

CHAOS LIMB: MAGIC



OSR Magic

Less is More

Most of the spells described in this guide have fairly minimal descriptions. Often things like range, duration, components, type of enchantment, school, etc are missing. Use rulings in place of rules. Many spells will be instantaneous or last for the duration of a single conflict, action, scene or location. Do we really need to know the range of magic missile? Or just that the magic user should be able to hit a target that is in sight and within fighting range.

Magic is Chaotic

Magic should never be a stand in for modern science or technology - just because you have input A does not guarantee outcome B. A spell caster should never be quite sure of the exact effects of their spell. Relying on rulings rather than rules means the spell may vary a bit each time it is cast. Is it more powerful underground, near places of power or more difficult in the midst of the roaring tumult of battle? Feel free to vary according to the circumstances. Want to introduce random chance? The tides of sorcerous power are turbulent with peaks and eddies, and gods and spirits are fickle and easily distracted. Ask the player what they are trying to accomplish and have them roll a die to see how much of that magical reservoir they have tapped into.

The magic user wants to hit an opponent with magic missile but they are now on the far side of a broad river - you could have them roll a d6 - on a 6 they hit, on a five, half damage.

Allow Room for Creativity

Spell casters should be encouraged to use spells in new and novel ways, to be able to adapt them to the needs of the situation. Can Tenser's Floating Disc only be used to carry loot? Or could it be used as a shield to protect the party from the green slime dripping from the ceiling? Having less detailed descriptions of spells means having greater latitude for how they are used.

The possible exception to all this is Dwarven Spells, which, in my home campaign of UR, almost always act consistently and predictably. Why? Something to do with the source of their power? The great age of their magics? Or their own dwarven natures? Decide for your own campaign, or let your dwarf character decide, or you can just leave it a mystery.

Dwarven Magic

Dwarves choose from two types of gods as their primary gods: Blood Gods and Underearth Gods. Whichever god is first and foremost for them they will choose spells from that sphere first. Dwarves gain access to the other sphere only after they are one level higher than that needed to cast the spell.

Get Up and Fight!

Level: clerical 1 ; Range: 0 ; Sphere: War

During the course of one melee round this spell will heal damage done from battle. A die is rolled and 1 is added to it; the result is the number of hit points restored (2-7). The zero range means the cleric must touch the wounded person to heal him. Even if a character has been reduced to 0 hit points, with this spell they will not only survive but can get up and continue fighting though once the battle is finished they will not be able to fight again until they are healed to full hit points.

Courage

Level: 2 ; Range: 0; Sphere: War

When the cleric lays hands upon a person and chants this spell it will quiet fear. A person running away due to magical fear effects gains another saving throw, adding the number equal to the level of the cleric to the die, i.e. a 2nd level cleric gives +2 to the saving throw against fear, a 5th level cleric adds 5, etc.

Iron Bulwark

Level 2; Range: 0; Duration: 10 min + 10 per level of caster; Sphere: War

Casting this spell the dwarf's body becomes as dense as iron (1500 lbs) and immovable, even unto death. The dwarf is unable to move until they end the spell or the duration expires.

Death's Release

Level: 2 ; Range: 0; Duration: 2 hours Sphere: Chthonic

Any undead striking the cleric crumbles to dust if they are 1HD or below, and take 1d8 damage per level of cleric if they are 2HD or above. Note the cleric still takes normal damage from the blow as well as magical effects (e.g. power drain) if any.

Bear the Flames

Level: 2; Range 30 feet; Duration: 1 hour Sphere: Chthonic

This incantation allows the individual to resist normal fire for a maximum of 2 melee rounds. It gives a +2 on saving throws against fire of all sorts, and any damage sustained from fire is reduced by subtraction of 1 from each die of damage so sustained.

Burnish the Metal

Level 2; Range 0; Sphere: Chthonic

The cleric is able to remove rust or corrosion from any one metal object including items hit by rust monsters.

Darkness of the Grave

Level 2; Range: 120 feet; Duration: 2 hours Area: 15 foot radius; Sphere: Chthonic

The caster can create a circle of magical darkness in which no light can be shone and even infravision is useless.

Smell the Gold

Level: 2; Range: 180 feet; Duration: 20 minutes Sphere: Chthonic

A spell to determine if gold or other precious metal is nearby.

Brimir's Blessing

Level: 3; Range 60 feet; Duration: 1 hour; Sphere: War

Blessing raises morale and adds + 1 to attack dice of the party blessed. Blessing can be given if the characters are not already engaged in combat.

Stoneskin

Level 3; Range 0; Duration: 1 hour; Sphere: War

The casters skin increases in hardness, Subtracting 2 from their armor class for the duration.

Jotunn's Stature

Level 3; Range 0; Duration: 4 hours; Sphere: War

After casting this spell the caster increases their size threefold. Strength increase to 19 as a result and weight increases ninefold.

Smell Magic

Level: 3; Range: 60 feet; Duration: 20 minutes Sphere: Chthonic

A spell to determine if there has been some enchantment laid on a person, place or thing. It has a limited range and short duration.

