

SPELLS & MAGIC





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MAGIC

Magic, sorcery, and strange miracles, are the beating heart of the game: the bizarre fluctuations of power beyond the laws of normal reality, mystically glowing runes of unknown meaning and deadly portent; the auguries of bird-flocks and fallen stones; arcane incantations that twist the mind when memorized and scorch the throat when spoken; dusty tomes in forgotten libraries; knowledge that can melt the very soul of the incautious reader ...

The world is drenched in the tides and isolated lakes of magical power. A great deal of this is ancient and deadly; only a very small portion of the vast pattern can be harnessed into the shape of mere spells, formulae spat out by rote memory. As difficult as it is for a mere human to grasp and control the powers of a Magic-User, most spells are still no more than a feeble shortcut into the depthless powers of true magic. The greatest wizards and archmages can mold and shape such terrifying powers, reaching deep into the very maelstroms of true power, able to perceive the patterns behind the planes of existence, even if these are obscured, seen only through the uncertain lens of mortal perception, and retained within the weak and fragile vessel of the mortal mind.

The Magic-User attempts to harness powers far beyond the true scope of mortal understanding, using memorized formulae, gestures, and incantations, that have been meticulously recorded in books of magic. The very words and diagrams of these spells hold dreadful and incomprehensible power, as demonstrated by the fact that a Magic-User must use a spell (read magic) merely to read an unfamiliar magical incantation. To the untrained eye, the spells written in a spellbook are gibberish; the letters almost seem to move at the corner of the eye and the words are disturbing to the mind, the visual counterpart to fingernails dragging across a slate.

A Magic-User can hold only a certain quantity of magical power in mental, memorized reserve to be released later in the form of a spell. Indeed, it is the first warning taught to apprentice mages: that to successfully memorize a spell beyond one's training and mental powers is the last action one will ever take as a sane human being. The mind will be utterly broken, and the vitriol of Chaos will seep into that broken vessel (if the fool is even left alive), turning the mindless husk into a thing far less, and far worse, than human.

Beyond spells, of course, lies an unfathomable realm of such magic as can be harnessed by great rituals and secret knowledge that exceed the confines of mere spells, where the Magic-User's own mind is not the gathering point and lightning rod of vast magical energies. The cre-

ation of golems is such a task, and one which is relatively well known. Manuals for the creation of golems are rare, but they exist in lost treasure hoards and forgotten ruins. Building and animating a golem is a task that cannot be achieved by spells alone, but with the appropriate knowledge, a Magic-User can still perform such a task. Most other feats of great magic are not so well documented as the animation of golems; the creation of cloud castles and other such unique artifacts of power are lost arts, for which a Magic-User would have to do prodigious and dangerous researches at the boundaries of human knowledge — and perhaps beyond.

Clerical spellcasting is quite different from the way in which a Magic-User draws upon the complex, mindless patterns and channels of arcane power. A Cleric's magic, by contrast, is a matter of faith and reverence; the Cleric can draw forth miracles, sometimes of truly staggering power. The number of spells a Cleric can cast in a single day is limited and the particular spells must be selected ahead of time, but this is done through a process of prayer and meditation, not by the study of formulae in a spellbook. It is said that these are "memorized," but such is not precisely the case — "memorization" is simply the closest term that has been coined to describe the preparation of Clerical spells.

Indeed, the divine powers are inscrutable: layer upon layer of mysteries, revelations, and understandings that are peeled away slowly as the Cleric progresses to higher levels. Whether these deeper mystical realities are imparted by visions and sudden insight or whether they are taught to initiates after the prescribed achievements, they represent the ability to cast higher-level spells and to commune more directly with the divine powers. Most Clerics are the servants of Law or Chaos, for these are primordial forces that infuse the very foundations of the universe and cosmos. Clerics of Law might have a patron saint or deity who intercedes between the Cleric and the ultimate power of Law, or the Cleric might simply worship Law as an abstract power. Clerics of Chaos might, similarly, commune directly with the storm-insanity of pure Chaos, or take the different path of serving powerful demon princes or blood-drenched gods. Neutral Clerics (if allowed by the Referee) must generally serve a lesser, independent supernatural power, one that has chosen to go its own way in rejection of the stark path of Law and the dark, mad labyrinths of Chaos. In many cases, although such Neutral patrons are weaker than Law and Chaos in the cosmic sense, they can grant as much power to their mortal followers as greater entities. The difference in standing between a mortal and a great being of Neutrality is still so extreme that any relative "weakness" on the part of the worshipped

being is undetectable by the worshipper. As far as humans are concerned, these Neutral powers are just as strong as Law and Chaos in terms of what boons they can grant to their followers.

Druids, in the service of Nature and the Elements, are not Clerics; they worship and serve a Power of Neutrality rather than Law or Chaos. Druids, accordingly, have a different set of spells than true Clerics, although they "memorize" them in the same way and there is a great deal of overlap. Druidic magic, as with Clerical magic, depends upon an evolving understanding of mysteries and secrets, each of which might be dangerous to the minds or souls of those less trained or less faithful. In the case of Druids, these are usually taught to initiates as they are promoted by the higher members of the order. Although many Druids might gain levels by the means of sudden, mystical revelations, this tends to be less true of Druids than Clerics.

And what of necromancers, sorcerers, warlocks, witches, and mystics? Are these independent character classes, as the Druid is? Or are they rare sub-classes of the Magic-user and Cleric, or merely substitute names for those classes? This is for the Referee and the players to decide as together you delve into the game beyond the framework of this book. Part of the game is to press beyond the rules, to explore the undiscovered country of the fantastic realms of imagination!

The rules of the game are just the beginning, and this description of magic is merely an introduction, the threshold of infinite possibilities ...

MAGICAL RESEARCH

Magical research is another area in which higher-level characters will begin to grow beyond the scope of the rules. Even fairly low-level Magic-Users may want to develop new spells, and higher-level Magic-Users might become involved in all kinds of research from developing potion formulae, to creating magical items, to creating golems, to breeding monsters. In general, the details of such projects are left to the Referee; they will certainly be expensive, and will probably involve finding books of lost lore (yes, in dungeons, although perhaps the Magic-User has henchmen to retrieve them by this point) and strange components ranging from eye of newt up to the heart of a dragon. Special laboratories might be required, as might the services of a hired alchemist or sage. Remember that new spells should be carefully reviewed to make sure they are not too powerful — the spell's level should reflect the spell's power. If a spell turns out to be unexpectedly powerful to the point where it endangers the game, it is always the Referee's prerogative to protect the game by adjusting the level of the new spell.

AN ALTERNATE APPROACH TO HIGH-LEVEL MAGIC

Before the supplements came out for the Original Game, Magic-User spells went up only to 6th level, and Cleric spells only to 5th level. In fact, if you take a look at those spell lists, you will see that the list of 6th-level Magic-User spells includes one called limited reincarnation, and the 5th-level Cleric spells include raise dead. These are pinnacle-type spells; you do not really need to power them up any further with reincarnation and resurrection. So, this author, as a Referee, does not use the higher-level spells — at least, not as spells.

Instead, all the higher-level spells are treated as the same sort of thing as creating a golem or a cloud castle, or some other type of magical project that would require doing research, finding books, and spending gold. There are books to be found and studied, expensive arcane components to locate, particular times of the year or lunar cycle when the magic can be performed, runes to know, circles to scribe, and other strange and forbidden knowledge to be researched.

These things are bigger than mere spells that can be cast multiple times a day. For example, to summon a supernatural being, a Magic-User must use the right magic circle to hold a being of a particular name or type, and that requires research into forbidden tomes, which are likely located in a dungeon or ruin somewhere. To "cast" resurrection (on someone who has been dead too long for a raise dead spell), a Cleric might have to bring the remains to a specific holy place and seek much more assistance from other Clerics. The possibilities are vast and the author, at any rate, thinks it is more fun to limit the top end of spell power and switch the high-level spells from mere "spells" to serious undertakings of magic that require research, adventuring, and the expenditure of huge quantities of gold.

SPELL LISTS

MAGIC-USER SPELLS

LEVEL 1

Charm Person
Detect Magic
Hold Portal
Light
Magic Missile
Protection from Evil
Read Languages
Read Magic
Shield
Sleep

LEVEL 2

Continual Light
Darkness, 15-foot Radius
Detect Evil
Detect Invisibility
ESP
Invisibility
Knock
Levitate
Locate Object
Magic Mouth
Mirror Image
Phantasmal Force
Pyrotechnics
Strength
Web
Wizard Lock

LEVEL 3

Clairaudience
Clairvoyance
Darkvision
Dispel Magic
Explosive Runes
Fireball
Fly
Haste
Hold Person
Invisibility, 10-foot Radius
Lightning Bolt
Monster Summoning I
Protection from Evil, 10-foot Radius
Protection from Normal Missiles
Rope Trick
Slow
Suggestion
Water Breathing

LEVEL 4

Charm Monster
Confusion
Dimension Door
Extension I
Fear
Hallucinatory Terrain
Ice Storm
Massmorph
Monster Summoning II
Plant Growth
Polymorph Other
Polymorph Self
Remove Curse
Wall of Fire
Wall of Ice
Wizard Eye

LEVEL 5

Animal Growth
Animate Dead
Cloudkill
Conjuration of Elementals
Contact Other Plane
Extension II
Feeblemind
Hold Monster
Magic Jar
Monster Summoning III
Passwall
Telekinesis
Teleport
Transmute Rock to Mud
Wall of Iron
Wall of Stone

LEVEL 6

Anti-Magic Shell
Control Weather
Death Spell
Disintegrate
Enchant Item
Extension III
Geas
Invisible Stalker
Legend Lore
Lower Water
Monster Summoning IV
Move Earth
Part Water
Project Image
Reincarnation
Repulsion
Stone to Flesh

LEVEL 7

Charm Plants
Conjuration of Demons
Delayed Blast Fireball
Limited Wish
Mass Invisibility
Monster Summoning V
Phase Door
Power Word, Stun
Reverse Gravity
Simulacrum

LEVEL 8

Clone
Mass Charm
Mind Blank
Monster Summoning VI
Permanency
Polymorph Object
Power Word, Blind
Symbol

LEVEL 9

Astral Spell
Maze
Gate
Meteor Swarm
Monster Summoning VII
Power Word, Kill
Prismatic Sphere
Shape Change
Time Stop
Wish



CLERIC SPELLS

LEVEL 1

Cure Light Wounds
Detect Evil
Detect Magic
Light
Protection from Evil
Purify Food and Drink

LEVEL 2

Bless
Find Traps
Hold Person
Silence, 15-foot Radius
Snake Charm
Speak with Animals

LEVEL 3

Continual Light
Cure Disease
Locate Object
Prayer
Remove Curse
Speak with Dead

LEVEL 4

Create Water
Cure Serious Wounds
Neutralize Poison
Protection from Evil, 10-foot Radius
Speak with Plants
Sticks to Snakes

LEVEL 5

Commune
Create Food
Dispel Evil
Finger of Death
Insect Plague
Quest
Raise Dead

LEVEL 6

Animate Object
Blade Barrier
Conjuration of Animals
Find the Path
Speak with Monsters
Word of Recall

LEVEL 7

Aerial Servant
Astral Spell
Control Weather
Earthquake
Holy Word
Part Water
Restoration
Resurrection
Symbol
Wind Walk



DRUID SPELLS

LEVEL 1

Detect Magic
Detect Snares & Pits
Faerie Fire
Locate Animals
Predict Weather
Purify Water

LEVEL 2

Create Water
Cure Light Wounds
Heat Metal
Locate Plants
Obscuring Mist
Produce Flame
Speak with Animals
Warp Wood

LEVEL 3

Call Lightning
Cure Disease
Hold Animal
Neutralize Poison
Plant Growth
Protection Against Fire
Pyrotechnics
Water Breathing

LEVEL 4

Animal Summoning I
Control Temperature 10-foot Radius
Cure Serious Wounds
Dispel Magic
Hallucinatory Forest
Insect Plague
Plant Doorway
Produce Fire
Protection from Lightning
Speak with Plants

LEVEL 5

Animal Growth
Animal Summoning II
Anti-Plant Ward
Commune with Nature
Control Winds
Hold Plant
Transmute Rock to Mud
Passplant
Sticks to Snakes
Wall of Fire

LEVEL 6

Animal Summoning III
Anti-Animal Ward
Conjuration of Fire Elementals
Feeblemind
Finger of Death
Repel Wood
Transport via Plants
Weather Summoning

LEVEL 7

Animate Rock
Confusion
Conjuration of Earth Elementals
Control Weather
Creeping Doom
Fire Storm
Reincarnation
Transmute Metal to Wood

SPELL DESCRIPTIONS

Contained herein are all of the Cleric, Druid, and Magic-User spells, presented in alphabetical order.

AERIAL SERVANT

Spell Level: Cleric, 7th Level

Range: N/A

Duration: Until completed or insanity

This spell summons a powerful creature from the elemental planes of air to fetch and return one thing (or creature) to the caster. Only a creature with a Strength of 18 can fight its way from the servant's grasp, and even then the chance is not likely to be greater than 50%. The servant can carry up to 500 pounds in weight. If the servant is frustrated in its efforts to bring the desired object to the caster, it becomes insane and returns and attacks him or her.

Aerial Servant: HD 16; AC 3[16]; Atk slam (4d4); Move 24 (fly 24); Save 3; AL N; CL/XP 20/4400; **Special:** +1 or better magic weapons to hit, invisibility, throttle (if slam hits, creature can grab and hold for automatic 4d4 damage per round, Open Doors check to escape), wind blast (usable once every 1d4 rounds, 80ft range, 4d8 damage, push target back 2d10 feet, save for half damage and to resist being moved).

