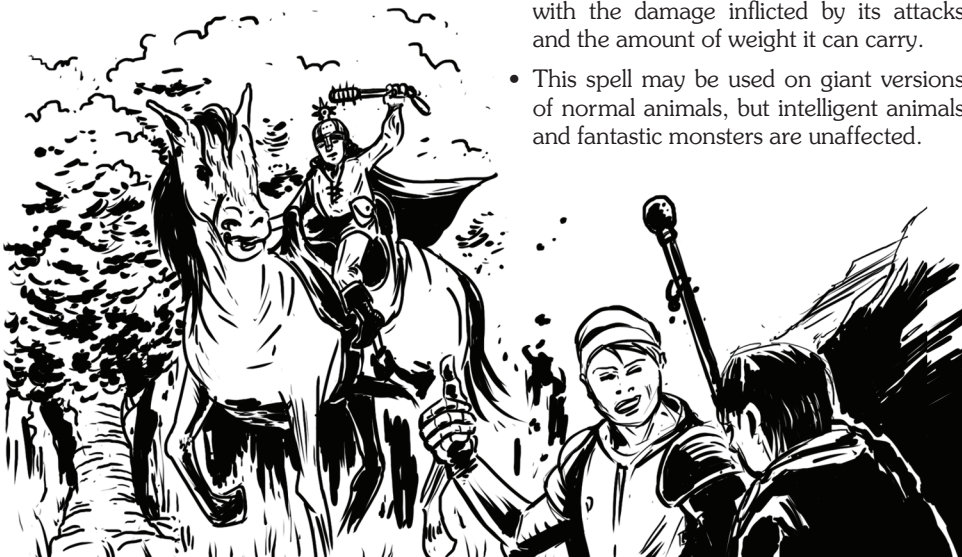
## Growth of Animal

Duration: 12 turns

Range: 120'

One non-magical, normal animal is doubled in size when this spell is cast upon it.

- The animal's strength is doubled, along with the damage inflicted by its attacks and the amount of weight it can carry.
- This spell may be used on giant versions of normal animals, but intelligent animals and fantastic monsters are unaffected.



## Locate Object

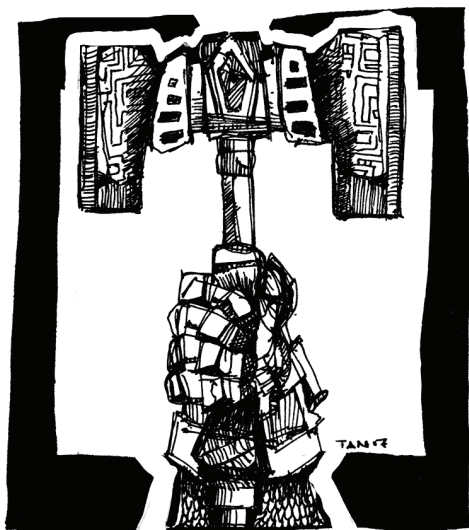
**Duration:** 6 turns

**Range:** 120'

The cleric can sense the direction (but not distance) of an object. One of two types of object may be located:

1. An object of a general class (e.g. a stairway, an altar, etc). In this case, the nearest object of that type is located.
2. A specific object which the cleric can clearly visualise in all aspects.

This spell cannot be used to locate creatures.



## Remove Curse

**Duration:** Instant / Permanent (*curse*)

**Range:** The cleric or a creature touched

*Remove curse* instantaneously removes one curse from a creature. It may allow a character to discard a cursed magic item.

### Reversed: Curse

Places a deleterious effect upon a creature, if it fails a **saving throw versus spells**.

- The exact form and effects of the curse are determined by the cleric.
- Maximum possible effects include: a -2 penalty to saving throws, a -4 penalty to hit, reducing an ability score by 50%.
- Multiple curses may afflict a creature, as long as each has a different effect.
- The referee should judge the effects of this spell and may turn overly powerful curses back onto the cleric!

## Striking

**Duration:** 1 turn

**Range:** 30'

A single weapon is enchanted:

- It deals an additional 1d6 damage.
- It is able to harm monsters which are normally only harmed by magical weapons.

## 4th Level Cleric Spells

### Create Water

**Duration:** Permanent

**Range:** Touch

This spell causes a magical fount to spring forth from the ground or a wall.

- The fount produces approximately 50 gallons of water—enough to sustain twelve humans and twelve mounts for one day.
- If the cleric is higher than 8th level, water sufficient for an additional twelve humans and mounts is produced for each level beyond 8th.

### Cure Serious Wounds

**Duration:** Instant

**Range:** The cleric or a creature touched

The cleric's touch heals 2d6+2 hit points of damage in one living subject. This cannot grant more hit points than the subject's normal maximum.

### Reversed: Cause Serious Wounds

Inflicts 2d6+2 hit points of damage to a touched creature. In combat, a melee attack roll is required.

## Neutralize Poison

**Duration:** Instant

**Range:** The cleric or a creature or object touched

This spell has two uses:

1. Neutralize the effects of poison on a character. A character who has died from poisoning can be revived, if *neutralize poison* is cast within ten rounds.
2. Remove poison from an item.

## Protection from Evil 10' Radius

**Duration:** 12 turns

**Range:** 10' around the cleric

This spell wards the cleric and all allies within 10' from attacks by creatures of another alignment, as follows:

- Those warded gain a +1 bonus to saving throws against attacks or special abilities of affected creatures.
- Affected creatures' attacks against those warded are penalised by -1.

Additionally, the spell prevents enchanted, constructed, or summoned creatures from attacking those warded in melee, though they may still make ranged attacks. If any of the warded party engages such a creature in melee, this protection is broken (those warded still gain the bonuses to saving throws and attack rolls mentioned above).

## Speak with Plants

**Duration:** 3 turns

**Range:** 30'

This spell has two uses:

1. Communication with normal plants. The cleric is able to ask questions and receive answers and may ask for simple favours. Plants may comply, if the request is within their ability to understand and perform. For example, densely overgrown plants may clear a passageway through which the cleric and party may travel.
2. Communication with plant-like or plant-based monsters.



## Sticks to Snakes

**Duration:** 6 turns

**Range:** 120'

2d8 normal sticks are miraculously transformed into snakes that follow the cleric's orders.

