

Libram Magica

List of Spells and Optional Rules for Research A Basic Fantasy RPG Supplement

Basic Fantasy Role-Playing Game Website: basicfantasy.org

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LIBRAM MAGICA – SPELLS AND MORE

Spells listed alphabetically from a variety of sources including the core rules spells. In addition, there are new optional rules for research to help ease more of these spells into the game. As always, any supplemental materials or other features are completely optional and may or may not be allowed by the Game Master.

LEARNING AND RESEARCHING SPELLS

Learning Spells

Arcane spell casters (Magic-Users or appropriate subclass, if used) may learn spells by being taught directly by another arcane spell caster, by studying another individual's spellbook, or even by transcribing directly from a spell scroll. If being taught, a spell can be learned in a single day, while referencing another individual's spellbook takes one day per spell level. To learn from a spell scroll, the character must fully decode the spell, taking 1 week per level of the spell and costing 250 gp per spell level to research. The chance of successfully decoding a scroll is 50% +5% per level of the caster, minus 10% per level of the spell (however maximum of 95% chance of success); any failure ruins the scroll and it is lost. In each case, including scroll research, the spell learned must be transcribed into the character's own spellbook, at a cost of 500 gp per spell level transcribed. Most beginning arcane spell casters start with a spellbook containing read magic and at least one other first-level spell, as determined by the Game Master, at no cost.

Divine spell casters (Clerics or appropriate subclass) use similar processes but do not keep traditional spellbooks, nor have to transcribe the spells when the learning process is over. The Game Master may have some spell information located in holy texts within temples or places of worship that can be referenced. Using these prayer books would be akin to referencing another individual's spellbook as described above. Otherwise, they learn directly from teachers or scrolls.

General Rules for Research

Spell casting classes often desire to expand their spell selections and magical prowess through the use of personally created spells or access to magical powers that are rare and unknown to most others. Optional changes to the core rules (part 8, starting on p.142), specifically for spell research, are detailed below.

Experience From Research

It is suggested that the Game Master grant Experience Points to characters who successfully complete spell research or other magical studies, especially for Magic-Users (or other "magical academia" classes). After all, they are doing what studious intellectuals are expected to do. It is suggested that the rate of such awards be 1 XP per 10 gp spent on the successful research. Even failures produce new insights, so half such experience is suggested for a research period that still ultimately fails.

Likewise similar endeavors such as the crafting of magical items can be used as the basis for some experience point awards. The Game Master may even award some such experience to other classes that find a way to assist in research. For instance, the fighter character who acts as the guinea pig or test subject for various experiments.

Optional Spell Research Rules

Researching new spells is the most common type of magical research. A Magic-User (or appropriate sub-class, if used) may research a standard spell, removing the need for a teacher or reference. In addition, there are spells that are not well known or are otherwise rare, and do not appear on the class spell lists that can only be researched or taught by others who know the spell (or otherwise found in scroll form as treasure). Of course, a Cleric or Magic-User may research an entirely new spell of their own design. No character may invent or research a spell of a level higher than he or she can cast.

If the character is inventing a spell outright, the Game Master must determine the spell's level and judge whether or not the spell is possible "as is." The GM does not have to tell the player whether the spell is possible, and in fact this may be preferable (described more below).

The cost to research a spell is 500 gp per spell level for "standard" spells (already appears on the standard class spell list in the core rules), 750 gp per spell level for spells that rare (not on the standard spell lists but are otherwise available here or elsewhere), or 1,000 gp per spell level for newly invented original spells. In any case, one week is required per spell level to complete the research.

The basic chance of success is 25% +5% per level of the character. Having an apprentice to assist adds +5% (maximum of four such apprentices), and having the assistance of another qualified researcher (an additional spell caster of the appropriate type capable of casting the proposed spell) will add another +10%. However, the chance of success is reduced by -10% per level of the proposed spell. In any case, the maximum chance of success is 95%. The secondary researcher will acquire the spell as well in this process (if the primary researcher is successful), which is a very good reason why mages form colleges or researching guilds, and do not mind assisting each other in their endeavors.

If the research roll is successful, the character may add the spell to his or her spellbook (if such is used by the class), paying the normal transcribing fees (see Learning Spells above). The character need not pay to transcribe failures, and need not pay to transcribe immediately. However, he must pay and transcribe before having the spell available for daily use.

Divine spell casters may subsequently pray for the spell with a successful research. Clerics of the same deity, faith or ethos may teach each other the prayers as described above in Learning Spells.

On a failure, the money and time are spent to no avail. Research must begin anew if the character still desires the spell. Each failure will add +10% to the chance of success for subsequent research assuming the Game Master is allowing the spell in question. If the GM has determined the spell is not possible, the chance of success is irrelevant, but the player still need not be told this (as described above).

As suggested above, the Game Master may decide that a proposed new spell is not "correct" for his or her campaign; too powerful, too low in level, etc. Rather than tell the player this, there are two strategies that may be used.

First, the Game Master may decide to revise the spell. If the roll is a success, the GM then presents the player with a revised writeup of the spell, adjusted however the GM feels necessary for game balance purposes.

The alternative, more appropriate when the Game Master believes the spell should be higher level than the player character can cast, is to make the roll anyway. If the roll fails, that is all the player needs to know; but if it succeeds, the GM should then show the player the revised version of the spell and explain that the character may try again when he or she attains a high enough level to cast it. In this case, the GM may allow the character to reduce either the time or the cost by half when the research is attempted again at the higher level.

ZERO AND 7TH LEVEL SPELLS

While completely optional, some Game Masters allow the use of zero-level spells, essentially just very minor magical effects, called Cantrips for Magic-Users (including Illusionists & Necromancers), or Orisons for Clerics (or Druids). Also optional, seventh level spells are sometimes utilized in high level campaigns. Both are included in this libram for completeness, but neither is necessary for play.

Zero-Level Spells

A spell caster may cast a number of 0-level spells per day equal to one more than his or her first level spell allotment plus spell-casting ability bonus; generally Intelligence for arcane casters, Wisdom for divine spell casters. Because Clerics and Druids do not normally acquire spell casting ability until 2nd level, their first level allotment should be treated as zero first level spells; in effect giving them 1 orison (from 0+1 or more if they have wisdom ability bonus). Unlike normal spells, zero-level spells do not require preparation, instead being spontaneously chosen at the time of casting from the zero-level spells known. Only one 0-level spell may be cast in any round and have similar requirements as other spells such as casting times, free hands/verbalization, or material component requirements.

A first level spell caster knows 3 zero-level spells chosen or randomly determined by the Game Master (assuming they are used). They can be taught or learned as described above at half the cost of a first level spell. For arcane casters, the cost to record such minor magics into their spellbook is only 100 gp each. All zero-level spells should be considered "common" for purposes of research, and they are generally easy to locate otherwise.

Seventh Level Spells

Seventh level spells function exactly like other spells of lesser levels, only more powerful as one would expect. The progressions to acquire such spells follows the same mathematical flow as previous spell levels. All seventh level spells should be considered "rare" for purposes of research.

SPELL LISTS

Spell Listings for each major spell casting class follows. The last column differentiates between common spells and rare spells. Each class or sub-class will differentiate common and rare spells differently. What is rare for a Magic-User may be quite common in Illusionist circles. In order to make random rolls of “core” spells, one should refer to the core rules spell lists, as these lists combine all spells available. Alternatively, the Game Master may roll for a chance to have a “rare” spell by rolling a 1 on 1d6 before determination of the spell in question. If a rare spell is indicated, the GM can roll or choose as appropriate; when no rare spell exists for the specific spell level, a common spell would instead be chosen.

Common Spells are those that appear in the core rules and should be considered available to characters through the normal channels. Treasure scrolls of spells should generally have their contents chosen from these standard choices (unless the Game Masters specifically is intending to introduce a more rare spell; see above). Generally, all 0-level spells available to a class should be considered common.

The spells listed as Rare are spells that must be found, taught, researched, or otherwise acquired by the character during the course of the game. The Game Master has control over whether any such rare spell is actually available in his game. Such rare spells are usually deliberately placed when the GM decides that a character might find one, and is generally not randomly found in treasure.

There are also New spells as described in the researching sections above, but of course they are not going to be listed in the Libram Magica.

Formatting Used:

Spell Name* (asterisk used to mark reversible spells)

Divine Levels Range: in units

Arcane Levels Duration: in units

Description of spell effects fully detailed out with various special cases or situational effects. If spell is reversible, details for that version are also detailed.

Abbreviations used are listed below. Primary or standard class (Cleric or Magic-User) is listed before their respective sub-classes in the spell header.

- C Cleric
- D Druid (cleric sub-class)
- MU Magic-user
- I Illusionist (magic-user subclass)
- N Necromancer (magic-user subclass)
- # Denotes spell is found in the core rules

The use of sub-classes (or any single sub-class) is the choice of the Game Master, and spells specific to any particular sub-class may not be available to other classes.

Cleric Spell List

Zero Level Cleric Spells (Orisons)

1	Call to Worship	Common
2	Cure Minor Wounds	Common
3	Dowse	Common
4	Guidance*	Common
5	Hallow*	Common
6	Meal Blessing	Common
7	Mend	Common
8	Predict Weather	Common
9	Virtue	Common
10	Ward*	Common
11	Water to Wine	Common

First Level Cleric Spells

1	Cure Light Wounds*	Common#
2	Command	Rare
3	Detect Evil*	Common#
4	Detect Magic	Common#
5	Disruption*	Rare
6	Light*	Common#
7	Protection from Evil*	Common#
8	Purify Food and Water	Common#
9	Refresh	Rare
10	Remove Fear*	Common#
11	Resist Cold	Common#
12	Sanctuary	Rare

Second Level Cleric Spells

1	Bless*	Common#
2	Charm Animal	Common#
3	Divine Magic	Rare
4	Find Traps	Common#
5	Hold Person	Common#
6	Locate Corpse	Rare
7	Resist Fire	Common#
8	Restore Health	Rare
9	Shield of the Faithful	Rare
10	Silence 15' radius	Common#
11	Speak with Animals	Common#
12	Spiritual Hammer	Common#

Third Level Cleric Spells

1	Continual Light*	Common#
2	Cure Blindness	Common#
3	Cure Disease*	Common#
4	Disruption* Greater	Rare
5	Growth of Animals	Common#
6	Hold Giant	Rare
7	Locate Object	Common#
8	Remove Curse*	Common#
9	Remove Paralysis	Rare
10	Sacrifice*	Rare
11	Speak with Dead	Common#
12	Striking	Common#

Fourth Level Cleric Spells

1	Animate Dead	Common#
2	Chant of the Holy Defender	Rare
3	Condemnation	Rare
4	Create Water	Common#
5	Cure Serious Wounds*	Common
6	Dimensional Anchor	Rare
7	Dispel Magic	Common#
8	Neutralize Poison*	Common#
9	Protection from Evil 10' radius*	Common#
10	Speak with Plants	Common#
11	Sticks to Snakes	Common#

Fifth Level Cleric Spells

1	Commune	Common#
2	Create Food	Common#
3	Dispel Evil	Common#
4	Insect Plague	Common#
5	Quest*	Common#
6	Raise Dead*	Common#
7	Ring of Lesser Healing*	Rare
8	Starlight Blade	Rare
9	True Seeing	Common#
10	Wall of Fire	Common#

Sixth Level Cleric Spells

1	Animate Objects	Common#
2	Blade Barrier	Common#
3	Find the Path	Common#
4	Heal*	Common#
5	Regenerate	Common#
6	Restoration	Common#
7	Speak with Monsters	Common#
8	Word of Recall	Common#

Seventh Level Cleric Spells

1	Holy Word	Rare
2	Ring of Greater Healing*	Rare

Druid Spell List**Zero Level Druid Spells (Orisons)**

1	Call to Worship	Common
2	Cure Minor Wounds	Common
3	Dowse	Common
4	Fertilize	Common
5	Guidance*	Common
6	Meal Blessing	Common
7	Mend	Common
8	Predict Weather	Common
9	Virtue	Common
10	Ward*	Common
11	Water to Wine	Common

First Level Druid Spells

1	Animal Friendship	Common
2	Body of Sand	Rare
3	Create Water	Common
4	Cure Light Wounds*	Common#
5	Decomposition	Rare
6	Detect Magic	Common#
7	Detect Snares and Pits	Common
8	Entangle	Common
9	Faerie Fire	Rare
10	Light*	Common#
11	Pass Without Trace	Common
12	Purify Food and Water	Common#
13	Resist Cold	Common#

Second Level Druid Spells

1	Blizzard	Rare
2	Charm Animal	Common#
3	Find Traps	Common#
4	Flame Weapon	Common
5	Forest Speak	Rare
6	Forked Lightning	Rare
7	Heat Metal	Common
8	Message	Common
9	Produce Flame/Cold	Common
10	Restore Health	Rare
11	Shield of Thorns	Rare
12	Slow Poison	Common
13	Snake Charm	Common
14	Speak with Animals	Common#
15	Warp Wood	Common

Third Level Druid Spells

1	Assume Animal Form	Common
2	Aura of Lightning	Rare
3	Call Lightning	Rare
4	Continual Light*	Common#
5	Cure Disease*	Common#
6	Entangling Thorns	Rare
7	Frost Nova	Rare
8	Growth of Animals	Common#
9	Hold Animal	Common
10	Plant Growth	Common#
11	Protection from Fire	Common
12	Sidhe Messenger	Rare
13	Water Breathing	Common#

Fourth Level Druid Spells

1	Call Woodland Beings	Common
2	Control Temperature 10' Radius	Common
3	Cure Serious Wounds*	Common#
4	Lower Water	Common#
5	Protection from Lightning	Common
6	Speak with Plants	Common#
7	Sticks to Snakes	Common#
8	Tree Sanctuary	Common

Fifth Level Druid Spells

1	Commune with Nature	Common
2	Control Winds	Common
3	Dispel Evil	Common#
4	Flame Strike	Common
5	Neutralize Poison*	Common#
6	Reincarnate	Common
7	Rock to Mud	Common
8	Wall of Fire	Common#

Sixth Level Druid Spells

1	Animate Objects	Common#
2	Part Water	Common
3	Pass Tree	Common
4	Weather Summoning	Common
5	Word of Recall	Common#

Seventh Level Druid Spells

1	Faerie Ring	Rare
2	Regenerate	Rare#
3	Restoration	Rare#

Magic-User Spell List**Zero Level Magic-User Spells (Cantrips)**

1	Animate Tool	Common
2	Clean*	Common
3	Dowse	Common
4	Flare	Common
5	Flavor*	Common
6	Inscribe	Common
7	Irritate	Common
8	Knot*	Common
9	Mage Hand	Common
10	Open/Close	Common
11	Sneeze	Common
12	Summon Vermin*	Common
13	Transfigure	Common

First Level Magic-User Spells

1	Amulet of Protection	Rare
2	Charm Person	Common#
3	Chill	Rare
4	Detect Magic	Common#
5	Disappear	Rare
6	Energy Blast	Rare
7	Floating Disc	Common#
8	Hidden Door	Rare
9	Hold Portal	Common#
10	Ice Knife	Rare
11	Light*	Common#
12	Magic Missile	Common#
13	Magic Mouth	Common#
14	Mount	Rare
15	Protection from Evil*	Common#
16	Read Languages	Common#
17	Shield	Common#
18	Sleep	Common#
19	Stoneskin	Rare
20	Ventriloquism	Common#

Second Level Magic-User Spells

1	Body of Sand	Rare
2	Analyze Magic	Rare
3	Blizzard	Rare
4	Camp Ward	Rare
5	Continual Light*	Common#
6	Dark Flame	Rare
7	Detect Evil*	Common#
8	Detect Invisible	Common#
9	ESP	Common#
10	Ether Bolt	Rare
11	Forked Lightning	Rare
12	Frost Armor	Rare
13	Heave	Rare
14	Invisibility	Common#
15	Jaunt	Rare
16	Knock	Common#
17	Levitate	Common#
18	Light*	Common#
19	Locate Corpse	Rare
20	Locate Object	Common#
21	Message	Rare
22	Minor Warding	Rare
23	Mirror Image	Common#
24	Phantasmal Force	Common#
25	Shadow Staff	Rare
26	Web	Common#
27	Wizard Lock	Common#

Third Level Magic-User Spells

1	Aura of Fire	Rare
2	Aura of Frost	Rare
3	Charm Giant	Rare
4	Clairvoyance	Common#
5	Cripple	Rare
6	Darkvision	Common#
7	Dispel Magic	Common#
8	Fireball	Common#
9	Fly	Common#
10	Frost Nova	Rare
11	Haste*	Common#
12	Hold Person	Common#
13	Immunity to Normal Weapons	Rare
14	Invisibility 10' Radius	Common#
15	Lightning Bolt	Common#
16	Phase Door	Rare
17	Protection from Evil 10' radius*	Common#
18	Protection from Normal Missiles	Common#
19	Sidhe Messenger	Rare
20	Water Breathing	Common#
21	Wicked Blade	Rare

Fourth Level Magic-User Spells

1	Aura of Lightning	Rare
2	Charm Monster	Common#
3	Confusion	Common#
4	Dark Lightning	Rare
5	Dimension Door	Common#
6	Dimensional Anchor	Rare
7	Drainblade	Rare
8	Growth of Plants	Common#
9	Hallucinatory Terrain	Common#
10	Hold Giant	Rare
11	Ice Storm	Common#
12	Magic Mirror	Rare
13	Massmorph	Common#
14	Major Warding	Rare
15	Polymorph Other	Common#
16	Polymorph Self	Common#
17	Remove Curse*	Common#
18	Spell Immunity Minor	Rare
19	Wall of Fire	Common#
20	Wizard Eye	Common#

Fifth Level Magic-User Spells

1	Animate Dead	Common#
2	Cloudkill	Common#
3	Conjure Elemental	Common#
4	Dream	Rare
5	Feeblemind	Common#
6	Hold Monster	Common#
7	Magic Jar	Common#
8	Pacifism	Rare
9	Passwall	Common#
10	Slumber	Rare
11	Telekinesis	Common#
12	Teleport	Common#
13	Wall of Stone	Common#

Sixth Level Magic-User Spells

1	Anti-Magic Shell	Common#
2	Death Spell	Common#
3	Disintegrate	Common#
4	Flesh to Stone*	Common#
5	Geas*	Common#
6	Invisible Stalker	Common#
7	Lower Water	Common#
8	Projected Image	Common#
9	Reincarnate	Common#
10	Spell Immunity Major	Rare
11	Starlight Blade	Rare
12	Wall of Bronze	Rare
13	Wall of Iron	Common#
14	Withering Pox	Rare

Seventh Level Magic-User Spells

1	Delayed Blast Fireball	Rare
2	Invisibility Mass	Rare
3	Longevity	Rare
4	Power Word, Stun	Rare
5	Shadow Storm	Rare
6	Sword	Rare
7	Teleport Greater	Rare
8	Wychlamp Aura	Rare

Illusionist Spell List**Zero Level Illusionist Spells (Cantrips)**

1	Animate Tool	Common
2	Brighten	Common
3	Clean*	Common
4	Flare	Common
5	Flavor*	Common
6	Inscribe	Common
7	Irritate	Common
8	Knot*	Common
9	Mage Hand	Common
10	Open/Close	Common
11	Sneeze	Common
12	Summon Vermin*	Common
13	Transfigure	Common

First Level Illusionist Spells

1	Audible Glamer	Common
2	Change Self	Common
3	Color Spray	Common
4	Dancing Lights	Common
5	Detect Illusion	Common
6	Detect Invisible	Common#
7	Disappear	Rare
8	Hidden Door	Rare
9	Light*	Common#
10	Magic Mouth	Common#
11	Mirror Image	Common#
12	Phantom Armor	Rare
13	Shadow Staff	Rare
14	Ventriloquism	Common#

Second Level Illusionist Spells

1	Alter Self	Common
2	Blur	Common
3	Continual Light*	Common#
4	Detect Magic	Common#
5	Dispel Illusion	Common
6	Ether Bolt	Rare
7	Invisibility	Common#
8	Obscurement	Common
9	Phantasmal Force	Common#
10	Read Languages	Common#
11	Rope Trick	Common

Third Level Illusionist Spells

1	Dark Flame	Rare
2	Illusionary Wall	Common
3	Invisibility 10' Radius	Common#
4	Phantom Messenger	Common
5	Phantom Steed	Rare
6	Shadow Door	Common
7	Spectral Force	Common

Fourth Level Illusionist Spells

1	Advanced Illusion	Common
2	Dispel Magic	Common#
3	Hold Person	Common#
4	Invisibility Improved	Common
5	Massmorph	Common#
6	Silence 15' radius	Common#
7	Suggestion	Common

Fifth Level Illusionist Spells

1	Confusion	Common#
2	Hallucinatory Terrain	Common#
3	Hold Giant	Rare
4	Mislead	Common
5	Phase Door	Common
6	Programmed Illusion	Common
7	Projected Image	Common#
8	Wizard Eye	Common#

Sixth Level Illusionist Spells

1	Hold Monster	Common#
2	Invisibility Mass	Common
3	Maze	Common
4	Permanent Illusion	Common
5	Shadow Storm	Rare
6	Shadow Walk	Common
7	True Seeing	Common

Seventh Level Illusionist Spells

1	Raise Shade	Rare
2		

Necromancer Spell List**Zero Level Necromancer Spells (Cantrips)**

1	Animate Tool	Common
2	Bolster	Common
3	Clean*	Common
4	Embalm	Common
5	Flare	Common
6	Flavor*	Common
7	Inscribe	Common
8	Irritate	Common
9	Knot*	Common
10	Mage Hand	Common
11	Negate Stench*	Common
12	Open/Close	Common
13	Sneeze	Common
14	Summon Vermin*	Common
15	Transfigure	Common

First Level Necromancer Spells

1	Call Poltergeist	Common
2	Chill	Common
3	Corpse Servant	Common
4	Dead Link	Rare
5	Decay Flesh	Common
6	Detect Magic	Common#
7	Disappear	Rare
8	Light*	Common#
9	Locate Corpse	Common
10	Protection from Undead*	Common
11	Read Languages	Common#
12	Remove Fear*	Common#
13	Stench	Common
14	Stoneskin	Common
15	Ventriloquism	Common#

Second Level Necromancer Spells

1	Continual Light*	Common#
2	Cripple	Rare
3	Dark Flame	Rare
4	Decomposition	Rare
5	Detect Invisible	Common#
6	Ether Bolt	Rare
7	Fireskull Familiar	Common
8	Ghoulish Hands	Common
9	Invisibility	Common#
10	Knock	Common#
11	Locate Object	Common#
12	Maggot Spray	Common
13	Minor Warding	Rare
14	Shadow Staff	Rare
15	Wizard Lock	Common#

Third Level Necromancer Spells

1	Darkvision	Common#
2	Dispel Magic	Common#
3	Drainblade	Rare
4	Ectoplasm	Common
5	Fossilize	Common
6	Protection from Undead 10' Radius	Common
7	Speak with Dead	Common#
8	Spirit Wrack	Common
9	Summon Spirit	Common
10	Wicked Blade	Rare

Fourth Level Necromancer Spells

1	Animate Dead	Common#
2	Corpse Feast	Common
3	Dark Lightning	Rare
4	Dimension Door	Common#
5	Grave Sanctuary	Common
6	Major Warding	Rare
7	Phase Door	Common
8	Remove Curse*	Common#
9	Rot Flesh	Common
10	Wall of Bones	Common
11	Wizard Eye	Common#

Fifth Level Necromancer Spells

1	Cloudkill	Common#
2	Condemnation	Rare
3	Death Pact	Rare
4	Magic Jar	Common#
5	Mummify	Common
6	Passwall	Common#
7	Wall of Stone	Common#
8	Withering Pox	Rare

Sixth Level Necromancer Spells

1	Anti-Magic Shell	Common#
2	Death Spell	Common#
3	Disintegrate	Common#
4	Projected Image	Common#
5	Shadow Storm	Rare
6	Undeath	Common
7	Wall of Iron	Common#
8	Word of Recall	Common

Seventh Level Necromancer Spells

1	Call Horseman	Rare
2	Invisibility Mass	Rare
3	Longevity	Rare
4	Power Word, Stun	Rare
5	Wychlamp Aura	Rare

DESCRIPTION OF SPELLS

Advanced Illusion

- Range: 180 feet
 I 4 Duration: 1 minute / level

This spell functions like the spell, *spectral force*, which is an advanced form of *phantasmal force* complete with auditory, smell, and thermal effects, except that the illusion follows a script determined by the caster. The illusion follows the script without requiring the caster to concentrate on it. The illusion can include intelligible speech if the caster wishes; however, such speech is likewise scripted, so the illusion will not respond if spoken to or if other communication is attempted.