Note: A fuller description of the aerial servant can also be found in **The Tome of Horrors Complete** by **Frog God Games**.

ANIMAL GROWTH

Spell Level: Druid, 5th Level; Magic-User, 5th Level

Range: 120 feet

Duration: 2 hours

This spell causes 1d6 normal creatures to grow immediately to giant size. While the spell lasts, the affected creatures can attack as per a giant version of themselves.

ANIMAL SUMMONING I

Spell Level: Druid, 4th Level

Range: 30 feet

Duration: 1 hour

The Druid summons forth normal animals to serve as allies: 1 creature larger than a man (such as an elephant), 3 animals the size of a man or horse (such as a lion), or 6 animals smaller than a man (such as a wolf). The animals obey the caster's commands.

ANIMAL SUMMONING II

Spell Level: Druid, 5th Level

Range: 30 feet

Duration: 2 hours

The Druid summons forth normal animals to serve as allies: 2 creatures larger than a man (such as an elephant), 6 animals the size of a man or horse (such as a lion), or 12 animals smaller than a man (such as wolves). The animals obey the caster's commands.

ANIMAL SUMMONING III

Spell Level: Druid, 6th Level

Range: 30 feet

Duration: 4 hours

The Druid summons forth normal animals to serve as allies: 4 creatures larger than a man (such as an elephant), 12 animals the size of a man or horse (such as a lion), or 24 animals smaller than a man (such as wolves). The animals obey the caster's commands.

ANIMATE DEAD

Spell Level: Magic-User, 5th Level

Range: Referee's Discretion

Duration: Permanent

This spell animates skeletons or zombies from dead bodies: 1d6 undead are animated per level of the caster above 8th. The corpses remain animated until slain.

ANIMATE OBJECT

Spell Level: Cleric, 6th Level

Range: 60 feet

Duration: 1 hour

The Cleric "brings to life" inanimate objects such as statues, chairs, carpets, and tables. The objects follow the Cleric's commands, attacking foes or performing other actions on the caster's behalf. The Referee must determine the combat attributes of the objects (such as armor class, speed, hit dice, and to-hit bonuses) on the spur of the moment. A stone statue, as a basic example, might have AC of 1[18], attack as a creature with 7-9 hit dice, and inflict 2d8 points of damage. Wooden furniture would be considerably less dangerous.

ANIMATE ROCK

Spell Level: Druid, 7th Level

Range: 60 feet

Duration: 1 hour

The caster brings rock to life, perhaps by calling a spirit into it, or perhaps by some other means related to the druidic affinity for stone and the elements. The mass of rock, whether or not it is shaped into an object, moves and attacks of its own volition. The druid has roughly a 50% +2% per level chance to be able to bring the object under control; otherwise it acts somewhat randomly, having little or no independent intelligence. The quantity of rock that can be animated is a function of the druid's power and is about 2–3 cubic feet per level. If the animated rock is a statue, it moves at a speed appropriate to whatever the statue depicts (a wolf statue, for example, moves faster than the statue of a man). A formless mass of rock has a movement rate of 3.

ANTI-ANIMAL WARD

Spell Level: Druid, 6th Level

Range: Caster

Duration: 2 hours

A magical barrier surrounds the caster and prevents any sort of normal or giant animal (but not magical beasts such as manticores or griffons) from reaching through or attacking. The spell has a radius of 10 feet. If anyone within the magical warding casts an attack spell or makes a physical attack, the barrier instantly evaporates.

ANTI-MAGIC SHELL

Spell Level: Magic-User, 6th Level

Range: Caster

Duration: 2 hours

An invisible bubble of force impenetrable to magic surrounds the caster. Spells and other magical effects cannot pass into or out of the shell. The shell has a radius of 10 feet.

ANTI-PLANT WARD

Spell Level: Druid, 5th Level

Range: Caster

Duration: 2 hours

The caster is surrounded by a magical barrier that prevents any sort of plant, magical or not, from reaching through or attacking. The shell has a radius of 10 feet. If anyone within the magical ward casts an attack spell or makes a physical attack, the barrier instantly evaporates.

ASTRAL SPELL

Spell Level: Magic-User, 9th Level

Range: 100 miles (aboveground), 100 yards (belowground)

Duration: 2 hours

The caster projects his or her astral form into other places. The astral form is invisible to all creatures but those also traveling the Astral Plane of existence. The spell has a duration of two hours. If the caster's physical body is moved more than 100 miles from its original location while the astral form is away, the link is severed and the caster's soul becomes lost in the beyond. (If the caster's body is underground, it need only be moved 100 yards before the connection is broken.)

The astral form is capable of casting spells, but there is a 5% chance per spell level that the spell fails. Additionally, there is a 2% chance per spell level of the attempted spell that the astral spell itself falters as a result of the spellcasting, and the astral form returns to the physical body. When traveling in astral form upon the earth, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is much slower: 120 feet per 10-minute turn. When traveling into the deeper regions beyond the earth, speed and distance are obviously not measured in miles.

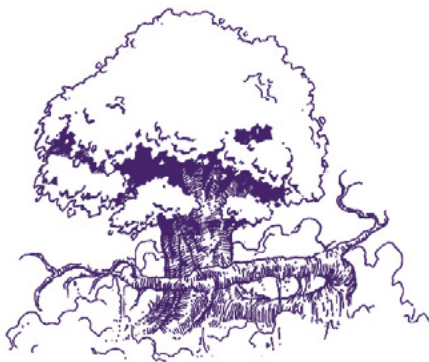
BLADE BARRIER

Spell Level: Cleric, 6th Level

Range: 60 feet

Duration: 12 turns

Mystical blades, whirling and thrusting, form a lethal circle around the spell's recipient, at a radius of 15 feet. The barrier inflicts 7d10 points of damage to anyone trying to pass through.



BLESS

Spell Level: Cleric, 2nd Level

Range: Only upon a character not in combat.

Duration: 1 hour (6 turns)

This spell grants its recipient a +1 to attack rolls (and improves morale, if the recipient is not a player character). The recipient cannot already be in combat when the spell is cast.

CALL LIGHTNING

Spell Level: Druid, 3rd level

Range: 1,000 feet

Duration: One hour

This spell of colossal power may be used only outdoors, and even then only when a storm is present or immediately imminent. Under such conditions, the caster may tap into and unleash the power of the storm itself, calling forth bolts of lightning from the sky at intervals of no less than 10 minutes in between. The lightning blasts straight downward from the heavens, inflicting damage of 8d6 hp + 1 hp/level.

CHARM MONSTER

Spell Level: Magic-User, 4th Level

Range: 60 feet

Duration: See below

This spell operates in the same manner as charm person, but can affect any one living creature, including powerful monsters. For monsters of fewer than 3 hit dice, up to 3d6 can be affected. Monsters have one chance per week to break free of the charm, with the probability based on their hit dice (as shown on the following table).

CHARM MONSTER

Hit Dice	Chance to Break Charm ¹
Fewer than 2	5%
2-4	10%
5-7	20%
8-10	40%
11+	80%

¹ Per week

CHARM PERSON

Spell Level: Magic-User, 1st Level

Range: 120 feet

Duration: Until dispelled

This spell affects living bipeds of human size or smaller, such as goblins or dryads. If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence.

CHARM PLANTS

Spell Level: Magic-User, 7th Level

Range: 120 feet

Duration: Until dispelled

If the plant fails a saving throw (and it need not be intelligent), it obeys the caster to the extent of its ability. The spell affects 1 large tree, 6 man-sized plants, 12 three-foot-tall plants, or 24 flower-sized plants.

CLAIRAUDIENCE

Spell Level: Magic-User, 3rd Level

Range: 60 feet

Duration: 2 hours

Clairaudience allows the caster to hear any sounds within a range of 60 feet through solid stone (which limits the spell's range to 2 feet or so) and other obstacles. The spell's effect cannot pass through even a thin sheeting of lead, however, for this metal blocks it utterly. The spell can be cast through a crystal ball.



CLAIRVOYANCE

Spell Level: Magic-User, 3rd Level

Range: 60 feet

Duration: 2 hours

Clairvoyance allows the caster to see anything within a range of 60 feet through solid stone (which limits the spell's range to 2 feet or so) and other obstacles. The spell's effect cannot pass through even a thin sheeting of lead, however, for this metal blocks it completely.

CLONE

Spell Level: Magic-User, 8th Level

Range: Close

Duration: Permanent

By this eerie and disturbing spell, a piece of flesh taken from a living person is grown into an exact duplicate of the person at the time the flesh was removed. (Whether this requires a laboratory and how much time is needed to regrow the clone depend upon the spell formula and the Referee's discretion.) If a clone is created while its parent-creature still lives, the clone seeks to kill its original. If it fails to achieve this goal, both the clone and the original become insane.

CLOUDKILL

Spell Level: Magic-User, 5th Level

Range: Moves 6 feet per minute

Duration: 1 hour

Foul and poisonous vapors boil from the thin air and form a cloud 15 feet in radius. The cloud moves directly forward at a rate of 6 feet per minute unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy the cloud. Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path. For any creature with fewer than 5 hit dice, touching the cloud (much less breathing it) requires a saving throw to avoid immediate death.

COMMUNE

Spell Level: Cleric, 5th Level

Range: Caster

Duration: 3 questions

Higher powers grant an answer to three questions the caster poses to them. Higher powers do not like being constantly interrogated by mere mortals, so use of the spell should be limited to once per week or so by the Referee.

COMMUNE WITH NATURE

Spell Level: Druid, 5th Level

Range: Caster

Duration: 3 questions

The powers of land, sky, and nature grant an answer to three questions the caster poses to them. The spell cannot be used while underground or within a building; a fourth question may be asked if the caster is in a druidic holy place. The powers of nature can respond only to questions that are within their knowledge and purview. It is inadvisable to use the spell more than once per week.

CONFUSION

Spell Level: Druid, 7th Level; Magic-User, 4th Level

Range: 120 feet

Duration: 2 hours

This spell confuses people and monsters, making them act randomly. On a roll of 2d6, the creatures do the following:

CONFUSION

Die Roll (2d6)	Effect
2-5	Attack caster & caster's allies
6-8	Stand baffled and inactive
9-12	Attack each other

The effects of the confusion may shift every 10 minutes or so, and the dice are once again rolled.

The spell affects 2d6 creatures, plus an additional creature for every caster level above 8th. Creatures of 3 hit dice or fewer are automatically affected by the spell, and it takes effect instantly. Creatures of 4 hit dice or more automatically overcome the confusion effect as it builds up to its full power (1d12 minutes, minus the caster's level), and only then are they permitted a saving throw. Eventually, these creatures are likely to succumb to the confusion, for they must continue to make another saving throw every 10 minutes until the spell's two-hour duration runs its course.

CONJURATION OF ANIMALS

Spell Level: Cleric, 6th Level

Range: 30 feet

Duration: 1 hour

The Cleric conjures up normal animals to serve as allies: 1 creature larger than a man (such as an elephant), 3 animals the size of a man or horse (such as a lion), or 6 animals smaller than a man (such as a wolf). The animals obey the caster's commands.

CONJURATION OF DEMONS

Spell Level: Magic-User, 7th Level

Range: 10 feet

Duration: Referee's discretion

This spell summons a demon or other fiend (such as a devil) from the lower planes of existence. The spell provides no protection whatsoever against the wrath of the summoned creature, and the Magic-User should be versed in the lore of pentacles and other magical means of hedging out demons. Gaining the demon's assistance is beyond the spell's power, coming down to a matter of negotiations and threats between the caster and the fiend.

CONJURATION OF EARTH ELEMENTALS

Spell Level: Druid, 7th Level

Range: 240 feet

Duration: Until dispelled or concentration ceases

This spell summons forth a 16 hit dice earth elemental and binds it to follow the caster's commands. The elemental obeys the caster only for as long as the caster concentrates on maintaining control over it. Unlike the Magic-User spell conjuration of elementals, this spell summons a willing ally from the elemental planes rather than a hostile slave. The elemental will not stay longer than the caster concentrates upon it, but it will not seek to attack a druidic summoner once this binding is released. The spell is powerful enough not to risk the random consequences of the 6th-level Druid spell conjuration of fire elementals, or perhaps it is simply that the magic of stone is less mercurial than the magic of fire.

Earth Elemental: HD 16; AC 2[17]; Atk strike (4d8); Move 6; Save 3; AL N; CL/XP 17/3400; **Special:** +1 or better magic weapon to hit, tear down stonework (tear down walls in 1d4+4 minutes).

Note: A fuller description of the earth elemental can be found in the Monster book and in **Monstrosities by Frog God Games**.

CONJURATION OF ELEMENTALS

Spell Level: Magic-User, 5th Level

Range: 240 feet

Duration: Until dispelled or slain

The caster summons a 16 hit dice elemental (any kind) from the elemental planes of existence and binds it to follow commands. The elemental obeys the caster only for as long as the caster concentrates on it. When the caster ceases to concentrate, even for a moment, the elemental is released and attacks its former master.

Air Elemental: HD 16; AC 2[17]; Atk strike (2d8); Move 36 (fly); Save 3; AL N; CL/XP 17/3500; **Special:** +1 or better magic weapons to hit, whirlwind.

Earth Elemental: HD 16; AC 2[17]; Atk strike (4d8); Move 6; Save 3; AL N; CL/XP 17/3400; **Special:** +1 or better magic weapon to hit, tear down stonework (tear down walls in 1d4+4 minutes).