Silence of the Grave

Level: 3; Range: 180 feet; Duration: 12 turns Sphere: Chthonic

Allows the user to cast silence in a large area (fifteen feet radius) so as to prevent sound or allow his party to move noiselessly. It can be used to silence some object as well. Note conversation is not possible under a silence spell.

Reveal Stone's Deception

Level: 3; Range: 30 feet; Duration: 20 min Sphere: Chthonic

Enables the cleric to locate any magical and mechanical traps in a radius of 30 feet.

Earth's Embrace

Level: 3; Range: 120 feet; Duration: 1 hour + 10 min/level of caster
Sphere: Chthonic
Affects 1-4 persons. Holds the person or persons standing on stone or earth rooted to the spot unless released or the spell wears out. Duration is 1 hour + level of caster. If cast at one person alone it reduces their saving throw by 2.

Speak To the Dead

Level 3; Range: 0; Sphere: Chthonic
The caster may ask three questions of a creature that has died and it will answer to the best of its ability and within the scope of knowledge it had in life. The longer it has been dead the more difficult the spell:

Caster Level	Max Corpse Age
4	1-4 days
5	1-4 months
6-7	1-4 years
8+	no limit

Shield Glyph

Level 4; Range: 0; Duration: 2 hours Sphere: War
When the priest paints the Glyph of War upon their shield, the first creature to strike the shield takes 2 points of damage per level of caster and must make a saving throw or be thrown back 2-12 feet. No additional damage from being thrown but the creature will take a round to recover.

Brimir's Protection

Level 4; Range: 30; Duration: 1 hour Area: 20 foot square Sphere: War
All falling under Brimir's Protection will take a +2 to Save rolls

Jotunn's Strength

Level 4; Range: 0; Duration: 4 hours; Sphere: War
This spell increases a dwarf's strength by 1-10 points, a fighter's strength by 2-8 points, a thief's by 1-6 points, or a cleric's by 1-4 points.

Find It

Level 4; Range: 90 feet; Duration: 2 minutes; Sphere: Chthonic
In order for this spell to be effective it must be cast with certain knowledge of what is to be located. Thus the exact nature, dimensions, color, etc. of some magical item would have to be known for the spell to work. A well-known object such as a flight of stairs leading up can be detected by this spell, however. The spell gives the direction of the object but not the distance and can only detect at a limited range.

Stone Talk

Level 4; Range: 0; Duration: 1; Sphere: Chthonic
The stones will tell what has occurred in the immediate area, what they might have seen or heard, had they eyes. Creatures made of stone are compelled to answer the caster's questions truthfully.

Pass Through Stone

Level 4; Range 30 feet; Sphere: Chthonic
Caster is able to pass through up to 10 feet of solid rock.

Fight on!

Level 5; Range 0; Sphere: War
Similar to Get Up And Fight! except that it cures 2d6+2 hit points for one person.

Purge Venom

Level 5; Range 10 feet; Sphere: War
Neutralizes poisons in 1 person. If cast on a poisonous creature, it loses its poisoning ability for one day if it fails a saving throw.

Conjure Earth Elemental

Level 5; Range 240 feet; Duration: 4 hours; Sphere: Chthonic
Summons a 6 HD Earth Elemental which does the caster's bidding for the duration of the spell.

Stone Barrier

Level 5; Sphere: Chthonic
A two foot thick stone wall rises from the ground up to 100 square feet in size.

Stone to Flesh

Level 5; Range: 0; Sphere: Chthonic
Transforms petrified creature back to flesh.

Move Earth

Level 6; Sphere Chthonic
Caster can move hills at rate of 60 feet/hour, takes 1 hour to start

Palm of Death

Level 6; Range 120 feet; Sphere: Chthonic
The priest presses his palm to a living person; they must make a saving throw vs Death Magic or their soul will depart from their body.

Enchant Creation

Level 6; Sphere: Chthonic
Using this spell, the caster may enchant an object they themselves have created. The material components required for this are usually rare and difficult to acquire.

Elven Magic

Elven Magic

Elven Spellcasting: Unlike humans, elves do not need to copy spells into spell books to learn them - their magic ability comes from their connection to the spirit realm.

Daily spells: An elf may cast any spell equal to their level but must roll randomly to see which ones they are able to cast that day. A charisma greater than 13 allows the elf to roll twice per spell level and choose which result they keep. Elves are still limited in the number of spells they can cast each day, one for each level of the character.