Alter Self

- Range: self
 I 2 Duration: 10 minutes / level

This spell allows the caster to assume the form of a creature of the same body type (humanoid). The new form must be within 50% of his normal size. The assumed form cannot have more hit dice than the caster's level, nor more than 8 HD at most. The caster can change into a member of his own kind or even into himself.

The caster retains his or her own ability scores, class, level, hit points, attack bonus and saving throws. If the new form is capable of speech, he or she can communicate normally and cast spells. The caster does not acquire any supernatural or spell-like abilities of the new form but does acquire the physical qualities including armor class, movement capabilities (such as climbing, swimming and flight, but not including magical movement abilities such as levitation), natural weapons (such as claws, bite, and so on, but does not permit multiple attacks), racial abilities based upon the natural form such as exception senses, and any gross physical qualities (wings, additional extremities, etc). The caster can revert back to his normal form at any time, ending the spell duration early.

Amulet of Protection

- Range: touch
 MU 1 Duration: 1 day / level

This spell imbues one amulet, charm, or simple piece of jewelry to protect against one spell effect of the sort that allows a save. The maximum spell level that the device can protect against depends upon the value of the item used. A 25gp item is necessary to protect against 1st level spells, 50gp item to protect against 2nd level, 100gp for 3rd level, etc. (doubling the value for each new level of protection).

When subjected to a spell effect that requires a save, if the wearer makes his or her save, the amulet remains intact. However, if the save fails (and the wearer would be subject to the effect) then the amulet or device shatters (utterly destroyed) but the wearer is unaffected by the spell effect as if the save was successful. Wearing of more than one of these protective devices will negate the magic, and any spells will affect the wearer normally (but this will not destroy them). The protection given by the amulet is personal in nature, so while it may protect the individual from an area-of-effect spell, others do not receive any benefit.

Analyze Magic

- Range: 5 feet
 MU 2 Duration: special

The analyze magic spell permits the caster to discover information about a magic item or a permanently enchanted area. For each turn spent studying the enchanted item or area, the caster may learn one feature of the enchantment. Features include spell effects, bonuses, and command words or activating conditions. The Game Master will choose the order in which the features are revealed, but command words or activating conditions should be last.

The item or area to be studied must be within 5 feet of the caster, and he or she must maintain moderate concentration. Each turn of study requires the caster to make a d20 roll, adding his or her Intelligence bonus and level. The total result must be 21 or higher to succeed; any failure ends the spell. A natural 20 is not an automatic success, but a natural 1 is always a failure.

Even with the best rolls, the caster can only learn about one feature per level of ability. The caster does not initially know how many features an item has, but he or she knows when the last feature is discovered (if the caster makes it that far). With respect to bonuses (for magic weapons, etc.) use the following table:

Bonus	Weak	Moderate	Strong	Very Strong
+1	1-18	19-20	--	--
+2	1	2-19	20	--
+3	1	2-7	8-19	20
+4	--	1	2-19	20
+5	--	--	1-2	3-20

So, for a Sword +1, +3 vs. Dragons, if the caster makes his or her first roll (learning about the first feature, the base +1), the Game Master rolls 1d20 secretly. If the GM gets 1-18, he describes the basic enchantment as "weak;" if he gets 19 or 20, he calls it "moderate." If the second roll is made (for the +3 vs. Dragons), the GM rolls again, but this time the most likely result is "strong." The caster will know at this point (but not before) that there are no further features to discover.

Animal Friendship

D 1 Range: 30 feet
 - Duration: permanent / special

Upon encountering a normal or giant-sized (but not magical) animal, the caster may begin casting this spell, which requires an hour to complete. During this period the animal will remain nearby, and will not attack the caster or his or her allies for the duration of the casting (so long as they do not attack or otherwise disturb it). At the end of the casting, if the animal rolls a successful save vs. Spells, the spell has failed. At this point the animal acts naturally, without bearing the caster any special ill-will.

If the animal fails its save, it becomes an animal friend and joins the caster for the rest of its natural life, assisting in any way it can. Both the caster and any other animal friends are treated as treasured partners. There is no arcane mental connection, nor any particular control, but rather a strong fraternal bond which should go both ways. If the animal is treated poorly, or it's love not returned over a period of time, it can attempt another save vs. Spells at the Game Master's discretion.

A caster may only have, at most, twice his or her level in hit dice of animal friends. If this spell is cast on an animal that would put the total above that number, it has no effect.

Animate Dead

C 4 Range: touch
 MU 5, N 4 Duration: special

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the caster's spoken commands. They remain animated until they are destroyed. A Necromancer may animate a number of hit dice of undead equal to three times his or her caster level, and no more. Other casters (such as Magic-Users or Clerics) can only animate twice their level in hit dice. Animated skeletons have hit dice equal to the number the creature had in life; for skeletons of humans or demi-humans, this means one hit die, regardless of the character level of the deceased. Zombies have one more hit die than the creature had in life. An animated skeleton can be created only from a mostly intact skeleton; a zombie can be created only from a mostly intact corpse. The caster must touch the remains to be animated. A Cleric or Magic-User may normally control only 4 times their level in hit dice of undead, regardless of how many times this spell is cast, but for the Necromancer the limit is 6 times his or her level. Some other methods of animation, summoning, or control may supersede this limit (usually temporarily, but details will vary accordingly).

Animate Objects

C 6, D 6 Range: 100 feet +10'/level
 - Duration: 1 round / level

This spell imbues inanimate objects with mobility and a semblance of life. The animated objects then attack whomever or whatever the caster designates. This spell cannot animate objects carried or worn by a creature. An animated object can be of any non-magical material. The caster can animate one object per level, up to a maximum of 25 lbs. per caster level (300 lbs. at 12th level, 325 lbs. at 13th level, and so on).

The Game Master must rule on the effectiveness of animated objects in combat. In general, animated objects attack using the same attack bonus as the caster. Small or lightweight objects do no more than 1d4 damage per hit, while larger and/or heavier objects do 1d6 or 1d8 (at the GM's discretion). As a special case, weapons which are animated do damage using the normal die roll for the type, but only up to a maximum 1d8. Animated objects have a movement rate of 10 feet, and generally must move in contact with the ground (walking, hopping, slithering, or bouncing, however seems most appropriate to the Game Master).

Animate Tool

- Range: 10 feet
 MU 0, I 0, N 0 Duration: 1 turn

This spell imbues a single, small tool (such as a quill pen, spoon, sewing needle, or small hammer) to become animated. It will perform a single, repetitive task (such as writing dictated words, stirring a pot of soup, sewing the hem of a dress, or nailing boards into a house) for as long as a turn. The magic user must be able to perform the repeated action by hand himself. Weapons may not be animated by this cantrip, and objects animated may not be used as weapons.

Anti-Magic Shell

- Range: 100 foot radius
 MU 6, N 6 Duration: 1 turn / level

Within a 10 foot radius around the caster, all magic is negated for the full duration of the spell. Magical attacks will not affect the caster, magic items and spells within the radius are suppressed, and the caster cannot perform further magic until the spell has expired.

Call Horseman

- Range: 20 feet
 N 7 Duration: special

This spell calls forth a Headless Horseman which is subsequently given a task to accomplish such as the slaying of one individual. The skull of an appropriately leveled warrior (of the mounted variety) is required to complete the summoning. The maximum level of the summoned Headless Horseman is equal to the caster's level or the actual level of the horseman at the time of his death (whichever is lowest). Thus the aspiring summoner usually works to get the most powerful warrior available, often by arranging the death of the warrior.

Each Horseman is an individual and usually appears in knightly garb similar to that they wore in life only darker and more grim (albeit all non-magical). Of course, as their name indicates, they are headless, but may appear with jack-o-lanterns in lieu of their actual head, ghost-like vestiges, vacant helmets and hoods, or other variations on this theme. The mount of the horseman is always summoned alongside its master. See the Headless Horseman monster entry for additional details and statistics.

The summoner must have possession of the actual skull of the Horseman in order to maintain control over him. If possession of the skull is lost, the horseman will attempt to gain possession of the skull with all the same fervor of his appointed task. If successful, the Horseman may become free-willed or simply vanish (Game Master's discretion). The spell can only be cast during the night (even if summoned underground), and the Horseman (and mount) remains until the task is complete or the sun rises. The spell must be recast the following night if the task was left unfinished or the Horseman is slain while on task.

Call Lightning

D 3 Range: 100 feet + 10'/level
 - Duration: 1 round / level

Immediately upon completion of the spell, and at most once per round thereafter, the caster may call down a 5 foot wide, 30 foot long, vertical bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point the caster chooses within the spell's range (measured from the caster's position at the time of casting). Any creature in the target area or in the path of the bolt is affected. A successful save vs. Spells reduces damage taken by half.

The caster needs not call a bolt of lightning immediately; other actions, even spellcasting, can be performed. However, each round after the first the caster may choose to call a bolt instead of taking some other normal action. The caster may call a total number of bolts equal to one-third of his or her caster level, rounded down.

If the caster is outdoors and in a stormy area – a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental) then each bolt deals 3d8 points of damage instead of 3d6.

This spell functions only where the open sky is accessible, generally meaning outdoors; bolts may be summoned through windows or skylights at the GM's discretion.

Call Poltergeist

- Range: 5 feet / level
 N 1 Duration: 1 hour / level

This spell binds a minor spirit to an area. The poltergeist is an invisible, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The poltergeist can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like, having an effective Strength score of 3. It can trigger traps and such, but it can exert only 20 pounds of force, which may not be enough to activate certain pressure plates and other devices.

Call to Worship

C 0, D 0 Range: touch
 - Duration: instantaneous

This orison mentally notifies parishioners of the cleric's faith (within one mile per level) that services are about to begin. The orison does not provide an actual compulsion to attend. This orison must be cast within an appropriate place of worship for the caster such as a temple, shrine, or the like.

Call Woodland Beings

D 4 Range: 120 feet
 - Duration: 1 round / level

This spell summons woodland creatures. They appear where the caster designates and act immediately, on his or her turn (they cannot be summoned into an environment that cannot support them). They attack the caster opponents to the best of their ability. If the caster can communicate with the creatures, he or she can direct them not to attack, to attack particular enemies or to perform other actions. The spell only functions outdoors in a natural location (not in town or within a structure).

The spell conjures one type of creatures (caster choice) from this list:

- 4 Centaurs
- 16 Pixies
- 2 Treants
- 4 Unicorns

Camp Ward

- Range: 5 feet / level
 MU 2 Duration: 1 hour / level

This spell acts as a magical tripwire. The caster chooses a central spot, typically before going to sleep, and the spell helps prevent them from being surprised or ambushed at night. Any creature larger than a common rodent that moves into the spell range will magically alert the caster, even waking from normal slumber. The caster will know the general direction of the impending threat, but not a detailed description of the presence, only that they exist. The spell does not create any noise or indication of alarm, the assailants only indications would be the actions of the caster and his group.

Change Self

- Range: self
 I 1 Duration: 1 turn / level

This spell allows the caster to alter his or her appearance. This includes not only body shape and facial features, but also clothing, armor, weapons, and equipment. The caster can seem up to one foot shorter or taller, and may appear thin, fat, or any size in between. This spell cannot change the overall body shape of the caster (to look like a dog, for example). Otherwise, the extent of the apparent change is up to the caster.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of the caster or his equipment.

A creature that interacts with the caster may, at the discretion of the Game Master, be allowed a save vs. Spells to recognize the illusion.

Chant of the Holy Defender

C 4 Range: special
 - Duration: special

This spell is a rhythmic chant taken up by the cleric. The caster may affect 1 friendly living creature per 4 levels of the caster which is within 60 feet at the time of the casting. Each creature affected by the spell gains the following benefits:

- Morale (loyalty) is increased by 2, to a maximum of 11.
- Each creature affected gains 1d6+6 phantom hit points. Any damage taken is subtracted from these points first.
- Each affected creature gains a +1 bonus to hit.

The benefits of this spell end for a creature if it leaves the 60 foot radius of the chanting cleric. The spell ends when the cleric stops chanting. This spell may be combined with the Bless spell.

Charm Animal

C 2, D 2 Range: 60 feet
 - Duration: 1d4 rounds +1/level

This spell allows the caster to charm one or more animals, in much the same fashion as *charm person*, at a rate of 1 hit die per caster level. The caster may decide which individual animals out of a mixed group are to be affected first; excess hit dice of effect are ignored. No saving throw is allowed, either for normal or giant-sized animals, but creatures of more fantastic nature (as determined by the Game Master) are allowed a save vs. Spells to resist. When the duration expires, the animals will resume normal activity immediately.

This spell does not grant the caster any special means of communication with the affected animals; if combined with *speak with animals*, this spell becomes significantly more useful.

Charm Giant

- Range: 30 feet
 MU 3 Duration: special

This spell makes a single giant humanoid regard the caster as its trusted friend and ally, exactly like the spell, *charm person*. Related near-giants are also subject to the spell (such as ogres, but otherwise as determined by the Game Master). A save vs. Spells will negate the effect. If the giant is currently being threatened or attacked by the caster or his or her allies, it receives a +5 bonus on its saving throw.

The spell does not enable the caster to control the charmed giant as if it were an automaton; rather, it perceives his or her words and actions in the most favorable way. The caster can try to give the subject giant orders, but it will not do anything it would not ordinarily do, and further may receive an additional saving throw to overcome the magic (at the Game Master's discretion). The caster and target giant must speak a common language to communicate any commands, or else be good at pantomiming, for giants are sometimes very dimwitted. Even without good communication, if the caster is attacked, the charmed giant will act to protect its "friend" (though that could mean attacking the caster's enemies, or attempting to carry off the caster to a "safe" place).

The target giant receives a new saving throw each day if it has an Intelligence of 13 or greater, every week if its Intelligence is 9-12, or every month if its Intelligence is 8 or less.

Charm Monster

- Range: 30 feet
 MU 4 Duration: special

This spell functions like charm person, except that the effect is not restricted by creature type or size. Undead monsters are unaffected. This spell can affect 3d6 hit dice of creatures of 3 or fewer hit dice, or one creature of more than 3 hit dice. Saving throws are made just as for charm person.

Charm Person

- Range: 30 feet
 MU 1 Duration: special

This spell makes a humanoid creature of 4 hit dice or less regard the caster as its trusted friend and ally. Humans and demi-humans may be affected, regardless of level of ability. A save vs. Spells will negate the effect. If the creature is currently being threatened or attacked by the caster or his or her allies, it receives a +5 bonus on its saving throw.

The spell does not enable the caster to control the charmed person as if it were an automaton; rather, it perceives his or her words and actions in the most favorable way. The caster can try to give the subject orders, but it will not do anything it would not ordinarily do, and further may receive an additional saving throw to overcome the magic (at the Game Master's discretion). The caster and target recipient must speak a common language to communicate any commands, or else be good at pantomiming. Even without effective communication, if the caster is attacked, the charmed creature will act to protect its "friend" (though that could mean attacking the caster's enemies, or attempting to carry off the caster to a "safe" place).

The target receives a new saving throw each day if it is has an Intelligence of 13 or greater, every week if its Intelligence is 9-12, or every month if its Intelligence is 8 or less.

Chill

- Range: 10 feet
 MU 1, N 1 Duration: 2 rounds

This spell does 1d4 points of damage to one creature within range. Furthermore, the creature must save vs paralysis or suffer -1 to melee hit and damage rolls for 1d6 rounds. A large heat source nearby gives a +2 to save. The caster may use this spell on one target up to 2 rounds after casting.

Clairvoyance

- Range: 60 feet
 MU 3 Duration: 12 turns

This spell enables the caster to see into another area through the eyes of a living creature in that area. The caster must specify the direction and approximate distance, up to a maximum of 60 feet away. If there is no appropriate creature in that area, the spell fails. No saving throw is allowed, and the target creature is unaware that it is being so used. The caster may choose another subject creature after at least a turn has passed, enabling multiple locations to be viewed. If the subject creature moves out of range, contact is lost, though the caster may be able to choose another target in this case.

Clean*

- Range: 10 feet
 MU 0, N 0 Duration: instantaneous

Upon casting, this cantrip may clean, shine, dust, or polish a small object or surface of up to 1 square foot. Reversed, this becomes Dirty, which can make the same area dirty, tarnished, scuffed, or dusty.

Cloudkill

- Range: 60 feet +10'/level
 MU 5, N 5 Duration: 6 rounds / level

This spell creates a 20x20x20 foot cloud of poison gas which moves at a rate of 10 feet per round under the control of the caster (so long as he or she concentrates on it). The gas kills outright any creatures of 3 or fewer hit dice or levels it comes in contact with; creatures having 4 or more hit dice or levels must save vs. Poison or die. The cloud persists for the entire duration even if the caster ceases to concentrate upon it. Control of the cloud can be reestablished with renewed concentration at any time by the caster (on his or her turn).

Color Spray

- Range: 20 feet (see text)
 I 1 Duration: instantaneous

This spell causes vivid cone of clashing colors to be projected from the caster hands, causing living creatures in the area of effect to become blinded or possibly unconscious. The cone has a 5 foot diameter at the base, 20 foot diameter at the end, and is 20 feet long. Each creature within the cone is affected according to Hit Dice:

- 2 HD or less: The creature is unconscious for 2d4 rounds, then blinded for 1d4 rounds.
- 3 or 4 HD: The creature is blinded for 1d4 rounds.
- 5 or more HD: The creature is blinded for 1 round.

All creatures having more levels or hit dice than the spell caster, or having 6 or more levels or hit dice in any case, are entitled to a save vs. Spells to negate the effect. Sightless creatures are not affected by color spray.

Command

C 1 Range: 10 feet
 - Duration: 1 round

The caster can give another being a single-word command which will be obeyed. The command must be given in a language the recipient understands. The recipient will do its best to obey, as long as the command is a clear, imperative verb. "Suicide" isn't a verb. "Die" would cause the recipient to fake death for the duration of the spell (believing it was dead). Typical commands are back, halt, flee, run, stop, fall, fly, go, leave, surrender, sleep, rest, among many more possibilities.

Undead are not affected. Creatures with Intelligence of 13 or more, and creatures with 6 or more hit dice may save vs. Spells to resist.

Commune

C 5 Range: self
 - Duration: 1 round / level

This spell puts the caster in contact with his patron deity or an extra-planar servant thereof, who answers one yes-or-no question per caster level. The ritual to cast this spell takes 1 turn to complete. The being contacted may or may not be omniscient, and further, though the being is technically allied with the caster, it may still not answer questions clearly or completely. These details are left to the Game Master's discretion.

Commune With Nature

D 5 Range: see text
 - Duration: instantaneous

The caster becomes one with nature, attaining knowledge of the surrounding territory. After 10 minutes of concentration, the caster instantly gains knowledge of one fact per caster level among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, presence of settlement or structure or even the general state of the natural setting.

In outdoor settings, the spell operates in a radius of 1 mile per caster level. In natural underground settings such as caves, caverns, and the like, the radius is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

Condemnation

C 4 Range: touch
 N 5 Duration: permanent

Typically applied to those whom have egregiously offended some religious order, Condemnation is a special curse that permanently blocks any application of any sort of healing spell upon the recipient/victim. The spell can be avoided with a save vs. Spells, and the effect can be removed by remove curse. Normal natural healing through rest will still occur while this curse is active.

Confusion

- Range: 360 feet
 MU 4, I 5 Duration: 2 rounds +1/ level

This spell causes up to 3d6 living creatures within a 30 foot radius circle around the target point to become confused, making them unable to independently determine what they will do. A saving throw vs. Spells is allowed to resist the effect. Roll on the following table on each subject's Initiative number each round to see what the subject does.

d20	Behavior
1-2	Attack caster with melee or ranged weapons (or close with caster if attack is not possible).
3-4	Act normally.
5-10	Do nothing but babble incoherently.
11-14	Flee away from caster at top possible speed.
15-20	Attack nearest creature.

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically retaliates on its next turn, as long as it is still confused when its turn comes.

Conjure Elemental

- Range: 240 feet
 MU 5 Duration: special

A portal to one of the Elemental Planes of Air, Earth, Fire, or Water is opened, allowing the Magic-User to summon an elemental from that plane. At most one elemental of each type may be summoned by the caster in a given day. Once the elemental appears, it serves the conjurer indefinitely, provided the caster concentrates on nothing but controlling the creature; spell casting, combat, or movement over half the normal rate results in loss of concentration. The conjurer, while in control of an elemental, can dismiss it to its native plane at will (doing so on his or her Initiative if in combat). If the caster loses concentration, control of the summoned Elemental is lost and cannot be regained. The creature then seeks to attack the conjurer and all others in its path. Only dispel magic or dispel evil will banish the elemental once control has been lost. An elemental may, of course, choose to return to its home plane on its own; such creatures will not choose to remain on the material plane for long.

Continual Light*

C 3, D 3 Range: 360 feet
 MU 2, I 2, N 2 Duration: 1 year / level

This spell creates a spherical region of light, as bright as full daylight up to a 30 foot radius, with light of lesser intensity to a radius of 60 feet. Continual light can be cast on an object, into the air, or at a creature, just as with the light spell, up to a maximum range of 360 feet from the caster. The spell remains in effect for one year per level of the caster.

As with light, this spell can be used to blind a creature if cast on its visual organs. Creatures targeted by this spell are allowed a save vs. Death Ray; if the save is made, the spell is cast into the air just behind the target creature. A penalty of -4 is applied to the blinded creature's attack rolls if the saving throw fails.

The reversed spell, continual darkness, causes complete absence of light in the area of effect, overpowering normal light sources. Continual darkness may be used to blind just as continual light may.

Control Temperature 10' Radius

D 4 Range: 0
 - Duration: 1 hour / level

The caster can change automatically the surrounding temperature (10 foot radius sphere) by up to 10 degrees Fahrenheit per caster level. The change can be upward or downward (caster's choice).

Control Winds

D 5 Range: 0 (see text)
 - Duration: 10 minutes / level

The caster alters wind force around him or her (40 feet per caster level radius cylinder 40 feet high). The caster can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or until the caster chooses to alter it, which requires concentration. The caster may create an "eye" of calm air up to 40 foot radius around him or her and may choose to limit the area of effect to any cylindrical area less than his or her full limit.

The caster may choose wind patterns over the spell's area. He or she can choose a downdraft blows from the center outward, an updraft blows from the outer edges in toward the center, a rotation that causes the winds to circle the center or a blast that simply causes the winds to blow in one direction across the entire area from one side to the other. For every three caster levels, the caster can increase or decrease wind condition by one level (as described in the Waterborne Adventures section of the core rules).

Corpse Feast

- Range: 5 feet / level
 N 4 Duration: instantaneous

This spell heals the caster and nearby active undead beings by draining the last energies from any fresh corpses (no more than an hour old) within the spell range. The corpse must have been a living sentient being (ie not animal, undead, construct, elemental, etc). Any corpse drained using this spell provides vigor to the caster and his active undead allies within range, healing 1d4 hp per corpse, up to their maximum hit points. Slain or destroyed undead do not heal or rise anew. Any corpses consumed by this spell cannot be raised or resurrected by any means, even a wish.