Fire Elemental: HD 16; AC 2[17]; Atk strike (3d8); Move 12; Save 3; AL N; CL/XP 17/3400; **Special:** +1 or better magic weapons to hit, ignite materials (save to resist).

Water Elemental: HD 16; AC 2[17]; Atk strike (3d10); Move 6 (swim 18); Save 3; AL N; CL/XP 17/3500; **Special:** +1 or better magic weapons to hit, overturn boats (sink vessel in 1d4+4 rounds).

Note: A fuller description of elementals can be found in the Monster book and in **Monstrosities by Frog God Games**.

CONJURATION OF FIRE ELEMENTALS

Spell Level: Druid, 6th Level

Range: 240 feet

Duration: Until dispelled or concentration ceases

The caster summons a 16 hit dice fire elemental from the elemental planes of existence, and binds it to obey the character's commands. The elemental obeys the caster only for as long as the caster concentrates on it. Unlike the Magic-User spell conjuration of elementals, this spell summons a willing ally from the elemental planes rather than a hostile slave. The elemental will not stay longer than the caster concentrates upon it, but it will not seek to attack a druidic summoner. There is, however, a 5% chance that the spell summons forth powers unintended by the druid. If this happens, one of two things occurs, with a 50% chance of each. The spell might summon forth a truly great elemental force, an elemental with 20 hit dice. However, there is also the chance that the spell summons forth an efreeti. The efreeti do not have the same rapport with Druids as the pure elementals do, and an efreeti, unlike elementals, attacks the caster when the Druid's concentration falters.

Fire Elemental: HD 16; AC 2[17]; Atk strike (3d8); Move 12; Save 3; AL N; CL/XP 17/3400; **Special:** +1 or better magic weapons to hit, ignite materials (save to resist).

Note: A fuller description of the fire elemental can be found in the Monster book and in **Monstrosities by Frog God Games**.



CONTACT OTHER PLANE

Spell Level: Magic-User, 5th Level

Range: None

Duration: Number of "Yes/No" questions

The caster creates a mental contact with the planes, forces, powers, and geometries of the beyond in order to gain affirmative or negative answers to the questions being contemplated. The spell's effects depend upon how deeply the caster quests into the various planes of existence. The caster must decide how "far" into the planes of existence the contact will be attempted. The number of planes in "depth" that the caster chooses affects the number of yes or no questions that can be asked, the chance that the knowledge is available at that level, the chance of receiving a wrong answer, and the chance that the caster becomes temporarily insane from the experience. Temporary insanity lasts for as many weeks as the "number" of the plane where the caster's sanity failed ... or perhaps was deliberately removed.

CONTACT OTHER PLANE

Plane of Existence	Max. # of Questions	Knowledge Available	Wrong Result	Temporary Insanity ¹
3rd	3	25%	70%	1%
4th	4	30%	60%	10%
5th	5	40%	50%	20%
6th	6	50%	40%	30%
7th	7	60%	30%	40%
8th	8	70%	25%	45%
9th	9	80%	20%	55%
10th	10	85%	15%	65%
11th	11	90%	10%	75%
12th	12	95%	1%	85%

¹ This chance is reduced by 5% for every level of the caster above 11th

CONTINUAL LIGHT

Spell Level: Magic-User, 2nd Level

Range: 120 feet

Duration: Permanent until dispelled

The targeted person or object produces light as bright as sunlight (and with the same effects as sunlight) to a radius of 120 feet.

CONTROL TEMPERATURE 10-FOOT RADIUS

Spell Level: Druid, 4th Level

Range: Touched sprig of mistletoe

Duration: 3 turns + 1 turn/level

The caster may raise or lower the temperature by 50 degrees (hotter or colder) in a 10-foot radius around the material component, a sprig of mistletoe.

CONTROL WEATHER

Spell Level: Cleric, 7th Level; Druid, 7th Level; Magic-User, 6th Level

Range: Referee's discretion

Duration: Referee's discretion

The caster can summon or stop rainfall, create unusually high or low temperatures, summon or disperse a tornado, clear the sky of clouds, or summon clouds into being.

CONTROL WINDS

Spell Level: Druid, 5th Level

Range: Centered on caster

Duration: 6 turns + 1 turn/level

Within a radius of 240 feet, the caster controls the winds. It is possible to make the air completely still or to whisk it into a gale-like tumult of unbelievable ferocity.

CREATE WATER

Spell Level: Cleric, 4th Level; Druid 2nd Level

Range: Close

Duration: Immediate

This spell creates a one-day supply of drinking water for 24 men (or, for game purposes, horses). At 9th level, the amount of water doubles, and it doubles again at every level thereafter.

CREATE FOOD

Spell Level: Cleric, 5th Level

Range: Close

Duration: Immediate

This spell creates a one-day supply of food for 24 humans (or the like). At 9th level, the amount of food doubles, and it doubles again at every level thereafter.

CREeping DOOM

Spell Level: Druid, 7th Level

Range: 50 feet

Duration: See below

Spiders, centipedes, and other such vermin boil forth from the ground and assemble into a coherent swarm within 1d3 rounds (1-3 minutes). The caster may direct the swarm in any direction or toward a particular target within 60 feet of the swarm's location. It marches in that direction and attacks anything in its path, pursuing a particular target up to a distance of 240 feet from the caster. The swarm is composed of 1d10 x 100 creatures, each of which inflicts one point of damage and then dies. (A swarm of 100 inflicts a total of 100 hp before being "used up," and a swarm of 1,000 would eventually inflict a total of 1,000 hp in damage if it came across enough victims.)

CURE DISEASE

Spell Level: Cleric, 3rd Level; Druid, 3rd Level

Range: Touch

Duration: Immediate

Cures the spell's recipient of any diseases, including magically-inflicted ones. An evil reversal of this spell allows a Chaotically aligned Cleric to cause disease.

CURE LIGHT WOUNDS

Spell Level: Cleric, 1st Level; Druid 2nd, Level

Range: Touch

Duration: Immediate

Cures 1d6+1 hit points of damage. An evil reversal of this spell allows a Chaotically-aligned Cleric to cause light wounds rather than curing them.

CURE SERIOUS WOUNDS

Spell Level: Cleric, 4th Level; Druid, 4th Level

Range: Touch

Duration: Immediate

Cures 2d6+2 hit points of damage. An evil reversal of this spell allows a Chaotically-aligned Cleric to cause serious wounds.

DARKNESS 15-FOOT RADIUS

Spell Level: Magic-User, 2nd Level

Range: 120 feet

Duration: 1 hour

Darkness falls within the spell's radius, impenetrable even to darkvision. A light spell or dispel magic can be used to counteract the darkness.

DARKVISION

Spell Level: Magic-User, 3rd Level

Range: 40 feet

Duration: 1 day

The recipient of the spell can see in total darkness until the spell's duration.

DEATH SPELL

Spell Level: Magic-User, 6th Level

Range: 240 feet

Duration: Causes normal death

Within a 60-foot radius, up to 2d8 creatures with fewer than 7 hit dice each perish.

DELAYED BLAST FIREBALL

Spell Level: Magic-User, 7th Level

Range: 240 feet

Duration: Chosen by caster (up to 10 minutes)

This spell creates a normal fireball, but the blast can be delayed for a period of up to 10 minutes. The burst radius, per a normal fireball, is 20 feet, and damage is 1d6 per level of the caster.

The blast shapes itself to the available volume (33,000 cubic feet), filling 33 10-foot x 10-foot x 10-foot cubical areas.

DETECT EVIL (CLERIC)

Spell Level: Cleric, 1st Level

Range: 120 feet

Duration: 1 hour

The caster detects any evil enchantments, evil intentions, evil thoughts, or evil auras within the spell's range. Poison is not inherently evil and cannot be detected by means of this spell. Whether there is any distinction between "evil" and "Chaos" is left to the Referee; in most campaigns, they are exactly the same.

DETECT EVIL (MAGIC-USER)

Spell Level: Magic-User, 2nd Level

Range: 60 feet

Duration: 20 minutes

The caster detects any evil enchantments, evil intentions, evil thoughts, or evil auras within the spell's range. Poison is not inherently evil and cannot be detected by means of this spell. Whether there is any meaningful distinction between "evil" and "Chaos" is left to the Referee; in most campaigns they are exactly the same.

DETECT INVISIBILITY

Spell Level: Magic-User, 2nd Level

Range: 10 feet per caster level

Duration: 1 hour

The caster can perceive invisible objects and creatures, even those lurking in the Astral or Ethereal planes of existence.

DETECT MAGIC

Spell Level: Cleric, Magic-User, Druid 1st Level

Range: 60 feet

Duration: 20 minutes

The caster can perceive the presence of a magical spell or enchantment in places, people, or things. For example, magical items may be discovered in this fashion, as can the presence of a charm secretly laid upon a person.

DETECT SNARES AND PITS

Spell Level: Druid 1st Level

Range: 30 feet

Duration: 1 hour + 10 min/level

Much like the Clerical find traps spell, this spell grants the caster a mystical power of sight, revealing any traps. However, the spell only functions outdoors; it is useless inside buildings or in dungeons.

DIMENSION DOOR

Spell Level: Magic-User, 4th Level

Range: 10 feet (360-foot teleport distance)

Duration: 1 hour

Dimension door is a weak form of teleportation, a spell that can be managed by lesser magicians who cannot yet manage the teleport spell. The caster can teleport himself, an object, or another person, with perfect accuracy, to the stated location, as long as it is within the spell's range.

DISINTEGRATE

Spell Level: Magic-User, 6th Level

Range: 60 feet

Duration: Permanent — cannot be dispelled

The caster defines one specific target such as a door, a peasant, or a statue, and it disintegrates into dust. Magical materials are not disintegrated, and living creatures (such as the aforementioned peasant) are permitted a saving throw.

DISPEL EVIL

Spell Level: Cleric, 5th Level

Range: 30 feet

Duration: 10 minutes against an item

This spell is similar to the Magic-User spell **dispel magic**, but affects only evil magic. Also unlike the **dispel magic** spell, dispel evil functions (temporarily) against evil "sendings," possibly including dreams or supernatural hunting-beasts. The power of an evil magic item is held in abeyance for 10 minutes rather than being permanently dispelled. Evil spells are completely destroyed.

As with **dispel magic**, the chance of successfully dispelling evil is a percentage based on the ratio of the level of the dispelling caster over the level of original caster (or hit dice of the monster). Thus, a 9th-level Cleric attempting to dispel an evil charm cast by a 12th-level Cleric has a 75% chance of success ($9/12 = 0.75$, or 75%). If the 12th-level Cleric was dispelling the 9th-level Cleric's charm, success would be certain ($12/9 = 1.33$, or 133%).

DISPEL MAGIC

Spell Level: Druid, 4th Level; Magic-User, 3rd Level

Range: 120 feet

Duration: 10 minutes against an item

Dispel magic, although not powerful enough to permanently disenchant a magic item (which it nullifies for 10 minutes), can be used to completely dispel most other spells and enchantments.

The chance of successfully dispelling magic is a percentage based on the ratio of the level of the dispelling caster over the level of origi-

nal caster (or hit dice of the monster). Thus, a 6th-level Magic-User attempting to dispel a charm cast by a 12th-level Magic-User has a 50% chance of success ($6/12 = 0.50$, or 50%). If the 12th-level Magic-User was dispelling the 6th-level Magic-User's charm, success would be certain ($12/6 = 2.00$, or 200%).

EARTHQUAKE

Spell Level: Cleric, 7th Level

Range: Referee's discretion

Duration: Immediate

The Cleric causes a powerful earthquake in an area 60 x 60 feet plus an additional 10 feet (in both length and width) per three levels above 17th. The quake topples walls, causes rock-slides, and opens gaping fissures in the earth. Any creature caught in the quake has a 1-in-6 chance of falling into the depths of the earth and being killed. The earthquake's tremors do not extend in any way beyond the spell's area of effect.

ENCHANT ITEM

Spell Level: Magic-User, 6th Level

Range: Touch

Duration: Permanent

This spell is used in the creation of a magical item, in addition to whatever research, special ingredients, or other efforts the Referee may determine are necessary for the task.

ESP (DETECT THOUGHTS)

Spell Level: Magic-User, 2nd Level

Range: 60 feet

Duration: 2 hours

The caster can detect the thoughts of other beings at a distance of 60 feet. The spell cannot penetrate more than two feet of stone, and is blocked by even a thin sheet of lead.

EXPLOSIVE RUNES

Spell Level: Magic-User, 3rd Level

Range: Written on parchment

Duration: Permanent

The Magic-User scribes a rune onto parchment, vellum, or paper as a deadly trap. If anyone other than the caster reads the rune, the sigil explodes into fire, automatically dealing 4d6 points of damage to anyone directly in front of it. The parchment or book upon which the rune was scribed is also destroyed. An explosive rune can be detected, bypassed, and even removed by a higher-level Magic-User. Any Magic-User at least two levels higher than the rune's creator has a 60% chance to detect it, a 75% chance to bypass it (if it is detected), and a 100% chance to remove it (if it is successfully detected and bypassed).

EXTENSION I

Spell Level: Magic-User, 4th Level

Range: Caster

Duration: See below

Extension I lengthens the duration of another of the caster's spells by 50%. Only spells of levels 1–3 can be affected by Extension I.

EXTENSION II

Spell Level: Magic-User, 5th Level

Range: Caster

Duration: See below

Extension II lengthens the duration of another of the caster's spells by 50%. Only spells of levels 1–4 can be affected by Extension II.