First Level Elven Spells (1d10)

1. Animal Friendship
2. Dweomer Sight
3. Elf Light
4. Faerie Lights
5. Mirror Shield
6. Pass Without Trace
7. Purify Water
8. Rune Decipher
9. Understand Languages
10. Choose from level 1 or roll for a level 2 spell

Second Level Elven Spells (1d10)

1. Alter Fire
2. Barkskin
3. Blazing Dart
4. Charm
5. Mirror Images
6. New Moon's Shadow
7. Open
8. Ring of Protection
9. Web
10. Choose from level 2 or roll for a level 3 spell

Third Level Elven Spells (1d10)

1. Audible Glamer
2. Elf Fog
3. Find Plant
4. Float
5. Lock
6. Magic Mouth
7. Make Visible
8. Unveil Evil
9. Wizard's Strength
10. Choose from level 3 or roll for a level 4 spell

Fourth Level Elven Spells (1d10)

1. Gills
2. Greater Ring of Protection
3. Phantasm
4. Ray of Enfeeblement
5. See Thoughts
6. Slow
7. Stop Arrows
8. Unseen
9. Warp Wood
10. Choose from level 4 or roll for a level 5 spell

Fifth Level Elven Spells (1d10)

1. Call Lesser Monster
2. Dispel Magic
3. Explosive Runes
4. Fly
5. Lightning Hand
6. Long Hearing
7. Neutralize poison
8. Quick
9. Suggest
10. Choose from level 5 or roll for a level 6 spell

Sixth Level Elven Spells (1d10)

1. Confuse
2. False Forest
3. False Land
4. Hide Many
5. Ice Storm
6. Long Sight
7. Orb of Conflagration
8. Plant Grow
9. Root
10. Choose from level 6 or roll for a level 7 spell

Seventh Level Elven Spells (1d8)

1. Charm monster
2. Change Form
3. Far Walk
4. Fear
5. Frost Rampart
6. Lift Curse
7. Roaming Eye
8. Choose from level 8 or roll for a level 9 spell

Eighth Level Elven Spells (1d8)

1. Animal Giant
2. Call Monster
3. Far Reach
4. Passwall
5. Transform Other
6. Veil of Fire
7. Weak Mind
8. Choose from level 8 or roll for a level 9 spell

Ninth Level Elven Spells (1d6)

1. Contact Other Plane
2. Death Cloud
3. Far Leap
4. Magic Jar
5. Root Monster
6. Choose from level 9 or roll for a level 10 spell

Tenth Level Elven Spells (1d8)

1. Call Elemental
2. Call Stronger Monster
3. Lore
4. Lower Water
5. Part Water
6. Project Image
7. Repulsion
8. Choose any spell from any level

First Level Elven Spells:

Animal Friendship - befriend up to 2hd animal per level of elf
- animal will revert if left for 3 days

Dweomersight - see the lines of flowing arcane power in items, people or the environment - a skilled caster can sometimes often discern other facts like the source or type of enchantment

Faerie Lights - creates an illusion of 1-6 will o wisps that move at the elf's command and instruction

Elf Light - creates a nimbus of light around the caster's head or outlines another person or thing in a flickering aurora

Mirror Shield - acts as magical armor for the caster imparting AC 2 against missiles and AC 4 against melee attacks

Pass Without Trace - move through any type of terrain-mud, snow, sand- and leave neither track nor scent

Purify Water - makes stagnant, tainted or contaminated water pure, crystal clear and refreshing - +1 hit point if imbibed immediately

Rune Decipher - allows the reading of magic scrolls, mystical runes and other arcane writings

Understand Language - makes foreign speech comprehensible

Second Level Elven Spells:

Alter Fire - turns a fire into either a dazzling display of fireworks or else a great cloud of smoke

Barkskin - improves armor class by 1

Blazing Dart - fire 1 magical missile for every 3 levels of the caster that invariably strikes the target for 2-7 points of damage

Charm - enchants one target such that they become bewitched by the elf

Mirror Images - creates 1-4 images of the caster for the duration of a scene. Each image (but not all) disappears if struck.

New Moon's Shadow - creates a ring of temporary darkness which even artificial light cannot penetrate nor darkvision see

Open - opens anything with a lid or lock e.g. a locked or stuck door, a chest or manacles

Ring of Protection - creates a circle of protection from demons, devils and other evil spirits

Web - a mass of thick, sticky webs fly from the caster's hands entrapping the target or blocking a corridor - a human spends 20-80 min to break free

Third Level Elven Spells:

Audible Glamer - creates an illusion of any sort of sound the caster wishes

Elf Fog - causes a misty vapor to arise around the elf hiding him and his friends from sight

Find Plant - find a type of plant within range of the elf

Float - the caster can float slowly into the air or lift another object or being not more than twice their weight

Lock - locks a door magically and indefinitely such that it cannot be opened but with a knock spell or by the caster who locked it

Magic Mouth - creates the illusion of a mouth that will recite a 25 word message when a condition set by the caster is triggered

Make Visible - see hidden, concealed or invisible things or beings

Unveil Evil - detect the nearest source of evil or evil within a being or object

Wizard's Strength - increases the strength of a fighter by 2-8 points, a thief by 1-6 and a cleric by 1-4

Fourth Level Elven Spells:

Gills - allows the caster or one target to breathe underwater

Greater Ring of Protection - a large ring that protects against demons, devils, elementals and magical creatures

Phantasm - create a visual illusion that lasts so long as the caster concentrates and the illusion is not touched

Ray of Enfeeblement - weakens one creature - loses 4 points of strength/does ¼ damage for physical attacks

See Thoughts - know the thoughts of creatures within range, even through a stone wall

Slow - causes up to 24 creatures to be slowed by half

Stop Arrows - blocks arrows, slingstones, crossbow bolts, spears and the like from attackers of 1HD or less

Rope Trick - causes a rope to float up and at its end creates a small (up to 4 people) space which is safe and unseen.