- Snakes' monster statistics: HD 1, AC 6, Att: 1 × bite (1d4), Sv F1, Ml 7, Mv 90' (30'), Al N.
- There is a 50% chance of the snakes being poisonous.
- When killed or at the end of the spell's duration, the snakes revert back into sticks.



# 5th Level Cleric Spells

## Commune

**Duration:** 3 turns

**Range:** The cleric

The cleric calls upon divine powers in order to seek knowledge.

- The cleric may ask three questions per casting. Once per year, the cleric may ask six questions instead of the normal three.
- Each question receives a simple “yes” or “no” answer.
- *Commune* may only be cast once per week. If the referee feels this spell is being overused, its usage may be limited to once per month.



## Create Food

**Duration:** Permanent

**Range:** Appears in the cleric's presence

Food sufficient for twelve humans and twelve mounts for one day is conjured from thin air. For each level of the cleric beyond 8th, food sufficient for an additional twelve humans and mounts is produced.

## Dispel Evil

**Duration:** Concentration (up to 1 turn) or instant (see below)

**Range:** 30'

This spell has three uses:

1. By concentrating and remaining stationary, enchanted or undead monsters that come within range may be banished or destroyed. Each monster may **save versus spells** to avoid banishment or destruction. If a monster's save succeeds, it flees the affected area.
2. Instantly banish or destroy a single enchanted or undead monster within range. The monster may **save versus spells (with a -2 penalty)** to avoid banishment or destruction. If the monster's save succeeds, it flees the affected area.
3. Instantly dispel the hold that a cursed item has over a being within range.

## Insect Plague

**Duration:** Concentration (up to 1 day)

**Range:** 480'

Cast aboveground, this spell conjures a 60' diameter swarm of flying insects with the following properties:

- Moves at 20' per round. While the swarm is within range, the cleric is able to direct its movements.
- Vision within the area of the swarm is obscured.
- Creatures of 2 HD or less are driven away, if caught within the swarm.

If the cleric moves or loses concentration, the swarm dissipates, ending the spell.

The spell has no effect if cast underground.



## Quest

**Duration:** Until quest is completed /  
Instant (*remove quest*)

**Range:** 30'

The cleric commands a single subject to perform a specific quest or task.

- Examples of quests include: rescuing a prisoner, killing a specific monster, bringing a magic item to the cleric, or going on a journey to a holy site.
- The prescribed quest must not be obviously suicidal.
- The subject may **save versus spells**, with success indicating that the *quest* has no effect.
- Otherwise, the subject must undertake the quest or fall under a curse (per the *curse* spell, with the exact nature of the curse determined by the referee).
- Once the task is completed, the spell ends.

### Reversed: Remove Quest

Can dispel an active *quest* spell. If the cleric who cast the *quest* spell to be nullified is higher level than the cleric casting *remove quest*, there is a chance of the spell having no effect. The probability of failure is 5% per level the cleric is below the caster of *quest*.

## Raise Dead

**Duration:** Instant

**Range:** 120'

This spell has two uses:

1. Restore life to a recently deceased human or demihuman. The cleric can raise a person that has been dead for no longer than four days per level of the cleric above 7th. For example, a 10th level cleric can revive a character that has been dead for twelve days (three levels above 7th  $\times$  four days). Coming back from the dead is an ordeal. Until the subject gets two full weeks of bed rest, he or she has 1 hit point, moves at half the normal rate, cannot carry heavy items, and cannot attack, cast spells, or use other class abilities. This period of weakness may not be shortened by any magical healing.
2. Destroy an undead monster, if it fails a **saving throw versus spells**.

### Reversed: Finger of Death

Directs a ray of deadly magic at a single target. If the target fails a **saving throw versus death**, it dies instantly. Casting *finger of death* is a chaotic act; it will only be used by lawful clerics in desperate situations.

# 1st Level Magic-User Spells

## Charm Person

**Duration:** One or more days (see below)

**Range:** 120'

A single, humanoid creature must **save versus spells** or be charmed, as follows:

- The subject regards the caster as its trusted friend and ally and will come to the caster's defence.
- If they share a language, the caster may give the charmed creature commands, which it will obey.
- Actions that the charmed creature wouldn't ordinarily do, based on its nature or alignment, may be abstained from.
- An affected creature never obeys suicidal or obviously harmful orders.

Humanoids of greater than 4+1 HD and undead are not affected.

The charm lasts indefinitely, but the subject is allowed to make further **saves vs spells** at intervals. If one of these saves succeeds, the spell ends.

- A creature with an INT score of 3-8 gains a new save once every month.
- A creature with an INT of 9-12 gains a new save each week
- A creature with an INT of 13-18 gains a new save once every day.

## Detect Magic

**Duration:** 2 turns

**Range:** 60'

Enchanted objects, areas, or creatures are caused to glow. Both permanent and temporary enchantments are revealed.

## Floating Disc

**Duration:** 6 turns

**Range:** 6'

The caster conjures a slightly concave, circular disc of magical force that follows him or her about and carries loads.

- The disc is 3 feet in diameter and 1 inch deep at its centre.
- It can hold a maximum load of 5,000 coins (500 pounds).
- The disc floats at waist height and remains level, floating along horizontally within spell range.
- When the disc winks out at the end of the spell's duration, anything it was supporting is dropped.



## Hold Portal

**Duration:** 2d6 turns

**Range:** 10'

This spell magically holds shut a door, gate, window, or other kind of portal.

- A *knock* spell opens the held portal instantly.
- Creatures with at least 3 Hit Dice more than the caster can open the held portal with one round of effort.



## Light

**Duration:** 6 turns +1 per level

**Range:** 120'

This spell has three usages:

1. Conjuring light in a 15' radius. The magical light is sufficient for reading, but is not as bright as daylight. The spell may be cast upon an object, in which case, the light moves with the object.
2. Blinding a creature by casting the spell upon its eyes. If the target fails a **saving throw versus spells**, it is blinded for the duration. A blind creature cannot attack.
3. Cancelling a *darkness* spell (see below).

### Reversed: Darkness

Creates a 15' radius area of magical blackness, preventing normal sight (but not infravision). Like *light*, it may alternatively be used to blind creatures or to dispel a *light* spell.