Corpse Servant

- Range: touch
N 1 Duration: 1 hour / level

This spell allows the caster temporarily animate skeletons or zombies. A number of hit dice equal to the caster's level may be animated for up to one hour per caster level. These non-permanent undead do not count towards the *Animate Dead* spell limitations, but they otherwise conform to the permanent undead created by that spell. Only one instance of this spell may be active at a time for any particular caster.

Animated skeletons have hit dice equal to the number the creature had in life; for skeletons of humans or demi-humans, this means one hit die, regardless of the character level of the deceased. Zombies have one more hit die than the creature had in life. An animated skeleton can be created only from a mostly intact skeleton; a zombie can be created only from a mostly intact corpse. The caster must touch the remains to be animated.

Create Food

C 5 Range: 10 feet
- Duration: permanent

The food that this spell creates is simple fare of the caster's choice, highly nourishing, but rather bland. Up to 3 men or one horse per caster level can be fed for one day with this spell. Food so created decays and becomes inedible within 24 hours, although it can be kept fresh for another 24 hours by casting purify food and water on it.

Create Water

C 4, D 1 Range: 10 feet
- Duration: permanent

This spell creates one gallon of water per caster level. Note that one or more vessels to contain the water must be available at the time of casting. The water created by this spell is just like clean rain water. Note: Water weighs about 8 pounds per gallon, and one cubic foot of water is roughly 8 gallons.

Cripple

- Range: 30 feet +10'/level
MU 3, N 2 Duration: 1 round / level

The caster chooses one target person or living creature within range which must save vs. Spells or be wracked with pain and stiffness in its joints and limbs. Cripple does not affect constructs, elementals, undead, or creatures that do not have limbs. The target suffers a penalty of -2 to any attacks, damage, armor class, and to any saves associated with physically dodging an effect (primarily *Dragon Breath*). For the duration of the spell, the affected target moves at 1/2 normal movement rate and may only attack or do other such actions by forgoing all movement that round. This spell is effectively countered by a haste spell, but this does not negate the penalties to hit or damage caused by the pain of the spell.

Cure Blindness

C 3 Range: touch
- Duration: instantaneous

With this spell the caster can cure a creature suffering blindness, whether caused by injury or by magic, including *light* or *continual light*. Blindness caused by a curse cannot be cured by this spell. The cure is permanent but does nothing to prevent subsequent events leading to blindness again.

Cure Disease*

C 3, D 3 Range: touch
- Duration: instantaneous

Cure disease cures all diseases that the subject is suffering from. The spell also kills parasites afflicting the target creature. Certain special diseases may not be countered by this spell or may be countered only by a caster of a certain level or higher.

Note: This spell does not prevent reinfection after a new exposure to the same disease, nor against any new infections from subsequent exposures.

Cure Light Wounds*

C 1, D 1 Range: touch
 - Duration: instantaneous

With this spell the caster heals 1d6+1 hit points of damage by laying his or her hand upon the injured creature. The reverse form of this spell, cause light wounds, causes 1d6+1 damage to the creature affected by it. A successful attack roll is required in this case.

Undead are affected by this spell and its reverse in opposite fashion; they are injured by cure wounds and healed by cause wounds.

Cure Minor Wounds

C 0, D 0 Range: touch
 - Duration: instantaneous

With this spell the caster heals a single hit point of damage by laying his or her hand upon the injured creature. Unlike other "cure" spells, there is no reversed version and undead are unaffected completely by the orison.

Cure Serious Wounds*

C 4, D 4 Range: touch
 - Duration: instantaneous

This spell works exactly like cure light wounds, save that it heals 2d6 points of damage, plus 1 point per caster level. The reverse, cause serious wounds, also works exactly like cause light wounds, except that it inflicts 2d6 + caster level in damage.

Undead are affected by this spell and its reverse in opposite fashion; they are injured by cure wounds and healed by cause wounds.

Dancing Lights

- Range: 40 feet +10'/level
 I 1 Duration: 2 rounds / level

Depending on the version of the spell selected, the caster creates up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape.

The dancing lights must stay within a 10 foot radius area in relation to each other but otherwise move as the caster desires, up to 100 feet per round. Note that concentration is not required; if ignored, the lights continue to move as they were moving when the caster last directed them. If the lights pass beyond the maximum range, the spell ends immediately.

Darkvision

- Range: touch
 MU 3, N 3 Duration: 1 hour / level

The subject receives Darkvision, exactly like the racial ability, with a range of 60 feet for the duration of the spell. See the core rules for details on vision.

Dark Flame

- Range: touch
 MU 2, I 3, N 2 Duration: 1 turn / level

The caster produces a magical "dark flame" upon an object that does not produce heat or use oxygen. However, the magical dark flames allow all within 30 feet radius to see via Darkvision within the spell area, much like a normal lit torch would allow for normal vision. The darkvision does not extend beyond the spell radius, and neither does the effect extend to any who might leave the area of effect. The spell does not provide any stealth bonus within the effect, as all (including foes) receive the darkvision. However, because there is no light produced it may augment stealthy movement in general against those outside the spell range.

Dark Lightning

- Range: 50 feet +10'/level
 MU 4, N 4 Duration: instantaneous

Superficially much like standard lightning bolt, this spell releases a stroke of negative energy (essentially anti-electrical in nature) that deals 1d4 points of electricity (equivalent) damage per caster level to each creature within its area. A save vs. Spells for half damage is allowed. The dark bolt begins at the caster's fingertips and extends to the range given. The caster may choose to limit the range of the spell, but the minimum range is 60 feet. As the dark lightning bolt passes through an area, it is arcing and jumping, so that while it is quite thin at any given point, for game purposes treat it as if it is 5 feet wide. A creature immune to electrical attacks is likewise immune to the damaging aspect of dark lightning.

The secondary effect of the dark lighting is that 2d4 spell levels of prepared magical spells are instantaneously erased from the minds of any struck by the bolt (roll for each affected spell caster struck). The spells so lost are taken randomly from the lowest level spells first, only moving up to the next spell level after all of that level are removed. There is no save to resist the loss of prepared spells; if hit by the lightning (regardless of save for half-damage), spells will be lost until such a time that the caster can rest and prepare them anew.

Unlike a standard lightning bolt, the dark lightning does not set fire to combustibles nor damages objects in its path. If it strikes a large barrier or wall, it may reflect from the barrier back toward the caster, or in a random direction at the Game Master's option. Creatures already affected by the dark lightning do not take additional damage if struck by the reflection of the bolt.

Dead Link

- Range: 30 feet / level
 N 1 Duration: 1 turn / level

The caster creates a link with a single corpse or zombie within range, allowing the caster to receive information through the corpse/zombie. The exact information depends on the caster's level:

- 1st level – visual information as if looking through the corpse's eyes.
- 4th level – auditory (sound) as if hearing from the corpse's location. Caster would be subject to any effects such as harpies or sirens.
- 7th level – touch as if actually in the corpse's body. The caster is aware of general temperature and such as if at the location.
- 10th level – smell & taste, allowing caster to test potions, check for poison, etc.
- each is cumulative with the previous entry.

After the spell is cast, the corpse's organs need not remain attached. For instance the caster might remove the eyes to place upon a shelf with a good view of a location. If the spell is cast upon a zombie (instead of an inanimate corpse), then the caster can control the zombie (assuming he or she created the undead creature), otherwise the caster simply follows the creatures path or normal routine.

The spell does not impart any animation upon a corpse nor any special control (unless it is one of the caster's own animated zombies).

Death Pact

- Range: touch
 N 5 Duration: instantaneous

This spell destroys one of the caster's undead minions in order to heal the caster. The undead must be one personally created or animated by the caster; this does not affect other undead or summoned creatures, even those summoned by the caster. Upon touching, the undead minion crumbles to dust (utterly destroyed) if it fails a save vs. Spells. The caster is healed for 1 point for each hit point the undead creature had remaining, up to the caster's normal maximum.

If the undead creature is successful in its save, it is not destroyed and the bond between it and its creator is broken. The caster loses its control over the undead, and it becomes immediately hostile towards you.

Death Spell

- Range: 240 feet
 MU 6, N 6 Duration: instantaneous

This spell will kill 3d12 hit dice or levels of creatures in a 30 foot radius sphere centered wherever the caster wishes (within the range limit). Excess levels of effectiveness are lost. Each creature affected is allowed to save vs. Death Ray; those that fail the save die immediately. Creatures of 8 or more hit dice or levels are immune to the spell, as are undead monsters, golems, and any other "creature" that is not truly alive.

Decay Flesh

- Range: touch
 N 1 Duration: 1 round / level

This is an arcane version of the cause light wounds spell (the reverse of cure light wounds), dealing 1d6+1 hit points of damage to the creature affected by it. The caster must make a successful attack after smashing the material components onto his or her fingers (typically a maggot, flesh eating worm, or similar creature). A missed attack roll does not dispel the effect, as it can be active until used or until a number of rounds equal to the caster's level have passed.

Decomposition

D 1 Range: touch
 N 2 Duration: instantaneous

The caster instantaneously causes one corpse or body to completely decompose into dust, making it impossible to be used in subsequent effects such as animate dead, raise dead, or other treatments requiring the use of a body or part thereof; only extremely potent magic such as a wish or act of a deity can overcome the decomposition.

If decomposition is used against a corporeal undead being (it must be one that has some sort of once-alive body to be touched), it will be instantly slain and turned to dust if it fails a save vs. Death Ray. Even if successful, the undead will take 2-5 points of damage (1d4+1) for each level of the caster. This spell has no effect on undead that have no material body or are otherwise separated from their material remains (ghosts, wraiths, specters, or as determined by the Game Master).

Delayed Blast Fireball

- Range: 100 feet +10'/level
 MU 7 Duration: special

This spell functions like fireball, except that it is more powerful, dealing 1d6+1 points of fire damage per caster level. Furthermore, the glowing bead created by delayed blast fireball can detonate immediately if the caster desires, or the caster can choose to delay the burst for as many as 10 rounds. The amount of delay is decided upon casting the spell, and that time cannot change once it has been set unless someone touches the bead (see below). If a delay is chosen, the glowing bead sits at its destination until it detonates. A creature can pick up and hurl the bead as a thrown weapon (range as a dagger). If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while being handled.

Detect Evil*

C 1 Range: 60 feet
 MU 2 Duration: 1 round / level

This spell allows the caster to detect evil; specifically, the caster can detect creatures with evil intentions, magic items with evil enchantments, and possibly extra-planar creatures of evil nature. Normal characters, even "bad" characters, cannot be detected by this spell, as only overwhelming evil is detectable. The caster sees the "evil" creatures or objects with a definite glow around them, but the glow cannot be seen by anyone else.

The exact definition of evil is left for the Game Master to decide. Note that items such as ordinary traps or poisons are not "evil," and thus not detectable by this spell.

Reversed, this spell becomes detect good, which works just as described above with respect to detecting "good" enchantments, angelic creatures, and so on.

Detect Illusion

- Range: 60 feet
 I 1 Duration: 2 turns

This spell allows the caster to recognize illusions by sight. To the caster, all illusions within the given range appear slightly translucent and obviously fake. Detect illusion allows detection of visual illusions only; it does not detect auditory illusions such as audible glamers.

Detect Invisible

- Range: 60 feet
 MU 2, I 1, N 2 Duration: 1 turn / level

By means of this spell the caster is able to see invisible characters, creatures or objects within the given range, seeing them as translucent shapes.

Detect Magic

C 1, D 1 Range: 60 feet
 MU 1, I 2, N 1 Duration: 2 turns

The caster of this spell is able to detect enchanted or enspelled objects or creatures within the given range by sight, seeing them surrounded by a pale glowing light. Only the caster sees the glow. Invisible creatures or objects are not detected by this spell, but the emanations of the invisibility magic will be seen as an amorphous glowing fog, possibly allowing the caster (only) to attack the invisible creature at an attack penalty of only -2.

Detect Snares and Pits

D 1 Range: 60 feet
 - Duration: 10 turns

By means of this spell, the caster can detect simple pits, dead-falls, and snares as well as mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoor traps.

This spell does detect certain natural hazards, for instance quicksand (detected as a snare), a sinkhole (a pit), or unsafe walls of natural rock (a dead-fall). However, it does not reveal other potentially dangerous conditions. The spell does not detect magic traps (except those that operate by pit, dead-fall, or snaring), nor mechanically complex ones, nor those that have been rendered safe or inactive.

The amount of information revealed depends on how long the druid studies a particular area.

- 1st Round: Presence or absence of hazards.
- 2nd Round: Number of hazards and the location of each. If a hazard is outside the druid's line of sight, then the caster discern its direction but not its exact location.
- Each Additional Round: The general type and trigger for one particular hazard closely examined by the caster.

Each round, the druid can turn to detect snares and pits in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Dimension Door

- Range: 10 feet
 MU 4, N 4 Duration: instantaneous

The caster of this spell instantly transfers himself or herself, or any single target creature within range, to any spot within 200 feet plus 20 feet per caster level. The caster or target creature always arrives at exactly the spot desired, whether the caster visualizes the area or states direction and distance. An unwilling target may save vs. Spells to avoid being transported. Anything worn or carried by the caster or target creature will be transported also, including another character or creature if the transportee can lift it. If the target area is within a solid object, the spell fails automatically.

Dimensional Anchor

C 4 Range: 120 feet
 MU 4 Duration: 1 hour

The single individual or creature affected by this spell must save vs. Spells or become effectively trapped on the current plane of existence for the duration of the spell. The affected recipient cannot transport via dimension door, teleport, plane shift, or any related magic or effects until the spell wears off. For beings that benefit from a state of being on two planes simultaneously such as ghost-like creatures, they also suffer -4 penalty to their AC and cannot move through objects as insubstantial for the duration of the spell.

Disappear

- Range: self
 MU 1, I 1, N 1 Duration: 2 rounds

The caster (and only the caster) becomes invisible, vanishing from sight, including Darkvision in much the same way as the improved invisibility spell, but only lasting exactly 2 rounds. If the caster is carrying gear, that vanishes as well, but this will not affect another being, even if carried. The invisibility effect is not negated if the caster attacks, casts a spell, or otherwise takes action, allowing the caster a few moments to do other actions without being seen. Of course, any being able to see or sense invisible creatures can notice the caster normally.

Disintegrate

- Range: 60 feet
 MU 6, N 6 Duration: instantaneous

This spell causes a thin, green ray to spring from the caster's pointing finger. Any single creature or object (up to a 10x10x10 foot cube of material) is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

A creature that makes a successful save vs. Spells is unaffected. The ray can target only one creature per casting, if that target saves, the spell is wasted.

Dispel Evil

C 5, D 5 Range: touch
 - Duration: 1 round / level

This powerful spell aids the caster in dealing with creatures from the nether planes, hereafter called "evil creatures."

First, the caster gains a +4 bonus to Armor Class against attacks by evil creatures.

Second, the caster can choose to drive an evil creature back to its home plane by touch (requiring a successful attack roll). The creature can negate the effects with a successful save vs. Spells. This use discharges and ends the spell.

Third, with a touch the caster can automatically dispel any one spell cast by an evil creature. Exception: Spells that cannot be dispelled by dispel magic also cannot be dispelled by dispel evil. Saving throws do not apply to this effect. This use discharges and ends the spell.

The exact definition of evil is left for the Game Master to decide; however, extra-planar creatures that oppose the caster should almost always qualify.

Dispel Illusion

- Range: 120 feet
 I 2 Duration: instantaneous

The caster can use this spell to end all ongoing "illusion spells" within a cubic area 20 feet on a side. Dispel illusion affects spells such as audible glamor, phantasmal force, spectral force, advanced illusion, etc. The Game Master has the responsibility to identify which spells are illusions.

Any illusion spell cast by a character of a level equal to or less than the dispel illusion caster's level is ended automatically. Those created by higher level casters might not be canceled; there is a 5% chance of failure for each level the illusion's caster level exceeds the dispel illusion caster level. For example, a 10th level caster dispelling an illusion created by a 14th level caster has a 20% chance of failure to dispel the illusion.

When an Illusionist attempts to dispel an illusion cast by a non-Illusionist, the Illusionist is treated as if he or she were two levels higher; if it is not obvious whether the illusion was created by an Illusionist or not, the Game Master should assume it was.

Non-illusion spells cannot be ended by this spell.

Dispel Magic

C 4 Range: 120 feet
 MU 3, I 4, N 3 Duration: instantaneous

The caster can use dispel magic to end ongoing spells that have been cast on a creature or object, or to end ongoing spells (or at least their effects) within a cubic area 20 feet on a side. The caster must choose whether to dispel magic on a creature or object, or to affect an area.

If dispel magic is targeted at a creature, all spell effects (including ongoing potion effects) may be canceled. If cast upon an area, all such effects within the area may be canceled. Any spell or effect having a caster level equal to or less than the dispel magic caster's level is ended automatically. Those created by higher level casters might not be canceled; there is a 5% chance the dispel magic will fail for each level the spell effect exceeds the caster level. For example, a 10th level caster dispelling magic created by a 14th level caster has a 20% chance of failure.

Some spells cannot be ended by dispel magic; this specifically includes any curse, including those created by bestow curse (the reverse of remove curse) as well as by cursed items.

Disruption*

C 1 Range: touch
 - Duration: 1 turn / level

The Disruption spell blesses one blunt melee weapon, be it a mace, hammer, staff, with divine power. When fighting undead creatures or beings of the netherworld (demons, devils, and the like) the weapon is enhanced by +1 to hit and damage. This is in addition to any existing powers for an enchanted weapon.

Any being subject to this bonus that is struck in combat must save versus Magic or be Turned, exactly like the cleric ability (see Turning in the core rules), causing the affected monster to flee the area. The character wielding the blessed weapon may opt to not cause the disruption effect, but must declare his intention before his attack roll. The caster can have only one weapon blessed in this manner at a time.

The reverse of this spell works exactly the same against creatures of goodness from various heavenly realms. Only those worshiping vile powers would have access to the reversed version of this spell.

Disruption* Greater

C 3 Range: touch
 - Duration: 1 round / level

The Greater Disruption spell blesses one blunt melee weapon, be it a mace, hammer, staff, with divine power. When fighting undead creatures or beings of the netherworlds (demons, devils, and the like) the weapon is enhanced by +2 to hit and damage. This is in addition to any existing powers for an enchanted weapon.

Any being subject to this bonus that is struck in combat must save versus Magic (with a -4 penalty) or be Turned, exactly like the cleric ability (see Turning in the core rules), causing the affected monster to flee the area. In addition, those creatures that fail their saves suffer double weapon damage for that attack. The character wielding the blessed weapon may opt to not cause the disruption effect, but must declare his intention before his attack roll. The caster can have only one weapon blessed in this manner at a time.

The reverse of this spell works exactly the same against creatures of goodness from various heavenly realms. Only those worshiping vile powers would have access to the reversed version of this spell.

Divine Magic

C 2 Range: 5 feet
 - Duration: special

The Divine Magic spell permits the caster to discover information about a magic item or a permanently enchanted area through divine inspiration. For each turn spent studying and/or meditating about the enchanted item or area, the caster may be enlightened to one feature of the enchantment. Features include spell effects, bonuses, and command words or activating conditions. The Game Master will choose the order in which the features are revealed, but command words or activating conditions should be last.

The item or area to be in question must be within 5 feet of the caster, and he or she must maintain moderate concentration. Each turn of study and meditation requires the caster to make a d20 roll, adding his or her Wisdom bonus and level. The total result must be 21 or higher to succeed; any failure ends the spell. A natural 20 is not an automatic success, but a natural 1 is always a failure.

Even with the best rolls, the caster can only learn about one feature per level of ability. The caster does not initially know how many features an item has, but he or she knows when the last feature is discovered (if the caster makes it that far). With respect to bonuses (for magic weapons, etc.) use the following table:

Bonus	Weak	Moderate	Strong	Very Strong
+1	1-18	19-20	--	--
+2	1	2-19	20	--
+3	1	2-7	8-19	20
+4	--	1	2-19	20
+5	--	--	1-2	3-20

So, for a Sword +1, +3 vs. Dragons, if the caster makes his or her first roll (learning about the first feature, the base +1), the Game Master rolls 1d20 secretly. If the GM gets 1-18, he describes the basic enchantment as "weak;" if he gets 19 or 20, he calls it "moderate." If the second roll is made (for the +3 vs. Dragons), the GM rolls again, but this time the most likely result is "strong." The caster will know at this point (but not before) that there are no further features to discover.

Dowse

C 0, D 0 Range: special
 MU 0 Duration: concentration

This minor magical effect allows the caster to sense the presence of potable water using a forked stick (any will do, but some have favorites). While outdoors the dowsing rod will twist to point in the direction of such fresh water up to 1000 feet +100' per level of the caster. Water that is underground, in containers, or within structures can be located within 25 feet +5' per level. The effect lasts as long as the caster maintains concentration.

Drainblade

- Range: touch
 MU 4, N 3 Duration: 1 round / level

This spell imbues an edged weapon with the ability to drain blood with each successful strike made against a living creature. When a living creature is hit by a drainbladed weapon the target suffers an additional point of damage. If the wielder of the weapon is injured, the extra point of damage is transferred to him as healing energy. In no way can this healing energy grant more hit points than the wielder's normal maximum.

Against nonliving creatures, such as undead, golems, living statues, etc, this spell has no effect.

Dream

- Range: special
 MU 5 Duration: special

This allows the caster to visit and communicate with another creature through the victim's dream. The caster must have met the creature, and must name the creature, but the spell is otherwise unlimited by distance. This spell does not cause the victim to fall asleep: if the victim is not sleeping the spell fails. If the victim knows the dream is spell induced and does not wish to have the dream, he can make a save vs Spells to wake up. Within the dream the caster may visit the victim, communicate with the victim, or even attempt to attack the victim in the dream. However nothing in the dream has any real effect, and the victim wakes up if killed in the dream.

Ectoplasm

- Range: touch
 N 3 Duration: 1 turn / level

When cast upon a willing intelligent creature, this spell grants the being the ability to become semi-transparent and immaterial. While in the ectoplasmic state, magical weapons or weapons with certain special properties are necessary to strike the recipient. Any stealth checks such as Move Silently or Hide are made at +20%, and the character may move through materials up to 1 inch thick per level of the caster. Some materials may prevent passage such as lead, gold, or other materials with special properties (as determined by the Game Master). While able to move through materials and effectively weightless, the ectoplasmic being does not gain any other special movement modes like flying or levitation. Walking upon materials such as water is possible though.

The character in an ectoplasmic state may not make physical attacks but may cast spells that do not require physical contact. While the Ectoplasm spell is active, the individual may choose to revert back and forth between corporeal and incorporeal forms on his or her turn, remaining in the chosen state until their next turn. The spell cannot be cast upon an unwilling individual and fails completely if attempted. Likewise, unintelligent or animal intelligence creatures do not possess understanding of changing their physical state, so the spell is wasted on them.

Energy Blast

- Range: 20 feet +5'/level
 MU 1 Duration: instantaneous

This caster draws energy from elemental forces to send out a blast or bolt of energy to damage a single target. Each energy type is a separate spell to be learned and should be denoted as "Energy Blast (type)". The damage (of the appropriate type) equals 1d6 at first level plus another 1d6 every two levels thereafter; 1d6 at 1st level, 2d6 at 3rd, 3d6 at 5th, to a maximum of 5d6 at 9th level. A save vs. Spells will reduce damage by half. Any creature immune to the appropriate type of energy is likewise immune to its bolt. Resistant (but not immune) creatures may have saving throw bonuses (see appropriate ability, spell, or monster entry) and takes 1/4 damage if successful, 1/2 damage from a failed save.