Unseen - turn a thing or being invisible until it attacks or the spell is dispelled by the caster

Warp Wood - causes the wood of an arrow, spear, door or boat to warp and bend

Fifth Level Elven Spells:

Call Lesser Monster - summon first level monsters to do your bidding (1d6 if < 1hd; 1d3 if = 1HD)

Dispel Magic - counters a magic spell or temporarily removes a permanent magical effect

Explosive Runes - reading these runes causes an explosion (4d6 damage and item it was written on is destroyed)

Fly - caster can fly at walking speed for 10-60 minutes (duration not known by caster)

Lightning Hand - caster casts a bolt of electricity that does 1d6 damage/level of caster - can strike multiple beings if in a line

Long Hearing - caster can hear something within range even on the other side of a wall

Neutralize Poison - neutralizes any sort of venom or venomous animal

Quick - up to 24 creatures move and attack twice as fast

Suggest - cause one creature to follow your verbal instructions (up to 2 sentences), provided they can understand you

Sixth Level Elven Spells:

- Confuse** - cause a group of creatures to wander around dazed
- False Forest** - disguises up to 100 humans to look like a grove of trees
- False Land** - make a whole area appear other than what it is
- Hide Many** - make a party of characters invisible
- Ice Storm** - cause hailstones to fall from the sky in a 30' square causing 3d10 damage
- Long Sight** - see something or a scene out of sight but within range, even behind a wall
- Orb of Conflagration** - throw an explosive ball of fire that engulfs a 20 ft radius doing 1d6/level of caster
- Plant Grow** - cause accelerated growth of plants within a 300 ft square- can be used as a barrier
- Root** - up to 4 humanoids are held in place for 6 min + level of caster

Seventh Level Elven Spells:

- Change Form** - transform yourself into another creature of any size (no combat advantage)
- Far Walk**- travel from one point to another instantly up to 360 ft away
- Fear** - cause a group of creatures (20' radius) to panic and run away, sometimes (50%) dropping what they're holding
- Frost Ramparts** - create a barrier of ice between you and an enemy, 1d6 damage to any who touch the wall, twice that for fire creatures, lesser beings cannot pass
- Greater Charm** - monster will befriend you. 3d6 monsters of 3HD or less, one monster of > 3HD. Check weekly if broken.
- Lift Curse** - remove a magical curse from a person or item
- Roaming Eye** - scout ahead seeing through an invisible eye that moves at walking speed

Eighth Level Elven Spells:

- Animal Giant** - turns a normal animal into its giant equivalent for 2 hours
- Call Monster** - summon 1-2 2nd level monsters to do your bidding
- Far Reach** - move things without touching them (up to 20lbs/level)
- Passwall** - creates a tunnel through rock or wood up 10' thick
- Transform Other** - change another creature into any other animal or monster (includes combat abilities)
- Veil of Fire** - create a curtain of fire - 1d6 damage to any who come in contact, twice that for undead, lesser beings cannot pass
- Weak Mind** - mentally incapacitate a magic user; magic users lose ability to cast spells

Ninth Level Elven Spells:

- Death Cloud** - poisonous cloud that kills anything < 5HD that it envelops, can move slowly and is pushed or dispersed by wind
- Commune with Nature** - connect with a particular natural area, for example a forest, a desert, or an island and know with varying degrees of certainty something about the area e.g. location of potable water, a particular species or mineral.
- Far Leap** - move instantly to any place you are familiar with - bring a few of your friends with you; the less familiar you are with the area, the greater the risk
- Greater Root** - keep 1-4 monsters rooted to one spot
- Magic Jar** - caster transfers their spirit into a precious stone; can then attempt to possess any who come near the stone; if possessed is destroyed the caster's spirit returns to the stone; if the stone is destroyed the caster is as well.

Tenth Level Elven Spells:

- Call Elemental** - summon a 12HD elemental that must follow one command
- Call Stronger Monster** - summon 1d2 3rd level monsters
- Lore** - know the history of an object or place; takes 1-100 days to cast.
- Lower Water** - lower the level of water by one half
- Part Water** - separate water up to 10' deep
- Project Image** - create an illusory duplicate of yourself that can cast spells
- Repulsion** - push creatures in a 15' radius away from you

Clerical Magic

Clerics of the first level cannot cast any spells. When they reach the second level, however, they are capable of one spell per game/day. Since clerical spells are divinely given, they do not have to be studied to master them. A second level cleric can call on any first level spell they want to use, thus the entire gamut of spells is available to them for selection prior to the adventure. However, only that spell or spells selected can be used during the course of the adventure.