## Magic Missile

**Duration:** 1 turn

**Range:** 150'

This spell conjures a glowing dart of energy that the caster may choose to shoot at a visible target within range.

- The missile hits unerringly (no attack roll or saving throw is required).
- The missile inflicts 1d6+1 damage.
- Higher level casters may conjure more missiles: two additional missiles are conjured per five experience levels the caster has gained (i.e. three missiles at 6th-10th level, five missiles at 11th-15th level, etc). Multiple missiles may be directed at a single target.

## Protection from Evil

**Duration:** 6 turns

**Range:** The caster

This spell wards the caster from attacks by creatures of another alignment, as follows:

- The caster gains a +1 bonus to saving throws against attacks or special abilities of affected creatures.
- Affected creatures' attacks against the caster are penalised by -1.

Additionally, the spell prevents enchanted, constructed, or summoned creatures from attacking the caster in melee, though they may still make ranged attacks. If the caster engages such a creature in melee, this protection is broken (the caster still gains the bonuses to saving throws and attack rolls mentioned above).

## Read Languages

**Duration:** 2 turns

**Range:** The caster

For the duration of this spell, the caster may read any language, coded message, map, or other set of written instructions. This spell does not grant any ability to speak unknown languages.

## Read Magic

**Duration:** 1 turn

**Range:** The caster

By means of *read magic*, the caster can decipher magical inscriptions or runes, as follows:

- The magical script of a scroll of arcane spells can be understood. The caster is then able to activate the scroll at any time in the future.
- A spell book written by another arcane spell caster can be deciphered.
- Runes or magical words inscribed on an object or surface can be understood.

Once the caster has read a magical inscription using *read magic*, he or she is thereafter able to read that particular writing without recourse to the use of this spell.

## Shield

**Duration:** 2 turns

**Range:** The caster

*Shield* creates an invisible field of force that protects the caster, granting an AC of 2 against missile attacks and AC 4 against other attacks.

## Sleep

**Duration:** 4d4 turns

**Range:** 240'

A *sleep* spell causes a magical slumber to come upon creatures, excluding the undead. The spell may target either:

1. A single creature with 4+1 Hit Dice.
2. A total of 2d8 Hit Dice of creatures of 4 HD or lower each.

When targeting creatures of 4 HD or less, the following rules apply:

- Targets with the least HD are affected first.
- Calculate monsters with less than 1 HD as having 1 HD and monsters with a bonus to HD as having the flat amount. (For example, a 3+2 HD monster would be calculated as having 3 HD.)
- Rolled Hit Dice that are not sufficient to affect a creature are wasted.

Creatures enchanted by this spell are helpless and can be killed instantly with a bladed weapon. Slapping or wounding awakens an affected creature.

## Ventriloquism

**Duration:** 2 turns

**Range:** 60'

The caster may make his or her voice appear to come from any location or source (e.g. a statue or animal) within the spell's range.

# 2nd Level Magic-User Spells

## Continual Light

**Duration:** Permanent

**Range:** 120'

This spell has three usages:

1. Conjuring light in a 30' radius. The magical light is sufficient for reading, but is not as bright as daylight. The spell may be cast upon an object, in which case, the light moves with the object.
2. Blinding a creature by casting the spell upon its eyes. If the target fails a **saving throw versus spells**, it is blinded. A blind creature cannot attack.
3. Cancelling *continual darkness*.

### Reversed: Continual Darkness

Creates a 30' radius area of magical blackness, preventing both normal sight and infravision. Light sources brought within the area of darkness do not illuminate it. Like *continual light*, it may alternatively be used to blind creatures or to dispel a *continual light* spell.

## Detect Evil

**Duration:** 2 turns

**Range:** 60'

Objects enchanted for evil purposes or living beings with evil intentions are caused to magically glow.

- This spell does not grant the ability to read minds, but only grants a general sense of evil intent.
- The referee must decide what is "evil". Some things that are potentially harmful, like traps, are not "evil."

## Detect Invisible

**Duration:** 6 turns

**Range:** 10' per level

Invisible creatures or items in range are revealed to the caster.

## ESP

**Duration:** 12 turns

**Range:** 60'

This spell grants the caster the ability to perceive and understand the thoughts of other living creatures.

- To pick up thoughts, the caster must focus his or her concentration in one particular direction for one turn.
- After this turn, the thoughts of all creatures within range in that direction can be perceived.
- If multiple creatures are within the range in the direction being focused on, their thoughts mingle into a confusing jumble. The caster must spend an additional turn to sort out one creature's thoughts.
- The caster understands the meaning of all thoughts even if he or she does not share the creature's language.
- The ability to perceive thoughts is obstructed by a thin layer of lead or by rock of 2' thick or greater.

## Invisibility

**Duration:** Permanent (but may be broken, see below)

**Range:** 240'

The caster or another creature or object within range becomes invisible:

- If cast on a creature, any gear the subject is carrying is also rendered invisible (this includes clothing and armour). Items dropped or put down by an invisible creature become visible. If the subject attacks or casts a spell, the invisibility is broken, ending the spell.
- If cast on an object, the invisibility is permanent.
- Note that if a light source is made invisible (either as part of a creature's gear or as an individual object), the light it casts is unaffected.

## Knock

**Duration:** 1 round

**Range:** 60'

The *knock* spell opens stuck, barred, or locked doors, gates, chests, and so forth.

- Magically held doors (for example with *hold portal*, *wizard lock*) are affected.
- Secret doors may be opened, but they must be known to the caster.

## Levitate

**Duration:** 6 turns +1 per level

**Range:** The caster

This enchantment allows the caster to move up and down through the air:

- The caster mentally directs movement up or down at up to 20' per round.
- The spell does not allow horizontal movement, but the caster can push against solid objects to move laterally.
- A normal amount of weight can be carried while levitating.

## Locate Object

**Duration:** 2 turns

**Range:** 60' +10' per level

The caster can sense the direction (but not distance) of an object. One of two types of object may be located:

1. An object of a general class (e.g. a stairway, an altar, etc). In this case, the nearest object of the type is located.
2. A specific object known to the caster.

This spell cannot be used to locate creatures.

## Mirror Image

**Duration:** 6 turns

**Range:** The caster

1d4 illusory duplicates of the caster appear.

- The mirror images look and behave exactly as the caster.
- Any attack (whether successful or not) on the caster will destroy one of the mirror images.