Normally a spell caster must prepare spells (even related ones) individually in order to call upon its magic, however, energy blast is special in that the caster may decide upon which energy type is summoned at the time of casting from those types he has learned. If the caster has not learned a particular type of energy blast, then that type is not available until that spell is first learned.

For random determination roll d8, the energy types are:

- 1-2 Fire/Heat – burns the target with fire.
- 3-4 Electrical – shocks the target.
- 5-6 Cold/Frost – freezes the target.
- 7 Negative/Shadow – drains life away. Undead creatures are immune.
- 8 Positive/Radiant – effectively burns a living target from excessive life energies. Undead creatures take additional 1 point of damage/die.

Entangle

D 1 Range: 200 feet
 - Duration: 3 rounds / level

This spell causes grasses, trees, bushes, shrubs, or other plants to entwine around creatures in a 10x10 foot area. Most creatures within the area move at 1/4 normal speed; very large and/or very strong creatures (at least as big or strong as a giant or dragon) move at 1/2 normal speed. Entangled creatures may not attack nor take most actions other than movement due to the interference of the enchanted plants.

Entangling Thorns

D 3 Range: 100 feet +10'/level
 - Duration: 1 round / level

The caster chooses one target creature (or object) within range, beneath which great thorny tendrils quickly grow up and around. If the subject fails its save vs. Spells, it is held immobile, suffering a -2 penalty to hit and a -4 penalty to its armor class. In addition, the thorny growths cause 1d4 points of damage to the target each round. An individual so entangled may only cast spells if a 1 on a d6 roll is achieved, modified by their primary spell casting ability score bonus. For instance, a +2 modifier gives 1-3 chance on d6.

An entangled creature can attempt to break free, ending the spell prematurely, by rolling a 1 on a d6, modified by their by their Strength or Dexterity ability score bonus (which ever is better). For instance, a +1 modifier gives 1-2 chance on d6. The process of breaking free takes the entire round, during which damage is still incurred. Additionally, the thorny growths can be directly attacked (against AC 11) with small bladed weapons such as daggers or hand axes. The vines have 22 hp and destroying them ends the spell. Immediately. Using other larger weapons or spells will damage the entangled creature as much as the thorns, splitting the damage between them equally.

If the Optional Ability Check Mechanism detailed in the core rules is utilized by the Game Master, then he should use that mechanism for the ability checks mentioned above instead of d6 rolls.

Embalm

- Range: touch
 N 0 Duration: permanent

Specially prepares one corpse for burial (or further use). When cast upon recently dead in preparation for Animate Dead type spells, the newly risen Zombie will have +1 on hit point rolls for each hit die (up to maximum hit points for each hit die).

ESP

- Range: 60 feet
 MU 2 Duration: 1 turn / level

This spell permits the caster to detect the surface thoughts of one or more targets within range. The caster must designate a direction, and then concentrate for a turn in order to “hear” the thoughts. Each turn the caster may choose to “listen” in a different direction. The caster may stop listening, then resume again later, so long as the duration has not expired. The target creature is not normally aware of being spied upon in this way.

Rock more than 2 inches thick or a thin coating of lead or gold will block the spell. All undead creatures are immune to this effect, as are mindless creatures such as golems.

Ether Bolt

- Range: 30 feet +5'/level
 MU 2, I 2, N 2 Duration: instantaneous

This spell fires off a missile or beam-like effect that only strikes foes that are insubstantial, ethereal, phase-shifted, or otherwise not fully materially present. This primarily includes various types of undead, but may include other beings that have similar qualities such as shadows. Much like a magic missile, the bolt strikes unerringly if the target is in sight, causing 1d4 points of force-like impact damage per level of the caster, striking as if the target was a completely solid being.

Faerie Fire

D 1 Range: 200 feet +10'/level
 - Duration: 1 minute / level

A pale glow surrounds and outlines all objects including individuals within a 20 foot radius from a point chosen by the caster. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by darkness, and the spell effectively negates the effects of blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined.

Faerie Ring

D 7 Range: 10 feet
 - Duration: 1 hour / level

When the caster creates a Faerie Ring, a small circle of distinct mushrooms or toadstools grow quickly. Those that walk into the circle (about 5 foot diameter) are transported into a region that borders the actual Faerie Realm (another plane of existence). This region can be utilized as a safe place to rest and recuperate (at double normal rate for purpose of healing and restoration of spells). From this border region, one may pass back into the familiar prime world or they might travel to the actual Faerie Realm.

The Faerie Realm is similar to the 'real world' in many respects and mirrors certain aspects, such as certain locations, distinct regions, and even certain people have Faerie Realm counterparts. Magic is more abundant and more powerful. Magic-users and druids are treated as 1.5 times normal caster level. Clerics are counted as 75% (3/4) of their normal level due to being a bit further removed from their divine sources of power. Characters recover (healing and spell recovery) at triple the normal rate while in the Faerie Realm.

The Faerie Realm has many more Fey and Sidhe denizens, and they are typical members of their race. However, there are many more atypical members that might be encountered, having much more varied powers and abilities. Likewise, there are many wondrous locales and features that can be explored in the land of the Faerie.

Note: The main purpose for this spell is that of a special portal or gate to allow adventuring in another land. Therefore, it is optional and some Game Masters may not want to include it in their campaigns. The Game Master might want to simply utilize the 'border region' portion of the spell, and keep the true Faerie Realm off-limits.

Feeblemind

- Range: 180 feet
 MU 5 Duration: permanent

If the target creature fails a saving throw vs. Spells, its Intelligence and Charisma scores each drop to 1. The affected creature is unable to cast spells, understand language, or communicate coherently. The victim does remember who its friends are and can follow and protect them from harm. The subject remains in this state until a heal spell is used to cancel the effect. A target creature that can cast arcane (mage) spells suffers a penalty of -4 on its saving throw against this spell.

Fireskull Familiar

- Range: touch
 N 2 Duration: 1 hour / level

This spell animates a single skull, wrapped in cold magical flames and gifted with a form of levitation based flight. The flaming skull can fetch small items, convey messages, or other similar tasks for the caster. When not tasked with a specific duty, the Fireskull Familiar generally hovers near his master providing light equal to torchlight. A spell caster may have only one instance of this spell active at a time. Subsequent castings have no effect unless the first instance of the spell is dismissed or destroyed.

The Fireskull Familiar is not designed for combat, having hit points equal to 25% of the caster's total hit points. It has an Armor Class of 13 and only a single attack for 1d2 points of damage, attacking with the same basic chance to hit as the caster. The skull can be charged with spells that must be delivered by touch, with the spell effect being available to the skull on the following round. While a Fireskull Familiar is within 5 feet, the caster's chance of being surprised is reduced by 1.

Of interesting note, although each skull does not remember any details of its former life, it does retain many personality traits, making each skull distinct from the next. Practitioners of this spell often have favorite skulls that they use regularly, and skulls that they are loathe to animate. Any particular skull that is destroyed through damage may never again be used.

Flame Strike

D 5 Range: 60 feet
 - Duration: instantaneous

A flame strike produces a vertical column of divine fire roaring downward (cylinder of 10 foot radius, 30 feet high). The spell deals 6d8 points of damage to any creatures within the area of effect. A save vs. Spells for half damage is allowed.

Flame Weapon

D 2 Range: touch
 - Duration: 1 turn / level

This spell transforms the caster's weapon into the substance of magical fire similar to the magical weapon quality, "Flames on Command". The weapon becomes magical for the duration of the spell (equivalent to +1). All damage dealt with the weapon is treated as fire damage and deals an additional +1 damage for every 2 levels of the caster (rounded down). For creatures especially vulnerable to fire, the additional damage is +1 for each level of the caster.

The flaming weapon does not harm the caster, but can otherwise be used to burn objects. The flaming weapon produces light equivalent to a torch. The caster can cease the spell at any time, but otherwise the caster must hold the weapon for the duration of the spell.

Flare

- Range: 10 feet
 MU 0, I 0, N 0 Duration: instantaneous

A flash of light, a very small ball of fire, or a puff of colored smoke can be created by this cantrip. They will not typically last longer than a second.

Flavor*

- Range: 10 feet
 MU 0, I 0, N 0 Duration: special

This cantrip may either make one dish taste any way the caster wants it to (which is an illusion), or add salt, spice, sweetener, or another flavoring agent (which is real). Reversed, it becomes Ruin, which makes the food or drink either taste horrible by excessive overuse of a flavoring agent (which is real) or taste as if it had been prepared wrongly (which is an illusion).

Flesh to Stone*

MU 6 Range: 30 feet / level
 - Duration: permanent

This spell causes the subject, along with all its carried gear, to turn into a mindless, inert statue. A saving throw vs. Petrification is allowed to resist the spell. If the statue resulting from this spell is broken or damaged, the subject (if ever returned to its original state) suffers equivalent damage or deformities. Only creatures made of flesh are affected by this spell.

The reverse spell, stone to flesh, acts as a counter-spell for flesh to stone, restoring the creature just as it was when it was petrified. It does nothing if applied to stone that is not the result of flesh to stone or similar petrification effects such as a medusa's gaze.

Floating Disc

- Range: 0
 MU 1 Duration: 5 turns +1/level

This spell creates an invisible, slightly concave circular plane of force for carrying loads. It is about the size of a shield, being 3 feet in diameter and 1 inch deep at its center. It can hold a maximum of 500 pounds of weight. Note that water weighs about 8 pounds per gallon. The disc must be loaded so that the items placed upon it are properly supported, or they will (of course) fall off. For example, the disc can support just over 62 gallons of water, but the water must be in a barrel or other reasonable container that can be placed upon the disc. Similarly, a pile of loose coins will tend to slip and slide about, and some will fall off with every step the caster takes; but a large sack full of coins, properly tied, will remain stable.

The disc floats level to the ground, at about the height of the caster's waist. It remains still when within 10 feet of the caster, and follows at the caster's movement rate if he or she moves away from it. The floating disc can be pushed as needed to position it but will be dispelled if somehow moved more than 10 feet from the caster. When the spell duration expires, the disc disappears from existence and drops whatever was supported to the surface beneath.

Fly

- Range: touch
 MU 3 Duration: 1 turns / level

The subject of this spell can fly at a speed equal to his or her normal ground movement rate (as adjusted by encumbrance). The subject can ascend at half speed and descend at double speed, with the same maneuverability as the subject has when moving on the ground. Flying under the effect of this spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a fly spell can neither charge nor run, nor carry aloft more weight than his or her maximum load.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 120 feet per round for 1d10 rounds. If the subject reaches the ground in that amount of time, he or she lands safely. If not, the subject falls the rest of the distance, taking normal falling damage. Since dispelling a spell effectively ends it, the subject also descends in this way if the fly spell is dispelled.

Forest Speak

D 2 Range: touch
 - Duration: 1 turn / level

This spell allows up to 1 individual or creature per level of the caster to communicate with each other in ways that sound like the natural sounds of the current environment. Normal speech may sound like the chattering of squirrels, a shout may sound like a bird's cry. The current environment dictates the appropriate sounds. Only those creatures touched during the casting of the spell benefit from the effect and understand the speech of the others of the group. One can choose at any time to forgo the effect to speak normally so that others can hear and understand, then subsequently resume forest speaking. Others seeking to understand those using forest speak must utilize magic or other means to communicate.

Forked Lightning

D 2 Range: 25 feet +5'/level
 MU 2 Duration: instantaneous

Two arcs of electricity spring from the casters fingers to strike two separate adjacent targets within 10 foot of each other. For each bolt the caster must roll to hit his chosen target ignoring any worn armor and metal armored targets get +4 bonus to hit (any magical bonuses still apply). Inanimate objects cannot be damaged by this spell. Each bolt deals 1d6 points of electricity damage +1 point of damage per 2 caster levels (round down). For every two levels past 3rd (5th, 7th, 9th, etc) the caster gains an additional bolt of forked lightning. Subsequent targets (after first two) must be within 10 feet of the previously targeted foe, and a new attack roll must be made for each bolt. If there are fewer than the maximum allowed targets then the extra bolts do not appear and are wasted; a single bolt can only strike a single creature. There is no save to resist the spell once struck by a bolt, but creatures with any sort of resistance to electrical attacks will suffer no damage whatsoever.

Fossilize

- Range: touch
 N 3 Duration: permanent

This spell permanently hardens the bones of one skeletal undead creature, making the bones denser and stronger. The fossilized skeleton permanently gets +2 on damage rolls, +4 on its AC, and its damage resistance is enhanced. A fossilized skeleton takes only 1/4 damage from edged weapons and 1/2 damage from any other weapons. The fossilized skeleton becomes immune to normal arrows, bolts, and bullets. Magical missile weapons do only their 'plus' in damage.

While this spell is permanent, there are drawbacks. The spell itself requires 100gp worth of powdered amber which is consumed in the casting of the spell. In addition, the newly fossilized skeleton may not be repaired or otherwise 'healed', as the organic materials that made up the bones has been completely replaced by minerals. Intelligent skeletal undead would not normally want this spell applied to themselves, but the spell would affect them normally otherwise.

Frost Armor

- Range: touch
 MU 2 Duration: 1 turn / level

This spell surrounds the touched willing individual with shimmering aura of extreme cold (causes no harm to recipient). The frost armor provides a +4 bonus to armor class. In addition, any creature that attacks the frost armored individual in close combat, whether successful or not, are affected by intense cold. This includes melee weapons, natural weapons, wrestling, etc. but not missile weapons or reach weapons such as polearms or spears. Such chilled opponents take 1d4 points of cold damage and are slowed for the remainder of the round and for the subsequent round. Such slowed individuals cannot both move and act during their turn, instead only being able to either move at half their normal rate or attack at -2 penalty to hit and damage. Additionally, the affected individuals also suffer a -2 penalty to their armor class and Saves vs. dragon breath. Cold resistant creatures are unaffected by the cold of this spell completely, suffering neither damage or penalties. However, they may have the spell cast upon them normally, granting them the protective benefits.

Frost Nova

D 3 Range: 100 feet +10'/level
 MU 3 Duration: instantaneous

Being akin to a cold version of a Fireball spell, a Frost Nova flash freezes the air creating a burst of ice and cold dealing 1d6 points of damage per caster level to every creature within a spherical volume having a 10 foot radius. A save vs. Spells for half damage is allowed. In addition, affected creatures are affected by the intense cold and are slowed for 1d4 rounds (determine for each creature). Such slowed individuals cannot both move and act during their turn, instead only being able to either move at half their normal rate or attack at -2 penalty to hit and damage. The cold affected individuals also suffer a -2 penalty to their armor class and Saves vs. dragon breath. Cold resistant creatures are unaffected by the cold of this spell completely, suffering neither damage or penalties. On the other hand, creature of fire suffer penalties to their saves and usually suffer additional damage (as determined by Game Master).

The caster points a finger and determines the range (distance and height) at which the frost nova is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the frost nova at that point. An early impact results in an early detonation. If the caster attempts to send the bead through a narrow passage, such as through an arrow slit, he or she must roll a missile attack (without range adjustments) to hit the opening, or else the bead strikes the barrier and detonates prematurely. The frost nova may cause damage to structures, though not as much as an explosion might (such as fireball spell).

Geas*

- Range: 5 feet / level
 MU 6 Duration: special

Geas places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by the caster. The target creature must be able to understand the caster for this spell to take effect. While a geas cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

A saving throw vs. Spells will allow an unwilling target to resist a geas when it is first cast. However, the target may choose to accept the geas, typically as part of a bargain with the caster to perform some service. The geased creature must follow the given instructions until the geas is completed, no matter how long it takes. If the instructions involve some open-ended task that the recipient cannot complete through his or her own actions, the spell remains in effect for a maximum of one day per caster level. A clever recipient can subvert some instructions.

For every 24 hours that the subject chooses not to obey the geas (or is prevented from obeying it), it suffers a -2 penalty to each of its ability scores, up to a total of -8. No ability score can be reduced to less than 3 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the geas.

A geas (and all effects thereof) can be ended by a *remove curse* spell, or by a wish, or by the reverse of this spell. *Dispel magic* does not affect a geas.

Ghoulish Hands

- Range: touch or self
 N 2 Duration: 1 round / level

This spell causes the hands of one living creature to become like the horrible claws of ghouls. The bearer of these ghoulish hands may make two clawing attacks that cause 1d4 points of damage each. If the recipient of this spell already had better claw attacks, then they gain a +2 bonus to their damage rolls while this spell is in effect. In addition to the damage, those struck by the hands must Save vs. Paralysis or be paralyzed for 2d8 turns (elves immune), exactly like the attacks of a ghoul.

Recipients of this spell must be true living creatures; other creatures such as undead, constructs, elementals, and the like would only waste the spell and they would not receive the effects. There is a 5% non-cumulative chance that on any particular casting of this spell that the recipient is actually infected with Ghoul Fever (per the monster description), which if proper curative steps are not taken, may ultimately result in the recipient's death and rising as an actual ghoul.

Grave Sanctuary

- Range: touch

N 4

Duration: 1 turn / level

This spell enables the caster to create an invisible entry into a grave, mausoleum, sarcophagus, large tombstone, or similar item associated with the repose of the dead. The entry is visible to undead (and Necromancers), but this does not grant any special access to the doorway. Once the spell is complete, the caster may enter the space, effectively disappearing from sight. Only one grave may be effected by grave sanctuary at a time.

The caster is completely aware of his surroundings while in the grave, gaining the bonus of 360-degree vision and hearing, as well as being able to detect changes in the immediate temperature surrounding the site. Another benefit of this spell is that each turn the caster rests inside the grave counts as a full hour of sleep, so the caster may meditate to memorize spells while within the magical sanctuary. Also, if the grave site is on unhallowed ground or an area otherwise associated with hauntings and the like, then the caster heals 1d4 hp per turn spent inside the grave.

While inside the grave, the caster loses any sense of taste, smell, or touch, and may not speak or otherwise cast spells while inside the grave's protection. If the grave itself is unearthed or broken into in some way, then the caster takes 2d10 damage and is cast out into the nearest available space. This kind of undertaking should be roughly equivalent to actually digging a grave up, and not simply an attack against the earth.

Growth of Animals

C 3, D3 Range: 60 feet +10'/level
 - Duration: 1 turn / level

This spell causes an animal to grow to twice its normal size and eight times its normal weight. The affected creature will do double normal damage with all physical attacks, and its existing natural Armor Class increases by 2 points. The animal's carrying capacity is also doubled. Unfriendly animals may save vs. Spells to resist this spell; normally, domesticated animals will not attempt to resist it, though they may become confused or panicky afterward (at the Game Master's discretion).

All equipment worn or carried by an animal is similarly enlarged by the spell, though this change has no effect on the magical properties of any such equipment. Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size.

The spell gives no means of command or influence over the enlarged animals.

Growth of Plants*

D 4 Range: 120 feet
 MU 4 Duration: permanent

This spell causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines, etc.) within range to become thick and overgrown. The dimensions of the growth are determined by the caster, but cannot exceed 1000 square feet (a 10 foot x 100 foot area or equivalent) per 5 caster levels. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. All movement within the affected area is reduced to no more than 5 feet per round for less than giant sized creatures; giant sized creatures are reduced to half normal movement rate. The area must already have brush and/or trees in it for this spell to take effect.

The reverse form, shrink plants, may be used to render overgrown areas passable. The area of effect is identical to the normal version.

Growth of plants and its reverse are permanent until countered, either by the opposite form or by dispel magic. This spell has no effect on animated plant creatures of any sort.

Guidance*

C 0, D 0 Range: 10 feet
 - Duration: 1 turn

The caster grants a +1 bonus to the next attack roll for any one subject within 10 feet. Reversed, this becomes Misguide, which gives the subject -1 to his next attack roll. Either version lasts until used or a maximum of 1 turn.

Hallow*

C 0 Range: 10 foot radius
 - Duration: special +1 round

By chanting holy phrases, the caster makes the area around him 'hallowed', granting +1 bonus on Healing spells and Turning attempts. The effect continues as long as the caster maintains the chant, but any action other than moving and defending oneself ends the effect. However, the effect lasts one additional round after the chant ends, giving the caster the option to cast or turn once and enjoy the effect himself.

The reverse, Unhallow, works in the same manner by granting +1 damage on Inflict spells (reversed healing) makes undead (or vile netherworld inhabitants) harder to Turn by one point (or optionally easier to Command by one point). It likewise lasts one round longer than the chant is maintained.

Hallucinatory Terrain

- Range: 400 feet + 40'/level
 MU 4, 15 Duration: 12 turns / level

This spell makes one 10 yard cube per level of outdoor terrain appear like a different type (field into forest, grassland into desert, or the like). This spell requires a full turn to cast.

The affected terrain looks, sounds, and smells like another sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance. A save vs. Spells is allowed to see through the illusion, but only if the creatures or characters affected actively attempt to do so.

Haste*

- Range: 30 feet +10'/level
 MU 3 Duration: 1 round / level

This spell accelerates the actions of 1 creature per caster level. The affected creatures move and act twice as quickly as normal, having double their normal movement rates and making twice the normal attacks per round, for the duration of the spell. Spell casting is not accelerated, nor is the use of magic items such as wands, which may still be used just once per round. Multiple haste or speed effects don't combine; only apply the most powerful or longest lasting effect.

Reversed, haste becomes Slow; affected creatures move at half speed, attacking half as often (generally, every other round) and making half a normal move each round. Naturally, target creatures may save vs. Spells to avoid the effect. Haste and slow counter and dispel each other.

Heal*

C 6 Range: touch
 - Duration: permanent

Heal enables the caster to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blindness, confusion, deafness, disease, exhaustion or fatigue, *feeblemind*, insanity, nausea, and poison. It also restores all but 1d4 of the target's hit points. Heal does not remove negative levels or restore permanently drained ability score points.

The reversed spell, harm, injures the creature touched so horribly that it is left with only 1d4 hit points. The caster must succeed at a normal attack roll in this case; failure means the spell is wasted. Note that, if the victim has fewer hit points remaining than the number rolled, he or she will take at least one point of damage (and this is the only case in which harm may kill a creature).

Generally, both heal and harm only affect living creatures. If used against an undead creature, heal instead acts like harm; likewise, harm affects undead like heal. Constructs such as golems are unaffected by either spell.

Heave

- Range: 10 feet
 MU 2 Duration: instantaneous

This spell creates a pulse of force that violently shoves all creatures (friend and foe alike) within 10 feet of the caster radially away, moving each 30 feet if unobstructed. If some barrier exists before the end of the heave, the creature will take damage from the strike according to the distance to barrier. A save vs. Dragon Breath will reduce the damage by half.

- <10 feet away: 3d4 damage
- between 10 and 20 feet away: 2d4 damage
- between 20 and 30 feet away: 1d4 damage

Heat Metal

D 2 Range: 25 feet
 - Duration: 7 rounds

This spell causes a single item made of ferrous metal (iron-based, namely metal armors or weapons) to become hot for a brief period of time. The affected item is warm to the touch immediately, and then becomes progressively hotter each round as indicated on the table below. The damage roll indicated is applied to any creature continuing to hold or wear the affected item; a brief touch does no damage.

Round	Temperature	Damage
1st	Warm	None
2nd-3rd	Hot	1d4 points
4th-5th	Searing	2d4 points
6th	Hot	1d4 points
7th	Warm	None

Hidden Door

- Range: 30 feet
 MU 1, I 1 Duration: 1 hour / level

This spell causes a single door chosen by the caster to become hidden via minor transformation and illusion to appear as the surrounding material, effectively becoming an actual Secret Door for the duration of the spell. The caster can see the door for what it is, as can magical detection spells, but otherwise creatures must use normal searching and trial-and-error methods of gaining access.