EXTENSION III

Spell Level: Magic-User, 6th Level

Range: Caster

Duration: See below

Extension III doubles the duration of another of the caster's spells. Spells of level 1–5 can be affected by Extension III.

FAERIE FIRE

Spell Level: Druid, 1st Level

Range: 60 feet

Duration: 1 hour

This spell illumines an object or creature with an eerie, fey glow. The spell's target may be approximately as large as 10 square feet plus 2 square feet per level of the caster. The spell can be used for diverse purposes, such as revealing the true dimensions or extent of a thing, or to prevent a creature from retreating into the darkness. Depending upon the precise circumstances, the Referee may allow such illumination to render a creature more easily hit, granting a +1 to-hit bonus to attackers.

FEAR

Spell Level: Magic-User, 4th Level

Range: 240 feet

Duration: 1 hour

This spell causes the creatures in its cone-shaped path to flee in horror if they fail a saving throw. If they do so, there is a 60% chance that they drop whatever they are holding. The cone extends 240 feet to a base 120 feet across.

FEEBLEMIND

Spell Level: Druid, 6th Level; Magic-User, 5th Level

Range: 240 feet

Duration: Permanent until dispelled

Feeblemind is a spell that affects only Magic-Users. The saving throw against the spell is made at a –4 penalty, and if the saving throw fails, the targeted Magic-User becomes feeble of mind until the magic is dispelled.

FIND THE PATH

Spell Level: Cleric, 6th Level

Range: Caster

Duration: 1 hour + 10 minutes/level; 1 day outdoors

The caster perceives the fastest way out of an area, even if the area is designed to be difficult to navigate, such as a labyrinth. While outdoors, the spell has greater power, lasting a full day.

FIND TRAPS

Spell Level: Cleric, 2nd Level

Range: 30 feet

Duration: 20 minutes (2 turns)

The caster can perceive magical and non-magical traps at a distance of 30 feet.

FINGER OF DEATH

Spell Level: Cleric, 5th Level; Druid, 6th Level

Range: 120 feet

Duration: Immediate

This spell kills a single creature (saving throw applies). Misusing the spell is an evil act that likely invokes divine retribution of some kind.

FIRE STORM

Spell Level: Druid, 7th Level

Range: 100 feet + 10 feet/level

Duration: 1 turn (10 minutes)

A massive conflagration of fire erupts in the spot directed by the caster. The fire burns in a shape, area, and size defined by the caster, the volume being no less than 30 feet x 30 feet x 30 feet. The maximum possible volume of fire that can be called forth is the minimum area (30x30x30) times the caster's level. While the magical fire burns, creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Creatures who are able to pass through the fire receive 1d6 hit points of damage per 10 feet traveled (no saving throw) and undead creatures sustain twice this damage.



FIREBALL

Spell Level: Magic-User, 3rd Level

Range: 240 feet

Duration: Instantaneous

A bead-like missile shoots from the caster's finger to explode at the targeted location in a furnace-like blast of fire. The burst radius is 20 feet, and damage is 1d6 per level of the caster. The blast fills 33,000 cubic feet (33 10-foot x 10-foot x 10-foot cubical areas) but shapes itself to the available volume. A successful saving throw means that the target takes only half damage.

FLY

Spell Level: Magic-User, 3rd Level

Range: Touch

Duration: 1 turn/level + 1d6 turns

This spell imbues the Magic-User with the power of flight, with a movement rate of 120 feet per round. The Referee secretly rolls the 1d6 additional turns; the player does not know exactly how long the power of flight will last.

GATE

Spell Level: Magic-User, 9th Level

Range: Near the caster

Duration: See below

A gate spell creates an opening to another plane of existence and summons forth a specified, tremendously powerful being from the other plane, including gods, demi-gods, demons, etc. The caster must know the name of the creature being summoned or the spell fails. There is a 5% chance that the wrong being might be summoned forth, and (regardless whether the summoned being is the right one or not) there is a 5% chance that it lacks interest in the situation and returns through the gate. The summoned being is not necessarily friendly to the caster, and may even be extremely annoyed.

GEAS

Spell Level: Magic-User, 6th Level

Range: 30 feet

Duration: Until task is completed

If the spell succeeds (saving throw cancels), the caster may set a task for the spell's victim. If the victim does not diligently work at performing the task, the refusal causes weakness (50% reduction in strength). Trying to ignore the geas eventually causes death.

HALLUCINATORY FOREST

Spell Level: Druid, 4th Level

Range: 60 feet

Duration: Until dispelled

Much like the Magic-User spell hallucinatory terrain, this spell changes the appearance of the land, although the illusion is always that of a forest. Druids and magical creatures of the forest such as a dryad or treant are not fooled by the illusion, but until the dweomer is dispelled, all other creatures perceive the area to be forested. The maximum extent of the nonexistent forest, measured for convenience in 30-foot x 30-foot "squares," is one such square per level of the caster.

HALLUCINATORY TERRAIN

Spell Level: Magic-User, 4th Level

Range: 240 feet

Duration: Until touched (other than by ally) or dispelled

This spell changes the appearance of the terrain into the semblance of what the caster desires. A hill can be made to disappear, or it could be replaced with an illusory forest, for example.

HASTE

Spell Level: Magic-User, 3rd Level

Range: 240 feet

Duration: 30 minutes

In an area with a radius of 60 feet around the point where the spell is targeted, as many as 24 creatures become able to move and attack at double normal speed.

HEAT METAL

Spell Level: Druid, 2nd Level

Range: 30 feet

Duration: 7 rounds

This spell heats metal to searing hot temperatures, affecting 20 pounds of metal per level of the caster. As a rule of thumb, this magic affects the armor and weapons of one opponent per caster level when used as a general attack, although the spell is definitely not limited to general combat. Metal does not get a saving throw against being heated, but any sort of magical fire resistance prevents damage from the heat itself.

Effect of continuous exposure to heated metal:

Round 1: The metal becomes hot, but is not yet dangerous.

Round 2: 1d4 points of damage. If hands are what remain in contact, the blistering makes them unusable for 1 day thereafter.

Rounds 3–5: 1d4+1 points of damage per round. If hands remain in contact, their skin is so badly scorched that they cannot be used for 1d3 weeks. If the head is in contact, the victim falls unconscious for 1d8 turns.

Round 6: 1d4 points of damage.

Round 7: The metal has begun to cool, and is merely hot to the touch.

HOLD ANIMAL

Spell Level: Druid, 3rd level

Range: 120 feet

Duration: 1 hour + 10 minutes/level

The caster targets no more than four normal or giant animals, with total hit dice equal to or less than those of the Druid. These animals are completely immobilized (saving throw applies). If the caster targets a single creature, the saving throw is made with a penalty of -2.

HOLD MONSTER

Spell Level: Magic-User, 5th Level

Range: 120 feet

Duration: 1 hour + 10 minutes/level

The caster targets 1d4 creatures that are completely immobilized (saving throw applies).

The caster may also target a single creature, in which case the saving throw is made with a penalty of -2.

HOLD PLANT

Spell Level: Druid, 5th Level

Range: 30 feet/level

Duration: 1 hour + 10 minutes/level

The caster targets 1d4 plants or plant-creatures that become completely immobilized. (A saving throw applies for monster-type plants.) The caster may also target a single plant, in which case the saving throw is made with a penalty of -2. The spell does not only immobilize plants; it also temporarily arrests the growth of any plant, magical or not.

HOLD PERSON (CLERIC)

Spell Level: Cleric, 2nd Level

Range: 180 feet

Duration: 9 turns

The caster targets 1d4 persons (according to the same parameters as the charm person spell), who are completely immobilized (saving throw applies). The caster may also target a single person, in which case the saving throw is made with a penalty of -2.

HOLD PERSON (MAGIC-USER)

Spell Level: Magic-User, 3rd Level

Range: 120 feet

Duration: 1 hour + 10 minutes/level

The caster targets 1d4 persons (according to the same parameters as the charm person spell), who are completely immobilized (saving throw applies). The caster may also target a single person, in which case the saving throw is made with a penalty of -2.

HOLD PORTAL

Spell Level: Magic-User, 1st Level

Range: Referee's Discretion

Duration: 2d6 turns

This spell holds a door closed for the spell's duration or until dispelled. Creatures with magic resistance can shatter the spell without effort.

HOLY WORD

Spell Level: Cleric, 7th Level

Range: 40-foot radius

Duration: Immediate

The speaking of a holy word dramatically affects all those within the range of its divine power. Creatures of fewer than 5 hit dice are slain; creatures of 5–8 hit dice are stunned for 2d10 turns; and creatures with 9–12 hit dice are deafened for 1d6 turns. Creatures with 13+ hit dice are unaffected but probably impressed.

ICE STORM

Spell Level: Magic-User, 4th Level

Range: 120 feet

Duration: 1 round

A whirling vortex of ice, snow, and hail forms in a cube roughly 30 feet across. Massive hailstones inflict 3d10 points of damage (no saving throw applies) to all within the area.

INSECT PLAGUE

Spell Level: Cleric, 5th Level; Druid, 4th level

Range: 480 feet

Duration: 1 day

This spell works only outdoors. A storm of insects gathers and goes wherever the caster directs. The cloud covers approximately 400 square feet (20 feet by 20 feet, with roughly corresponding height). Any creature with 2 or fewer hit dice exposed to the cloud of insects flees in terror (no saving throw).

INVISIBILITY

Spell Level: Magic-User, 2th Level

Range: 240 ft

Duration: Until dispelled or an attack is made

The object of this spell, whether a person or a thing, becomes invisible to both normal sight and darkvision. The result is that an invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -4 to hit. If the invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

INVISIBILITY 10-FOOT RADIUS

Spell Level: Magic-User, 3rd Level

Range: 240 feet

Duration: Until dispelled or an attack is made

Like the **invisibility** spell, **invisibility 10-foot radius** makes the target creature or object invisible to normal sight and darkvision. It also, however, throws a radius of invisibility around the recipient, which moves with him/her/it. Nothing inside the radius of invisibility can be attacked unless its approximate location is known, and all attacks are made at -4 to hit. If an invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

INVISIBLE STALKER

Spell Level: Magic-User, 6th Level

Range: Close

Duration: Until mission is completed

This spell summons (or perhaps creates) an invisible stalker. The stalker performs one task as commanded by the caster, regardless of how long the task may take or how far the stalker may

have to travel. The stalker cannot be banished by means of dispel magic; it must be killed in order to deter it from its mission.

Invisible Stalker: HD 8; AC 3[16]; Atk "bite" (4d4); Move 0 (fly 12); Save 8; AL N; CL/XP 9/1100; Special: invisible (-4 to hit if general location is known).

Note: More details on the invisible stalker can be found in the Monsters book or in **Monstrosities** from **Frog God Games**.

KNOCK

Spell Level: Magic-User, 2nd Level

Range: 60 feet

Duration: Immediate

This spell unlocks and unbars all doors, gates, and portals within its range, including those held or locked by normal magic.

LEGEND LORE

Spell Level: Magic-User, 6th Level

Range: Caster

Duration: See below

Over the course of long and arduous magical efforts (1d100 days), the caster gains knowledge about some legendary person, place, or thing. The spell's final result may be no more than a cryptic phrase or riddle, or it might be quite specific.

LEVITATE

Spell Level: Magic-User, 2nd Level

Range: 20 feet/level

Duration: 1 turn/level

This spell allows the Magic-User to levitate himself, moving vertically up or down, but the spell itself provides no assistance with lateral movement. A wall, cliff side, or ceiling could, of course, be used to pull along hand-over-hand. Levitation allows up- or downward movement at a rate of up to 6 feet per minute (60 feet per turn), and the caster cannot levitate more than 20 feet per level from the ground level where the spell was cast. (Such range is applied to movement into the air and to downward movement into a pit or chasm.)

LIGHT

Spell Level: Cleric; Magic-User, 1st Level

Range: 60 feet

Duration: 1 hour + 10 minutes/level

The target person or object (at a range of up to 60 feet) produces light about as bright as a torch to a radius of 20 feet.

The Cleric version of this spell lasts 2 hours.

LIGHTNING BOLT

Spell Level: Magic-User, 3rd Level

Range: 240 feet (maximum distance)

Duration: Instantaneous

A bolt of lightning extends 60 feet from the targeted point, almost 10 feet wide. Anyone in its path suffers 1d6 points of damage per level of the caster (half with a successful saving throw). The bolt always extends 60 feet, even if this means that it ricochets backward from something blocking its path.

LIMITED WISH

Spell Level: Magic-User, 7th Level

Range: Referee's discretion

Duration: Changes reality

This powerful spell allows the caster to change reality, although in limited ways and sometimes only for limited periods of time. Such limitations are determined by the Referee in accordance with the circumstances.

LOCATE ANIMAL

Spell Level: Druid, 1st level

Range: 60 feet + 10 feet/level

Duration: 1 round/level

Within the spell's range, the caster perceives the correct direction (as the crow flies) toward the nearest specimen of a type of animal named in the casting of the spell.

LOCATE OBJECT (CLERIC)

Spell Level: Cleric, 3rd Level

Range: 90 feet

Duration: 1 round/level

Within the spell's range, the Cleric perceives the correct direction (as the crow flies) toward an object the caster specifies by description in the spell. The object must be something the caster has seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.