# Phantasmal Force

**Duration:** Concentration

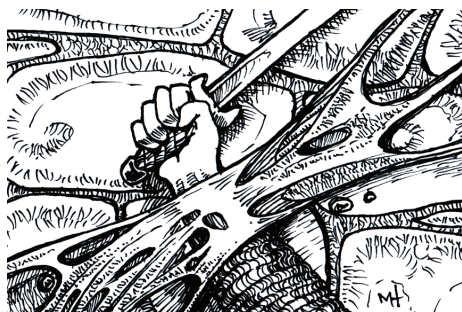
**Range:** 240'

An illusion of the caster's choosing manifests in a 20' cube area. Three types of illusion may be created:

1. An illusionary monster that can be directed to attack. The monster has an Armour Class of 9 and will vanish if hit in combat.
2. An illusionary attack of some kind (an avalanche, a falling ceiling, a *magic missile*, etc). Targets who **save versus spells** are unaffected.
3. A scene of some kind, either changing the appearance of the affected area or creating the appearance of something new. The scene disappears if touched.

The following stipulations apply:

- Concentration is required to maintain the illusion: if the caster moves or is affected by an attack, the spell ends.
- Illusionary monsters or attacks may appear to be harmful but no real damage is ever inflicted. A character who appears to die actually falls unconscious, a character turned to stone will actually be paralysed, and so on. Such effects last for 1d4 turns.
- If the illusion is of something the caster has not personally seen, the referee should grant targets a bonus to any applicable saving throws.



## Web

**Duration:** 48 turns

**Range:** 10'

*Web* conjures a many-layered mass of strong, sticky threads, blocking a 10' cube area. Creatures caught within a web become entangled among the gluey fibers. Entangled creatures can't move, but can break free depending on their strength:

- A creature with strength in the normal human range can break free in 2d4 turns.
- A creature with magically augmented strength above 18 can break free in 4 rounds.
- A creature of giant strength can break free in two rounds.

The strands of the web are flammable and can be destroyed by fire in two rounds. All creatures caught within flaming webs suffer 1d6 points of damage from the flames.

## Wizard Lock

**Duration:** Permanent

**Range:** 10'

A *wizard lock* spell magically locks a door, gate, similar portal, or any item that has a lock. The magical lock is permanent but may be bypassed as follows:

- The caster can freely pass his or her own *wizard lock*.
- A *knock* spell allows passage.
- Any magic-using character who is at least 3 levels higher than the caster of the *wizard lock* may pass through unimpeded.

Bypassing a *wizard lock* does not destroy it.



# 3rd Level Magic-User Spells

## Clairvoyance

**Duration:** 12 turns

**Range:** 60'

This spell grants the caster the ability to see through the eyes of other living creatures.

- To establish a clairvoyant connection with a creature, the caster must focus his or her concentration in one particular direction for one turn.
- After this turn, the visual perceptions of one creature within range in that direction are relayed to the caster.
- Once a connection has been established, the caster may choose to maintain it or to change to another subject.
- *Clairvoyance* is obstructed by a thin layer of lead or by rock of 2' thick or greater.

## Dispel Magic

**Duration:** Instant

**Range:** 120'

*Dispel magic* ends ongoing spells (i.e. those with a non-instantaneous duration) within a 20' cube area.

- If the level of the caster of the effect to be dispelled is higher than the level of the caster of *dispel magic*, there is a 5% chance per level difference that the attempt to dispel will fail.
- Magic items are unaffected.

## Fire Ball

**Duration:** Instant

**Range:** 240'

This spell conjures a streak of flame that shoots towards an area within range and detonates in a 40' diameter sphere of fire. Creatures caught in the *fire ball* suffer 1d6 damage per level of the caster, with a successful **save versus spells** indicating half damage.

## Fly

**Duration:** 1d6 turns +1 per level

**Range:** The caster or a creature touched

The subject gains the ability to fly with a movement rate of up to 360' (120'). Free movement in any direction is possible, including the ability to levitate and to hover in mid-air.

## Haste

**Duration:** 3 turns

**Range:** 240'

Up to 24 creatures in a 60' diameter area are enchanted to be able to move and act twice as quickly as normal:

- Subjects' maximum movement rates are doubled.
- Subjects may make double the normal number of attacks per round.
- The number of spells a subject may cast per round is not doubled.
- The use of magical devices such as wands is also not doubled.

## Hold Person

**Duration:** 1 turn per level

**Range:** 120'

This spell causes one or more humans, demihumans, or humanoid monsters to be paralysed if they fail a **saving throw versus spells**. It may be cast in two ways:

1. Against an individual. The target's saving throw is penalised by -2.
2. Against a group. 1d4 individuals in the group are targeted.

Humanoids of greater than 4+1 HD and undead are not affected.

## Infravision

**Duration:** 1 day

**Range:** The caster or a creature touched

The subject is able to see 60' in the dark with infravision.

## Invisibility 10' Radius

**Duration:** Permanent (but may be broken, see below)

**Range:** 120'

A selected creature and all creatures within 10' of it become invisible:

- The 10' radius area of the spell's effect moves with the chosen creature.
- Subjects that move more than 10' away from the chosen creature become visible.
- Creatures that move into the area after the spell is cast do not become invisible.
- Any gear a subject is carrying is also rendered invisible (this includes clothing and armour). Items dropped or put down by an invisible creature become visible.
- If a subject attacks or casts a spell, the invisibility is broken for that subject.

## Lightning Bolt

**Duration:** Instant

**Range:** 180'

A powerful stroke of electrical energy, 60' long and 5' wide, is conjured. Creatures caught in the lightning bolt suffer 1d6 damage per level of the caster, with a successful **save versus spells** indicating half damage.

If the *lightning bolt* hits a solid barrier before its full length is reached, it is reflected and travels for any remaining distance of its full length in the direction of the caster.

## Protection from Evil 10' Radius

**Duration:** 12 turns

**Range:** 10' around the caster

This spell wards the caster and all allies within 10' from attacks by creatures of another alignment, as follows:

- Those warded gain a +1 bonus to saving throws against attacks or special abilities of affected creatures.
- Affected creatures' attacks against those warded are penalised by -1.