Hold Animal

D 3 Range: 180 feet
 - Duration: 2d8 turns

Functioning much like *hold person*, this spell will render any animal creature paralyzed. Specifically, this means non-magical living creatures of animal intelligence, including giant sized animals. Targets of the spell are aware, and breathe normally, but cannot take any actions. A successful save vs. Spells will negate the effect. The spell may be cast at a single animal, which makes its save at -2, or at a group, in which case 1d4 of the animals in the group may be affected.

A winged creature which is paralyzed cannot flap its wings and falls (if in flight at the time). A paralyzed swimmer cannot swim and may drown.

Hold Giant

C 3 Range: 180 feet
 MU 4, 15 Duration: 2d8 turns

Functioning much like *hold person*, this spell will render any living (not undead) giant humanoid creature paralyzed. Related near-giants are also subject to the spell (such as ogres, but otherwise as determined by the Game Master). Targets of the spell are aware, and breathe normally, but cannot take any actions, including speech. A successful save vs. Spells will negate the effect. The spell may be cast at a single giant, who makes his or her save at -2, or at a group, in which case 1d4 of the creatures in the group may be affected.

Hold Monster

- Range: 180 feet
 MU 5, 16 Duration: 2d8 turns

Functioning as a stronger version of *hold person*, this spell will render any living creature paralyzed. Targets of the spell are aware, and breathe normally, but cannot take any actions. A successful save vs. Spells will negate the effect. The spell may be cast at a single creature, which makes its save at -2, or at a group, in which case 1d4 of the creatures in the group may be affected.

A winged creature which is paralyzed cannot flap its wings and falls (if in flight at the time). A paralyzed swimmer cannot swim and may drown.

Hold Person

C 2 Range: 180 feet
 MU 3, 14 Duration: 2d8 turns

This spell will render any living (not undead) human, demi-human or humanoid creature paralyzed. Creatures larger than ogres will not be affected by this spell. Targets of the spell are aware, and breathe normally, but cannot take any actions, including speech. A successful save vs. Spells will negate the effect. The spell may be cast at a single person, who makes his or her save at -2, or at a group, in which case 1d4 of the creatures in the group may be affected.

A winged creature which is paralyzed cannot flap its wings and falls (if in flight at the time). A paralyzed swimmer cannot swim and may drown.

Hold Portal

- Range: 100 feet +10'/level
 MU 1 Duration: 1 round / level

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A *knock* spell or a successful *dispel magic* spell can negate a *hold portal* spell.

Holy Word

C 7 Range: 30 foot radius
 - Duration: instantaneous

This spell represents the single most powerful word of any cleric's purest faith. When uttered aloud, the cleric pulses with a blinding radiance and all enemies of the cleric within a 30 foot radius that can hear him suffer 1d6 points of damage per level of the cleric. Because of the searing light emanating from him, each enemy within 30 feet that can see the cleric must make a save vs. Spells or be blinded. Creatures struck dead by this spell burst into a radiance similar to the cleric and fade into a pile of fine dust.

Ice Knife

- Range: self
 MU 1 Duration: 1 round / level

This draws water from the surrounding environment to create a large dagger of hardened ice in the caster's hand. The dagger causes 1d6 damage (plus Strength bonus if any), but the damage is treated as cold/frost. Against those with particular vulnerability to cold, such as creatures of fire or flame, the ice knife does double (2d6) damage. The wielder does not suffer any harm handling the cold dagger.

The dagger may be passed along to another to wield, or even thrown as normal dagger. While it provides no actual bonus to hit, the dagger is treated as a magical weapon (equivalent to +1) for the purposes of striking some creatures. The daggers melts away to nothingness at the end of the spell duration.

Ice Storm

- Range: 300 feet +30'/level
 MU 4 Duration: 1 round

This spell causes great magical hailstones to pound down for 1 full round, dealing 5d6 points of damage to every creature in a 20 foot radius around the target spot; a successful save vs. Spells will reduce damage by half. The ice storm fills a vertical volume of 40 feet, so creatures higher than that distance above the target spot are unaffected. A -20% penalty applies to each Listen roll made within the ice storm's effect, and all land movement within its area is at half speed. At the end of the duration, the hail disappears, leaving no aftereffects (other than the damage dealt). Any creature naturally resistant to cold takes half damage (or one-quarter damage if it makes its save).

Illusionary Wall

- Range: 60 feet
I 3 Duration: permanent

This spell creates the illusion of a wall, floor, ceiling, or similar surface, covering up to a 10 foot square area, up to 1 foot thick. The section of wall created appears absolutely real when viewed, but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally. Touch or a probing search may reveal the true nature of the surface; the Game Master may either allow a save vs. Spells to detect the illusion, or if the probing attempt is well devised the GM may allow it to automatically succeed. In either case, such measures do not cause the illusion to disappear.

Immunity to Normal Weapons

- Range: touch
MU 3 Duration: 5 rounds +1/level

This spell temporarily makes the target immune to non-magical weapons. Anyone under the protection of this spell is treated as an enchanted creature for the purpose of magic items (for instance, a Sword +1, +2 vs Enchanted Creatures).

Inscribe

- Range: touch
MU 0, I 0, N 0 Duration: permanent

This cantrip engraves up to a square foot of writing or drawing on almost any nonliving surface. It will not work on constructs, elementals, undead, or other animated materials.

Insect Plague

C 5 Range: 300 feet +30'/level
- Duration: 1 round / level

This spell summons one swarm of locusts per three caster levels, to a maximum of six swarms at 18th level. See Insect Swarm in the Monsters section of the core rules for the effects of a swarm. The swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarms must fill one contiguous area). The caster may summon the locust swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned.

Invisibility

- Range: touch
MU 2, I 2, N 2 Duration: special

The creature or object touched becomes invisible, vanishing from sight, including *Darkvision*. If the recipient is a creature carrying gear, that vanishes, too. If the spell is cast on someone else, neither the caster nor his or her allies can see the subject, unless they can normally see invisible things or employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible. Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as stepping in a puddle).

The spell ends if the subject attacks any creature or casts any spell. Actions (other than spellcasting) directed at unattended objects do not break the spell. Causing harm indirectly, such as setting a trap, is not an attack. The spell lasts at most 24 hours.

Invisibility 10' Radius

- Range: touch
MU 3, I 3 Duration: 1 round / level

This spell functions like *invisibility*, except that this spell confers invisibility upon all creatures within 10 feet of the recipient touched. The center of the effect is mobile with the recipient.

Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Affected creatures (other than the recipient) who attack negate the invisibility only for themselves. If the spell recipient attacks, the invisibility sphere ends for all affected creatures.

Invisibility Improved

- Range: touch
 I 4 Duration: 1 round / level

This spell works exactly like invisibility, except that it does not end if the subject attacks or casts a spell.

Invisibility Mass

- Range: 240 feet
 MU 7, I 6, N 7 Duration: special

This spell bestows the effect of an invisibility spell on all creatures within a 30x30 foot area. Each subject will remain invisible until he or she attacks or casts a spell. A subject that leaves the original area of effect remains invisible.

Invisible Stalker

- Range: 0
 MU 6 Duration: special

The caster summons an invisible stalker to do his or her bidding (see the Monsters section of the core rules, for details). The spell persists until dispel evil is cast on the creature, it is slain, or the task is fulfilled. The Game Master is advised to review the monster entry for the invisible stalker when this spell is used, as they may not always be reliable servants.

Irritate

- Range: 10 feet
 MU 0, I 0, N 0, Duration: instantaneous

This cantrip forces another person to involuntarily blink, nod, itch, giggle, or some other small body motion in order to create a momentary distraction. It works well to disrupt spell casting or concentration, although the subject gets a save vs. Spells to resist.

Jaunt

- Range: 30 feet +10'/level
 MU 2 Duration: instantaneous

Like a minor dimension door spell, the caster instantly transfers himself to any spot within 30 feet plus 10 feet per caster level. The target site must be within view and must have a solid surface to land upon (or else the spell fails and is wasted). The jaunt affects only the caster and his personal equipment. The spell cannot bring additional creatures along.

Knock

- Range: 30 feet
 MU 2, N 2 Duration: special

The knock spell opens stuck, barred, locked, held, or wizard locked doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold shut something which can be opened). If used to open a wizard locked door, the spell does not remove the wizard lock but simply suspends its functioning for one turn. In all other cases, the door does not re-lock itself or become stuck again on its own. Knock will not raise a portcullis or operate any other similar mechanism, nor will it affect ropes, vines, and the like. Each spell can undo a single means of preventing access.

Knot*

- Range: 10 feet
 MU 0, I 0, N 0 Duration: instantaneous

This minor spell may tightly knot or tangle a rope, string, or similar object in any knot the caster would be able to tie himself. Reversed, the Unknot spell may undo any knot the caster could unknot himself.

The spell cannot be used offensively to bind, trip (shoelace trick), or otherwise directly affect another individual, except in the most indirect ways. For instance, it might be used to untie a purse string, causing contents to spill out at an inopportune time when the subject moves, but a rope could not be made to bind a subject's feet. The Game Master should decide what can be accomplished.

Levitate

- Range: touch
 MU 2 Duration: 1 turn / level

Levitate allows the caster to move himself or herself, another creature, or an object up and down as desired. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. The caster can mentally direct the recipient to move up or down as much as 20 feet each round, by concentration. The caster cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its normal land speed).

A levitating creature that attacks with a weapon finds itself increasingly unstable; the first attack has a -1 attack penalty, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1 penalty.

Light*

C 1, D 1 Range: 120 feet
 MU 2, I 1, N 1 Duration: 6 turns +1/level

This spell creates a light equal to torchlight which illuminates a 30 foot radius area (and provides dim light for an additional 20 feet) around the target location or object. The effect is immobile if cast into an area, but it can be cast on a movable object. Light taken into an area of magical darkness does not function.

Reversed, light becomes darkness, creating an area of darkness just as described above. This darkness blocks out Darkvision and negates mundane light sources.

A light spell may be cast to counter and dispel the darkness spell of an equal or lower level caster (and vice versa). Doing so causes both spells to instantly cease, restoring the existing ambient light level.

Either version of this spell may be used to blind an opponent by means of casting it on the target's ocular organs. The target is allowed a saving throw vs. Death Ray to avoid the effect, and if the save is made, the spell does not take effect at all. A light or darkness spell cast to blind does not have the given area of effect (that is, no light or darkness is shed around the victim).

Lightning Bolt

- Range: 50 feet +10'/level
 MU 3 Duration: instantaneous

This spell releases a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level to each creature within its area. A save vs. Spells for half damage is allowed. The bolt begins at the caster's fingertips and extends to the range given. The caster may choose to limit the range of the spell, but the minimum range is 60 feet. As the lightning bolt passes through an area, it is arcing and jumping, so that while it is quite thin at any given point, for game purposes treat it as if it is 5 feet wide.

The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it may reflect from the barrier back toward the caster, or in a random direction at the Game Master's option. Creatures already affected by the lightning bolt do not take additional damage if struck by the reflection of the bolt.

Locate Corpse

C 2 Range: 360 feet
 MU 2, N 1 Duration: 1 round / level

This spell allows the caster to sense the direction of the closest corpse or remains of a type usable for spells such as animate dead or other similar spells. Throughout the duration, the caster need simply concentrate on the general type of corpse (animal, humanoid, large size, etc) and of applicable state (intact, fresh, skeletal, etc). The nearest remains fitting the criteria is located if more than one is within range. Upon arrival at the location of the nearest corpse, the caster can again concentrate to locate another corpse, as long as the spell duration lasts. Specific remains belonging to a particular individual can be located with this spell, so long as the caster knew the individual personally during life. The spell is blocked by even a thin sheet of lead or gold. Creatures (including undead), cannot be found by this spell.

Locate Object

C 3 Range: 360 feet
 MU 2, N 2 Duration: 1 round / level

This spell allows the caster to sense the direction of a well-known or clearly visualized object. He or she can search for general items, in which case the nearest one of its kind is located if more than one is within range. The caster cannot specify a unique item unless he or she has observed that particular item firsthand (not through divination). The spell is blocked by even a thin sheet of lead or gold. Creatures cannot be found by this spell.

Longevity

- Range: self
 MU 7, N 7 Duration: permanent

This spell will halt the aging process in the caster for 1d4+1 years. During this period, the caster's physical appearance and general health remain as they were at the time of the casting, as if he or she has not aged a day. Aging attacks, such as those from a ghost, subtract from the Longevity years first before actually aging the victim. Because of the momentous magical strain of this spell on the body and soul, a caster can only benefit from it once every 5 years. Casting this spell requires a bloodstone gem of at least 2,000gp in value, which is consumed.

Lower Water

D 4 Range: 360 feet
 MU 6 Duration: 1 turn / level

This spell causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a more or less square-shaped depression whose sides are up to 10 feet long per caster level. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a slow spell (the reverse of *haste*); a save vs. Spells is allowed, with success negating the effect. The spell has no effect on other creatures.

Mage Hand

- Range: 40 feet or 10 feet
 MU 0, I 0, N 0 Duration: 1 turn

A spectral hand is conjured, which may either move one pound of materials at a speed of 10 feet per round for 10 rounds (at a maximum range of 40 feet), or give an object a powerful push about equal to the caster's strength at a range of ten feet.

Alternatively, the caster can manipulate small and light objects (about 1 pound) at up to 10 feet as if he or she was holding the object himself. Weapons cannot be so wielded, as they must be applied with force and precision that cannot be accomplished by this minor spell. Alchemists and wizards often use this for dangerous experiments to keep themselves safe at a small distance.

Maggot Spray

- Range: 10 feet
 N 2 Duration: 1 round / level

From the casters mouth sprays a stream of filth containing live flesh eating maggots affecting all within a 10 foot section immediately adjacent to and chosen by the caster. Those struck by the spray must save or be sickened for 2d6 rounds (see *stench*, causing a penalty of -2 to their attacks). The maggots eat into the flesh causing 1d4 points of damage immediately and on subsequent rounds an additional 1d4 damage per round for a number of rounds equal to the caster's level. Individuals may stop the damage by using an entire round to brush off the maggots (no movement, attacks, and loss of any dexterity or shield bonuses during this round). Those taking the time to brush off the maggots take normal damage that round. Removing the maggots does not remove the sickening effect of those who failed that save.

Magic Jar

- Range: 60 feet
 MU 5, N 5 Duration: special

By casting magic jar, the spell caster places his or her soul in a gem or large crystal within spell range (known as the magic jar), leaving the body lifeless. The caster may then attempt to take control of a nearby living creature within spell range, forcing its soul into the magic jar. The caster may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when the caster's soul returns to his or her own body, leaving the receptacle empty. The magic jar must be within spell range and the caster must know where it is, though he or she does not need to be able to see it. When the caster transfers his or her soul upon casting, the caster's body is, as near as anyone can tell, dead, but does not undergo decay as a normal dead body would. In any case where the spell ends with the caster's body unoccupied by a spirit, that body shall die immediately.

Possession by means of this spell is blocked by protection from evil or a similar ward. The subject is allowed a save vs. Spells to resist. Failure to take over the host leaves the caster's life force in the magic jar, and that target creature is immune to further attempts for the duration of the spell. If the caster is successful, his or her life force occupies the host body, and the host's life force is imprisoned in the magic jar. The caster keeps his or her Intelligence, Wisdom, Charisma, level, class, attack bonus, saving throws, and mental abilities (including spellcasting ability). The host retains its Strength, Dexterity, Constitution, hit points, and natural abilities. Extra limbs do not allow the caster to make more attacks than normal. The caster does not have access to any extraordinary or supernatural abilities of the body.

If the caster's spirit is in the magic jar, and the jar is broken (whether by dispel magic or physical damage) while the jar is in range of the caster's body, the caster's spirit returns to its body. Otherwise, the caster's spirit departs (the caster dies). In either case, the spell ends.

If the caster's spirit is driven from the host body by dispel evil while the magic jar is in range of the host body, the caster's spirit returns to the jar, and the host's spirit returns to its body. The caster will not be able to possess the same host again for the remaining duration of the spell. If the magic jar is not in range of the host body, the caster's spirit departs, the host's spirit is freed from the jar (and departs), and the host's body dies.

If the host's spirit is in the magic jar, and the jar is broken with the jar in range of the host's body, the caster's spirit departs, the host's spirit returns to its body, and the spell ends. Otherwise, the host's spirit departs, and the caster's spirit is stranded in the host body. Note here that the spell has not ended. Dispel evil can be used to drive the caster's spirit from the body, which departs, ending the spell.

Magic Mirror

- Range: 10 feet
 MU 4 Duration: 1 round / level

Turns a reflective surface within range into a magic mirror through which the caster can view other creatures or areas. The caster must name the area or creature. The caster and any other creatures viewing the mirror will be able to see the images, but only the caster will hear sound from the viewing. Detection and vision spells can be cast into it, allowing the caster to detect magic, see invisible, etc in the area he is viewing.

Magic Missile

- Range: 100 feet +10'/level
 MU 1 Duration: instantaneous

This spell causes a missile of magical energy to dart forth from the caster's fingertip and strike its target, dealing 1d6+1 points of damage. The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature cannot be singled out. Inanimate objects are not damaged by the spell.

For every three caster levels beyond 1st, an additional missile is fired (two at 4th level, three at 7th, four at 10th, and the maximum of five missiles at 13th level or higher). If the caster fires multiple missiles, he or she can target a single creature or several creatures. A single missile can strike only one creature. Targets must be designated before damage is rolled.

Magic Mouth

- Range: 30 feet
 MU 1, I 1 Duration: special

This spell imbues the chosen non-living object with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which may be up to three words per caster level long, can be in any language known by the caster and can be delivered over a period of 10 minutes, at any volume from a whisper to a yell. The voice will resemble the caster's, but will not be identical. The mouth cannot use command words or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Of course, magic mouth can be placed upon a tree, rock, or any other object.

The spell functions when specific conditions are fulfilled according to the caster's command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers.

Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A magic mouth cannot distinguish level, hit dice, or class except by external garb.

The range limit of a trigger is 10 feet per caster level, so a 6th level caster can command a magic mouth to respond to triggers as far as 60 feet away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Massmorph

- Range: 100 feet +10'/level
 MU 4, I 4 Duration: 1 hour / level

With this spell the caster causes 1d4+1 man-sized (or smaller) creatures per four caster levels to appear as if they are natural effects of the terrain (for example, trees in a forest, stalagmites in a cave, coral underwater, boulders in a cavern, etc.). All creatures to be affected must be within a 120 foot radius of the caster at the time the spell is cast. Only those creatures the caster wishes to hide are affected, and then only if they are willing to be concealed. The caster may include himself or herself among the affected creatures.

Those affected are thus concealed from other creatures passing through the area for so long as they remain still. If an affected creature chooses to move or attack, the illusion is dispelled for that creature, but those who remain still continue to be hidden. The caster may end the spell early if he or she wishes by speaking a single word. The illusion can also be ended by dispel magic.

Maze

- Range: 60 feet
 I 6 Duration: 1 turn (see text)

By means of this spell, the caster banishes the target creature into an extra-dimensional labyrinth. Once per round, the victim of this spell may attempt a save vs. spells to escape the labyrinth. If the victim does not escape, the maze disappears after 10 minutes, freeing the victim at that time.

On escaping or leaving the maze, the target creature reappears where it had been when the maze spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space. Spells and abilities that move a creature within a plane, such as teleport or dimension door, do not help a creature escape a maze spell. Minotaurs are not affected by this spell.

Meal Blessing

C 0, D 0 Range: touch
 - Duration: permanent

The caster shares a short prayer before a meal to give the diners a blessing. Anyone who eats of the meal within 1 turn heals 1 hit point, up to a maximum of 4 participants per level of the caster. The meal must be specially prepared according to the religious requirements of the caster's deity (not just a round of camp rations).

Mend

C 0, D 0 Range: touch
 - Duration: permanent

The caster mends or repairs a single break, dent, hole, or similar minor repairs to a single object. Repair is permanent but the object is not immune to subsequent damages.

Message

D 2 Range: touch
 MU 2 Duration: 1 turn / level

When this spell is cast, the caster can whisper messages and receive replies with little chance of being overheard. When the spell is cast, the caster chooses each creature to be included in the spell effect (up to one creature per level). When the caster whispers, the whispered message travels in a straight line and is audible to all of the involved creatures within 30 feet, plus 10 feet per level of the caster. The creatures who receive the message can whisper a reply that is heard by the spell caster. Note that there must be an unobstructed path between the caster and the recipients.

The message must be in a language the caster speaks; this spell does not by itself confer understanding upon the recipients. This spell is most often used to conduct quick and private conferences when the caster does not wish to be overheard.

Major Warding

- Range: touch
 MU 4, N 4 Duration: special

This spell cloaks an object of less than 10 cubic feet with an invisible aura of harmful energy. Thereafter, the first creature touching the object sets off the ward, receiving 6d6 points of damage to living creatures or 3d6 to non-living creatures such as undead, elementals or golems (as Minor Warding). No saving throw is allowed to avoid the damage. The object is unaffected by the discharge of the major ward. The caster is free to handle the object at will. The maximum duration of the spell is 1 hour per level of the caster.

Minor Warding

- Range: touch
 MU 2, N 2 Duration: special

This spell cloaks an object of less than 10 cubic feet with an invisible aura of harmful energy. Thereafter, the first living creature touching the object sets off the ward, receiving 3d6 points of damage. No saving throw is allowed to avoid the damage. The object is unaffected by the discharge of the minor ward.

Non-living creatures, such as undead or golems, will not set off a minor ward. The caster is free to handle the object at will. The maximum duration of the spell is 1 hour per level of the caster.

Mirror Image

- Range: self
 MU 2, I 1 Duration: 1 turn / level

This spell creates several illusory duplicates of the caster. The images move through each other as well as the real caster more or less constantly, making it impossible for most creatures to determine which is real. A total of 1d4 images plus one image per three caster levels (maximum eight images total) are created. These figments separate from the caster and remain in a cluster around him or her. The figments mimic the caster's actions, pretending to cast spells, drink potions, levitate, and so on, just as the caster does. Figments always look exactly like the caster.

Enemies attempting to attack or cast spells upon the caster will always hit a figment instead. Any attack against an image destroys it, whether the attack roll is successful or not; likewise, attack spells cast directly upon a figment will destroy it, with no saving throw allowed. Area-effect spells are not cast directly on the caster, and thus appear to affect all figments exactly as they affect the caster; for instance, if the caster is subjected to a fireball, all figments will appear to be injured just as the caster was.

Mislead

- Range: 10 feet
I 5 Duration: special

The caster becomes invisible (as if by means of improved invisibility) and at the same time an illusory double of him or her appears (as if by means of spectral force). The caster is then free to go elsewhere while his or her double moves away. The double appears within the given range, but thereafter moves as the caster directs it (which requires concentration). The double may be controlled at any distance from the caster, so long as the caster remains able to see it.

The caster can make the double appear superimposed perfectly over his or her body so that observers don't notice an image appearing when the caster turns invisible. The caster and the double can then move in different directions. The double moves at the caster's speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

The illusory double lasts as long as the caster concentrates upon it, plus 3 additional rounds. After the caster ceases concentration, the illusory double continues to carry out the same activity until the duration expires. The improved invisibility lasts for 1 round per caster level, regardless of concentration.

Mount

- Range: 30 feet
MU 1 Duration: 2 hours +1hr/level

A normal mount is called to serve the caster. The mount serves willingly and loyally for the duration, disappearing at the end of the spell duration or until slain. The type of mount depends on the level of the caster (below), but caster can choose any lesser mounts at his or her option. No gear accompanies the mount unless the caster chooses to summon a mount at least one category less than is possible.

The summoned mount has average statistics (4½ hp per hd), but each category of lesser mount will increase this average by 1 hp per die. For example, a 13th level caster can summon a Warhorse with saddle and having 6½ hp per die.