LOCATE OBJECT (MAGIC-USER)

Spell Level: Magic-User, 2nd Level

Range: 60 feet + 10 feet/level

Duration: 1 round/level

Within the spell's range, the caster perceives the correct direction (as the crow flies) toward an object the caster specifies by description in the spell. The object must be something the caster has seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.

LOCATE PLANTS

Spell Level: Druid, 2nd level

Range: 60 feet + 10 feet/level

Duration: 1 round/level

The caster perceives the correct direction (as the crow flies) toward the nearest specimen of a type of plant named in the casting of the spell.

LOWER WATER

Spell Level: Magic-User, 6th Level

Range: 240 feet

Duration: 2 hours

This spell lowers the depth and water level of lakes, rivers, wells, and other bodies of water to one-half normal.

MAGIC JAR

Spell Level: Magic-User, 5th Level

Range: See below

Duration: See below

This spell relocates the caster's life essence, intelligence, and soul into an object of virtually any kind. The "jar" must be within 30 feet of the caster's body for the transition to succeed. Once within the magic jar, the caster can possess the bodies of other creatures and people, provided that they are within 120 feet of the jar and fail a saving throw. The caster can return his or her soul to the magic jar at any time; if a body the caster controls is slain, the soul returns to the jar immediately. The Magic-User can return from the jar to his or her original body whenever desired, thus ending the spell. If the caster's body is destroyed while his or her soul is in the magic jar, the soul no longer has a home other than within the magic jar, although the disembodied wizard can still possess other bodies as before. If the jar itself is destroyed while the Magic-User's soul is within, the soul is lost.

MAGIC MISSILE

Spell Level: Magic-User, 1st Level

Range: 150 feet

Duration: Immediate

A magical missile flies where the caster directs, with a range of 150 feet. At the Referee's discretion, this spell may have one of two effects: 1) The Magic-User must roll to hit the target with a +1 bonus to the roll. The missile inflicts 1d6+1 points of damage. 2) The missile hits automatically, doing 1d4+1 points of damage.

In either case, the Magic-User casts an additional two missiles for every 5 levels of experience. Thus, at 5th level, the caster is able to hurl 3 magic missiles, and 5 missiles at 10th level.

MAGIC MOUTH

Spell Level: Magic-User, 2nd Level

Range: Touch

Duration: Permanent until triggered or dispelled

This enchantment is set upon an object, and the magic is triggered when certain conditions established by the caster are met. When that happens, a mouth appears on the object and speaks the message it has been commanded to speak. The message may be up to 30 words long.

MASS CHARM

Spell Level: Magic-User, 8th Level

Range: 120 feet

Duration: Until dispelled

This spell operates in the same manner and with the same restrictions as charm person. However, it affects a total of 30 hit dice of creatures, in any combination. All saving throws are made with a penalty of -2.

MASS INVISIBILITY

Spell Level: Magic-User, 7th Level

Range: 240 feet

Duration: See below

This spell makes 1d3 x 100 man- or horse-sized creatures (or objects) invisible, as if they had been affected by a single invisibility spell. The spell can instead affect up to 6 creatures of dragon size. As with the invisibility spell, the enchantment lasts until dispelled or until one of the creatures makes an attack.

MASSMORPH

Spell Level: Magic-User, 4th Level

Range: 240 feet

Duration: Until negated by the caster or dispelled
One hundred or fewer man- or horse-sized creatures are changed to appear to be innocent trees. The illusion is so perfect that creatures moving through the "forest" do not detect the deception.



MAZE

Spell Level: Magic-User, 9th Level

Range: 60 feet

Duration: Depends on Intelligence

The targeted creature disappears into a gap in reality where strange curving and branching passages conceal the way out. Creatures with an Intelligence score lower than 6 require 2d4 x 3 rounds (minutes) to escape the interdimensional prison. Creatures with Intelligence scores 7-11 require 2d4 rounds, and creatures with an intelligence of 12+ require only 1d4 rounds to puzzle their way back into normal reality. Although monsters are not described with specific Intelligence scores, it should not be hard to determine into which category any specific monster falls. Unless ruled otherwise by the Referee, there is no saving throw to avoid the spell.

METEOR SWARM

Spell Level: Magic-User, 9th Level

Range: 240 feet

Duration: Instantaneous

Tiny meteors swarm from the caster's hands and explode into balls of fire where desired. The caster may hurl 4 normal fireballs for 10d6 damage or 8 fireballs of 10-foot diameter that inflict 5d6 points of damage. Targets are permitted a saving throw, allowing them to take half damage.

MIND BLANK

Spell Level: Magic-user, 8th Level

Range: 10-foot radius

Duration: 24 hours

The spell protects against all magical spying, including crystal balls, spells (including wish), and even magical scrying by minor deities.

MIRROR IMAGE

Spell Level: Magic-User, 2nd Level

Range: Around caster

Duration: 1 hour or until destroyed

The spell creates 1d4 images of the caster that act in perfect synchronization with him like mirror images. Attackers cannot distinguish the images from the caster and may attack one of the images instead of the caster himself (determined randomly). When a hit is scored upon one of the images, it disappears.

MONSTER SUMMONING I

Spell Level: Magic-User, 3rd Level

Range: N/A

Duration: 6 rounds (minutes)

The caster summons allies that serve him until slain or until the duration of the spell expires. The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

MONSTER SUMMONING I

Die Roll (1d6)	Monster Summoned ¹
1	1d6 Giant Rats
2	1d3 Dwarves (Goblins)
3	1d3 Elves (Hobgoblins)
4	1d6 Kobolds
5	1d3 Orcs
6	1d3 Skeletons

¹ Chaotically-aligned casters might get the monster in parenthesis, at the Referee's discretion

Dwarves (1d3): HD 1; AC 4[15]; **Atk** weapon (1d8); **Move** 6; **Save** 17; **AL** L; **CL/XP** 1/15; **Special:** darkvision (60ft), detect attributes of stonework.

Elves (1d3): HD 1; AC 7[12]; **Atk** weapon (1d6); **Move** 6; **Save** 17; **AL** L; **CL/XP** 1/15; **Special:** darkvision (60ft), detect secret doors (4-in-6 chance), immune to paralysis.

Giant Rats (1d6): HD 1d4hp; AC 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** 5% are diseased.

Goblins (1d3): HD 1d6 hp; AC 6[13]; **Atk** weapon (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** B/10; **Special:** -1 to hit in sunlight.

Hobgoblins (1d3): HD 1+1; AC 5[14]; **Atk** weapon (1d8); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** none.

Kobolds (1d6): HD 1d4 hp; AC 7[12]; **Atk** weapon (1d6); **Move** 6; **Save** 18; **AL** C; **CL/XP** A/15; **Special:** none.

Orcs (1d3): HD 1; AC 6[13]; **Atk** spear (1d6) or scimitar (1d8); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** none.

Skeletons (1d3): HD 1; AC 8[11] or 7[12] with shield; **Atk** weapon or strike (1d6) or (1d6+1 two-handed); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** immune to sleep and charm spells.

Note: A fuller description of the creatures can be found in the Monster book and in **Monstrosities** by Frog God Games.

MONSTER SUMMONING II

Spell Level: Magic-User, 4th Level

Range: N/A

Duration: 6 rounds (minutes)

The caster summons allies that serve him until slain or until the duration of the spell expires. The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

MONSTER SUMMONING II

Die Roll (1d6)	Monster Summoned
1	1d2 Hobgoblins
2	1d2 Zombies
3	1d2 Gnolls
4	1d2 Bugbears
5	1d6 Orcs
6	1d6 Skeletons

Bugbears (1d2): HD 3+1; AC 5[14]; **Atk** bite (2d4) or weapon (1d8+1); **Move** 9; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** surprise opponents (1 -3 on 1d6).

Gnolls (1d2): HD 2; AC 5[14]; **Atk** bite (2d4) or weapon (1d10); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** none.

Hobgoblins (1d2): HD 1+1; AC 5[14]; **Atk** weapon (1d8); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** none.

Orcs (1d6): HD 1; AC 6[13]; **Atk** spear (1d6) or scimitar (1d8); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** none.

Skeletons (1d6): HD 1; AC 8[11] or 7[12] with shield; **Atk** weapon or strike (1d6) or (1d6+1 two-handed); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** immune to sleep and charm spells.

Zombies (1d2): HD 2; AC 8[11] or with shield 7[12]; **Atk** weapon or strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm.

Note: A fuller description of the creatures can be found in the Monster book and in **Monstrosities** by Frog God Games.

MONSTER SUMMONING III

Spell Level: Magic-User, 5th Level

Range: N/A

Duration: 6 rounds (minutes)

The caster summons allies that serve him until slain or until the duration of the spell expires. The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

MONSTER SUMMONING III

Die Roll (1d6)	Monster Summoned
1	1d4 Bugbears
2	1d2 Harpies
3	1d2 Ochre Jellies
4	1d2 Wererats
5	1d2 Wights
6	1d2 Wild Boars

Bugbears (1d2): HD 3+1; AC 5[14]; Atk bite (2d4) or weapon (1d8+1); **Move** 9; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** surprise opponents (1 –3 on 1d6).

Harpies (1d2): HD 3; AC 7[12]; Atk 2 talons (1d3) and weapon (1d6); **Move** 6 (fly 18); **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** charm person (touch, as spell, save avoids), siren-song (drawn toward harpy, save avoids).

Ochre Jellies (1d2): HD 6; AC 8[11]; Atk acid-laden strike (3d4); **Move** 3; **Save** 11; **AL** N; **CL/XP** 6/400; **Special:** division (lightning splits creature into 2 jellies with equal hit points).

Wererats (1d2): HD 3; AC 6[13]; Atk bite (1d3), weapon (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 4/120; **Special:** +1 or better magic or silver weapons to hit, control rats, lycanthropy, surprise (1–4 on 1d6).

Wights (1d2): HD 3; AC 5[14]; Atk claw (1hp + level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 6/400; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit).

Wild Boars (1d2): HD 3+3; AC 7[12]; Atk gore (3d4); **Move** 15; **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** continue attacks 2 rounds after death.

Note: A fuller description of the creatures can be found in the Monster book and in **Monstrosities** by Frog God Games.

MONSTER SUMMONING IV

Spell Level: Magic-User, 6th Level

Range: N/A

Duration: 6 rounds (minutes)

The caster summons allies that serve him until slain or until the duration of the spell expires. The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

MONSTER SUMMONING IV

Die Roll (1d6)	Monster Summoned
1	1 Gargoyle
2	1 Ogre
3	1 Owlbear
4	1 Shadow
5	1 Werewolf
6	1 Wraith

Gargoyle: HD 4; AC 5[14]; Atk 2 claws (1d3), bite (1d4), horn (1d6); **Move** 9 (fly 15); **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +1 or better magic weapon to hit.

Ogre: HD 4+1; AC 5[14]; Atk weapon (1d10+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none.

Owlbear: HD 5+1; AC 5[14]; Atk 2 claws (1d6), bite (2d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 5/240; **Special:** hug (additional 2d8 if to-hit roll is 18+).

Shadow: HD 2+2; AC 7[12]; Atk touch (1d4 + strength drain); **Move** 12; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** +1 or better magic weapons to hit, strength drain (lose 1 point strength with hit).

Werewolf: HD 4+4; AC 5[14]; Atk bite (1d6+1); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** +1 or better magic or silver weapons to hit, lycanthropy.

Wraith: HD 4; AC 3[16]; Atk touch (1d6 + level drain); **Move** 9 (fly 24); **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit).

Note: A fuller description of the creatures can be found in the Monster book and in **Monstrosities** by Frog God Games.

MONSTER SUMMONING V

Spell Level: Magic-User, 7th Level

Range: N/A

Duration: 6 rounds (minutes)

The caster summons allies that serve him until slain or until the duration of the spell expires. The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

MONSTER SUMMONING V

Die Roll (1d6)	Monster Summoned
1	1 Cockatrice
2	1 Manticore
3	1 Minotaur
4	1 Ogre Mage
5	1 Salamander
6	1 Troll

Cockatrice: HD 5; AC 6[13]; **Atk** bite (1d6 + turn to stone); **Move** 6 (fly 18); **Save** 12; **CL/XP** 8/800; **Special:** bite turns to stone (save avoids).

Manticore: HD 6+4; AC 4[15]; **Atk** 2 claws (1d3), bite (1d8), 6 tail spikes (1d6); **Move** 12 (fly 18); **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** tail spikes (6 spikes per round, 180ft range).

Minotaur: HD 6+4; AC 6[13]; **Atk** head butt (2d4), bite (1d3) and weapon (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 6/400; **Special:** never get lost in labyrinths.

Ogre Mage: HD 5+4; AC 4[15]; **Atk** weapon (1d12); **Move** 12 (fly 18); **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** regenerate (1hp/round), spell-like abilities.

Spell-like Abilities: at will—darkness 15ft radius, invisibility, polymorph self; 1/day—charm person, cone of frost (60ft range, 20ft diameter blast, 8d6 damage to all, save for half), sleep.

Salamander: HD 7; AC 5[14] (torso), 3[16] serpent body; **Atk** touch (2d8 + constrict + 1d6 heat), weapon (1d6 + 1d6 heat); **Move** 9; **Save** 9; **AL** C; **CL/XP** 8/800; **Special:** constrict (automatic 2d8 damage per round after hit, save avoids), heat (additional 1d6 heat damage)

Troll: HD 6+3; AC 4[15]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** regenerate (3hp/round).

Note: A fuller description of the creatures can be found in the Monster book and in **Monstrosities** by Frog God Games.