Additionally, the spell prevents enchanted, constructed, or summoned creatures from making melee attacks against those warded, though they may still make ranged attacks. If any of the warded party engages such a creature in melee, this protection is broken (those warded still gain the bonuses to saving throws and attack rolls mentioned above).

## Protection from Normal Missiles

**Duration:** 12 turns

**Range:** 30'

A single subject in range is completely unharmed by small, non-magical missiles (e.g. no protection is granted against hurled boulders or enchanted arrows).

## Water Breathing

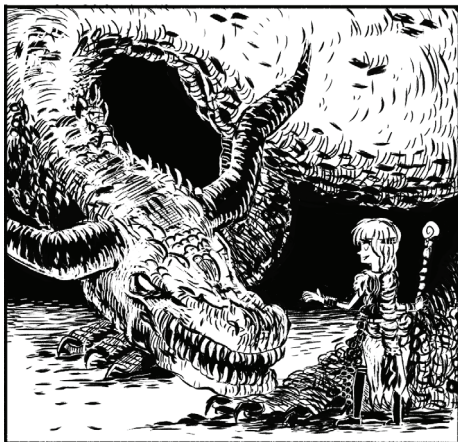
**Duration:** 1 day

**Range:** 30'

The subject can breathe water freely by means of this spell. The spell does not make creatures unable to breathe air and grants no additional proficiency at swimming.



# 4th Level Magic-User Spells



## Charm Monster

**Duration:** One or more days (see below)

**Range:** 120'

This spell places a charm upon either 3d6 creatures of 3 HD or less or a single creature of more than 3 HD. Undead are not affected. Each subject must make a **save versus spells** or be charmed as follows:

- The subject regards the caster as its trusted friend and ally and will come to the caster's defence.
- If they share a language, the caster may give the charmed creature commands, which it will obey.
- Actions that the charmed creature wouldn't ordinarily do, based on its nature or alignment, may be abstained from.
- An affected creature never obeys suicidal or obviously harmful orders.

The charm lasts indefinitely, but subjects are allowed to make further **saves vs spells** at intervals. If one of these saves succeeds, the spell ends for that creature.

- A creature with an INT score of 3-8 gains a new save once every month.
- A creature with an INT of 9-12 gains a new save each week
- A creature with an INT of 13-18 gains a new save once every day.

## Confusion

**Duration:** 12 rounds

**Range:** 120'

This spell causes 3d6 targets within 60' of one another to become confused, making them unable to independently determine what they will do.

- Targets of 2+1 HD or greater may **save versus spells** each round to resist the spell's effect, acting with free will that round if they make the save.
- Targets of 2 HD or lower get no save.
- Roll on the following table separately for each affected target each round to see what that target does that round:

### 2d6 Behaviour

2-5	Attack caster's group
6-8	No action
9-12	Attack creature's group

## Dimension Door

**Duration:** 1 round

**Range:** 10'

The caster or a single creature is instantly transferred to another location up to 360' distant. The destination may be selected in two ways:

- A location, within 360', known to the caster.
- An unknown location specified by a series of offsets (e.g. 120' north, 160' east, 80' up) totalling not more than 360'.
- If the destination is already occupied by a solid body, the spell fails.

If the target is unwilling, it may **save vs spells** to resist the teleportation.

## Growth of Plants

**Duration:** Permanent

**Range:** 120'

This spell causes vigorous growth of normal vegetation in an area within range of up to 3,000 square feet, as selected by the caster (e.g. 150' × 20', 100' × 30', etc). Plants in the affected area become thick and overgrown, entwining to form a thorny jungle that only very large creatures can force their way through.



## Hallucinatory Terrain

**Duration:** Until touched

**Range:** 240'

An illusionary terrain feature (e.g. a hill, wood, marsh, etc.) is brought into being, either appearing out of nowhere or concealing existing terrain.

- The illusion must fit completely within the spell's range.
- If the illusion is touched by an intelligent being, the spell is negated.

## Massmorph

**Duration:** Permanent

**Range:** 240'

A force of human-sized creatures within a 240' diameter area is veiled by illusion to appear as a copse or orchard of trees.

- Once the illusion is in place, even creatures moving among the veiled subjects are deceived.
- Subjects who leave the affected area cease to be veiled.
- The caster may dismiss the illusion in its entirety at any time.

## Polymorph Others

**Duration:** Permanent

**Range:** 60'

A living subject is transformed into another type of creature, as chosen by the caster:

- The spell fails if the new creature's HD is more than twice the HD of the original creature.
- The subject retains the same number of hit points.
- The subject truly becomes the new form: all special abilities are acquired, along with behavioural patterns, tendencies, and intelligence.
- The spell cannot be used to duplicate the appearance of a specific individual.
- If the subject dies, it returns to its original form.

An unwilling subject may make a **saving throw versus spells** to negate the effect.

## Polymorph Self

**Duration:** 6 turns +1 per level

**Range:** The caster

The caster transforms himself or herself into another being:

- The new form may not have higher Hit Dice than the caster's level.
- The caster retains his or her own intelligence, hit points, saving throws, and attack probabilities.
- Physical capabilities of the new form (e.g. strength, physical attack forms, modes of movement) are acquired.
- Non-physical special abilities (e.g. immunities, breath weapons, spell casting) are not acquired.
- While polymorphed, the caster is unable to cast spells.
- The spell cannot be used to duplicate the appearance of a specific individual.
- If the caster dies while polymorphed, he or she returns to his or her original form.



## Remove Curse

**Duration:** Instant / Permanent (*curse*)

**Range:** The caster or a creature touched

*Remove curse* instantaneously removes one curse from a creature. It may allow a character to discard a cursed magic item.

### Reversed: Curse

Places a deleterious effect upon a creature, if it fails a **saving throw versus spells**.

- The exact form and effects of the curse are determined by the cleric.
- Maximum possible effects include: a -2 penalty to saving throws, a -4 penalty to hit, reducing an ability score by 50%.
- Multiple curses may afflict a creature, as long as each has a different effect.
- The referee should judge the effects of this spell and may turn overly powerful curses back onto the cleric!

## Wall of Fire

**Duration:** Concentration

**Range:** 60'

An immobile, opaque, blazing curtain of shimmering violet fire springs into existence and persists so long as the caster focuses concentration on the spell and does not move.