The typical summoned mounts are:

- 1st Level: Riding Horse.
- 4th Level: Draft or War Horse
- 8th Level: Camel
- 13th Level: Elephant (with howdah at 15th)
- 15th Level: Griffon (with saddle at 18th)
- each lesser type chosen may have saddle and better than average statistics.

The Game Master may allow for other mounts when in an appropriate setting. For instance, in a mountainous environment, a dwarven riding ram might be summoned instead. The GM will decide when such is possible and any particulars of such alternate summonings.

Mummify

- Range: touch
N 5 Duration: permanent

After careful ceremonial preparations lasting five days, and the application of many rare and expensive unguents, the caster is able to call back the spirit of the dead to reanimate its corpse as a mummy. Mummies so created are of the standard sort (see monster entry). Mummies do not count against the normal limits of controllable undead (per Animate Dead spell), but the caster can maintain control over as many Hit Dice of Mummies as his own level.

Mummies do not travel well, being slow and quickly wear down taking damage on long journeys. They make better guardians for the animator's lair. Preparations for mummification cost 100gp per hit die (500gp per Mummy). A separate casting of the spell is necessary for each Mummy created. It might be possible to create a mummy from a large humanoid such as a giant, however the costs associated with preparation increase dramatically to 5000gp per Hit Die of the final product. More powerful mummies, such as those with intact class-based powers, are generally created through the use of the Undeath spell.

Negate Stench*

- Range: touch
 N 0 Duration: 1 round / level

Removes scent from one creature (or corpse), including ghouls or ghosts (save to resist effect). Lasts 1 round per level. Reversed, the relevant scent is made more potent, increasing save difficulty by 2 points when applicable.

Neutralize Poison*

C 4, D 5 Range: touch
 - Duration: instantaneous

This spell detoxifies any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison; if cast upon a creature slain by poison in the last 10 rounds, the creature is revived with 1 hit point. If cast upon a poisonous object (weapon, trap, etc.) the poison is rendered permanently ineffective.

Reversed, this spell becomes poison. The caster must make a successful attack roll; if the attack is a success, the target must save vs. Poison or die. The caster's touch remains poisonous for 1 round per level of ability, or until discharged (only one creature can be affected by the reversed spell).

Obscurement

- Range: 100 feet +10'/level
 I 2 Duration: 10 minutes / level

A bank of fog, up to a cube 20x20x20 foot in volume, billows out from the point the caster designates. The cloud moves at a rate of 10 feet per round under the control of the caster (so long as he or she concentrates on it). The fog obscures all sight, including Darkvision, beyond 5 feet. Thus, beyond 5 feet, all creatures will be effectively blind.

The cloud persists for the entire duration even if the caster ceases to concentrate upon it, but a moderate wind (11+ mph) disperses the fog in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. This spell does not function underwater.

Open/Close

- Range: 10 feet
 MU 0, I 0, N 0 Duration: instantaneous

A single, normal, unlocked door, window or similar device can be opened or closed by use of this minor spell. It cannot be made to close upon another being or otherwise be used offensively except in the most indirect ways (such as closing a portal before a being gets to pass). The magic of this minor spell is not strong enough to hold or otherwise keep a being from manipulating the portal or device.

Pacifism

- Range: touch
 MU 5 Duration: special

This spell misleads a creature with an intelligence lower than 14 to have a change in heart. They are lead to believe that the fight is useless and could be resolved peacefully. They put there arms down and roll morale for all the creatures in the encounter and if the creatures pass morale they continue fighting, if they fail they follow the creature that was targeted. This will last for 1d6 rounds. Every 3 levels after 5th add 1d6 to the number of rounds the effect lasts.

Part Water

D 6 Range: 60 feet
 - Duration: 1 turn / level

This spell, when cast on a body of water, causes it to part. This exposes a path that can be traversed as if it where dry land. Note that this spell does not change the topography of the bottom of the body of water, so the terrain my still be difficult to cross. The caster is able to affect a body of water up to 5 feet/caster level. The caster may dismiss this spell at any time.

Passwall

- Range: 30 feet
 MU 5, N 5 Duration: 3 turns

Passwall creates a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is up to 10 feet deep plus an additional 10 feet deep per three caster levels above 9th (20 feet at 12th, 30 feet deep at 15th, 40 feet deep at 18th). If the wall's thickness is more than the depth of the passage created, then a single passwall simply makes a niche or short tunnel. Several passwall spells can then form a continuing passage to breach very thick walls. When passwall ends (due to duration, dispel magic, or caster's choice), creatures within the passage are ejected out the nearest exit.

Pass Tree

D 6 Range: touch
 - Duration: instantaneous

This spell allows the caster and up to two others to teleport between any two living trees on the same plane. The caster chooses a general location or a specific tree. The caster must have personal knowledge of the specific tree or general area that is the target destination.

Pass Without Trace

D 1 Range: touch
 - Duration: 1 hour / level

This spell permits up to one creature per caster level to move through any type of terrain, leaving neither footprints nor scent. Tracking the subjects by non-magical means is thus rendered impossible by mundane means.

Permanent Illusion

- Range: 180 feet
 I 6 Duration: permanent

This spell functions much like advanced illusion (which is based upon spectral force and phantasmal force), except that the spell is permanent. The "script" for this spell simply repeats endlessly.

Phantasmal Force

- Range: 180 feet
 MU 2, I 2 Duration: concentration

This spell creates the visual illusion of an object, creature, or force, as visualized by the caster, up to a maximum size of a 20 foot cube (20x20x20 feet). The illusion does not create sound, smell, texture, or temperature. The caster can move the image within the limits of the size of the effect. The image persists so long as the caster concentrates upon it.

If used to create the illusion of one or more creatures, they will have an Armor Class of 11 and will disappear if hit in combat. If used to simulate an attack spell, a successful save vs. Spells will allow victims to avoid all damage. Damage done by monsters, spells, etc. simulated by this spell is not real; those "killed" or otherwise apparently disabled will wake up uninjured (at least from this spell) after 2d8 rounds. The illusory damage done will be equivalent to the normal damage for any attack form simulated.

Phantom Armor

- Range: touch / self
 I 1 Duration: 6 hours (special)

This spell covers the person touched (or caster) in a suit of quasi-real armor. While it is made of the stuff of illusion and shadow, it provides protection equal to plate mail (AC 17). The phantom armor does not incur any encumbrance, nor affect movement or spell casting ability in any way. Other than a shield, it cannot be combined with any other armor or magical protections (not even bracers of defense or rings of protection). The phantom armor can be negated by disbelief, dispel magic, dispel illusion, or similar effects.

While active, the armor will absorb 1 point of damage per level of the caster before disappearing, with any remaining damage being applied normally. The spell will last a maximum of 6 hours regardless of the amount of damage absorbed.

Phantom Messenger

- Range: special
 I 3 Duration: special

When this spell is cast, it creates a quasi-real, birdlike creature. It may appear as a small hawk/falcon or as a large dove, and may be any shade of gray from nearly white to nearly black. It does not fight, but all normal animals shun it and only monstrous ones will attack. The messenger has an Armor Class of 18 and 2 hit points, plus 1 per level of the caster. If it loses all of its hit points, the Messenger disappears.

The Messenger flies at a movement rate of 120 feet per round. It can bear up to one ounce per five full levels of the caster (one ounce up to level 9, two ounces up to level 14, three ounces from levels 15 through 19, four ounces at level 20).

When created, the Messenger must be given a specific destination, which can be any location on the same plane of existence to which the caster has been at least once (even if he or she was lost at the time). After the caster attaches any message or small item(s) to the legs of the bird, he or she releases it, and it flies without error to the specified location.

The caster may additionally visualize a specific person, whom the Messenger will seek out near the target location. Note that this does not allow location of a person; the Messenger will fly around the target area looking for the target creature.

The Messenger will travel at its maximum movement from the caster to the target location. Distance is no object; the Messenger will continue indefinitely until the target area is reached. If a target creature was specified, the Messenger will then fly around up to one day per level of the caster looking, until the target creature is found; otherwise the Messenger will immediately land in the target area. After it lands the Messenger will wait patiently for the message or item(s) to be removed, and then disappear in a faint puff of smoke. If the item(s) or message are not removed immediately the Messenger will disappear anyway after waiting one round per level of the caster, dropping the items on the spot; this will also happen if a target creature is specified and cannot be found (the Messenger will land first before this happens so as not to drop any carried objects a great distance).

Phantom Steed

- Range: touch
I 3 Duration: 1 hour / level

The caster conjures a quasi-real horse-like creature. The steed can be ridden only by the caster or by the one person for whom he specifically created the mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it.

The mount has an AC of 18 and 12 hit points. If it loses all its hit points, the phantom steed disappears. A phantom steed has a speed of 10 feet per caster level, to a maximum of 120 feet. It can bear its rider's weight and what he or she carries (the steed cannot carry saddlebags or the like).

These mounts gain additional powers according to the caster's level:

8th level: Ability to ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

10th level: Ability to pass over water as if it were firm, dry ground.

12th level: Ability to travel in the air as if it were firm land instead, so chasms and the like can be crossed without benefit of a bridge. Note that the mount can not casually take off and fly.

14th level: Ability to fly as if it were a pegasus.

A mount's abilities include those of mounts of lower caster levels; for example, a phantom steed created by a 13th level caster can pass over water, sand, or mud as well as cross chasms.

Phase Door

- Range: touch
MU 3, I 5, N 4 Duration: 1 usage / 2 levels

This spell creates a magical passage through a wall, the floor, the ceiling or even through a section of ground. The phase door is invisible and inaccessible to all creatures except the caster, who is the only one that can use the passage. The passage is 10 foot deep plus another 5 feet for every three caster levels. The caster disappears when entering the phase door and appears when he or she exits. If desired, the caster can take one other creature through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor it is possible to see through it without using it.

A phase door is subject to *dispel magic*, but only from someone who is of higher level than the caster. If anyone is within the passage when it is dispelled, he or she is harmlessly ejected (determine random direction).

It is possible to allow other creatures to use the phase door by setting some triggering condition for the door. Such conditions can be as simple or elaborate as desired. They can be based on a creature's name or identity, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points do not qualify.

Plant Growth

D 3 Range: special
- Duration: permanent

This spell causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within 400 feet + 40 feet per caster level to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have brush and trees in it for this spell to take effect. An area up to 100 foot radius may be thus altered. Also, the caster may specify an area (a path, a clearing, etc.) within the given area of effect which is not so affected.

This spell has no effect on plant creatures, that is, any self-willed and/or animated plant.

Polymorph Other

- Range: 30 feet
MU 4 Duration: permanent

This spell allows the caster to change one target into another form of living creature. The assumed form cannot have more hit dice than caster's level, or be incorporeal or gaseous. Unlike *polymorph self*, the transformed target also gains the behavioral and mental traits, any physical attacks, special, supernatural or spell-like abilities of the new form, in addition to the physical capabilities and statistics of such. If the new form is substantially less intelligent, the target may not remember its former life.

The target creature will have the same number of hit points it previously had, regardless of the hit dice of the form assumed. Incorporeal or gaseous creatures are immune to this spell, as noted above. A creature with shape changing abilities such as a doppelganger can revert to its natural form in one round.

Unwilling targets that successfully save against *Polymorph* are not affected. The spell is permanent until dispelled or the creature is slain, at which time the target reverts to his or her original form.

Polymorph Self

- Range: self
 MU 4 Duration: 1 hour / level

This spell allows the caster to change into another form of living creature. The assumed form cannot have more hit dice than the caster's level. The caster can't assume an incorporeal or gaseous form. If slain, the caster reverts to his or her original form.

The caster gains the physical capabilities and statistics of the new form but retains his or her own mental abilities. He or she also gains all physical attacks possessed by the form but does not gain any special, supernatural or spell-like abilities. Dragon breath is a special ability, for instance, so were the caster to assume the form of a dragon he or she could use the dragon's normal claw, bite, and tail swipe attacks, but not the dragon's breath.

The caster can remain transformed up to one hour per level of ability, or may choose to end the spell whenever he or she desires (up to one hour per level, of course).

Power Word Stun

- Range: 120 feet
 MU 7, N 7 Duration: variable

The caster utters a single word of power that instantly causes one creature of his or her choice to become stunned, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 71 or more hit points is unaffected by power word stun. If the target has between 36 and 70 hit points the duration is 1d6 rounds. If the target has 35 hit points or less the duration is 2d6 turns.

Predict Weather

C 0, D 0 Range: self
 - Duration: instantaneous

With this orison the caster acquires some insight into the general weather to be expected over the next 24 hours for the location the caster is in at the time of casting. The orison cannot account for magical changes in weather from spells, magical beings, or other fantastic alterations from the normal patterns of weather.

Produce Flame/Cold

D 2 Range: self (and special)
 - Duration: 1 minute / level

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment. Alternatively, a bluish, cold aura may be produced (also produces light bright as torch-light). Neither variation of the spell functions underwater.

In addition to providing illumination, the flames or cold aura can be hurled or used in melee against enemies. You can touch an opponent in melee (with a +4 bonus to hit), dealing fire or cold damage respectively equal to 1d6 +1 point per caster level (maximum +10). Alternatively, you can hurl the flames or cold aura up to 120 feet as a thrown weapon. When doing so, you attack with a ranged attack (with no range penalty and likewise with an additional +4 bonus to hit), dealing the same damage as with the melee attack. No sooner do you hurl the flames or cold aura, the effect reappears upon your hand. Flames/cold will ignite/freeze materials as the Game Master deems appropriate. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

Note: the +4 bonus to hit is a result of only having to "touch" the target with the spell effect.

Programmed Illusion

- Range: 180 feet
 I 5 Duration: special

This spell functions like advanced illusion, except that this spell activates when a specific condition occurs. The caster sets the triggering condition when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired, but must be based on an audible, tactile, olfactory, or visual trigger. The trigger cannot be based on some quality not normally obvious to the senses, such as religious belief or magical ability. For example, the spell could be set to trigger when a character wearing robes and a pointed hat enters an area, but not when a Magic-User enters the area.

The spell remains ready indefinitely. When triggered, the spell will last at most 1 round per caster level.

Projected Image

- Range: 240 feet
 MU 6, I 5, N 6 Duration: 6 turns

This spell creates a quasi-real, illusory version of the caster. The intangible projected image looks, sounds, and smells like the caster, in addition to mimicking gestures and actions (including speech). Any further spells cast seem to originate from the illusion, not the actual caster. A line of sight between the caster and his or her illusory self must be maintained or the spell ends. Dimension door, teleport, or any similar spell that breaks the line of sight dispels the image, as does the illusionary caster being struck in combat. Note that this spell grants no special sensory powers to the caster; for example, if the illusory self is positioned so as to be able to see something the caster can't directly see, the caster does not see it. Also, all spell ranges are still figured from the caster's actual position, not the illusory self's position.

Protection from Evil*

C 1 Range: touch
 MU 1 Duration: 1 turn / level

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 bonus to AC and a +2 bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures. Note that the definition of "evil" is left to the individual GM to decide.

Second, the barrier blocks any attempt to possess the warded creature (by a magic jar attack, for example) or to exercise mental control over the creature (including charm spells or effects). The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the protection from evil effect. If the protection from evil effect ends before the effect granting control does, the would-be controller would then be able to command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast.

Third, the spell prevents bodily contact by summoned creatures (regardless of whether they are "evil" or not). This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature.

Reversed, this spell becomes protection from good. It functions in all ways as described above, save that "good" creatures are kept away, rather than "evil" creatures.

Protection from Evil* 10' rad.

C 4 Range: touch
 MU 3 Duration: 1 turn / level

This spell functions exactly as *protection from evil*, but with a 10 foot radius rather than a 1 foot radius. All within the radius receive the protection; those who leave and then re-enter, or who enter after the spell is cast, receive the protection as well.

Reversed, this spell becomes protection from good 10' radius and functions exactly as the reversed form of *protection from evil*, except that it covers a 10 foot radius around the target rather than the normal 1 foot radius.

Protection from Fire

D 3 Range: touch
 - Duration: special

If the caster touches himself or herself, this spell grants temporary immunity to fire (normal and magic). When the spell absorbs 12 points per caster level of magical fire damage, it is discharged. Otherwise the spell lasts for 10 minutes per caster level.

If the spell is cast upon another creature than the caster, protection from fire grants temporary immunity against normal fire. The spell also offers a +4 bonus to saving throws against magical fire and if the save is successful, the creature suffers no damage (and only 25% if the save fails). This version of the spell lasts for 10 minutes per caster level.

Protection from Lightning

D 4 Range: touch
 - Duration: special

This spell functions exactly like *protection from fire*, except that that it protects against any sort of electrical or lightning damage.

Protection from Normal Missiles

- Range: self
 MU 3 Duration: 1 turn / level

The caster is completely protected from small sized, non-magical missile attacks. Therefore, magic arrows, hurled boulders, or other such are not blocked, but any number of normal arrows, sling bullets, crossbow bolts, thrown daggers, etc. will be fended off. Note that normal missiles projected by magic bows count as magical missiles for the purposes of this spell.

Protection from Undead*

- Range: touch
N 1 Duration: 1 turn / level

This spell works almost identically to the protection from evil spell by warding a creature from attacks by undead creatures, from mental control, and from summoned creatures regardless of any moral or ethical leanings. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 bonus to AC and a +2 bonus on saves. Both these bonuses apply against attacks made or effects created by undead creatures or beings that the Game Master decides have a strong connection with death or undead.

Second, the barrier blocks any attempt to possess the warded creature (by a magic jar attack, for example) or to exercise mental control over the creature (including charm spells or effects). The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the protection from evil effect. If the protection from undead effect ends before the effect granting control does, the would-be controller would then be able to command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast.

Third, the spell prevents bodily contact by summoned creatures (regardless of whether they are undead or not). This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature.

Reversed, this spell becomes quite potent as protection from living. It functions in all ways as described above, save that "living" creatures are kept away, rather than dead or "undead" creatures. Creatures such as animate objects, golems, elementals, or other non-living beings (in the traditional sense) are unaffected by either version.

Necromancers often use both versions of the spell having to protect themselves from threats by both the living population as well as powerful undead that may try to command the Necromancer such as ghosts or vampires.

Protection from Undead* 10' rad.

- Range: touch
N 3 Duration: 1 turn / level

This spell functions exactly as protection from undead, but with a 10 foot radius rather than a 1 foot radius. All within the radius receive the protection; those who leave and then re-enter, or who enter after the spell is cast, receive the protection as well.

Reversed, this spell becomes protection from living 10 foot radius, and functions exactly as the reversed form of protection from undead, except that it covers a 10 foot radius around the target rather than the normal 1 foot radius.

Purify Food and Water

C 1, D 1 Range: 10 feet
- Duration: instantaneous

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. While permanent, this spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by purify food and drink, but the spell has no effect on creatures of any type nor upon magic potions.

Quest*

C 5 Range: 5 feet / level
- Duration: special

Quest places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by the caster. The target creature must be able to understand the caster for this spell to take effect. While a quest cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

A saving throw vs. Spells will allow an unwilling target to resist a quest when it is first cast. However, the target may choose to accept the quest, typically as part of a bargain with the caster to perform some service.

The affected creature must follow the given instructions until the quest is completed, no matter how long it takes. If the instructions involve some open-ended task that the recipient cannot complete through his own actions the spell remains in effect for a maximum of one day per caster level. A clever recipient can subvert some instructions. If the subject is prevented from obeying the quest for 24 hours, it takes 3d6 points of damage each day.

A quest (and all effects thereof) can be ended by a remove curse spell from a caster two or more levels higher than the caster of the quest, or by a wish, or by the reverse of this spell. Dispel magic does not affect a quest spell.

Raise Dead*

C 5 Range: touch
 - Duration: instantaneous

This spell restores life to a deceased human, demi-human or humanoid. The caster can raise a creature that has been dead for no longer than one day per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work. A creature which has become undead cannot be raised by this spell. Constructs and elementals cannot be raised. The spell cannot bring back a creature that has died of old age.

Coming back from the dead is an ordeal. The subject of the spell loses one level (or 1 hit die) when it is raised, permanently (it does not accrue a negative level, but rather loses an actual level, being reduced to the minimum number of experience points required for the previous level). If the subject is 1st level, it loses 1 point of Constitution instead (if this would reduce its Constitution to 0 or less, it can't be raised). This level, hit dice, or Constitution loss cannot be repaired by any means, though of course the character may gain levels and hit dice in the normal fashion.

A raised creature has a number of hit points equal to its current hit dice. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell. Also note, a character who died with spells prepared has none prepared upon being raised.

The reverse of this spell, slay living, will kill instantly the creature touched (which may be of any sort, not just a human, demi-human or humanoid) unless a save vs. Spells is made. If the saving throw is successful, 2d6 damage is dealt to the victim instead. An attack roll is required to apply this spell in combat.

Raise Shade

I 7 Range: touch
 Duration: instantaneous

Similar to *reincarnation*, the caster brings back a dead character (or humanoid creature) in a shadowy semblance of its former self, provided that its death occurred no more than one week before the casting of the spell and the subject's soul is free and willing to return. If the subject's soul is not willing to return, the spell does not work.

Since the dead character is returning in the form of shadow-stuff, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the character's body still exists, it can be reincarnated as shadow-stuff, but the portion receiving the

spell must have been part of the character's body at the time of death. The magic of the spell creates an entirely new body (of sorts) for the soul to inhabit from the surrounding shadows. This process takes one hour to complete. When the body is ready, the subject becomes aware again.

A raised shade character recalls the majority of its former life and form. Its class is unchanged, as are the character's Intelligence, Wisdom and Constitution. The character's Dexterity score is increased by 2. The character's Strength, and Charisma scores are each reduced by 2 points; if the character's ability scores are outside the allowable range for the new form, they should be adjusted up or down by the Game Master as needed. The subject's level (or Hit Dice) is reduced by 1; this is a real reduction, not a negative level, and is not subject to magical restoration. Roll one hit die and subtract the total from the character's original hit point total; this is the new form's hit points. If the subject was 1st level, instead of a hit point reduction, its new Constitution score is reduced by 2.

A shade character is strongest in areas of shadowy darkness, but not total darkness. The following benefits and detriments affect the character:

- Total Darkness: no change to ability scores, character can see with darkvision out to 30 feet.
- Shadowy Areas: all ability scores at +2 when attempting ability rolls. Character can see normally as other characters can in normal daylight conditions. Chance of surprising other individuals is increased by 1. Damaged caused by the character is increased by 1 point (in addition to any potential Strength increase result).
- Normal Lighting with minimal to normal shaded regions: normal ability scores but vision limited to 30 feet like normal characters would see with torch-light. Character is penalized -1 to all to attack rolls and chance of surprise is increased to 1-3 on d6 and -1 penalty to Initiative rolls.
- Brightly Lit areas, Unnatural Light Sources: all ability scores at -2 when attempting ability rolls. Character is effectively blinded (p.52 of core rules); surprise on 1-4 on d6, suffers -4 penalty to attack rolls, -4 penalty to AC, and -2 penalty to Initiative rolls.

Such shade characters are relatively normal otherwise and may be subsequently damaged or killed normally. Creatures of shadow may ignore the character or even receive a +2 on reaction rolls when encountering the individual.

Read Languages

- Range: self
 MU 1, I 2, N 1 Duration: special

This spell grants the caster the ability to read almost any written language. It may be cast in one of three modes:

- In the first mode, the spell allows the caster to read any number of written works in a variety of languages. This mode lasts for 1 turn per caster level.
- In the second mode, the spell allows the caster to read any one book or tome; this mode lasts 3 hours per caster level.
- In the third mode, the spell allows the caster to read any one scroll (other than a spell scroll; for instance, a protection scroll or a treasure map); this mode is permanent.

The spell grants the ability to read the texts, but does not in any way hasten the reading nor grant understanding of concepts the caster does not otherwise have the ability to understand. Also, for this spell to function, there must be at least one living creature that can read the given language somewhere on the same plane.