Second Level Clerical Spells

1. Cure Light Wounds
2. Reveal Sorcery
3. Light
4. Protection from Chaos
5. Purify Food and Drink
6. Remove Fear

Third Level Clerical Spells:

1. Bless
2. Find Traps
3. Resist Cold
4. Silence: 15' Radius
5. Snake Charm
6. Speak with Animals

Fourth Level Clerical Spells

1. Hold Person
2. Resist Fire
3. Continual Light
4. Cure Disease
5. Remove Curse
6. Speak with the Dead

Fifth Level Clerical Spells

1. Know Alignment
2. Glyph of Warding
3. Locate Object
4. Prayer
5. Striking
6. Create Water

Sixth Level Clerical Spells

1. Animate Dead
2. Create Food
3. Cure Serious Wounds
4. Dispel Sorcery
5. Neutralize Poison
6. Protection from Evil, 10' Radius

Seventh Level Clerical Spells

1. Divination
2. Exorcise
3. Speak with Plants
4. Stick to Snakes
5. True Seeing

Eighth Level Clerical Spells

1. Dispel Evil
2. Insect Plague
3. Find the Path
4. Heal
5. Stone Tell

Ninth Level Clerical Spells

1. Commune
2. Flame Strike
3. Blade Barrier
4. Speak w. Monsters
5. Word of Recall

Tenth Level Clerical Spells

1. Raise Dead
2. Quest
3. Animate Objects
4. Conjure Animals

Clerical Spell Descriptions

SECOND LEVEL CLERICAL SPELLS:

Cure Light Wounds - cure 2-7 points of damage

Reveal Sorcery - detects the presence of magic in an item, creature or place in the immediate vicinity of the cleric

Light - produces a dim light, equivalent to torch and for as long as a torch burns but without heat or smoke

Protection from Chaos - Demons and dark spirits cannot touch the caster - creatures or people fighting on the side of Chaos take a -1 when fighting the cleric.

Purify Food and Drink - restore rotten food or contaminated water to a pristine state

Remove Fear - remove the effects of fear from one or more creatures allied to you

THIRD LEVEL CLERICAL SPELLS:

Bless - +1 to saving throws and attack dice for everyone in your party

Find Traps - unerringly locate any traps in the immediate vicinity (line of sight)

Resist Cold - endure extreme cold without special clothing - take +1 to saving throws against magical cold and -1 per dice of magical cold damage

Silence: 15' Radius - prevents all noise in area of effect, including spell casting

Snake Charm - charms 1HD of snakes/level of cleric. Lasts 20-50 minutes or 7-12 minutes if snakes are attacking,.

Speak with Animals - speak with any animal, they may not obey you but they will tend to be friendly

FOURTH LEVEL CLERICAL SPELLS

Continual Light - Creates a bright light, fixed in place that shines indefinitely. Brighter than a torch but less than sunlight.

Cure Disease - Instantly cures afflicted target of all diseases
Hold Person - freezes 1-4 persons in place, if cast on one person saving throw is -2

Remove Curse - Remove a curse from an individual, place or item

Resist Fire - endure extreme heat without special protection - take +1 to saving throws against magical fire and -1 per dice of magical fire damage

Speak with the Dead - Allows the caster to ask up to three questions with a single deceased entity.

FIFTH LEVEL CLERICAL SPELLS

Create Water - This spell the Cleric can create a days worth of drinkable water for a dozen men and their horses.

Glyph of Warding - anyone touching the glyph or the immediate area it is protecting takes 2hp dmg per level of caster

Know Alignment - know if a creature is allied with Chaotic

forces or the forces of Law, factional alliance or is a traitor, a spy or someone only pretending friendship

Locate Object - Locate an object familiar to you in the near vicinity

Prayer - bonus of 2 to saving throws for everyone in party

Striking - This spell allows any one weapon to inflict an additional dies worth of magical damage per attack.

SIXTH LEVEL CLERICAL SPELLS

Animate Dead - creates one skeleton or zombie per level of caster that follows the caster's commands

Create Food - This spell the Cleric can create a days worth of edible food for a dozen men and their horses.

Cure Serious Wounds - Heals 2d6 plus the casters level worth of hit points.

Dispel Sorcery - This spell is the same as the 3rd level magic-user spell.

Neutralize Poison - Range: touch. Instantly removes the effects of any poisons from the target.

Protection from Evil, 10' Radius - This spell is the same as the 3rd level magic-user spell.