- The wall can be any size up to 1,200 square feet and may be shaped in any manner and to any dimensions the caster desires. For example, it may be a straight wall or curved into a protective circle.
- The wall may not be evoked so that it appears where objects are.
- The wall of flames is impenetrable to monsters with fewer than 4 HD.
- Monsters with more than 4 HD suffer 1d6 hit points of damage when they pass through the wall. The wall deals double damage to undead creatures or creatures that use cold or are accustomed to cold.

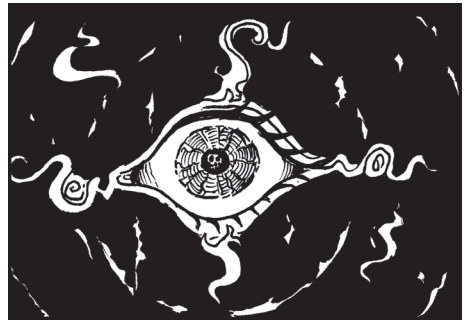
## Wall of Ice

**Duration:** 12 turns

**Range:** 120'

An immobile, translucent, wall of ice springs into existence.

- The wall can be any size up to 1,200 square feet and may be shaped in any manner and to any dimensions the caster desires. It may be a straight wall or curved into a protective circle.
- The wall must rest upon a solid surface and may not be evoked so that it appears where objects are.
- The wall of ice is impenetrable to monsters with fewer than 4 HD.
- Monsters with more than 4 HD can break through the wall but suffer 1d6 hit points of damage when doing so. The wall deals double damage to creatures that use fire or are accustomed to fire.



## Wizard Eye

**Duration:** 6 turns

**Range:** 240'

An invisible, magical eye is conjured that allows the caster to see at a distance.

- The eye can be directed to move within range at up to 120' per turn.
- By concentrating, the caster can see through the eye.
- The magical eye grants both normal vision and infravision.
- Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter.

# 5th Level Magic-User Spells

## Animate Dead

**Duration:** Permanent

**Range:** 60'

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies:

- They obey the caster's commands.
- They are unable to use any special abilities (including spell casting) that they possessed in life.
- They remain animated until they are destroyed or until a *dispel magic* spell is cast upon them.

The spell animates a number of HD of zombies or skeletons equal to the caster's level:

- A skeleton has AC 7 and Hit Dice equal to those the creature had in life.
- A zombie has AC 8 and Hit Dice one greater than it had in life.
- If a PC or NPC with levels in a class is reanimated by this spell, the levels are not counted as HD. For example, the reanimated corpse of a 5th level fighter would have 2 HD (1 HD as a normal human, +1 for being reanimated as a zombie).



## Cloudkill

**Duration:** 6 turns

**Range:** 0' (emanates from the caster)

A poisonous fog streams from the caster's fingertips, filling a 30' diameter area.

- The fog moves at 60' per turn (20' per round), driven by the wind (or away from the caster, in still conditions).
- Because the fog is heavier than air, it sinks to the lowest level of the land, even pouring down den or sinkhole openings.
- All creatures in contact with the vapours suffer 1 hit point of damage per round of contact. Creatures with less than 5 Hit Dice must also **save versus death** (also once per round of contact) or die.

## Conjure Elemental

**Duration:** Permanent (until dismissed or slain)

**Range:** 240'

A 16 Hit Dice elemental (see ***B/X Essentials: Monsters***) is summoned from an elemental plane of the caster's choice (air, earth, fire, water) to do his or her bidding.

- A large volume of the appropriate element is required for the summons to work.
- Commanding an elemental requires great concentration: the caster may not take part in combat, cast other spells, or move at greater than half speed.
- While control over the elemental is maintained, the caster may dismiss it at any time, sending it back to its plane of origin.
- If the caster's concentration is disturbed, the spell's command of the elemental ends. It is, henceforth, a free-willed entity and will immediately try to kill the caster and any who get in its way.
- A conjured elemental may be dispelled by *dispel magic* or *dispel evil*.
- The caster may summon at most one elemental from each plane in a single day.

## Contact Higher Plane

**Duration:** One conversation

**Range:** The caster

A channel of communication is opened to a higher plane of existence, allowing the caster to ask powerful, otherworldly beings for advice and knowledge on any subject.

- The caster must choose which plane of existence to contact: communion with beings of the 3rd to 12th planes is possible via this spell. Higher numbered planes are home to more powerful and knowledgeable beings.
- The caster may then ask a number of simple yes/no questions equal to the number of the plane contacted. The referee plays the role of the contacted being, responding to the caster's questions.
- For each question asked, there is a chance of the contacted being not knowing the answer or of answering untruthfully: see the chart to the right. (It is impossible to detect whether the entity is lying.)

Casting *contact higher plane* is a great and perilous deed.

- It may be cast at most once per week. (The referee may limit the spell's usage to even less frequently, if desired.)
- Communion with otherworldly beings of great power can shatter the caster's sanity. The basic chance is shown in the chart above. For every level of the caster above 11, this chance is reduced by 5%. If the caster is driven insane as a result of the communion, the recovery time is a number of weeks equal to the number of the plane contacted.

Plane	#Qs	Don't Know	Truth	Insanity
3rd	3	75%	50%	5%
4th	4	70%	55%	10%
5th	5	65%	60%	15%
6th	6	60%	65%	20%
7th	7	50%	70%	25%
8th	8	40%	75%	30%
9th	9	30%	80%	35%
10th	10	20%	85%	40%
11th	11	10%	90%	45%
12th	12	5%	95%	50%

## Feeblemind

**Duration:** Permanent

**Range:** 240'

An arcane spell caster (e.g. a magic-user or elf) within range must **save versus spells** (at a -4 penalty) or become an imbecile, unable to think clearly or cast spells.

