

MAGIC USER SPELLBOOK





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INTRODUCTION

ORGANIZATION OF THE BOOK

This book contains the magic-user spells from the Swords & Wizardry rulebook, organized by level for the convenience of a player rather than alphabetically for the convenience of the Referee. We'd like to thank the Kickstarter backers who pointed out that the alternate presentation would be useful for players.

ABOUT MAGIC

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.

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.

MAGIC-USER SPELL LIST

Animal Growth	Hold Monster	Polymorph Self
Animate Dead	Hold Person	Power Word, Blind
Anti-Magic Shell	Hold Portal	Power Word, Kill
Astral Spell	Ice Storm	Power Word, Stun
Charm Monster	Invisibility	Prismatic Sphere
Charm Person	Invisibility, 10-foot Radius	Project Image
Charm Plants	Invisible Stalker	Protection from Evil
Clairaudience	Knock	Protection from Evil, 10-foot Radius
Clairvoyance	Legend Lore	Protection from Normal Missiles
Clone	Levitate	Pyrotechnics
Cloudkill	Light	Read Languages
Confusion	Lightning Bolt	Read Magic
Conjuration of Demons	Limited Wish	Reincarnation
Conjuration of Elementals	Locate Object	Remove Curse
Contact Other Plane	Lower Water	Repulsion
Continual Light	Magic Jar	Reverse Gravity
Control Weather	Magic Missile	Rope Trick
Darkness, 15-foot Radius	Magic Mouth	Shape Change
Darkvision	Mass Charm	Shield
Death Spell	Mass Invisibility	Simulacrum
Delayed Blast Fireball	Massmorph	Sleep
Detect Evil	Maze	Slow
Detect Invisibility	Meteor Swarm	Stone to Flesh
Detect Magic	Mind Blank	Strength
Dimension Door	Mirror Image	Suggestion
Disintegrate	Monster Summoning I	Symbol
Dispel Magic	Monster Summoning II	Telekinesis
Enchant Item	Monster Summoning III	Teleport
ESP	Monster Summoning IV	Time Stop
Explosive Runes	Monster Summoning V	Transmute Rock to Mud
Extension I	Monster Summoning VI	Wall of Fire
Extension II	Monster Summoning VII	Wall of Ice
Extension III	Move Earth	Wall of Iron
Fear	Part Water	Wall of Stone
Feeblemind	Passwall	Water Breathing
Fireball	Permanency	Web
Fly	Phantasmal Force	Wish
Gate	Phase Door	Wizard Eye
Geas	Plant Growth	Wizard Lock
Hallucinatory Terrain	Polymorph Object	
Haste	Polymorph Other	

SPELL DESCRIPTIONS - MAGIC USER

Contained herein are all of the Magic-User spells [by level]

LEVEL I SPELLS

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.

DETECT MAGIC

Spell Level: Magic-User, 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.

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.

LIGHT

Spell Level: 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.

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.

PROTECTION FROM EVIL

Spell Level: Magic-User, 1st Level

Range: Caster

Duration: 1 hours

This spell 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.

READ LANGUAGES

Spell Level: Magic-User, 1st Level

Range: Normal reading distance

Duration: One or two readings

The *read languages* 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.

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.

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

LEVEL 2 SPELLS

CONTINUAL LIGHT

Spell Level: Magic-User, 2nd Level

Range: 120 feet

Duration: Permanent until dispelled

The targeted person or object produces light (but not the equivalent of actual sunlight with respect to magical effects) to a radius of 120 feet.

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.

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.

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.

INVISIBILITY

Spell Level: Magic-User, 2nd 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.

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.

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.)

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.

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.

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.

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.

PYROTECHNICS

Spell 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).

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.

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.

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 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.

LEVEL 3 SPELLS

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.

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.

DISPEL MAGIC

Spell 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 original 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%).

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).

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.

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.

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.

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.

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.

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	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.