SEVENTH LEVEL CLERICAL SPELLS

Divination - learn something about the area - 60% chance + 1%/level

Exorcise - target freed from possession, curse, control, charm

Speak with Plants - talk to plants, will obey simple commands

Sticks to Snakes - creates 2d8 snakes controlled by caster - 50% poisonous

True Seeing - detect all invisible, hidden, illusions

EIGHTH LEVEL CLERICAL SPELLS

Dispel Evil - dispels all evil magic in the immediate area

Heal - heals all but 1d4 damage & cures disease or blindness in one person

Insect Plague - cloud of insects blocks vision, 3HD or less will flee

Find the Path - show the way out of maze or wilderness - lasts 1 day

Stone Tell - learn information/history of an area from the stones

NINTH LEVEL CLERICAL SPELLS

Blade Barrier - barrier 15' radius; 7d10 damage to anyone passing through

Flame Strike - 6d8 damage to all within 5' radius of target (save for half)

Commune - answers 3 questions, can be used once per week

Speak with Monsters - ask 3-12 questions of monster

Word of Recall - teleport without error to predetermined sanctuary

TENTH LEVEL CLERICAL SPELLS

Animate Objects - control one or more objects to a total of 2 person size

Conjure Animals - 1 large, 3 med, or 6 small

Quest - target must perform a service or be cursed

Raise Dead - Range: touch. This spell can be used on a deceased (and willing!) ally to bring them back to life, restoring them to 1 hp. Any spells previously prepared are lost. As raising the dead is a serious ordeal, the target also loses a full level of experience, reverting to the minimum needed for that level.

Cleric Turning

In addition to spell casting, clerics are able to turn or sometimes destroy, beings inimical to their faith. As scions of life this often means undead but other supernatural beings may also be subject to this power depending on who their particular pantheon recognizes as enemies. Some possibilities include:

- Demons
- Devils
- Dark spirits
- Outer beings
- Summoned, conjured or enchanted creatures

Sorcery

Magic User

Magic Books

Magic-users acquire books containing the spells, the study of which allows them to memorize a spell for use. They can then cast the spell at a time and place of their choosing. The Dungeon Master may require substances or apparatus, such as conjuring a water elemental requires the presence of water, a sleep spell requires a pinch of sand, etc. An optional rule I employ is that the use of a sympathetic material component is optional but may impact spell efficacy. When casting a spell, a magic-user must be able to concentrate. Trying to cast a spell and walk or run at the same time is extraordinarily difficult for all but the simplest cantrips, and trying to cast a spell while in middle of melee, nigh impossible. Then, after all that, the target may shrug off the affects (see Saving Throws)! As the spell is recited it fades from the spell-caster's mind and it cannot be again used unless it is relearned the following day. Magic-users do not bring their magic books into the dungeon with them. Magic-users choose the spell they will memorize from their books and they do this before the expedition sets out. But they do not necessarily get to choose from the entire list of first level spells. By the time a magic-user has completed their arcane studies they will have copied the entire list of first level spells into their first magic book. It is not guaranteed that all spells copied into their magic books will be usable by the magic-user – some spells may contain errors or omissions.

Roll 1d6 for each spell (+1 for Intelligence 13 or higher and -1 for intelligence below 9) to see if the spell, as written, is usable by the magic-user:

- 1-3 - the spell as written has one or more omissions or mistakes
- 4-6 - the spell is complete and correct and learnable by the magic-user

Adventuring and exploring offer excellent opportunities for magic-users to correct or complete the spells in their magic books – dungeons can be a treasure trove of clues to the casting of magical incantations. Whenever the magic user finds a magic scroll, studies an ancient inscription, or studies a magical effect they have an opportunity to correct or complete one of their incomplete spells. Roll again on the table above in such an instance. Note if a magic user attempts to copy the spell from a magic scroll, the writing disappears from the magic scroll.

Scrolls

The above rules place great limitations on the magic-user's power, but there are ways to partially overcome them. One is to have the spell written out on a magic scroll. Scrolls are written in magic runes that fade from the page as they are read, so a scroll also can only be used once. Magic users may make a scroll of a spell they already have in their magic book at a cost of 100 gold pieces and 1 week's work for

each spell of the first level, 200 gold pieces and 2 weeks for a second level spell (if the magic-user is second level), etc.

Magical Items

Certain magical items which can be found in dungeons can be used by magic-users, and often only by magic-users. Thus there are magic wands, staves, rings, amulets, potions, scrolls and similar items which gave the user magical powers just as if he had a magic spell.

Spell Research

It is also possible for a magic-user, through the expenditure of much money and labor for research, to create new spells. The Dungeon Master must agree that the spell is appropriate to the level of the character trying to create it, the magic-user must spend 2000 gold pieces per level of spell and one week of time. They then have a 20% chance of success on a d100. A roll of 20 or anything less than 20 means the spell research was successful, the magic-user writes it into their book and may use the spell, subject to the rules above and the restrictions given below.