MONSTER SUMMONING VI

Spell Level: Magic-User, 8th Level

Range: N/A

Duration: 6 rounds (minutes)

The caster summons allies that serve him until slain or until the duration of the spell expires. The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

MONSTER SUMMONING VI

Die Roll (1d10)	Monster Summoned
1	1 Black Dragon
2	1 Chimera
3	1 Efreeti
4	1 Flesh Golem
5	1 Frost Giant
6	1 Hill Giant
7	1 Hydra (7 heads)
8	1 Mummy
9	1d2 Ogre Magi
10	1 White Dragon

Black Dragon: HD 7; HP 28; AC 2[17]; **Atk** 2 claws (1d4), bite (3d6); **Move** 9 (fly 24); **Save** 9; **AL** C; **CL/XP** 9/1100; **Special:** spits acid (3/day, 60ft line, 28 damage, save for half).

Chimera: HD 9; AC 4[15]; **Atk** 2 claws (1d3), 2 goat horns (1d4), lion bite (2d4), dragon bite (3d4); **Move** 9 (fly 18); **Save** 6; **AL** C; **CL/XP** 11/1700; **Special:** breathes fire (3/day, 50ft range, 3d8 damage, save for half).

Efreeti: HD 10; AC 2[17]; **Atk** fist or sword (1d8+5); **Move** 9 (fly 24); **Save** 5; **AL** C; **CL/XP** 12/2000; **Special:** wall of fire (as spell).

Flesh Golem: HD 8; HP 40; AC 9[10]; **Atk** 2 fists (2d8); **Move** 8; **Save** 8; **AL** N; **CL/XP** 12/2000; **Special:** +1 or better magic weapons to hit, healed by lightning, slowed by fire and cold, immune to most spells.

Frost Giant: HD 10 + 1d4hp; AC 4[15]; **Atk** weapon (4d6); **Move** 12; **Save** 5; **AL** C; **CL/XP** 11/1700; **Special:** hurl boulders (4d6 damage), immune to cold.

Hill Giant: HD 8+2; AC 4[15]; **Atk** weapon (2d8); **Move** 12; **Save** 8; **AL** C; **CL/XP** 9/1100; **Special:** throw boulders (2d8 damage).

Hydra (7 headed): HD 7; AC 5[14]; **Atk** 7 heads (1d6); **Move** 9; **Save** 9; **AL** N; **CL/XP** 9/1100; **Special:** none.

Mummy: HD 5+1; AC 3[16]; Atk strike (1d12); Move 6; Save 12; AL C; CL/XP 7/600; **Special:** +1 or better magic weapons to hit, rot (prevents magical healing, wounds heal at one-tenth normal rate, remove curse lifts curse).

Ogre Mages (1d2): HD 5+4; AC 4[15]; Atk weapon (1d12); Move 12 (fly 18); Save 12; AL C; CL/XP 7/600; **Special:** regenerate (1hp/round), spell-like abilities.

Spell-like Abilities: at will—darkness 15ft radius, invisibility, polymorph self; 1/day—charm person, cone of frost (60ft range, 20ft diameter blast, 8d6 damage to all, save for half), sleep.

White Dragon: HD 6; HP 24; AC 2[17]; Atk 2 claws (1d4), bite (2d8); Move 9 (fly 24); Save 11; AL C; CL/XP 8/800; **Special:** breathes frost (3/day, 70ft cone, 20 damage, save for half).

Note: A fuller description of the creatures can be found in the Monster book and in **Monstrosities** by **Frog God Games**.

MONSTER SUMMONING VII

Spell Level: Magic-User, 9th Level

Range: N/A

Duration: 6 rounds (minutes)

The caster summons allies that serve him until slain or until the duration of the spell expires. The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

MONSTER SUMMONING VII

Die Roll (1d10)	Monster Summoned
1	1d2 Chimerae
2	1 Fire Giant
3	1 Hydra (9 heads)
4	1 Iron Golem
5	1 Lich
6	1 Purple Worm
7	1 Red Dragon
8	1 Stone Giant
9	1 Stone Golem
10	1 Titan

Chimerae (1d2): HD 9; AC 4[15]; Atk 2 claws (1d3), 2 goat horns (1d4), lion bite (2d4), dragon bite (3d4); Move 9 (fly 18); Save 6; AL C; CL/XP 11/1700; **Special:** breathes fire (3/day, 50ft range, 3d8 damage, save for half).

Fire Giant: HD 11 + 1d4hp; AC 4[15]; Atk weapon (5d6); Move 12; Save 4; AL C; CL/XP 12/2000; **Special:** hurl boulders (5d6 damage), immune to fire.

Hydra (9 headed): HD 9; AC 5[14]; Atk 9 heads (1d6); Move 9; Save 6; AL N; CL/XP 11/1700; **Special:** none.

Iron Golem: HD 16; HP 80; AC 3[16]; Atk weapon or fist (4d10); Move 6; Save 3; AL N; CL/XP 17/3500; **Special:** +2 or better magic weapons to hit, healed by fire, immune to most magic, poison gas (10ft radius cloud, save or die), slowed by lightning.

Lich: HD 12; AC 0[19]; Atk strike (1d10 + paralysis); Move 6; Save 3; AL C; CL/XP 15/2900; **Special:** paralysis (no save), spells (MU 4/4/4/4/4/1), terrifying appearance (up to 4HD creatures flee as fear spell).

Purple Worm: HD 15; AC 6[13]; Atk bite (2d12), sting (1d8 + poison); Move 9; Save 3; AL N; CL/XP 17/3500; **Special:** poison sting (save or die), swallow whole (if to-hit roll is 4 higher than needed).

Red Dragon: HD 10; HP 40; AC 2[17]; Atk 2 claws (1d8), bite (3d10); Move 9 (fly 24); Save 5; AL C; CL/XP 12/2000; **Special:** breathes fire (3/day, 90ft cone, 40 damage, save for half).

Stone Giant: HD 9; AC 0[19]; Atk club (3d6); Move 12; Save 6; AL C or N; CL/XP 10/1400; **Special:** throw boulders (3d6 damage).

Stone Golem: HD 12; HP 60; AC 5[14]; Atk fist (3d8); Move 6; Save 3; CL/XP 16/3200; **Special:** +2 or better magic weapon to hit, immune to most magic (slowed by fire, damaged by rock to mud).

Titan: HD 17; AC 2[17]; Atk weapon (7d6); Move 21; Save 3; AL Any; CL/XP 19/4100; **Special:** spells (MU 2/2/2/2/2/2/2; Clr 2/2/2/2/2/2/2).

Note: A fuller description of the creatures can be found in the Monster book and in **Monstrosities** by **Frog God Games**.



MOVE EARTH

Spell Level: Magic-User, 6th Level

Range: 240 feet

Duration: 1 hour; effects permanent

This spell can be used only aboveground. It allows the caster to move hills and other raised land or stone at a rate of 6 feet per minute (60 feet per turn).

NEUTRALIZE POISON

Spell Level: Cleric, 4th Level; Druid, 3rd Level

Range: Touch

Duration: Immediate

This spell counteracts poison if used promptly, but cannot be used to bring the dead back to life later.

OBSCURING MIST

Spell Level: Druid, 2nd Level

Range: 20 feet

Duration: 1 turn/level

A misty vapor seethes outward from the casting point, billowing forth to fill a radius of 20 feet + 10 feet per level of the caster.

PART WATER

Spell Level: Cleric, 7th Level

Range: 240 feet

Duration: 2 hours

This spell creates a gap through water, to a depth of 20 feet. At 18th level and every level thereafter, the Cleric adds 10 feet to the depth of water parted, and 1 additional hour to the spell's duration.

PART WATER

Spell Level: Magic-User, 6th Level

Range: 120 feet

Duration: 1 hour

This spell creates a gap through water, but only to a depth of 10 feet.

PASSPLANT

Spell Level: Druid, 5th Level

Range: Touch (first tree)

Duration: 1 hour per level or until exit

The caster may step into one tree and emerge from a distant tree of the same kind; both trees must be living, and have a girth as large as the caster's own. The caster need not step out of the first tree immediately, but may wait within the tree for as long as desired (up to the limit of the spell's duration) before leaving. It is possible for the caster to step from tree to tree in series without ending the spell; however, upon emerging from any tree into the outside, the caster ends the spell. The table below shows the maximum distance the caster may travel in a single step; this is also the maximum total distance that can be traveled in a single casting of the spell, even if the caster moves through multiple trees. Upon casting the spell, the caster becomes aware of the various trees within the range of the spell, so there is no chance of "missing" the target.

PASSPLANT

Type of Tree	Maximum Distance for Spell
Oak, ash, yew	3,000 feet
Elm, linden	2,000 feet
Other deciduous	1,500 feet
Any coniferous	1,000 feet
All other trees	500 feet

PASSWALL

Spell Level: Magic-User, 5th Level

Range: 30 feet

Duration: 3 turns (30 minutes)

This spell creates a hole through solid rock, about 7 feet high, 10 feet wide, and 10 feet deep (possibly deeper at the discretion of the Referee). The hole closes again at the end of the spell's duration.



PERMANENCY

Spell Level: Magic-User, 8th Level

Range: See below

Duration: Permanent until dispelled by an opponent of twice the caster's level

This spell makes the effect of another spell permanent — unless a Magic-User of twice the caster's level dispels it. No more than one permanency is ordinarily possible on any one object, and no more than two upon a creature. Considerable Referee discretion is required for the use of this spell; many spells should not be subject to being made permanent.

PHANTASMAL FORCE

Spell Level: Magic-User, 2nd Level

Range: 240 feet

Duration: Until concentration ends

This spell creates an illusion that seems realistic to all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real, it can cause damage. Unless the Referee rules otherwise, victims of the spell are permitted a saving throw, and the illusion cannot cause more than 2d6 points of damage per victim. This depends on circumstances; a truly brilliant use of the spell can be quite devastating, and a poorly thought-out illusion might cause almost immediate disbelief.

PHASE DOOR

Spell Level: Magic-User, 7th Level

Range: 10 feet from caster

Duration: Seven uses

The phase door is an invisible portal about 7 feet high, 10 feet wide, and 10 feet deep, accessible only to the caster. A barrage of dispel magic spells can close the passage, but only if the combined level of the dispelling casters is twice that of the portal's creator.

PLANT DOORWAY

Spell Level: Druid, 4th Level

Range: Passage begins where caster stands

Duration: 3 turns + 1 turn/level

This spell opens a pathway for the caster through even the deepest and most tangled growths of plants, thorns, and trees. The pathway can be made up to 5 feet wide, 6 feet tall, and 100 feet in length, but only the caster can move through it. The Druid may choose to remain housed safely inside a tree, if the spell has opened a passage through one. It is possible to remain within the tree after the spell expires; for as long as desired, in fact, before leaving it.

PLANT GROWTH

Spell Level: Druid, 3rd Level; Magic-User, 4th Level

Range: 240 feet

Duration: Permanent until dispelled

Undergrowth in the area suddenly grows into an impassable forest of thorns and vines. Up to 300 square feet of ground can be affected by this spell, and the caster can decide the shape of the area to be enchanted. An alternate version (Referee's decision) would allow the spell to affect an area of 300 feet x 300 feet, for a total of 90,000 square feet.

POLYMORPH OBJECT

Spell Level: Magic-User, 8th Level

Range: 240 feet

Duration: Referee's discretion

An object can be turned into another object, animal, vegetable, or mineral. The degree of change affects the spell's duration. Animal-to-animal changes, vegetable-to-vegetable changes, and mineral-to-mineral changes are all likely to remain permanent until dispelled. Thus, turning a human into an orc, or turning a wall into a pile of sand, would both result in a permanent change. On the other hand, turning a shrub into a thinking human being would last only a small number of turns. Determining how long a proposed use of the spell lasts is the province of the Referee; it is important to remember that this is an 8th-level spell of considerable power — but not as powerful as a 9th-level wish spell.

POLYMORPH OTHER

Spell Level: Magic-User, 4th Level

Range: 240 feet

Duration: Permanent until dispelled

This spell allows the caster to turn another being into a different type of creature, such as a dragon, a garden slug, or, of course, a frog or newt. The polymorphed creature gains all the abilities of the new form but retains its own mind and hit points.

POLYMORPH SELF

Spell Level: Magic-User, 4th Level

Range: Caster

Duration: 1 hour or Referee's discretion

The caster assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The Referee might allow the benefit of the new form's armor class if it is due to heavily armored skin. A great deal of the spell's effect is left to the Referee to decide.

POWER WORD, BLIND

Spell Level: Magic-User, 8th Level

Range: 120 feet

Duration: 1d4 or 2d4 days (See below)

The caster speaks a word of power to a particular creature. If that creature has 40 hit points or fewer, it is instantly blinded for 2d4 days; if the creature has from 41 to 80 hit points, it is blinded for 1d4 days. If the creature has more than 80 hit points, it is not affected by the spell. No saving throw applies.

POWER WORD, KILL

Spell Level: Magic-User, 9th Level

Range: 120 feet

Duration: Immediate

The caster speaks a word of power to a particular creature. If that creature has 50 hit points or fewer, it is slain by the word it hears; if it has more than 50 hit points, it is not affected by the spell. No saving throw is permitted.

POWER WORD, STUN

Spell Level: Magic-User, 7th Level

Range: 120 feet

Duration: 1d6 or 2d6 turns (See below)

The caster speaks a word of power to a particular creature. If that creature has 35 or fewer hit points, it is instantly stunned for 2d6 turns; if the creature has from 36 to 70 hit points, it is stunned for only 1d6 turns. If the creature has more than 70 hit points, it is not affected by the spell. No saving throw is permitted.