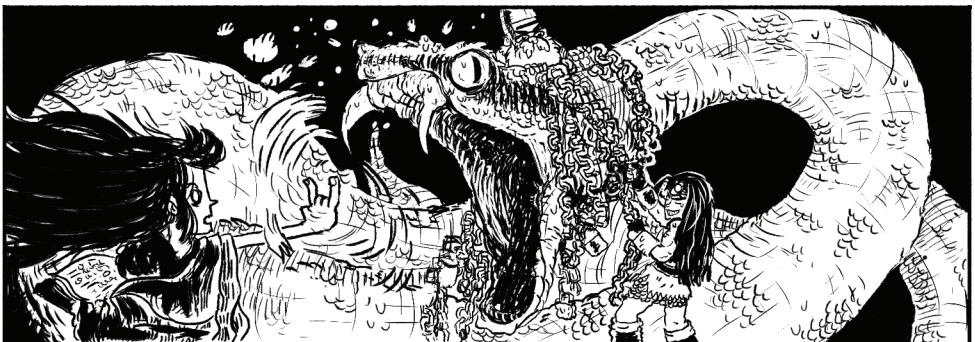
## Hold Monster

**Duration:** 6 turns, +1 per level

**Range:** 120'

This spell causes one or more creatures (except undead) to be paralysed if they fail a **saving throw versus spells**. It may be cast in two ways:

1. Against an individual. The target's saving throw is penalised by -2.
2. Against a group. 1d4 individuals in the group are targeted.



## Magic Jar

**Duration:** Special

**Range:** The caster

The caster's body enters a comatose trance as his or her life-force is transferred into a receptacle (any inanimate object within 30'), known as a *magic jar*. From there, the caster may attempt to possess the bodies of other creatures.

The following stipulations apply, when the caster's life-force is *in the magic jar*:

- The caster may attempt to possess the body of another creature within 120'. The victim may **save versus spells** to resist possession. If the save is successful, the caster may not make another attempt to possess that victim for one turn. If the save fails, the caster's life-force leaves the magic jar and enters the victim, possessing it.
- The caster may choose to return to his or her own body at any time, ending the spell.
- If the magic jar is destroyed, the caster dies.
- If the caster's own body is destroyed, his or her life-force is stranded in the magic jar.

The following stipulations apply, when the caster's life-force is *possessing a victim*:

- The caster gains full control over the victim's body, but is not able to make the victim cast spells.
- If the magic jar is destroyed, the spell ends and the caster's life-force is trapped in the possessed body.
- If the possessed victim is killed, the caster's life-force returns to the magic jar.
- *Dispel evil* also forces the caster's life-force back into the magic jar.
- If the caster's own body is destroyed, his or her life-force is stranded in the body of the creature being possessed.

## Pass-Wall

**Duration:** 3 turns

**Range:** 30'

A 5' diameter hole is temporarily opened in solid rock or stone, forming a passageway up to 10' deep.



## Telekinesis

**Duration:** Concentration (up to 6 rounds)

**Range:** 120'

By concentrating, the caster is able to move objects or creatures by the power of thought.

- Up to 200 coins of weight per level of the caster may be targeted.
- The target may be moved up to 20' per round, in whatever direction the caster wishes (including vertically).
- If a creature is targeted, it may **save versus spells** to resist the spell.
- If the caster's concentration is broken, the target will fall.



# Teleport

**Duration:** Instant

**Range:** 10'

The caster or a chosen creature vanishes and reappears at a location of the caster's choice.

- The subject is teleported with all its gear, up to its maximum encumbrance load.
- An unwilling subject may **save versus spells** to prevent the teleportation.
- The selected destination may be at any distance, but must be known to the caster and an open space at ground level. (It is not possible to intentionally teleport the subject into mid-air or into solid matter.)

There is a risk, when teleporting, of accidentally arriving above or below ground level. The chance of a successful teleportation depends on the caster's knowledge of the destination (see below). Roll d% and consult the following chart:

Knowledge of Dest.	Ground Level	Too High	Too Low
Scant	01-50	51-75	76-00
Moderate	01-80	81-90	91-00
Exact	01-95	96-99	00

- **Ground level:** The subject appears at the desired destination.
- **Too high:** The subject appears 1d10×10 feet above the intended destination. Should this location already be occupied by solid matter, the subject is instantly killed. Otherwise, the subject falls (suffering 1d6 damage per 10' fallen).
- **Too low:** The subject appears in the ground and is killed instantly.

The caster's knowledge of the destination is rated as follows:

- **Scant:** A location that the caster has visited once or twice, has seen by magical scrying, or has heard of from descriptions.
- **Moderate:** A location that the caster has visited often or has studied via scrying for several weeks.
- **Exact:** A location that the caster has made a detailed study of, in person.



## Transmute Rock to Mud

**Duration:** 3d6 days / Permanent

(*transmute mud to rock*)

**Range:** 120'

This spell turns up to 3,000 square feet of rock into 10' deep mud. Any creatures passing through the mud have their movement rate reduced by 90%.

### Reversed: Transmute Mud to Rock

Changes an area of mud—up to 3,000 square feet and up to 10' deep—into rock. This alteration is permanent.

## Wall of Stone

**Duration:** Permanent

**Range:** 60'

A wall of solid rock springs into existence.

- The wall may be of whatever shape the caster desires and is of 1,000 cubic feet in volume. (For example, a 2' thick wall, 50' long and 10' high.)
- The wall must rest upon a solid surface and may not be evoked so that it appears where objects are.

# 6th Level Magic-User Spells

## Anti-Magic Shell

**Duration:** 12 turns

**Range:** The caster

An anti-magic barrier is created around the caster. No spells or spell effects can pass through this barrier, whether from inside or outside. The caster may end this spell at any time before the duration has expired.

## Control Weather

**Duration:** Concentration

**Range:** 240 yards around the caster

By concentrating (no movement allowed), the caster causes one of the following conditions to manifest around him or her. This spell only functions outdoors.