Refresh

C 1 Range: touch
 - Duration: 1 hour

This spell will refresh a creature who is hungry, thirsty, and/or tired. They will be able to act, think, and fight with complete ability for the duration of the spell.

Regenerate

C 6, D 7 Range: touch
 - Duration: permanent

This spell causes the subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of a multi-headed creature), broken bones, and ruined organs to grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. Otherwise, a full turn is required for the regeneration to complete.

This spell also heals 3d8 points of damage. Regenerate has no effect on nonliving creatures such as constructs elementals or undead.

Reincarnate

D 5 Range: touch
 MU 6 Duration: instantaneous

With this spell, the caster brings back a dead character (or humanoid creature) in another body, provided that its death occurred no more than one week before the casting of the spell and the subject's soul is free and willing to return. If the subject's soul is not willing to return, the spell does not work.

Depending on the caster's class, roll on the following table to determine what sort of creature the recipient becomes. Alternatively, the Game Master may choose what race is most likely, based upon nearby population groups or other factors. For instance, if the spell was cast by an npc goblin wizard, then a monstrous humanoid race might be more likely than human or demi-human choices. The GM may be inclined to make his own random table.

d% Druid	d% MU	
01-15	01-02	Animal (GM choice)
16-17	03-05	Bugbear
18-21	06-08	Caveman
22-25	09-11	Centaur
26-32	12-19	Dwarf
33-42	20-29	Elf (or Half-Elf)
43-45	30-32	Gnoll
46-50	33-35	Gnome
51-53	36-38	Goblin
54-63	39-48	Halfling
64-66	49-51	Hobgoblin
67-76	52-71	Human
77-79	72-74	Kobold
80-84	75-77	Lizard Man
85-87	78-80	Ogre (or Half-Ogre)
88-90	81-83	Orc (or Half-Orc)
91-94	84-86	Troglodyte
95-00	87-00	Other (GM choice)

Since the dead character is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the character's body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the character's body at the time of death. The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand. This process takes one hour to complete. When the body is ready, the subject is reincarnated.

A reincarnated character recalls the majority of its former life and form. Its class is unchanged, as are the character's Intelligence, Wisdom, and Charisma. The character's Strength, Dexterity, and Constitution scores should be rerolled; if the character's ability scores are outside the allowable range for the new form, they should be adjusted

up or down by the Game Master as needed. The subject's level (or Hit Dice) is reduced by 1; this is a real reduction, not a negative level, and is not subject to magical restoration. Roll one hit die and subtract the total from the character's original hit point total; this is the new form's hit points. If the subject was 1st level, instead of a hit point reduction, its new Constitution score is reduced by 2.

A character that has been turned into an undead creature or killed by a death effect cannot be returned to life by this spell. Constructs, elementals, and undead creatures can not be reincarnated. The spell cannot bring back a creature who has died of old age.

The reincarnated creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like, but it does not automatically speak the language of the new form.

Remove Curse*

C 3 Range: 30 feet
 MU 4, N 4 Duration: instantaneous

Remove curse instantaneously removes all curses on an object or a creature. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the creature afflicted with any such cursed item to remove and get rid of it. Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher.

The reverse of this spell, bestow curse, allows the caster to place a curse on the subject. A save vs. Spells is allowed to resist. The caster must choose one of the following three effects:

- A -4 decrease to a single ability score (minimum 1).
- A -4 penalty on attack rolls and saves.
- Each round of combat, the target has a 50% chance to act normally; otherwise, it takes no action.

The caster may also invent his or her own curse, but it should be no more powerful than those described above. The curse thus bestowed cannot be dispelled, but it can be removed with a remove curse spell.

Remove Fear*

C 1 Range: touch or 120 feet
 N 1 Duration: instantaneous

This spell will calm the creature touched. If the target creature is currently subject to any sort of magical fear, it is allowed a new save vs. Spells to resist that fear, at a bonus of +1 per level of the caster.

The reverse of this spell, cause fear, causes one target creature within 120 feet to become frightened; if the target fails to save vs. Spells, it flees for 2 turns. Creatures with 6 or more hit dice are immune to this effect.

Remove Paralysis

C 3 Range: touch
 - Duration: instantaneous

This spell negates paralysis for the targeted individual, whether due to magic or monster special attacks.

Resist Cold

C 1, D 1 Range: touch
 - Duration: 1 round / level

This abjuration grants a creature temporary immunity to cold. Minor cold (such as exposure to winter weather in inadequate clothing) is ignored by the affected creature. Against more significant cold (such as the breath of a White Dragon), the affected creature gains a bonus of +3 on saving throws, and all damage from such attacks is reduced by half (round up).

Resist Fire

C 2 Range: touch
 - Duration: 1 round / level

This abjuration grants a creature temporary immunity to fire and heat. Minor heat or fire (such as exposure to normal flames) is ignored by the affected creature. Against more significant heat or fire (such as a fireball), the affected creature gains a bonus of +3 on saving throws, and all damage from such attacks is reduced by half (round up).

Restoration

C 6, D 7 Range: touch
 - Duration: permanent

This spell restores negative levels to a creature who has suffered energy drain. See the rules for Energy Drain (in the Encounter section of the core rules) for details. Restoration does not restore levels lost due to death (as described for the spell raise dead).

Restore Health

C 2, D 2 Range: touch
 - Duration: instantaneous

This spell removes unnatural weakness, mental or physical debilitation or exhaustion from the touched individual. This spell is useful for restoring temporary ability score draining, such as the strength-draining touch of a shadow. The caster chooses which ability score the spell will restore when casting. It has no effect on permanent ability score loss or energy drain.

Ring of Greater Healing*

C 7 Range: 15 foot radius
 - Duration: instantaneous

This spell allows the caster to cure serious wounds on multiple creatures within 15 feet. Ring of Greater Healing cures 3d6+3 points of damage on the caster plus one living creature per 3 levels of the caster. If more creatures are within the area of effect than the caster may heal, then the caster decides which creatures receive the healing. Against undead this spell inflicts damage instead of healing; such creatures may save vs. Spells for no damage.

The reverse of this spell, Ring of Greater Infliction, allows the caster to inflict serious wounds on multiple creatures within 15 feet. Ring of Greater Infliction causes 3d6+3 points of damage to one living creature per 3 levels of the caster. If more creatures are within the area of effect than the caster may damage, then the caster decides which creatures are affected. Target creatures may save vs. Spells for no damage. Against Undead this spell heals damage instead of harming.

Ring of Lesser Healing*

C 5 Range: 15 foot radius
 - Duration: instantaneous

This spell allows the caster to cure light wounds on multiple creatures within 15 feet. Ring of Lesser Healing cures 1d6+1 points of damage on the caster plus one living creature per 3 levels of the caster. If more creatures are within the area of effect than the caster may heal, then the caster decides which creatures receive the healing. Against undead, this spell inflicts damage instead of healing; such creatures may save vs. Spells for no damage.

The reverse of this spell, Ring of Lesser Infliction, allows the caster to inflict light wounds on multiple creatures within 15 feet of him. Ring of Lesser Infliction causes 1d6+1 points of damage to one living creature per 3 levels of the caster. If more creatures are within the area of effect than the caster may damage, then the caster decides which creatures are affected. Target creatures may save vs. Spells for no damage. Against undead, the Ring of Lesser Infliction actually heals damage.

Rock to Mud

D 5 Range: 150 feet
 - Duration: permanent

This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud; up to two 10 foot cubes per caster level may be so transformed. Magical stone is not affected by this spell. The depth of the mud created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 feet and causing it to suffer a -2 penalty to attack rolls, saving throws, and AC. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet, suffering none of the other penalties given.

If transmute rock to mud is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool to a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of damage to anyone caught directly beneath the area, or half damage to those who succeed at a save vs. Death Ray.

Castles and large stone buildings are generally immune to the effect of the spell, since transmute rock to mud cannot affect worked stone and does not reach deep enough to undermine such a buildings' foundation. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a successful dispel magic or transmute mud to rock spell restores its substance (though not necessarily its form). Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Rope Trick

- Range: touch
I 2 Duration: 1 hour / level

When this spell is cast upon a piece of normal, non-magical rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extra-dimensional space, similar to a bag of holding. Creatures in the space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes.

The space holds as many as eight creatures of man-size or smaller (larger creatures cannot fit through the invisible opening at the top of the rope). Creatures in the space can pull the rope up into the space, making the rope "disappear." Otherwise, the rope simply hangs in air.

Spells cannot be cast through the extra-dimensional opening, nor can area effects cross it. Those in the extra-dimensional space can see out of it as if a 3 foot square window were centered on the rope. The window is present on the Material Plane, but is invisible, and even creatures that can see the window cannot see through it.

The rope can be climbed by only one person at a time. The rope trick spell enables climbers to reach a normal place if they do not climb all the way to the extra dimensional space.

When the spell ends, creatures or objects within the extra dimensional space are ejected through the window. The rope, if still attached, drops free at the same moment.

Rot Flesh

- Range: touch
N 4 Duration: 1 round / level

This spell works exactly like *decay flesh* spell, save that it deals 2d6 points of damage plus 1 point per caster level to the creature affected by it. The caster must make a successful attack after smashing the material components upon his or her hands (typically a maggot, flesh eating worm, or similar creature). A missed attack roll does not dispel the effect, as it can be active until used or a number of rounds equal to the caster's level have passed.

Just like the lower level *decay flesh* spell, this spell may not be reversed to provide healing to living creatures, and similarly, this spell works upon undead creatures in the opposite fashion; they are healed 2d6 + caster level points worth of damage instead of being damaged.

Sacrifice*

C 3 Range: touch
- Duration: permanent

This spell allows the cleric to transfer any desired number of hit points from himself to the target. The reverse of this spell, drain life, allows the caster to drain 1d6+1 hp from a creature, with a successful attack roll. The hit points are transferred to the cleric through healing.

Sanctuary

C 1 Range: self
- Duration: 2 rounds +1/level

This spell forces all opponents to make a save vs Spells in order to attack the caster. If the save is not made, the attacker will ignore the caster. The effect does not prevent effects of area attacks (*fireball*, *ice storm*, etc.). While under protection from the spell, the caster cannot perform offensive acts (Game Master's discretion), but may take any other action.

Shadow Door

- Range: 10 feet
I 3 Duration: 1 round / level

With this spell, the caster creates the illusion of a door, which he or she will appear to pass through and close. In reality, the caster becomes invisible (as the spell) when the spell is cast. Any creatures opening the "door" will see an empty 10 foot square room of similar style to the surrounding area. The caster remains invisible for the duration of the spell, unless, as with an *invisibility* spell, he or she attacks any creature or casts a spell.

Shadow Staff

- Range: self
MU 2, I 1, N 2 Duration: 1 turn / level

The caster's staff is transformed into the substance of shadow. When used in combat the staff is treated as a magical weapon (initially +1 to hit and damage) and each hit will drain 1 point of strength from the target (save vs. Spells to avoid). For each point drained, the staff's magical bonus is increased by one (up to a maximum bonus of +5), lasting until the end of the spell. The shadow staff can only be wielded by the caster. The draining effect does combine with any inherent magical qualities of the caster's staff, if such exist. Use best magical bonus, either the magical staff's inherent bonus or the magic from the spell's draining ability, whichever is better on any particular round (as the bonus from the spell can potentially increase over time to become better than the inherent magical ability of the staff in question).

Shadow Storm

- Range: 100 feet +10'/level
M 7, I 6, N 6 Duration: 1 round

This spell summons an intense storm of shadow-stuff and negative energy at some point within the range. The shadow storm erupts in a 30 foot radius sphere at that point and lasts one round. Any creature that comes into contact with that region is affected by a sudden drain of its vitality, draining away 1 point of temporary strength damage and 1 point of temporary constitution damage for every 2 levels of the caster (round down). A successful save vs. Spells will reduce the amount drained by half.

The draining of strength may ultimately cause death if reduced to zero strength, and one drained so will rise as a Shadow (see Monster Entry in Core Rules). Strength so drained can be recovered at the rate of 1 point per turn of rest. Constitution losses take longer to recover, generally at the rate of 1 point per day of rest, and there is the chance of one point of such loss being permanent. See core rules for details on Constitution Point Losses (Encounters, p.51-52).

Shadow Walk

- Range: touch (see text)
I 6 Duration: 1 hour / level

Shadow walk can only be cast in an area of heavy shadows. The caster and up to one willing creature per level are transported to the edge of the Material Plane where it borders the Plane of Shadow. In the region of shadow, the caster (and all the creatures that accompany him or her) moves at an effective rate of 50 miles per hour.

Because of the blurring of reality between the Plane of Shadow and the Material Plane, the caster cannot make out details of the terrain or areas he or she passes over during transit, nor can he or she predict perfectly where the travel will end. When the spell effect ends, the caster and any creatures accompanying him or her arrives 1d10 times 100 feet in a random horizontal direction from the desired endpoint, as nearly as possible. The caster and his or her companions always arrive at ground level, except if the landing area is in a body of water (in which case they arrive at the water level) or underground. If arriving underground, the altitude of arrival should be as close as possible to the same altitude as the intended endpoint location.

Shield

- Range: self
MU 1 Duration: 5 rounds +1/level

Shield creates an invisible, shield-like mobile disk of force that hovers in front of the caster. It negates magic missile attacks directed at the caster, and improves the caster's Armor Class by +3 vs. melee attacks and +6 vs. missile weapons. The Armor Class benefits do not apply to attacks originating from behind the caster, but magic missiles are warded off from all directions.

Shield of the Faithful

C 2 Range: self
- Duration: 1 round / level

This spell creates an aura of protection centered on the caster. The caster and any allies within a 10 foot radius gain a +1 bonus to Armor Class and all Saving Throws.

Shield of Thorns

D 2 Range: self
- Duration: 1 turn / level

Thick vines and thorny protrusions grow up and around the spell caster, hardening to provide protection and discouraging attacks. The wooden vine "armor" provides a +4 bonus to armor class. In addition, those attempting to strike the caster in close combat (melee attack) must save vs. Death Ray or take 1d4 point of damage from the thorns. Those attacking with weapons of length, such as spears or polearms, will not suffer such damage.

Sidhe Messenger

D 3 Range: special
 MU 3 Duration: special

This spell summons a small and fast winged faerie. It appears as a small light such as one might encounter on lightning-bug, and only very close inspection would indicate its true nature. It does not fight, but all normal animals would ignore it and only monstrous ones would attack. The messenger has an Armor Class of 18 and 2 hit points, plus 1 per level of the caster. If it loses all of its hit points, the Sidhe Messenger will die.

The Sidhe Messenger flies at a movement rate of 120' per round. It can bear up to one ounce per five full levels of the caster (one ounce up to level 9, two ounces up to level 14, three ounces from levels 15 through 19, four ounces at level 20).

When summoned, the Sidhe Messenger must be given a specific destination, which can be any location on the same plane of existence to which the caster has been at least once (even if he or she was lost at the time). After the caster gives the message or small item(s) to the faerie, it will fly without error to the specified location.

The caster may additionally visualize a specific person, whom the Sidhe Messenger will seek out near the target location. Note that this does not allow location of a person; the faerie will fly around the target area looking for the target creature.

The Sidhe Messenger will travel at its maximum movement from the caster to the target location. Distance is no object; the faerie will continue indefinitely until the target area is reached. If a target creature was specified, the Sidhe Messenger will then fly around up to one day per level of the caster looking, until the target creature is found; otherwise the faerie will immediately land in the target area. After it lands the Sidhe Messenger will wait patiently for the message or item(s) to be removed, and leave the area. If the item(s) or message are not removed immediately the Sidhe Messenger will depart after waiting one round per level of the caster, placing the items on the spot; this will also happen if a target creature is specified and cannot be found.

Silence 15' Radius

C 2 Range: 360 feet
 I 4 Duration: 2 rounds / level

Upon the casting of this spell, complete silence prevails within a 15 foot radius around the target point. All sound is stopped: conversation is impossible, spells cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, making the effect stationary, or it may be cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature receives a save vs. Spells to negate the spell. If an item in another creature's possession is targeted, that creature also receives a save vs. Spells to negate. This spell provides a defense against sonic or language-based attacks or spells.

Sleep

- Range: 90 feet
 MU 1 Duration: 5 rounds / level

This spell puts several creatures of 3 or fewer hit dice into a magical slumber. Creatures of 4 or more hit dice are not affected. The caster chooses a point of origin for the spell (within the given range, of course), and those creatures within 30 feet of the chosen point may be affected. Each creature in the area of effect is allowed a save vs. Spells to resist the effect.

Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Sleep does not affect unconscious creatures, constructs, elementals, or undead creatures, and such creatures in the area of effect are ignored.

When the duration elapses, the sleeping creatures normally wake up immediately. However, if they are made very comfortable and the surroundings are quiet, the affected creatures may continue sleeping normally, at the Game Master's option.

Slow Poison

D 2 Range: touch
 - Duration: 1 hour / level

The creature touched by the caster becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Slow poison does not cure any damage that poison may have already done, with exception of the following circumstances.

If cast on a character who received lethal damage from poison the previous round, the spell will remove that round's poison damage only, and delay it for the duration of the spell. Prior poison damage will remain unaffected, but, as noted above, no further damage is accrued until the spell lapses, and will never accrue if the poison is neutralized while this spell is in effect. This will give the poisoned victim an opportunity to seek a cure to neutralize the poison before it is fatal.

Slumber

- Range: 90 feet
 MU 5 Duration: 5 rounds / level

This spell is a stronger version of the *Sleep* spell, affecting more powerful creatures. The caster chooses a point of origin for the spell (within the given range, of course), and those creatures within 30 feet of the chosen point may be affected. Creatures with 3 or fewer hit dice are affected automatically without any save. Otherwise, each creature in the area of effect is allowed a save vs. Spells to resist the effect. Creatures with 4 to 6 hit dice roll their saves with a -2 penalty, while those with 7 or 8 hit dice roll normally. Creatures with 9 or more levels or hit dice are unaffected.

Sleeping creatures are helpless. Creatures with 3 or less hit dice are effectively comatose and not wakable for the duration of the spell. Otherwise, slapping or wounding awakens an affected creature, but normal noise does not. Sleep does not affect unconscious creatures, constructs, elementals, or undead creatures, and such creatures in the area of effect are ignored.

When the duration elapses, the sleeping creatures normally wake up immediately. However, if they are made very comfortable and the surroundings are quiet, the affected creatures may continue sleeping normally, at the Game Master's option.

Snake Charm

D 2 Range: 60 feet
 - Duration: 1d4+1 rounds/turns

With this spell, the caster may charm 1 Hit Die of snakes per level. For instance, a 5th level caster could charm one 5 HD snake, five 1 HD snakes, or any combination totaling 5 Hit Dice or less. True snakes (including giant-sized) are automatically affected (no save), but against creatures with predominately snake-like aspects (as determined by the Game Master), a successful save vs. Spells will resist the charm. The snakes or creatures affected will rise up and sway in typical snake-like fashion, but will not attack unless attacked themselves.

If the caster uses the spell on snakes attacking the character or his group, the spell's duration is 1d4+1 (2-5) rounds; otherwise, it lasts 1d4+1 (2-5) turns when used on otherwise dormant or unaware snakes. When the spell wears off, the snakes return to normal, but with normal reactions; they will not be automatically hostile.

Sneeze

- Range: 10 feet
 MU 0, I 0, N 0 Duration: instantaneous

This minor magical effect causes a recipient chosen creature within range to sneeze loudly if it fails a save vs. Spells. The momentary effect is enough to spoil a spell, penalize initiative (with subject going last in the order that round), alert nearby creatures, or other similar effects, as determined by the Game Master. The spell assumes a creature that is subject to sneeze or similar respiratory effect; the spell is lost if cast upon a creature that does not have the capacity for a sneeze.

Speak with Animals

C 2, D 2 Range: special
 - Duration: 1 turn / 4 levels

The caster can comprehend and communicate with any one animal (normal or giant sized, but not magical or monstrous) that is in sight of the caster and able to hear him or her. The caster may change which animal he or she is speaking with at will, once per round. The spell does not alter the animal's reaction or attitude towards the caster; a standard reaction roll should be made to determine this. Furthermore, more intelligent animals are likely to be terse and evasive, while less intelligent ones make inane comments. However, if an animal is friendly toward the caster, it may be willing to grant some favor or service.

Spirit Wrack

- Range: 90 feet
N 3 Duration: instantaneous

This spell deals 1d8 points of damage per caster level to any one particular incorporeal undead being such as Wraiths, Spectres, Ghosts, or similar entities within range of the caster. The caster must be able to see the intended target. Alternatively the caster may choose to cause a burst of 1d4 points of damage per level to any such beings within 20 feet of the caster, whether visible or not. Minor spiritual beings such as poltergeists haunting an area are usually destroyed outright by this spell. Any affected being is allowed a save for half damage. Some persistent types of undead may reform after the passage of some time (typically days later), and may require certain rituals or other requirements be fulfilled before being permanently destroyed. This spell only affects true incorporeal undead and does nothing against other types of beings, even if they happen to be insubstantial at the time. Even vampires that happen to be in gaseous form are immune to this spell's effect.

Spiritual Hammer

C 2 Range: 30 feet
- Duration: 1 round / level

This spell causes a warhammer made of pure force to spring into existence, attacking any foe chosen by the caster within range once per round. It deals 1d6 hit points of damage per strike, +1 point per three caster levels (maximum of +5). It uses the caster's normal attack bonus, striking as a magical weapon, and thus can inflict damage upon creatures that are only hit by magic weapons. If the hammer goes beyond the spell range, the caster loses sight of it, or the caster ceases to direct it, the hammer disappears. The hammer cannot be attacked or harmed by physical attacks, but dispel magic, disintegrate, or a rod of cancellation will dispel it.

Starlight Blade

C 5 Range: touch
MU 6 Duration: 1 round / level

When cast upon a weapon, Starlight Blade enhances its abilities against undead creatures of all types. The weapon immediately begins to glow with a silvery radiance and with each stroke leaves a trail of white sparkles, like stars in the night sky. Any undead creature struck suffers an additional 1d6+1 points of damage. In addition, the wielder of the weapon may roll to Turn the creature as if a 5th level Cleric. Contrary to this spell's name, starlight blade works equally well on any type of weapon.

Stench

- Range: self
N 1 Duration: 1 turn / level

This spell creates a sickly stinking smell of rot and decay that emanates from the caster's body. The stench duplicates the sickening effect of ghastrs (see entry in Monsters Supplement). The smell of death and corruption surrounding the caster is so overwhelming that living creatures within 10 feet must succeed on a save vs. Poison or be sickened for 2d6 rounds (-2 to attack rolls). For every three levels the caster has, a penalty of -1 on the save is applied to those affected (at 3rd save is at -1, at 6th level the save is at -2, at 9th level the save is at -3, etc). A creature that successfully saves cannot be affected again by this spell or a ghastr's stench for 24 hours. A neutralize poison spell removes the effect from a sickened creature.

Sticks to Snakes

C 4, D 4 Range: 120 feet
- Duration: 6 turns

This spell transforms normal wooden sticks into 1d4 hit dice worth of normal (not giant) snakes per every four caster levels. See the appropriate monster entry for details on types of snakes. The snakes follow the commands of the caster. When slain, dispelled, or the spell expires, the snakes return to their original stick form. Magical "sticks" such as an enchanted staff cannot be affected.

Stoneskin

- Range: self
MU 1, N 1 Duration: 1 turn

Protects the caster. The caster's skin becomes hard and stone-like, giving the caster a +2 bonus to AC vs. melee and hand thrown attacks, and a +4 bonus to AC vs. normal sized fired missiles.

Striking

C 3 Range: touch
- Duration: 1 round / level

This spell bestows upon one weapon the ability to deal 1d6 points of additional damage. This extra damage is applied on each successful attack for the duration of the spell. It provides no attack bonus, but if cast on a normal weapon, the spell allows monsters only hit by magical weapons to be affected; only the 1d6 points of magical damage applies to such a monster, however.