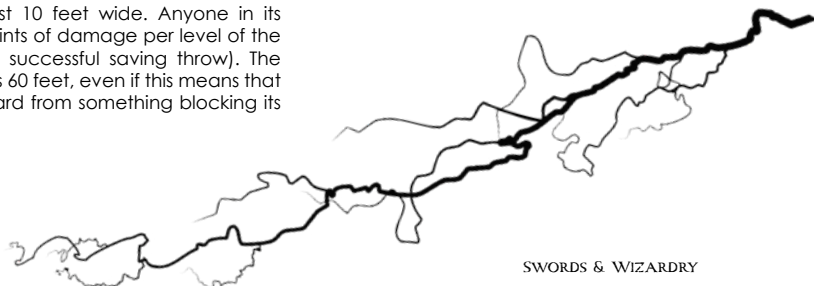
Hobgoblins (1d3): HD 1+1; AC 5[14]; Atk weapon (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: none.

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.



PROTECTION FROM EVIL, 10-

FOOT RADIUS

Spell 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 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.

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.

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.

WATER BREATHING

Spell 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.

LEVEL 4 SPELLS

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
Fewer than 2	5%
2-4	10%
5-7	20%
8-10	40%
11+	80%

CONFUSION

Spell 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.

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.

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*.

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.

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.

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.

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.

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.

PLANT GROWTH

Spell 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 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.

REMOVE CURSE

Spell Level: Magic-User, 4th Level

Range: Very close

Duration: Immediate

This spell removes one curse from a person or object.

WALL OF FIRE

Spell 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.

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).

LEVEL 5 SPELLS

ANIMAL GROWTH

Spell 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.

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.

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.

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

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
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

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.

FEEBLEMIND

Spell 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.

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.

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.

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.

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.

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.

TRANSMUTE ROCK TO MUD

Spell 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.

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).

LEVEL 6 SPELLS

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.

CONTROL WEATHER

Spell 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.

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.

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.

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.

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*.

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.

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 Monster book.

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.

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.

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.

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).

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.

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.

REINCARNATION

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 1d100 on the table corresponding to the reincarnated person's alignment:

LAWFUL

Die Roll (1d12)	Reincarnated as ...
1	Centaur
2	Dwarf or gnome (50/50)
3	Elf
4	Halfling
5	Hippogriff
6-7	Human
8	Lycanthrope
9	Pegasus
10	Roc
11	Treant
12	Unicorn

NEUTRAL

Die Roll (1d20)	Reincarnated as ...
1	Animal
2	Centaur
3	Chimera
4	Dragon
5	Dryad
6	Dwarf/Gnome (50/50)
7	Elf
8	Giant
9	Griffon
10-11	Human
12	Hydra
13	Lycanthrope
14	Minotaur
15	Ogre
16	Orc
17	Pixie
18	Purple Worm
19	Roc
20	Wyvern

CHAOTIC

Die Roll (1d20)	Reincarnated as ...
1	Chimera
2	Dragon
3	Gargoyle
4	Ghoul
5	Giant
6	Gnoll
7	Goblin
8-9	Human
10	Lycanthrope
11	Manticore
12	Medusa
13	Minotaur
14	Mummy
15	Ogre
16	Orc
17	Spectre
18	Troll
19	Vampire
20	Wight

If the result of the reincarnation is for a playable character race, randomly determine a character class; the character's level is determined by 1d6.

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.

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.

LEVEL 7 SPELLS

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.

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.

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.

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.

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.

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.

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.

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.

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.

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%.

LEVEL 8 SPELLS

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.

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.

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.

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.

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.

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.

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.

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.

LEVEL 9 SPELLS

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 sundered 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.

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.

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.

MONSTER SUMMONING VII

Spell Level: Magic-User, 9th Level

Range: N/A

Duration: 6 rounds (minutes)

The caster summons allies that serve 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 4/4/4/4/1), 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.

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.

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.

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.

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.

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.

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