Arcane Equipment & Material Components

Spellbook	50	Wytchwood, small piece	5
Papyrus, 1 sheet	2	Glowworm	3
Parchment, 1 sheet	4	Phosphorus, small vial	7
Vellum, 1 sheet	8	Powdered iron, pouch	2
Sepia, giant squid, vial	10	Incense, small pouch	15
Vermillion	6	Lodestone, small	5
Chalk, powdered	1	Copper wire, fine,	3
Silk, small square	4	Powdered silver, sm. jar	5
Prism, small, mineral	9	Powdered brass, pouch	4
Bitumen, small pot	3	Mercury, small vial	9
Candles, 1 dozen	1	Brazier, elaborate	15
Bat fur, 1 pouch	1	Insect in Amber	12
Iron pyrite, chunk	1	Mica chips, pouch	1
Sulphur, jar	1	Ape dung, jar	1
Powdered pineal gland	5	Flint shards, pouch	1
Bat guano, jar	1	Licorice root shavings	1
Crystal beads, pouch	5	Tortoise shell, piece	1
Dried lizard tongues, jar	2	Rare nut shells, 3	2
Powdered lime, pouch	1	Powdered carbon, pouch	1
Glass rod, small	6	Rock crystal, pouch	1

Book of First Level Spells:

Dancing Lights
Detect Magic
Enlargements
Hold Portal
Light
Read Languages
Read Magic
Shield
Tenser's Floating Disc
Ventriloquism

Book of Second Level Spells:

Charm Person
Darkness
Knock
Magic Missile
Magic Mouth
Mirror Image
Protection from Evil
Pyrotechnics
Sleep
Web

Book of Third Level Spells:

Audible Glamer
Continual Light
Detect Evil
Detect Invisible
Levitate
Locate Object
Strength
Wizard Lock

Book of Fourth Level Spells:

ESP
Infravision
Invisibility
Phantasmal Forces
Protection/Evil 10'
Protection/Normal Missiles
Ray of Enfeeblement
Rope Trick
Slow Spell
Water Breathing

Book of Fifth Level Spells:

Clairaudience
Dispel Magic
Explosive Runes
Fly
Haste Spell
Lightning Bolt
Monster Summoning I
Suggestion

Book of Sixth Level Spells:

Clairvoyance
Confusion
Hallucinatory terrain
Ice Storm
Fireball
Hold Person
Invisibility 10'
Massmorph
Plant Growth

Book of Seventh Level Spells:

Charm monster
Dimension Door
Extension 1
Fear
Polymorph Self
Remove Curse
Wall of Ice
Wizard Eye

Book of Eighth Level Spells:

Animal growth
Feeblemind
Monster Summoning 2
Passwall
Polymorph Other
Telekinesis
Transmute Rock to Mud
Wall of Fire

Book of Ninth Level Spells:

Animate dead
Cloudkill
Contact higher plane
Extension II
Hold monster
Magic jar
Teleport
Wall of Iron

Book of Tenth Level Spells:

Conjure elemental
Monster Summ III
Legend lore
Lower water
Part water
Projected Image
Repulsion

Tome of Spells

Book of First Level Spells:

Dancing Lights - creates an illusion of 1-6 lights that move at the caster's command and instruction

Detect Magic - in addition to detecting enchantment can often discern the type of enchantment

Enlarge - increasing a thing to twice its mass for non living things and half again its size for living things

Hold Portal - keeps a door held 20-120 minutes

Light - creates magical light that burns about as long and as bright as a torch and moves with the caster

Read Languages - makes foreign scripts comprehensible

Read Magic - allows the reading of magic scrolls and mystical runes

Shield - acts as magical armor for the caster imparting AC 2 against missiles and AC 4 against melee attacks for the duration of a scene

Tenser's Floating Disc - creates a disc of glowing force that follows the caster and that can be used to carry heavy loads (up to 500 lbs)

Ventriloquism - projects the user's voice from any place within sight

Book of Second Level Spells:

Charm Person - enchants the subject such that they consider the caster their friend

Darkness - creates a ring of temporary darkness which even artificial light cannot penetrate nor darkvision see

Knock - opens anything with a lid or lock e.g. opens a locked or stuck door or unlocks a chest or manacles

Magic Missile - fire 1 magical arrow for every 3 levels of the caster that inherently strikes the target for 2-7 points of damage

Magic Mouth - creates a mouth that will recite a 25 word message when a condition set by the caster occurs

Mirror Image - creates 1-4 images of the caster for the duration of a scene. Each image (but not all) disappears if struck.

Protection from Evil - creates a circle of protection from demons, devils and other evil spirits

Pyrotechnics - turns a fire into either a dazzling display of fireworks or else a great cloud of smoke

Sleep - Put to sleep 2d8 1HD, 2d6 2HD, 1d6 3HD, or 1 4HD

Web - a mass of thick, sticky webs fly from the caster's hands entrapping the target or blocking a corridor - a human spends 20-80 min to break free

Book of Third Level Spells:

Audible Glamour - creates an illusion of any sort of sound the caster wishes

Continual Light - creates a permanent light almost as bright as daylight in a single immovable location

Detect Evil - detect the nearest source of evil or evil within a being or object

Detect Invisible - see hidden, concealed or invisible things or beings

Levitate - the caster can lift slowly into the air or lift another object or being not more than twice their weight

Locate Object - find a familiar object within range

Strength - increases the strength of a fighter by 2-8 points, a thief by 1-6 and a cleric by 1-4

Wizard Lock - locks a door magically and indefinitely such that it cannot be opened but with a knock spell or by the caster who originally locked it

Book of Fourth Level Spells:

ESP - read the thoughts of creatures within range, even through a stone wall

Infravision - see in the dark

Invisibility - turn a thing or being unseen until it attacks or the spell is dispelled by the caster

Phantasmal Forces - create a visual illusion that lasts so long as the caster concentrates and the illusion is not touched

Protection/Evil 10' - a large ring that protects against demons, devils, elementals and the like

Protection/Normal Missiles - blocks arrows, slingstones, crossbow bolts, spears and the like from attackers of 1HD or less

Ray of Enfeeblement - weakens one creature - loses 4 points of strength/does ¼ damage for physical attacks

Rope Trick - causes a rope to float up and at its end creates a small (up to 4 people) space which is safe and unseen.