PRAYER

Spell Level: Cleric, 3rd Level

Range: 30 feet

Duration: Following melee round

The prayer spell seeks short-term favor from the gods to help some other spell or attack to succeed. Prayer affects a 20-foot x 20-foot area, causing a saving throw penalty to all creatures in that area. The penalty is a -1, plus an additional -1 for every 10 caster levels. Thus, a 10th-level Cleric causes a saving throw penalty of -2. The penalty actually takes effect in the melee round following the one in which it was cast.

PREDICT WEATHER

Spell Level: Druid, 1st Level

Range: Centered on caster

Duration: Immediate

The Druid silently drinks in knowledge from the surrounding area, becoming attuned to the patterns of air, wind, earth and fire. Within moments, the character can predict what the weather conditions will be for the next 12 hours in the immediate vicinity (2 square miles/level). As with most forecasts of weather, conditions may change unexpectedly, giving rise to a 5% chance that the Druid's prediction will, ultimately, prove to be incorrect.



PRISMATIC SPHERE

Spell Level: Magic-User, 9th Level
Range: 10-foot sphere
Duration: 1 hour

A sphere of seven colors whirls about the Magic-User, with a radius of 10 feet. The glowing colors

form a layered spectrum. To destroy the sphere, each layer must be destroyed in turn from red to orange, to yellow, to blue, to indigo, and then to the innermost violet layer. Any creature of 7 or fewer hit dice that looks upon the sphere is blinded for 1d6 turns.

PRISMATIC SPHERE

Layer	Effects of Color	Negated By
Red	Causes 12 points of damage when touched. Stops any magic arrows or missiles (including magic missile).	Ice storm or other cold-based attack
Orange	Causes 24 points of damage when touched. Stops arrows and any other non-magical missile.	Lightning bolt or other electrical attack.
Yellow	Causes 48 points of damage when touched. Blocks all breath weapons.	Magic missile spell or a magical arrow.
Green	Causes death (saving throw allowed) when touched. Blocks any scrying and detection-type spells from seeing within.	Passwall spell or other earth-moving magic.
Blue	Turns flesh to stone when touched (saving throw allowed). Blocks all divine (Clerical) magic from passing through.	Disintegrate spell (may be from a wand or item).
Indigo	Causes death and destroys the soul utterly when touched (saving throw allowed).	Dispel magic.
Violet	Causes permanent insanity when touched. Blocks arcane (Magic-User) spells.	Continual light.

PRODUCE FIRE

Spell Level: Druid, 4th Level
Range: 30 feet
Duration: 1 turn (10 minutes)

This spell instantly creates fire in an area of up to 10 feet x 10 feet. The fire burns for no longer than 10 minutes without fuel but sets alight any flammable materials in the area where it was summoned forth. The spell may also be reversed to quench flames rather than ignite them.

PRODUCE FLAME

Spell Level: Druid, 2nd Level
Range: Palm of hand
Duration: 2 turns/level

Flame ignites from nowhere in the palm of the caster's hand, causing no damage to the caster, but otherwise is as hot as natural fire. It can be used while held, or thrown to a distance of 30 feet to ignite flammable materials. For so long as the druid-fire is in the caster's hand, it can be extinguished immediately whenever the caster wishes it gone.

PROJECT IMAGE

Spell Level: Magic-User, 6th Level
Range: 240-foot sphere
Duration: 1 hour

The caster projects an image of himself or herself to a maximum range of 240 feet. Not only does the projected image mimic the caster's sounds and gestures, but also any spells being cast appear to originate from the image.

PROTECTION FROM EVIL

Spell Level: Cleric, 1st Level; Magic-User, 1st Level
Range: Caster
Duration: 2 hours

Creates a magical field of protection immediately around the caster, blocking out all enchanted monsters such as elementals and demons). Evil monsters suffer a -1 penalty to hit the caster, and the caster gains +1 on all saving throws against such attacks. If the caster already has any magical bonuses to saving throws or armor class, the bonus from the magic circle has no effect, although the protective circle still functions against enchanted creatures.

The Magic-User version of this spell is exactly the same as the one used by the Cleric, except that it has a duration time of 1 hour.

PROTECTION FROM EVIL, 10-FOOT RADIUS

Spell Level: Cleric, 4th Level; Magic-User, 3rd Level
Range: Centered on caster
Duration: 1 hour

The spell creates a magical field of protection, 10 feet in radius, around the caster. The field blocks out all enchanted monsters (such as elementals and demons). Evil monsters suffer a -1 penalty to hit anyone within the protective globe, and these shielded individuals gain +1 on all saving throws against such attacks. If a person in the circle already has any magical

bonuses to saving throws or armor class, the bonus from the magic circle has no effect for that person, although the protective circle still functions against enchanted creatures.

PROTECTION FROM FIRE

Spell Level: Druid, 3rd Level

Range: Touch

Duration: 3 turns + 1 turn/level

Protection from fire may be cast on another person, but it confers a great deal more eldritch warding if it is woven personally around the caster. When used to protect another creature, the spell's warding grants complete immunity to normal fire and cuts damage from magical fire in half. When used to ward the caster, the spell also grants complete immunity against one exposure to magical fire, after which it functions normally.

PROTECTION FROM LIGHTNING

Spell Level: Druid, 4th Level

Range: Touch

Duration: 6 turns +1 turn/level

This spell protects any creature from lightning, reducing any damage by one-half. Once lightning strikes, however, the spell ends.

PROTECTION FROM NORMAL MISSILES

Spell Level: Magic-User, 3rd Level

Range: Caster

Duration: 2 hours

The caster becomes invulnerable to non-magical missiles, although larger missiles such as boulders overcome the spell's magic.

PURIFY FOOD AND DRINK

Spell Level: Cleric, 1st Level

Range: Close/Touch (Referee's discretion)

Duration: Immediate

Enough food and water for up to a dozen people is made pure, removing spoilage and poisons.

PURIFY WATER

Spell Level: Druid, 1st Level

Range: Close/Touch (Referee's discretion)

Duration: Immediate

Approximately 10 gallons of water is made pure, removing all poisons, algae, and other such contaminants.

PYROTECHNICS

Spell Level: Druid, 3rd Level; Magic-User, 2nd Level

Range: 240 feet

Duration: 1 hour

The caster creates either fireworks or blinding smoke from a normal fire source such as a torch or campfire. The Referee decides exactly how much smoke (or fireworks) is produced, what effect it has, and what happens to it as it is produced, but the amount of smoke will definitely be more than 8000 cubic feet (roughly 20 x 20 x 20 feet).

QUEST

Spell Level: Cleric, 5th Level

Range: Speaking range

Duration: Until completed

If the spell succeeds (saving throw applies), the caster may set a task for the spell's victim. If the victim does not diligently work at performing the task, a deadly weakness sets in (50% reduction in Strength), and an attempt to entirely abandon the quest incurs a curse set by the caster in the wording of the original quest. The Referee, of course, must approve the details.

RAISE DEAD

Spell Level: Cleric, 5th Level

Range: Close/Touch (Referee's discretion)

Duration: Immediate

Raise dead allows the Cleric to raise a corpse from the dead, provided it has not been dead too long. The normal time limit is five days, but for every caster level higher than 8th, the time limit extends another five days. Characters with low Constitution might not survive the ordeal, and even for those with strong Constitution, a period of at least a week is required before they can function normally. This spell functions only on "human-like" races, that is, ones that can be used for player characters.

READ LANGUAGES

Spell Level: Magic-User, 1st Level

Range: Normal reading distance

Duration: One or two readings

This spell allows the caster to decipher directions, instructions, and formulae in languages unknown to the caster. This can be particularly useful for treasure maps, but it does not solve any codes.

READ MAGIC

Spell Level: Magic-User, 1st Level

Range: Caster only

Duration: 2 scrolls or other magical writings

This spell allows the caster to read the magical writings upon scrolls and (occasionally) dungeon walls. Without the use of this spell, magical writing cannot be read even by a Magic-User.

REINCARNATION (DRUIDIC)

Spell Level: Druid, 7th Level

Range: Touch

Duration: Instantaneous

This spell brings a dead person's soul back from the dead, but the soul reappears in a newly formed body. Druidic reincarnation will not affect someone who has been dead more than a week. Roll 1d100, and on a roll of 01–75 the result is determined from the same table as would be used for a Magic-User's reincarnation spell (below). If the percentile dice gave a result of 76–00, roll 1d6 on the following table:

DRUIDIC REINCARNATION

Die Roll (1d6)	Reincarnated as ...
1	Bear
2	Lion
3	Mouse
4	Raven
5	Stag
6	Wolf

REINCARNATION (MAGIC-USER)

Spell Level: Magic-User, 6th Level

Range: Touch

Duration: Instantaneous

This spell brings a dead person's soul back from the dead, but the soul reappears in a newly formed body. Reincarnation will not affect someone who has been dead more than a week. Roll 1d20 on the following table. If the resulting creature is a normal character race, roll 1d6 to determine the character's new level.

REINCARNATION BY MAGIC-USERS

Die Roll (1d20)	Reincarnated as ...
1	Bugbear
2	Centaur
3	Dog, Cat, or Wolf
4	Dwarf
5	Elf
6	Gnoll
7	Goblin
8	Half-orc
9	Harpy
10	Hobgoblin
11	Human
12	Kobold
13	Lizardman
14	Lycanthrope (Werewolf or other)
15	Minotaur
16	Ogre
17	Ogre Mage
18	Orc
19	Troll
20	Wyvern



REMOVE CURSE

Spell Level: Cleric, 3rd Level; Magic-User, 4th Level

Range: Very close

Duration: Immediate

This spell removes one curse from a person or object.

REPEL WOOD

Spell Level: Druid, 6th Level

Range: 20 feet/level

Duration: 1 turn/level

When this spell is cast, a mystical druidic force issues forth from a place designated by the caster, in roughly the shape of a wall 120 feet across. This power rolls forward at a rate of 5 feet per round directly away from the caster, inexorably pressing all wood, or wooden objects, backward. Once the power is set in motion, it cannot be stopped other than by the caster's command.

REPULSION

Spell Level: Magic-User, 6th Level

Range: 120 feet

Duration: 1 hour

Any creature trying to move toward the caster instead finds itself moving away.

RESTORATION

Spell Level: Cleric, 7th Level

Range: Referee's discretion

Duration: Immediate

This spell restores levels lost to such horrible creatures as wraiths and shadows. An evil reversal of the spell allows a Chaotically-aligned Cleric to drain a level from the target. The "good" version of the spell is exhausting to the caster, incapacitating him for 2d10 days. At the discretion of the Referee, this spell may restore lost points of attribute scores as well as lost levels.

RESURRECTION

Spell Level: Cleric, 7th Level

Range: Referee's discretion

Duration: Immediate

This spell (also known as "raise dead fully") raises the dead back to life in the same manner as the raise dead spell. It is, however, considerably more powerful: the person raised from the dead needs no time to recuperate from the experience of death and suffers no other penalties. An evil "reversal" of the spell can also be cast, which causes death with no saving throw.

REVERSE GRAVITY

Spell Level: Magic-User, 7th Level

Range: 90 feet

Duration: 1 round (minute)

The spell reverses gravity in a cubical area approximately 30 feet x 30 feet x 30 feet in size. Everything in the area falls upward, and then when the spell ends, it all falls back down again.

ROPE TRICK

Spell Level: Magic-User, 3rd Level

Range: As far as the caster can throw a rope

Duration: 1 hour + 1 turn/level

The caster tosses a rope into the air and it hangs there, waiting to be climbed. The caster and up to three others can climb the rope and disappear into a small "other" dimension. The rope itself can be pulled into the pocket dimension or left outside. If it is left outside, however, someone may steal it.

SHAPE CHANGE

Spell Level: Magic-User, 9th Level

Range: Caster

Duration: 1d6+10 turns +1 turn/level

When the caster casts this spell upon him- or herself, it allows the caster to turn at will into a variety of creatures. In each form, the wizard gains the characteristics of the creature, much as with the polymorph others spell. Thus, turning into a dragon actually allows the caster to use the dragon's breath weapon. The caster might then choose to turn into a raven, then a frog, or whatever other creature is chosen. It is not, of course, required that the caster use more than one shape — remaining as a dragon for the duration of the spell works perfectly well.

SHIELD

Spell Level: Magic-User, 1st Level

Range: Caster

Duration: 2 turns

The caster conjures up an invisible shield that interposes itself in front of attacks. The shield improves the caster's armor class to 2[17] against missile attacks and to 4[15] against other (melee) attacks. If the caster's armor class is already better than the spell would grant, the spell has no effect.

SILENCE, 15-FOOT RADIUS

Spell Level: Cleric, 2nd Level

Range: 180 feet

Duration: 12 turns

Magical silence falls in an area with a 15-foot radius around the targeted creature or object, and moves with it. Nothing from this area, no matter how loud, can be heard outside the radius.

SIMULACRUM

Spell Level: Magic-User, 7th Level

Range: Touch

Duration: Permanent

The caster creates a duplicate of himself or some other person. The basic form is created from snow and ice, and must then be animated (animate dead is an acceptable means.) A limited wish (along with the actual simulacrum spell) is then used to imbue the animated form with intelligence and certain knowledge of the person being simulated. The simulacrum gains 30%–60% (roll 1d4+2 x 10%) of the simulated creature's knowledge and experience. The simulacrum follows its creator's orders. Note that the simulacrum is not a perfect representation of the original. Side by side, the differences are obvious, and the simulacrum is a magical creature detectable with a detect magic spell. If the original of the simulacrum dies, a strange effect begins: the simulacrum begins to gain the knowledge and experience of the dead individual at a rate of 1% per week, to a maximum of 90%.