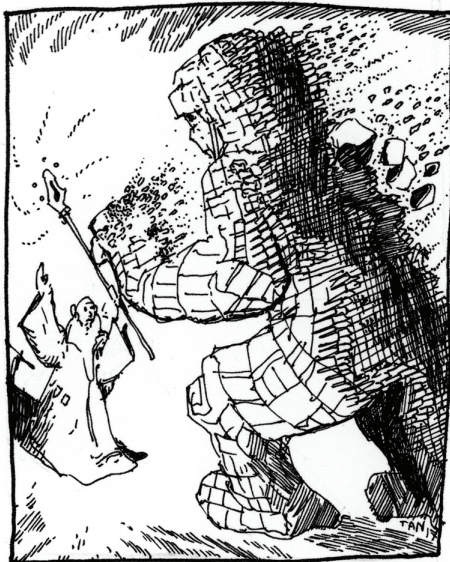
- **Calm:** Clears bad weather (though side-effects—e.g. mud after rain—remain.)
- **Extreme heat:** Dries up snow or mud (including *transmute rock to mud*). Creatures in the area move at half normal rate.
- **Foggy:** Visibility drops to 20'. Creatures in the fog move at half their normal rate. At the referee's option, they may also have a chance of getting lost.
- **High winds:** Movement rates are halved. Missile fire and flight are impossible. At sea, may be used to increase the sailing speed of ships by 50%, if they travel with the wind. In sandy areas, may cause a sandstorm, reducing visibility to 20'.
- **Rainy:** -2 penalty to missile attacks. Mud forms in 3 turns, halving movement rates.
- **Snowy:** Visibility drops to 20'. Movement rates are halved. Bodies of water may freeze. After the snow thaws, mud remains and still impedes movement.
- **Tornado:** The caster can direct the tornado, which moves at 120' per round. The tornado can be directed to attack, using the stats for a 12 HD air elemental (see **B/X Essentials: Monsters**). Ships caught in a tornado have a 75% chance of suffering 12 points of hull damage.

## Death Spell

**Duration:** Instant

**Range:** 240'

Up to 4d8 Hit Dice of creatures within a 60' cube area must **save versus death** or die, instantly. Undead and creatures with greater than 7 Hit Dice are unaffected.



## Disintegrate

**Duration:** Instant

**Range:** 60'

The material form of a single, non-magical creature or object is unwoven, causing it to instantly and permanently cease to exist.

- If a creature is targeted, it may **save versus death** to resist disintegration.
- Examples of objects that might be targeted: a tree, a ship, a 10' section of wall.

## Geas

**Duration:** Permanent / Instant (*remove geas*)

**Range:** 30'

The caster commands a subject to perform or avoid performing a specific action.

- Examples include: bringing a specific item to the caster, eating or drinking without restraint, keeping a certain fact secret.
- The prescribed *geas* must not be impossible or directly deadly—if such a *geas* is cast, it affects the caster, instead.
- The subject may **save versus spells**, to avoid coming under the spell's effect.
- If the save fails, the subject must follow the stipulated course of action or suffer gradually increasing (and eventually fatal) penalties determined by the referee. For example: penalties to attack, ability score reductions, inability to memorize spells, physical torment and feebleness, etc.

### Reversed: Remove Geas

Can dispel an active *geas* spell and any incurred penalties. If the caster of the *geas* to be nullified is higher level than the character casting *remove geas*, there is a chance of the spell having no effect. The probability of spell failure is 5% per level the caster is below the caster of *geas*.

## Invisible Stalker

**Duration:** One mission

**Range:** Summoned to caster's presence

An invisible stalker (see **B/X Essentials: Monsters**) is summoned to the caster's presence and magically bound to perform a mission of the caster's choosing.

- The caster must be careful with the wording of the mission. Invisible stalkers are treacherous and, unless the assigned mission can be easily and quickly accomplished, will follow the letter of the command while twisting the intent.
- The creature is bound to attempt the mission until it succeeds or is destroyed.
- The spell *dispel evil* will banish an invisible stalker, ending the spell.

## Lower Water

**Duration:** 10 turns

**Range:** 240'

This spell reduces the depth of a body of water by half for the duration. An area of up to 10,000 square feet may be affected.

## Move Earth

**Duration:** 6 turns

**Range:** 240'

Earth (but not stone) within range is rearranged as the caster wishes.

- The range of the spell also extends downwards, allowing excavations to be made.
- The caster can move earth in the area at up to 60' per turn.

## Part Water

**Duration:** 6 turns

**Range:** 120'

The caster creates a path 10' wide and a maximum of 120' long through water, such as a pond, lake, or other body. The caster can dismiss the spell's effect before the duration ends.

## Projected Image

**Duration:** 6 turns

**Range:** 240'

An illusory duplicate of the caster appears within range.

- The image is an exact duplicate of the caster that can only be differentiated by touch.
- Subsequent spells cast appear to originate from the image. (Targets must still be visible to the caster, however.)
- The image appears unaffected by spells or missile weapons.
- If the image is touched or hit in melee, it disappears.

# Reincarnation

Duration: Permanent

Range: Appears in the caster's presence

A dead character is returned to life in a new physical form that manifests in the presence of the caster. The character's new body is not necessarily the same as the original; it is determined by rolling on the topmost table to the right.

The roll indicates either a character class or a monster:

- **Character class:** The character is of experience level 1d6 (or at most the same level as the character achieved before death). The reincarnated character can continue to gain experience and advance as normal, in the new class.
- **Monster:** The type should be determined by the referee. The monster should be at least partially intelligent, have no greater Hit Dice than the level of the character being reincarnated (at most 6 HD), and be of the same alignment. The tables to the right may be used or the referee may create his or her own tables. Monsters cannot gain experience or advance in level.

The descriptions and stats of the monsters listed in the standard tables given here can be found in *B/X Essentials: Monsters*.

## Stone to Flesh

Duration: Permanent

Range: 120'

This spell transforms stone into living flesh. It is especially useful for restoring life to a petrified creature and its equipment to its normal state.

### Reversed: Flesh to Stone

Turns one creature into a statue, including all gear and any items currently held. A **saving throw versus paralysis** is permitted to resist the transformation.

## Reincarnated Class

d10	Reincarnation
1	Cleric
2	Dwarf
3	Elf
4	Fighter
5	Halfling
6	Magic-user
7	Thief
8	Monster (roll on alignment table)
9-10	Same class

## Lawful Monsters

d6	Reincarnation	HD
1	Gnome	1
2	Neanderthal	2
3	Pegasus	2
4	Blink dog	4
5	Unicorn	4
6	Roc, small	6

## Neutral Monsters

d6	Reincarnation	HD
1	Pixie or sprite	1
2	Lizard man	2
3	Rock baboon	2
4	Ape, white	4
5	Centaur	4
6	Werebear	6

## Chaotic Monsters

d10	Reincarnation	HD
1	Goblin	1
2	Hobgoblin	1
3	Kobold	1
4	Orc	1
5	Gnoll	2
6	Bugbear	3
7	Wererat	3
8	Ogre	4
9	Werewolf	4
10	Minotaur	6





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