Slow Spell - causes up to 24 creatures to be slowed by half

Water Breathing - allows the caster or one target to breathe underwater

Book of Fifth Level Spells:

Clairaudience - caster can hear something within range even on the other side of a wall

Dispel Magic - counters a magic spell or temporarily removes a permanent magical effect

Explosive Runes - reading these runes causes an explosion (4d6 damage and item it was written on is destroyed)

Fly - caster can fly at walking speed for 10-60 minutes (duration not known by caster)

Haste Spell - up to 24 creatures move and attack twice as fast

Lightning Bolt - caster casts a bolt of electricity that does 1d6 damage/level of caster - can strike multiple beings if in a line

Monster Summoning I - summon first level monsters to do your bidding (1d6 if < 1hd; 1d3 if = 1HD)

Suggestion - cause one creature to follow your verbal instructions (up to 2 sentences), provided they can understand you

Book of Sixth Level Spells:

Clairvoyance - see something or a scene out of sight but within range, even behind a wall

Confusion - cause a group of creatures to wander around dazed

Hallucinatory terrain - make a whole area appear other than what it is

Ice Storm - cause hailstones to fall from the sky in a 30' square causing 3d10 damage

Fireball - throw an explosive ball of fire that engulfs a 20 ft radius doing 1d6/level of caster

Hold Person - up to 4 humanoid are held in place for 6 min + level of caster

Invisibility 10' - make the whole party invisible

Massmorph - disguises up to 100 humans to look like a grove of trees

Plant Growth - cause accelerated growth of plants within a 300 ft square- can be used as a barrier

Book of Seventh Level Spells:

Charm monster - make a monster consider you a friend. 3d6 monsters of 3HD or less, one monster of > 3HD. Check weekly if broken.

Dimension Door - travel from one point to another instantly up to 360 ft away

Extension 1 - extend duration of 1-3 level spells by 50%

Fear - cause a group of creatures (20' radius) to panic and run away, sometimes (50%) dropping what they're holding

Polymorph Self - transform yourself into another creature of any size (no combat advantage)

Remove Curse - remove a magical curse from a person or item

Wall of Ice - create a wall of ice between you and an opponent, 1d6 damage to any who come in contact, twice that for fire creatures, lesser beings cannot pass

Wizard Eye - scout ahead seeing through an invisible eye that moves at walking speed

Book of Eighth Level Spells:

Animal growth - turns a normal animal into its giant equivalent for 2 hours

Feeblemind - mentally incapacitate a magic user; magic users lose ability to cast spells

Monster Summoning 2 - summon 1-2 2nd level monsters to do your bidding

Passwall - creates a tunnel through rock up 10' thick

Polymorph Other - change another creature into any other animal or monster (includes combat abilities)

Telekinesis - move things without touching them (up to 20lbs/level)

Transmute Rock to Mud - change a large amount (300 sq ft) of rock, dirt or sand to mud

Wall of Fire - create a wall of fire - 1d6 damage to any who come in contact, twice that for undead, lesser beings cannot pass

Book of Ninth Level Spells:

Animate dead - change bones to skeleton or corpse to zombie under your command; 1d6 undead for each level above 8th

Cloudkill - poisonous cloud that kills anything < 5HD that it envelops, can move slowly and is pushed or dispersed by wind

Contact higher plane - ask a question of a higher intelligence but risk insanity; yes or no questions only. 7th plane: 7 questions, 50% to know, 70% truthful answer, 40% chance of insanity. Each plane above/below adds/subtracts 10% to each.

Extension II - extend duration of spells of 4-6th level by 50%

Hold monster - keep 1-4 monsters rooted to one spot

Magic jar - caster transfers their spirit into a precious stone; can then attempt to possess any who come near the stone; if possessed is destroyed the caster's spirit returns to the stone; if the stone is destroyed the caster is as well.

Teleport - move instantly to any place you are familiar with - bring a few of your friends with you; the less familiar you are with the area, the greater the risk

Wall of Iron - create a wall of iron

Book of Tenth Level Spells:

Conjure elemental - summon a 12HD elemental that must follow one command

Monster Summ III - summon 1d2 3rd level monsters

Legend lore - know the history of an object or place; takes 1-100 days to cast.

Lower water - lower the level of water by one half

Part water - separate water up to 10' deep

Projected Image - create an illusory duplicate of yourself that can cast spells

Repulsion - push creatures in a 15' radius away from you