SLEEP

Spell Level: Magic-User, 1st Level

Range: 240 feet

Duration: 1 hour

This spell puts enemies into an enchanted slumber (no saving throw permitted). It affects creatures based on their hit dice.

SLEEP

Hit Dice of Victims	Number Affected
Less than 1 to 1	2d8
1+ to 2+	2d6
3 to 3+	1d6
4 to 4+	1

SLOW

Spell Level: Magic-User, 3rd Level

Range: 240 feet

Duration: 3 turns (30 minutes)

In an area with a radius of 60 feet around the point where the spell is targeted, as many as 24 creatures failing a saving throw can move and attack only at half speed.

SNAKE CHARM

Spell Level: Cleric, 2nd Level

Range: 60 feet

Duration: 1d4 + 2 turns

One hit die (1 hit dice) of snakes can be charmed per level of the caster. The snakes obey the caster's commands.

SPEAK WITH ANIMALS

Spell Level: Cleric, 2nd Level; Druid, 2nd Level

Range: Caster

Duration: 6 turns

The caster can speak with normal animals. There is a good chance that the animals provide reasonable assistance if requested, and they will not attack — unless the caster uses the spell to say something particularly offensive.

SPEAK WITH THE DEAD

Spell Level: Cleric, 3rd Level

Range: Close/Touch (Referee's discretion)

Duration: 3 questions

The caster can ask three questions of a corpse, and it will answer, although the answers might be cryptic. Only higher-level Clerics have enough spiritual power to command answers of long-dead corpses. Clerics lower than 8th level can gain answers only from bodies that have been dead 1d4 days. Clerics of levels 8–14 can speak to corpses that have been dead 1d4 months. Clerics of level 15+ can gain answers from a corpse of any age, including thousand-year-old relics, as long as the body is still relatively intact. Note that a die roll is involved here. For example, a 7th-level Cleric attempting to speak with a two-day-old corpse might still fail — the d4 roll might indicate that only a one-day-old corpse can be reached with this particular attempt at the spell.

SPEAK WITH MONSTERS

Spell Level: Cleric, 6th Level

Range: Speaking range

Duration: 3d4 questions

The caster can speak with any type of monster for the duration of a certain number of questions. The monster is not forced to answer.

SPEAK WITH PLANTS

Spell Level: Cleric, 4th Level; Druid, 4th Level

Range: Speaking range

Duration: 6 turns

The caster can speak and understand the speech of plants. Plants smaller than trees obey commands, moving aside when requested, etc.

STRENGTH

Spell Level: Magic-User, 2nd Level

Range: Touch

Duration: 8 hours (80 turns)

This spell may be cast upon a Fighter or a Cleric. For the duration of the spell, a Fighter gains 2d4 points of Strength, and a Cleric gains 1d6 points of Strength. Strength cannot exceed 18 unless the Referee chooses to allow additional bonuses resulting from the additional Strength.

STICKS TO SNAKES

Spell Level: Cleric, 4th Level; Druid, 5th Level

Range: 120 feet

Duration: 1 hour

The caster may turn as many as 2d8 normal sticks into snakes, each one having a 50% chance of being venomous. The snakes follow commands, but turn back into sticks at the end of the spell, or when killed.

STONE TO FLESH

Spell Level: Magic-User, 6th Level

Range: 120 feet

Duration: Permanent until reversed

This spell can be used to counteract the negative effects of monsters who petrify their victims. It can also be reversed to turn flesh into stone, as desired by the caster. A saving throw is permitted to avoid being turned to stone, but if the spell succeeds, the victim is transformed into a statue; the stone-to-flesh version of the spell restores the victim to normal.

SUGGESTION

Spell Level: Magic-User, 3rd Level

Range: Shouting distance

Duration: 1 week

The caster speaks a hypnotic suggestion to the intended victim. Victims who fail a saving throw carry out the suggestion as long as it can be performed within a week. The suggestion might not call for the action to be carried out immediately, and can be contingent upon something else happening first. A suggestion that the victim commit suicide is only 1% likely to be obeyed.



SYMBOL (CLERIC)

Spell Level: Cleric, 7th Level

Range: Referee's discretion (according to symbol)

Duration: Varies (depends upon symbol used)

A symbol spell creates a deadly magical trap, written into the shape of a divine rune. The rune's magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it. Various different runes are known, and others may be possible:

Symbol of Discord: Causes all creatures in the hostile group to begin arguing, and possibly fighting among themselves with lethal intent.

Symbol of Fear: Casts a fear spell.

Symbol of Sleep: Casts a sleep spell affecting double the normal number of creatures and with double the normal duration.

Symbol of Stunning: Up to 150 hit points of creatures are affected as per a power word, stun.

Divine symbols cannot be crafted in such a way that would cause a permanent effect (such as insanity) upon those affected.

SYMBOL (MAGIC-USER)

Spell Level: Magic-User, 8th Level

Range: Referee's discretion (according to symbol)

Duration: Varies (depends upon symbol used)

A symbol spell creates a deadly magical trap, written into the shape of an arcane rune. The rune's magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it. Various different runes are known, and others may be possible:

Symbol of Death: Deals a total of 75 hit points of damage.

Symbol of Discord: Causes all creatures in the hostile group to begin arguing, and possibly fighting among themselves with lethal intent.

Symbol of Fear: Casts a fear spell.

Symbol of Insanity: Up to 100 hit points of creatures are driven insane by a curse.

Symbol of Sleep: Casts a sleep spell affecting double the normal number of creatures and with double the normal duration.

Symbol of Stunning: Up to 150 hit points of creatures are affected as per a power word, stun.

TELEKINESIS

Spell Level: Magic-User, 5th Level

Range: 120 feet

Duration: 6 turns (1 hour)

The caster can move objects using mental power alone. The amount of weight that can be lifted and moved is 20 pounds per level. It is up to the Referee's interpretation of the spell whether the objects can be thrown, and at what speed.

TELEPORT

Spell Level: Magic-User, 5th Level

Range: Touch

Duration: Instantaneous

This spell transports the caster or another person to a destination that the caster knows, or at least knows what it looks like from a picture or a map. Success depends on how well the caster knows the targeted location, as follows:

1. If the caster has only seen the location in a picture or through a map (so that knowledge is not based on direct experience), there is only a 25% chance of success, and failure means death, for the traveler's soul is lost in the spaces between realities.
2. If the caster has seen but not studied the location, there is a 20% chance of error. In the case of an error, there is a 50% chance that the traveler arrives low, 1d10 x 10 feet below the intended location (with death resulting from arrival within a solid substance). If the error is high (over the 50% chance for a "low" arrival), the traveler arrives 1d10 x 10 feet above the targeted location — likely resulting in a deadly fall.
3. If the caster is well familiar with the location or has studied it carefully, there is only a 5% chance of error. On a 1-in-6, the teleport is low; otherwise, it is high. In either case, the arrival is 1d4 x 10 feet high or low.

TIME STOP

Spell Level: Magic-User, 9th Level

Range: Caster

Duration: 1d4+1 rounds

The caster stops the passage of time in a radius of about 15 feet around himself. (The time-stopped area does not thereafter move with the caster.) Any creatures within this area are suspended in time, unable to act. The caster is not stopped in time while in the area or beyond.

TRANSMUTE METAL TO WOOD

Spell Level: Druid, 7th Level

Range: 120 feet

Duration: Permanent

This spell transmutes metal into wood in a 10-foot x 10-foot area. Each discrete piece of metal is allowed a saving throw. (Coins may be checked in batches rather than rolling hundreds of saving throws.) The effect cannot be dispelled, although a reversed version of this spell could be used to undo the transmutation.

TRANSMUTE ROCK TO MUD

Spell Level: Druid, 5th Level; Magic-User, 5th Level

Range: 120 feet

Duration: 3d6 days, unless reversed

This spell transmutes rock (and any other form of earth, including sand) into mud. An area of roughly 300 x 300 feet becomes a deep mire, reducing movement to 10% of normal.

TRANSPORT VIA PLANTS

Spell Level: Druid, 6th Level

Range: Touch first plant

Duration: 24 hours or until travel is completed

The caster may enter any normal plant and pass any distance to a chosen plant of the same kind in a single round, regardless of the distance separating the two. Both plants must be alive. The caster may also choose to remain in one or the other of the two plants for up to 24 hours, but the destruction of an occupied plant slays the caster and ejects the body from the plant. The caster becomes aware of all plants within 3,000 feet, and the spell will not fail if the attempted travel is made within this radius. However, if the caster attempts to travel beyond this radius into the substance of a plant the caster has never before seen — meaning that specific plant, not just the species — there is a 20% chance of error during travel. The exact nature of the error depends upon specific circumstances, but it is likely to be off by a margin of at least 1d6 miles, into any other sort of plant.

WALL OF FIRE

Spell Level: Druid, 5th Level; Magic-User, 4th Level

Range: 60 feet

Duration: Concentration

A wall of fire flares into being and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Passing through the fire inflicts 1d6 hit points of damage (no saving throw) and undead creatures sustain twice the normal damage. The caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15-foot radius, also 20 feet high.

WALL OF ICE

Spell Level: Magic-User, 4th Level

Range: 60 feet

Duration: Concentration

The caster conjures up a wall of ice, six feet thick and non-transparent. The caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15-foot radius, also 20 feet high. Creatures with 3 or fewer hit dice cannot affect the wall, but creatures of 4+ hit dice are able to smash through it, taking 1d6 points of damage in the process. Creatures with fire-based metabolisms take 2d6 instead of the normal 1d6. Fire spells and magical effects are negated in the vicinity of the wall.

WALL OF IRON

Spell Level: Magic-User, 5th Level

Range: 60 feet

Duration: 2 hours

The caster conjures an iron wall from thin air. The wall is three feet thick, 50 feet tall, and 50 feet long.

WALL OF STONE

Spell Level: Magic-User, 5th Level

Range: 60 feet

Duration: Permanent until dispelled

The wall of stone conjured by this spell is two feet thick, with a surface area of 1,000 square feet. The caster might choose to make the wall 50 feet long (in which case it would be 20 feet tall), or 100 feet long (in which case it would be only 10 feet tall).

WARP WOOD

Spell Level: Druid, 2nd Level

Range: 60 feet

Duration: Permanent

This spell warps, bends, and twists wood. The volume of about one 2-inch x 4-inch x 5-foot plank may be affected per every two levels of the caster — the volume of a spear or several arrows. However, keep in mind that springing a door open or causing a leak in a ship's planking does not actually require much of the constituent wood to be warped.

WATER BREATHING

Spell Level: Druid, 3rd Level; Magic-User, 3rd Level

Range: 30 feet

Duration: 2 hours

The recipient of the spell is able to breathe underwater until the spell's duration expires.

WEATHER SUMMONING

Spell Level: Druid, 6th Level

Range: Centered on caster

Duration: 1 hour/level

Within 30 minutes, whatever weather the Druid desires forms in the surrounding five-mile radius. It is not under the caster's control, in the sense that it will not specifically target any individuals or affect one place within the radius more than any other place. Note that this spell is not by any means the only way in which groups of druids might exercise control over weather conditions using holy places or acting together in mystic rituals. It is simply the manner by which a lone (but powerful) Druid can summon forth weather conditions using no ritual beyond mere spellcasting.

WEB

Spell Level: Magic-User, 2nd Level

Range: 30 feet

Duration: 8 hours

Fibrous, sticky webs fill an area up to 10 x 10 x 20 feet. It is extremely difficult to get through the mass of strands — it takes one turn if a torch and sword (or a flaming sword) are used, and creatures larger than a horse can break through in two turns. Humans alone take more time to break through — perhaps three to four turns or longer at the Referee's discretion.

WIZARD EYE

Spell Level: Magic-User, 4th Level

Range: 240 feet

Duration: 1 hour

The caster conjures up an invisible, magical "eye" that can move a maximum of 240 feet from its creator. It floats along as directed by the caster at a rate of 120 feet per turn (12 feet per minute).

WIZARD LOCK

Spell Level: Magic-User, 2nd Level

Range: Close

Duration: Permanent until dispelled

As with a hold portal spell, wizard lock holds a door closed, but it is permanent until dispelled. Creatures with magic resistance can shatter the spell without effort. Any Magic-User at least three levels higher than the caster can open the portal, and a knock spell will open it as well, although the spell is not permanently destroyed in these cases.



WISH

Spell Level: Magic-User, 9th Level

Range: Unlimited

Duration: See below

This spell is not all-powerful; it grants wishes of limited scope (although more powerful than a limited wish). The Referee's discretion will rule what sort of wishes are within the spell's power. (One possible — unofficial — guideline might be that a wish can grant effects that would be similar in power to an 8th-level spell or lower, with permanent effects in many cases.) After casting a wish spell, the Magic-User is mentally drained and unable to cast spells for a period of 1d4 days.

WIND WALK

Spell Level: Cleric, 7th Level

Range: Touch

Duration: 1 day or until dispelled

The caster and one other person in contact with him become incorporeal and mist-like, able to travel through walls and other obstacles. The Cleric can bring this companion along and travel at 48 feet per minute indoors (or in subterranean settings) and much faster outdoors.

WORD OF RECALL

Spell Level: Cleric, 6th Level

Range: Indefinite

Duration: Immediate

The Cleric teleports without error back to a prepared sanctuary.

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