Suggestion

- Range: 30 feet
 I 4 Duration: up to 1 hour / level

By means of this spell, the caster influences a target creature by suggesting a course of activity limited to a sentence or two. The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes the activity. The caster can specify conditions that will trigger an activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

If the recipient creature makes its saving throw, the spell has no effect. A very reasonable suggestion causes the save to be made with a penalty (-1 or -2 is recommended).

The creature to be influenced must, of course, be able to understand the suggestion; it must be spoken in a language which the spell recipient understands. Undead are not subject to suggestion.

Summon Spirit

- Range: 10 feet / level
 N 3 Duration: 1 turn / level

Upon casting this spell, a malevolent spirit in the form of a Wraith is called to serve the caster for 1 turn per level. If the caster is 10th level, the caster may choose between 1d4 Wraiths or one Spectre. At 15th level the caster may opt to summon 2d4 Wraiths, 1d3 Spectres, or one Ghost (see appropriate monster entry). The summoned spirits will serve according to its ability, usually by combating the caster's foes, generally disappearing at the end of the spell's duration.

Occasionally the spirit does not depart at the end of the spell duration, but simply becomes free of the compulsion to serve and will usually attack the caster. The chance is 5% for any particular wraith, 10% for spectres, and 20% for a ghost. When this occurs, the spirit will remain in the area for a number of rounds equal to the caster's level before departing. A spirit with less than half its hit points will not stay regardless. The caster would be wise to have protections or other contingencies against rogue spirits.

Summon Vermin*

- Range: 10 feet
 MU 0, I 0, N 0 Duration: permanent

This cantrip summons one small, totally ordinary (and real) insect (such as a beetle, fly, or spider), a small rodent (such as a field mouse or mole), or a cloud of gnats into a certain area. Reversed, this cantrip becomes Exterminate, which may kill any one creature of similar size as the ones described in the spell.

Trying to summon vermin into the personal space of another being allows for a save vs. Spells to resist any disruption of spells or attack routine, but the vermin may otherwise scare or startle a person when noticed like any other such encounter would do so.

Sword

- Range: 30 feet
 MU 7 Duration: 1 round / level

This spell brings into being a shimmering, sword-like plane of force. The sword strikes at any opponent within its range, as desired, starting in the round that the spell is cast. The sword attacks its designated target once each round on the caster's turn. It attacks as a fighter of the same level of the caster and the attack roll is modified by the caster's Intelligence bonus. The sword can hit even creatures immune to non-magical weapons and it inflicts 3d4 hit points of damage per hit. On a natural roll of 19 or 20, it will automatically hit its target, no matter the armor class. The sword can only be destroyed with a dispel magic.

Telekinesis

- Range: self
 MU 5 Duration: 3 turns

This spell permits the caster to move objects or creatures by concentration alone. An object weighing no more than 50 pounds per caster level can be moved up to 20 feet per round. A creature can negate the effect on itself or an object it holds or has on its body with a successful save vs. Death Ray. In order to use this power, the caster must maintain concentration, moving no more than normal movement (no running), making no attacks and casting no spells. If concentration is lost (whether intentional or not), the power may be used again on the next round, but the subject of the effect is allowed a new saving throw. The object of telekinesis must remain withing sight of the caster at all times.

Teleport

- Range: self
 MU 5 Duration: instantaneous

This spell instantly transports the caster to a designated destination, which may be as distant as 100 miles per caster level. Inter-planar travel is not possible. The caster can bring along objects or creatures, not to exceed 300 pounds plus 100 pounds per level above 10th. The caster must be in contact with all objects and/or creatures to be transported (although creatures to be transported may be in contact with one another, with at least one of those creatures in contact with the caster). Unwilling creatures are allowed a saving throw vs. Spells to resist the spell, and the caster may need to make an attack roll to make contact with such a creature. Likewise, a creature's save vs. Spells prevents items in its possession from being teleported.

The caster must have some clear idea of the location and layout of the destination. The clearer the mental image, the more likely it is that the teleportation will work. Areas of strong magical energy may make teleportation more hazardous or even impossible.

To see how well the teleportation works, roll d% and consult the table below. Refer to the following information for definitions of the terms on the table.

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01-97	98-99	100	—
Studied carefully	01-94	95-97	98-99	100
Seen casually	01-88	89-94	95-98	99-100
Viewed once	01-76	77-88	89-96	97-100
False destination	—	—	81-92	93-100

Regarding Familiarity, "Very familiar" is a place where the caster has been very often and feels at home. "Studied carefully" is a place the caster knows well, either because it can currently be seen, the caster has been there often, or other means (such as scrying) have been used to study the place for at least one hour. "Seen casually" is a place that the caster has seen more than once but with which he or she is not very familiar. "Viewed once" is a place that the caster has seen once, possibly using magic.

"False destination" is a place that does not truly exist or if the caster is teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar. When rolling on this row, use 1d20+80.

On Target: The caster appears exactly where desired.

Off Target: The caster appears safely a random distance away from the destination in a random direction. Distance off target is 1d10x1d10% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: The caster winds up in an area that is visually or thematically similar to the target area. This means that the caster appears in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

Mishap: The caster and anyone else teleporting with the caster have gotten "scrambled." Each takes 1d10 points of damage; then reroll on the chart to see where they wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up again, the characters take more damage and must reroll yet again.

Teleport Greater

- Range: self
 MU 7 Duration: instantaneous

This spell functions like *teleport*, except that there is no range limit and there is no chance of arriving off target. In addition, the caster needs not have seen the destination, but in that case he or she must have at least a reliable description of the teleport destination. If the caster attempts to teleport with insufficient information (or with misleading information), he or she disappears and simply reappears in the original location. Inter-planar travel is not possible.

Transfigure

- Range: touch
 MU 0, 1 0, N 0 Duration: special

This minor spell may change a small object (up to 27 cubic inches) into another shape, size, color, or texture. Radical changes (such as creating small living things) are not apt to last more than one turn, but minor changes (such as coloring a head of hair bright pink) may stay as long as a month. "Related" changes, such as creating a baby hedgehog from a pincushion) may last longer than non-related ones (such as changing a book into a lizard). The Game Master should decide any particulars about the suggested transformation and share with the caster, who would know roughly how long a transformation lasts.

Tree Sanctuary

D 4 Range: self
 - Duration: 1 turn / level

This spell enables the caster to create an invisible door in the trunk of a tree that is visible only to dryads, druids, or other users of this spell. The tree must be at least 10 feet tall, planted into the earth for this spell to work. Once the spell is complete, the caster may enter the tree, effectively disappearing from sight. Only one tree may be effected by tree door at a time. Furthermore, this spell may only be cast on a tree occupied by a dryad if the dryad allows.

The caster is completely aware of his surroundings while in the tree, gaining the bonus of 360 degree vision and hearing, as well as being able to detect changes in the immediate temperature surrounding the tree. The caster may meditate to memorize spells in the tree. Another benefit of this spell is that each turn the caster sleeps inside the tree counts as a full hour of sleep. Also, if the tree is an oak, the caster heals 1d4 hp per turn spent inside the tree.

The caster loses the senses of taste, smell, and touch and may not speak or cast spells while inside the tree. The caster takes 1/2 of any damage the tree suffers, and if the tree is destroyed or cut down, the caster is expelled out into the nearest available space.

True Seeing

C 5 Range: touch
 I 6 Duration: 1 round / level

This spell confers on the target the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors, sees the exact locations of displaced creatures or objects, sees through normal or magical disguises, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. The range of true seeing conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with clairvoyance.

Undeath

- Range: touch
 N 6 Duration: instantaneous

As a vile necromantic alternative to the reincarnation spell, this spell can be used to bring back individuals to the world of the living, albeit in undeath. Upon casting this spell, the caster brings back a dead character (or creature) in an undead state, whether as some sort of reanimated body or as spiritual or ghostlike form. Wicked, cruel, murderous, or so called evil beings will often want to continue their predations in undeath, but for most beings the subject's soul is not willing to return in such a state. Most normal individuals roll a saving throw vs. magic to avoid coming back (rolled as if they were still alive and well), and if successful the spell fails completely as the soul cannot be compelled to return.

The Game Master may choose an appropriate undead form or roll on the following table to determine what sort of undead creature the character becomes.

d%	Undead Form
01-25	Ghoul
26-40	Ghast
41-50	Mummy
51-55	Spectre
56-60	Vampire
61-75	Wight
81-90	Wraith
85-90	Ghost
91-00	Other (GM's choice)

Since the dead character is returning in a state of undeath, all physical ills and afflictions are generally irrelevant. The condition of the remains is not really a factor so long as the body is largely intact. The magic of the spell repairs or otherwise accommodates any changes necessary to conform to the new undead state, the process taking one hour to complete. When the spell is finished, the new undead being becomes aware and active. The caster has absolutely no special control over the newly 'risen' being. Of course, subsequent spells may be cast, having completely normal effects upon the new undead.

The newly undead character recalls the majority of its former life and form. Its class is unchanged, as are the character's Intelligence, Wisdom, and Charisma (but see below). The physical abilities of Strength, Dexterity, and Constitution should be rerolled or determined by the parameters of the new form. The subject's level (or Hit Dice) is reduced by 1; this is a real reduction, not a negative level, and is not subject to magical restoration. The subject of this spell takes on all the abilities, hindrances, and disadvantages of the new undead state, having either the undead creature's normal hit dice or will have hit points according to the character's reduced level, whichever is higher. In either case, the

character's class abilities are available to the newly risen form excepting any obviously contradicting situations. For instance, climbing is probably of little importance to a ghost-like form. The spell can thus create generally superior undead beings who often go on to lead others of their kind. The undead creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like, but also must confront any special tendencies of the new state. For instance, a newly risen ghoul hungers voraciously for fetid flesh, and a new vampire thirsts for blood. The compulsions of the undead is very strong, and the behaviors will soon overcome any previous relationships with living beings, although it may experience remorse over killing its former friends. For undead such as ghouls, ghosts, wights, and similar beings, the urges to kill and feed are so strong that they can become effectively mindless (-6 to Intelligence and Wisdom scores) until the urges are temporarily satisfied. Vampires have a bit more conscious control over their hunger and they do not have this penalty. For other types of undead not listed here the Game Master may assign relevant behaviors that must be followed.

Constructs, elementals, and similar creatures cannot become undead. The creature must have originally been a living corporeal being with some semblance of intelligence. The Game Master has the final say whether a being rises from the use of this spell. Likewise the GM decides any special situations or special manifestations that may occur from the use of this spell. Generally, any character who becomes an undead immediately becomes an npc under the control of the GM unless he has made special accommodations to allow for undead player characters.

Note: this spell is intended only for Necromancers, as the other spell casting classes have access to similar types of spells (reincarnation and raise dead).

Ventriloquism

- Range: 60 feet
MU 1, I 1, N 1 Duration: 1 turn / level

This spell allows the caster to cause his or her voice to sound from someplace else within range, for example, from a dark alcove or statue.

Virtue

C 0, D0 Range: touch
- Duration: 1 turn

The recipient of the orison acquires one additional hit point for the duration of the spell. Any damage taken is first applied to this temporary hit point, and then to the subjects normal allotment. Regardless, the hit point fades if unused after 1 turn has elapsed.

Wall of Bones

- Range: 10 feet / level
N 4 Duration: 1 round / level

An immobile wall of writhing interlocking bone and bone fragments rises from the earth. The wall is composed of up to one 10x10 foot square section, 1 foot thick, per caster level. Unlike the similar spell, wall of stone, the caster may not double the wall's area by halving its thickness, as the structure is already very porous and would lose its structural integrity, but of course the wall can be made thicker. For instance, a 10th level caster could conjure a section to fill in a 10 foot cube (10 foot by 1 foot, 10 sections thick). The wall cannot be conjured so that it occupies the same space as a creature or another object. The wall does not require concentration to maintain, but falls to pieces at the end of the spell duration.

The spell also differs from the wall of stone spell in that the semi-animated wall attacks those within close proximity to its structure (within 10 feet) for 2d4 piercing and slashing damage from the bones. The structure is not completely solid, so high strength individuals may attempt to break through with a strength check, but they take an additional 2d6+1/level damage while making the attempt for each 1 foot of thickness that they attempt to move through. A separate strength check is necessary for each 1 foot thickness of the wall section in order to break through. The bone wall does not attack the caster or any undead creatures. The wall of bones may be fashioned into simple structures such as ramps or bridges to span a rift, but these uses reduce the size by half so that supporting arches or buttresses can be included.

Wall of Bronze (Wall of Iron, modified)

- Range: 90 feet
 MU 6 Duration: permanent

This spell causes a flat, vertical bronze wall to spring into being. The wall is composed of up to one 10x10 foot square section, one inch thick, per caster level. If the caster so desires, the wall can bond itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. The wall must always be a flat plane, though the edges can be shaped to fit the available space, and it must always be conjured in contact with the ground.

The caster can increase the thickness of the wall with a proportionate reduction in the area; for example, doubling the thickness halved the area. The wall may not be made less than one inch thick. The caster can create the wall vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left un-pushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature with 13 Strength (or 4 or more Hit Dice) can push the wall over; or several creatures can work together to do so. (If the optional Ability Roll rule is being used, a Strength roll at -3 is sufficient to topple the wall.) Creatures with room to flee the falling wall may do so by making successful saves vs. Death Ray (with Dexterity bonus added). Any creature of Ogre-size or smaller that fails the save takes 10d6 points of damage. The wall cannot crush larger creatures.

The wall created by this spell, while primarily bronze, is not of high quality or concentration, and has no greater value than a similar wall conjured of iron would. While it may be slightly more resistant to corrosion (rust) than an iron wall, it is affected by the same conditions, and is subject to perforation, and other natural phenomena. Faerie folk simply have an aversion to iron, and have developed their own alternative for the Wall of Iron spell.

Wall of Fire

C 5, D5 Range: 180 feet
 MU 4 Duration: 1 round / level

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by the caster, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those beyond 10 feet but within 20 feet. The wall deals this damage when it appears and on the caster's turn each round to all creatures in the area. In addition, the wall deals 2d6 points +1 point per caster level of fire damage to any creature passing through it. The wall deals double damage to undead creatures.

The wall is either a sheet of flame up to 20 feet in length per caster level, or a ring with a radius up to 5 feet per caster level. The caster may choose to make the wall smaller if desired. The wall may be up to 20 feet tall (as desired by the caster and/or constrained by the ceiling).

If the caster evokes the wall so that it appears where creatures are, each creature takes damage as if passing through the wall; a save vs. Spells is allowed, with success indicating that damage is rolled as if the creature is within 10 feet of the wall.

The caster may choose to maintain the spell indefinitely (within reasonable limits of endurance) by concentration, or may cast it with the standard duration of 1 round per level, at his or her option.

Wall of Iron

- Range: 90 feet
 MU 6, N 6 Duration: permanent

This spell causes a flat, vertical iron wall to spring into being. The wall is composed of up to one 10x10 foot square section, one inch thick, per caster level. If the caster so desires, the wall can bond itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. The wall must always be a flat plane, though the edges can be shaped to fit the available space, and it must always be conjured in contact with the ground.

The caster can increase the thickness of the wall with a proportionate reduction in the area; for example, doubling the thickness halved the area. The wall may not be made less than one inch thick. The caster can create the wall vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left un-pushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature with 13 Strength (or 4 or more Hit Dice) can push the wall over; or several creatures can work together to do so. If the optional Ability Roll rule is being used, a Strength roll at -3 is sufficient to topple the wall. Creatures with room to flee the falling wall may do so by making successful saves vs. Death Ray (with Dexterity bonus added). Any creature of Ogre-size or smaller that fails the save takes 10d6 points of damage. The wall cannot crush larger creatures.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

Wall of Stone

- Range: 15 feet / level
 MU 5, N 5 Duration: permanent

This spell creates a wall of rock that merges into adjoining rock surfaces. The wall is composed of up to one 10x10 foot square section, 1 foot thick, per caster level. The caster can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

The caster can create a wall of stone in almost any shape he or she desires. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenelations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by a disintegrate spell or by normal means such as breaking and chipping.

It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful saves vs. Death Ray.

Ward*

C 0, D 0 Range: 10 feet
 - Duration: 1 turn

The caster grants a +1 bonus to the next saving throw for any one subject within 10 feet. Reversed, the orison becomes Curse, which bestows a -1 penalty to the subjects next save. Either version lasts until used or a maximum of 1 turn.

Warp Wood

D 2 Range: 50 feet
 - Duration: instantaneous

The caster causes non-magic wood in a 20 foot radius to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open or becomes stuck. A boat or ship springs a leak. Warped weapons (like bows and arrows) are useless. The caster may warp wood object(s) up to 1 foot in all side or its equivalent per caster level.

Alternatively, the caster can "un-warp" non-magic wood (effectively warping it back to normal), straightening wood that has been warped by this spell or by other means. The caster can combine multiple consecutive warp wood spells to warp (or un-warp) an object that is too large to warp with a single spell.

Water Breathing*

D 3 Range: touch
 MU 3 Duration: 2 hours / level

The affected creatures can breathe water freely. Divide the duration evenly among all the creatures the caster touches. The spell does not make creatures unable to breathe air, and thus cannot be used offensively.

The reverse of the spell, Air Breathing, works exactly the same but grants water dwelling creatures the ability to breath normal air for the duration.

Water to Wine

C 0, D 0 Range: touch
 - Duration: permanent

This orison will transform one flask, vial, mug, or similar small container of water into quality wine, good enough for use in subsequent holy rituals or just to drink normally.

Web

- Range: 10 feet / level
 MU 2 Duration: 2 turns / level

Web creates a many-layered mass of strong, sticky strands, filling a volume of 8,000 cubic feet (equivalent to eight 10x10x10 foot cubes). The strands are similar to spider webs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears; within this limitation, the caster may choose any arrangement of webs he or she wishes, up to the limit of range and the given 8,000 cubic foot volume. The caster may choose to create a smaller volume if he or she wishes. Creatures caught within a web become entangled among the gluey fibers. Attacking a creature in a web will not cause the attacker to become entangled, but moving through the affected area will.

Anyone in the area of effect when the spell is cast must make a save vs. Death Ray. If this save succeeds, the creature is entangled, but not prevented from moving, though moving is reduced to one-half normal movement rate. Such entangled creatures may not cast spells or perform normal attacks; whether other actions are possible is left to the Game Master to decide. Once an entangled creature leaves the area of effect of the web, it will be able to act normally again.

If the save fails, the creature is entangled and cannot move or perform any other physical action. Speech remains possible, however. Creatures with Strength of 13 or higher (or 4 or more hit dice) may be able to break loose, however; each round, such creatures are allowed another save vs. Death Ray with results as given above. Creatures failing the initial save and having Strength of 12 or less (or fewer than 4 hit dice) are trapped until the duration expires or the webs are otherwise removed.

The strands of a web spell are flammable. Any fire can set the webs alight and burn away a 10 foot cube in 1 round; the fire will spread to adjacent 10 foot cubes each round until all the webbing is consumed (or the fire is put out by some means). All creatures within flaming webs take 2d4 points of fire damage from the flames, but if they survive they are completely free afterward.

Weather Summoning

D 6 Range: self
 - Duration: 5 turns / level

The caster is able to summon nearby weather conditions. The caster must be aware of the weather condition to summon it. This spell does not grant control of the weather to the caster.

Wicked Blade

- Range: touch
 MU 3, N 3 Duration: 1 turn / level

The caster enchants one bladed or piercing weapon which temporarily acquires barbs, serrated edges, and the like. The weapon also becomes unnaturally sharp. The wicked blade acquires a +2 magical enchantment, however if the weapon is already enchanted to +2 or beyond, this does not increase the value any further. Any creature struck by the weapon suffers 1 additional point of damage each round for 1d4+2 subsequent rounds from the bleeding wounds produced. Each additional strike by the weapon carries the same effect, so multiple bleeding wounds may affect an individual concurrently.

Withering Pox

- MU 6, N 5 Range: touch
 Duration: 1 round / level

The caster affects a creature touched with a debilitating condition unless the victim saves vs. Spells. Each round the victim takes 1d3 points of temporary constitution damage and one point of temporary charisma damage from the appearance of various boils and sores upon their skin. Each round the victim is allowed a new save to halt the progression, and the spell otherwise ends after 1 round per level of the caster.

Ability damage is recovered at the rate of 1 point per day of rest according to the core rules for Constitution Point Losses (p.51-52). Charisma restoration works in a similar fashion. Note that loss of more than one point of ability score requires a save vs. Death Ray to regain the final point; failure results in a permanent loss of that point.

Anyone that is reduced to zero constitution by this spell dies immediately, and may return as a ghoul after 24 hours (25% chance) if the corpse is left behind; a simple Bless spell can eliminate any ghoulish occurrences. Spells such as heal, cure disease, remove curse, or similar effects will halt the onset of the spell immediately (just as if the victim's save was successful), but they will not restore any ability points lost up to then, which must be healed or restored subsequently by other means.

Wizard Eye

- MU 4, I 5, N 4 Range: 240 feet
 Duration: 6 turns

With this spell the caster creates an invisible magical "eye" through which he or she can see. The eye has Darkvision, but otherwise sees exactly as the caster would. It can be created in any place the caster can see, up to a range of 240 feet away, and thereafter can move at a rate of 40 feet per round as directed by the caster. The eye will not move more than 240 feet away from the caster under any circumstance. The eye cannot pass through solid objects, but as it is exactly the size of a normal human's eye, it can pass through holes as small as 1 inch in diameter. The caster must concentrate to use the eye, but a lapse in concentration does not end the spell.

Wizard Lock

- MU 2, N 2 Range: 20 feet
 Duration: permanent

A wizard lock spell cast upon a door, chest, or portal magically locks it. The caster can freely pass his or her own wizard lock without affecting it, as can any Magic-User 3 or more levels higher than the caster of the wizard lock; otherwise, a door or object secured with this spell can be opened only by breaking in or with a successful dispel magic or knock spell.

Word of Recall

C 6, D 6 Range: self (special)
 N 5 Duration: instantaneous

Word of Recall teleports the caster instantly back to his or her sanctuary when a single word is uttered. The caster must designate the sanctuary when he or she prepares the spell, and it must be a very familiar place. For Clerics or Druids this is usually their temple, grove, or place of worship. For the Necromancer, this area must be associated with the dead like a crypt, tomb, graveyard, burial catacomb, or a similar site. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. The caster can be transported any distance within a plane but cannot travel between planes. The caster can bring along objects or creatures, not to exceed 300 pounds plus 100 pounds per level above 10th. The caster must be in contact with all objects and/or creatures to be transported (although creatures to be transported may be in contact with one another, with at least one of those creatures in contact with the caster).

An unwilling creature cannot be teleported by word of recall. Likewise, a creature's save vs. Spells prevents items in its possession from being teleported.

Wychlamp Aura

- MU 7, N 7 Range: self
 Duration: 1 round / level

The caster of this spell receives the effect of an Anti-Magic Shell (as the spell). In addition, any magic cast upon or including the caster in its area of effect is affected in the following ways:

Aimed spells targeted at the caster (like magic missile) will be deflected. Roll 1d6; on 1-2, the magic is reflected back at the offending caster. Otherwise, it is deflected at a random target. Area effect magic is altered as follows (roll 1d10):

1-2	Area of effect is doubled and damage is halved (if applicable).
3-4	Target point of the spell may be redetermined by the protected magic-user.
5	Complete nullification of the incoming spell.
6	The incoming spell is unaffected.
7-8	Spell is randomly targeted as a grenade like missile using the target point as the center.
9-10	Area of effect is halved and damage is doubled (if applicable).

Magical attacks delivered by touch are always reflected back on the attacker

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